

M.A.C.D.

301 & COMBO ELECTRONIC DART LEAGUES CAPTAIN'S GUIDE (Revised 8/08)

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M.A.C.D. OFFICE
3506 West National Avenue
Milwaukee WI 53215
(414) 645-3256
macddarts@yahoo.com

I INTRODUCTION

The captain's guide has been compiled to make the league go as smoothly as possible. It contains the operational information such as association by-laws, award lists and tournament information. Knowledge of its contents is mandatory for all players. Most of the time problems and disputes arise as a result of a lack of an understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies and procedures will allow all of us to throw darts and have fun without worrying about the technicalities. It is recommended to have it with you at each match.

II LEAGUE REGULATIONS

A. LEAGUE FEES AND SANCTIONING

1. Each player will pay **\$5.00** per night, which is inserted into the dartboard. Cash only.
2. Each player pays a sanction fee of **\$9.00**. This fee and sanction card is due the first night of league play. This fee includes both state and national sanctioning. The total sanction fee of **\$9.00** is a **ONE-TIME** fee. If you play in more than one league - fill out a sanction card for each league you play in, provide the league and night that you were originally sanctioned through, but do not pay another fee. *(There are **no** sanction fees due in the Spring Leagues).*
3. **It is each captain's responsibility to collect all sanction cards and fees for players on their team. The captain shall then drop the cards and the fees off at the league office or your sponsors' location. The sponsor will contact the operator of the dartboard to pick them up. Do NOT insert the sanction fees into the dartboard. It is not programmed for that information and will only put extra credits on the dartboard.**

B. ROSTERS

***Definition of a player: A person shown on the team either as a player or a sub with a PPD average.**

1. When entering a new player to your team on the dartboards, please enter first and last names. If there is a misspelling, please call the league office and it will be fixed. **ENTERING NICKNAMES ON THE DARTBOARDS WILL NOT BE ACCEPTED.** Nicknames can only be entered by calling the league office and will only show when that person is shooting (7 character limit).

2. There is a maximum of **ten (10) players** per team on the roster at one time. The dartboards will only show up to 8 players. You will have to manually enter your 9th and 10th substitutes name each time they shoot. Once a team has a full roster, no new players can be added without dropping someone. Dropping players must be done in **WRITING**. If written notice is not received, the new player will be considered illegal. **The result will be loss of eight (8) games.**
3. Once a player has legally played a match for a team, they cannot switch teams within that league.
4. Teams may add new players (up to the limit) at any time during the sanction deadline (See schedule for deadline). Players must play at least one time prior to the sanction deadline in order to be eligible to play the rest of the league season.
5. New players will be permitted to play after the sanction deadline only under *extreme* circumstances, such as sudden illness or accident. The league secretary will approve these circumstances. Players unable to complete the season will be **DROPPED** and new players can only bring the roster up to **FIVE** players. (It is recommended that teams have at least two substitutes available at all times).
6. All league players must be at least 21 years of age prior to the start of league play. It is the captain's responsibility to make sure all players are of age. Any team caught with minors on it will be dropped from the league with all prize money forfeited.
7. All players must be legally sanctioned, meeting the standards set forth in this guide. **Intentionally playing under another player's name will result in the loss of ALL games.**
8. Player I.D. - All players are required to have one form of a picture I.D. On their person at all times. I.D. checks can take place at any time. **NO I.D. – NO PLAY.**
9. Under no circumstances will players be accepted the last two (2) weeks of league play.

C. CAPTAIN'S DUTIES AND RESPONSIBILITIES

1. Shall be present or send an acting captain to all league matches and meetings.
2. Shall inform teammates to all league rules and regulations.
3. Shall collect all necessary player fees.

4. The captain is responsible for adding their team averages to determine the handicapping (the dart boards cannot be programmed with the handicapping). See handicapping rules on page 12.
5. The captain shall be responsible on the first night of league play for the following:
 - Issuing the player sanction cards and making sure that each teammate properly fills out the sanction card neatly, completely and accurately.
 - Collecting the designated sanction fees from each teammate and delivering the cards with the sanction fee to a designated drop-off (see rule #A3 on page 2). **On each sanction card, please indicate which players paid.**
 - All players must pay a sanction fee and fill out a sanction card the first night they shoot! If a player does not complete a sanction card and pay the appropriate fees, this will be deducted from the team prize money with a \$5 fine.
6. **In the event of manual scoring** (i.e.; League Option not available on the dartboard) and a score sheet is needed the *visiting* captain shall be responsible for taking the score sheet and league fees to the league office the day after league play. Failure to do so will result in fines. (See fine schedule).
7. The captain is responsible for settling any disputes that might arise during a match. Refer to this guide when disputes arise.
8. It is the captain's responsibility to know where his/her captain's folder is at all times. If the captain folder needs to be replaced for any reason, there will be a minimal charge. (See fine and fee schedule).

D. LEAGUE STANDINGS AND FORFEITS

1. League starting time is 7:30 p.m. (Regular time, not bar time). There is one-half hour grace period.
2. **All monies must be deposited into the dartboard and league play started by 8 p.m. or the opposing team will take a FORFEIT.** If a partial team is there, they should begin play with the players present. A team may start with one player. Pass the rounds of the absent player(s).
3. If a player arrives late, his/her score will remain 301/501 for the games missed or on Cricket his rounds will be passed. That player is allowed to join in on any of the remaining games.

4. Forfeit:

- Definition: A whole team absent from the appointed location of the match.
- In the event that some or all of the opposing team comes to the match location they join in as per above #2 & #3.
- A BYE is not a forfeit.
- Fall/winter leagues – Any team forfeiting three (3) times will be dropped from the league, forfeiting all prize money.
- Spring/summer leagues - Any team forfeiting two (2) times will be dropped from the league, forfeiting all prize money
- A forfeit will cost the forfeiting team a forfeit fine and all of the points for that match. The forfeiting team is also responsible for paying their league dues for the forfeited match. (See fine and fees schedule).
- Any teams forfeiting during the last two weeks of league play, and who's forfeit effects the standings for the 1st, 2nd or 3rd place teams will forfeit 50% of their prize money.

E. **HOW TO USE THE SCORE SHEETS**

(In the event manual scoring is needed)

1. The captain should write in the complete league night, league number and date on the score sheet. This information is found on the league schedule.
2. Each captain shall write in their team line-up using first and last names. After each players name, the player's PPD/MPR should be written in and then totaled for the team. This is your team's handicap for the match. (See handicapping under the 301/501 match/rules for additional information).

NOTE: The first night of league play, ALL players will OPEN OUT! This will establish your PPD/MPR for week two.

3. Start Play!
4. The number in the lower right corner of a square designates the position that a player shoots on the machine for that game.
5. The player going out and winning the game scores a 0 in their box for that game. All other players points left are written in the top half of the box. If a player goes out and their team loses the game, the player with the lowest score on the other team gets the win.

6. Each team captain verifies and signs the score sheets.
7. Proper monies and score sheets get turned in per league rules.

F. LEAGUE STANDINGS

1. League standings will be based on a win/loss percentage.
2. League and player standings will be posted on the dartboards weekly (no mailing is available).
3. ** League standings with player standings can be e-mailed to you weekly. Please call the office or e-mail us at macddarts@yahoo.com with your complete name, e-mail address, team name, league night(s) and league number(s). **
4. In the event two teams tie for first, second or third place the following play-off procedures are to be used:

MANUAL SCORING IS REQUIRED.

- a. The four players from each team with the most games played must be the players that play the play-off match. If the four players with the most games are not available, the team will have to play short player(s).
 - b. All play-off matches must be at one of the two sponsor's locations, and should take place the next week on the regular league night at the regular time, unless both captains agree to an earlier day and time.
 - c. If the captains cannot agree or get together for a coin flip, the secretary shall name the date, time and location of the play-off match.
 - d. The play-off match shall be a race to seven or the best of thirteen games. If the match goes to the thirteenth game all four players should play, using two on a position.
 - e. Every effort should be made to have the match played as soon as possible. (So trophies can be ordered and prize money figured out).
5. In the event that more than two teams tie for 1st, 2nd or 3rd place, the captains shall contact the league secretary, who shall announce the play-off procedures.
 6. If teams tie for any other position there will not be a play-off.
 7. In the event there is a tie on position night, the league secretary will determine the home team by PPD/MPR.

G. MATCH RULES OF CONDUCT

1. Distracting other players is not allowed. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. The captains (or acting captains) shall attempt to settle any disputes that arise. Any disputes that cannot be settled must be protested (see protest procedures) and shall be ruled on by M.A.C.D. officials.
2. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of the game, the match and expulsion from the league as well as forfeiture of all league dues paid.
3. All matches should be finished within a reasonable amount of time (approximately 2-1/2 hours). If a team or player is delaying the game in excess of ten (10) minutes, the opposing team has the option to skip to the next player.
4. When a player gets up to the throw line, they must throw all the darts they intend to throw before leaving the throw line. (Example: you cannot throw one dart and go get a beer and then return to the throw line and proceed to throw your remaining two darts.)
5. Flagrant violations must be documented and submitted in writing to the league secretary. Protest/corrections forms are provided in your Captain's folder. After review the appropriate action will be taken.
6. Penalties for documented and verified unsportsmanlike conduct incidents:
 - a. First incident Written reprimands
 - b. Second incident Two-match suspension
 - c. Third incident Suspension for one league season

H. LOCATIONS

1. All games must be played on equipment owned and operated by one of the operators involved in this league co-op. In the event that a location changes machine operators during the course of the league season, the team will either have to change locations for the remainder of the season or drop from the league, thus forfeiting all prize money, provided new operator is not in the co-op.
2. If a sponsor closes the location the team will have to switch locations. The team captain should contact the machine operator to establish their new home base, and then notify the league secretary of the new location.
3. Teams may switch locations during the league season if they have written permission from the sponsor. The team must reimburse the sponsor fee to the original sponsor, as the fee must remain in the league treasury.

I. SCHEDULING AND POSTPONEMENTS

1. Regular league scheduling shall be the responsibility of the league secretary.
2. Every effort should be made to avoid forfeits and postponements!!!!!!!!!!!!!! If a team requests a postponement and the opposing team agrees, they must settle on a date, time and place **at this time**. **Both captains must then notify the league secretary** so they do not get charged a late fine. If BOTH teams do not agree to reschedule, the match must be played as originally scheduled. The only circumstance under which an opposing team must grant a postponement is when a team is playing in a sanctioned dart tournament.
3. **Postponed matches MUST be played within two weeks of the originally scheduled match, OR BOTH TEAMS WILL BE FINED.**
4. Both teams involved must still pay for games not played for any reason. Also, the same rule applies for forfeited matches--both teams must pay league dues.
5. In even numbered team leagues no teams may join as new entries. In leagues comprised of an odd number of teams (leagues with byes) no teams may join after the third week of play. Teams taking over these vacant spots are responsible for paying all league dues for missed matches. It is the new team's responsibility to contact the other captain(s) and reschedule those matches. These matches must be made up within *three* weeks.
6. Leagues will only be canceled due to *extreme* weather circumstances! Please call the MACD weather hotline – 414-645-3266.

J. PROHIBITED PLAYERS

1. Teams with a player(s) not allowed in opposing teams' location must have substitutes available to take the place of prohibited player(s).
2. It is recommended that differences between "barred" players and sponsors be reconciled so that they can at least play the match and leave immediately.

NOTE: These circumstances are between tavern owners and patrons, therefore, the league secretary and/or grievance committee cannot get involved and protests cannot be filed.

III GAME RULES

1. In Main Menu, select
"League Menu"

MAIN MENU
01 GAMES
CRICKET GAMES
BS GOLF & OTHER GAMES
SPEED GAMES
INSTRUCTIONS
> **LEAGUE MENU** <
ATTRACT SCREENS

2. In League Menu, select
"Play League"

LEAGUE MENU
> **PLAY LEAGUE** <
VIEW LEAGUE STANDINGS
VIEW LEAGUE SCHEDULE
PLAY SCORESHEET
PLAY NDA SCORSHEET

RETURN TO MAIN MENU

3. In Choose League, select league to be
played tonight.

Choose League
MONCKT – Monday Cricket

> **TUES 01 – Tuesday 01** <

WEDCBO – Wed. Combo

Return to Previous Menu

4. In Choose Home Team, the home
captain selects his/her team.

CHOOSE HOME TEAM
> **SAM'S BAR I** <
SAM'S BAR II
BOURBON SIPPERS
ANDY'S ANGELS
ANDY'S AARDVARKS
QUIGLEY'S QUACKS
NEXT PAGE

5. In Set Up Home team, verify that the four regular players listed are in attendance.

SET UP HOME TEAM
SAM'S BAR I
SAM ZAMMUTO
MIKE GANNON
> **MATT PUTNAM** <
GENE HARLAN
(Press Δ to modify a player.)

CHOOSE VISITING TEAM
Return to Previous Menu

NOTE: If Home Team is OK, select
"Choose Visiting Team" and go to 6.

If a substitute is needed, go to 5a.

To rearrange throwing order, go to
5b.

5a. If a substitute is needed, select the player to be subbed for (MATT PUTNAM). If regular sub is available (JOHN MARTIN below), select his/her name from the list. If not, select "New Substitute" and type in the sub's name using the target as directed. New player's name will replace MATT PUTNAM on Team List.

**CHOOSE PLAYER TO SUBSTITUTE
OR SWAP WITH "MATT PUNAM"**

SAM ZAMMUTO
MIKE GANNON
GENE HARLAN
JOHN MARTIN
> **NEW SUBSTITUTE** <
Cancel

5b. To swap player positions, highlight and select the player to move. Next highlight and select the player to go to 1st player's position.

6. Set up Visiting Team in the same way as for Home Team in 5 and 5a above.

7. When both teams are OK, select **START MATCH**. Game to be played and players involved in 1st game will be displayed. Put in required coins for the game and select **"START GAME"**. Repeat after each game until match is completed.

FORFEITS

If a match to be played is a "Forfeit", select the team to be awarded the forfeit both as **"HOME TEAM"** and **"VISITING TEAM"**. Answer **"YES"** to, "Is this match a forfeit?"

TEAM FEES OPTION

The **"TEAM FEES"** option is activated for your league, each team is required to put their team fees into the cashbox upon completion of their respective team's setup.

A. GENERAL GAME RULES

1. The player gets three throws per turn. You may pass any or all of your darts. A dart passed *does not* count as a dart thrown. An intentionally missed dart may be considered unsportsmanlike.
2. If a dart misses the board or doesn't stick, it counts as a dart thrown and may not be thrown again. A dart thrown that sticks, but does not score, may *not* be manually scored. The only exception is for an out dart or winning dart. If the winning dart sticks and doesn't register the game is over. The player throwing the winning dart receives the win.
3. Darts on the board *cannot* be touched until your turn is over and the player has touched the "player change" button.
4. Darts must not be thrown until "throw darts" lights up on machine. Any dart thrown early *may not* be thrown over.
5. It is **EACH PLAYER'S** responsibility to see that the machine is displaying that player's number prior to throwing any darts. If a player throws when the machine is displaying an opponent's number, the opponent has the option of accepting that score and allowing play to continue, or resetting the machine to the player's number who originally threw on the wrong number and then continuing play.

EXAMPLE: Player 3 mistakenly throws on player 4. Player 4 can accept the score and the game moves to player 1. The result being that player 3 has lost an opportunity to score in that round OR player 4 can reset the game to player 3. Player 3 throws. The game moves to player 4. The result being that player 4 has received a double scoring opportunity in the round.

6. If, in team play, a player throws when the machine is displaying the number of that player's partner, each player on that team loses one turn immediately.
7. If a player reaches zero while shooting on their partner's number, that team loses the game.
8. The dart machine is always right! If the machine isn't operating correctly, call for service from the machine operator. If the machine operator does not repair machine within one hour, there are two options:
 - a) Use a different machine at that location if available. This will require manually scoring using the score sheets provided to you.
 - b) If a different machine is not available, you may go to the visiting team's location (manually scoring remainder of match).
9. Players may use their own darts, as long as they are unaltered factory issued darts and tips, weighting no more than 18 grams. Otherwise, bar darts will be supplied at each location.
10. All games shall have foul lines positioned eight feet from the bottom of the game directly below the bullseye. Another way to measure the throw line is to measure from the center of the bullseye diagonally to the throw line, 9 feet, 9-1/2 inches. If a question arises on the distance the machine is from the throw line, captains must measure the distance and move the throw line if necessary. The games already played stand as played. The remaining games will be played at the new distance.
11. When throwing, a darter must stand with both feet no closer than the front edge of the throw line. It is legal to lean over but not to step across the throw line. If a darter places any portion of his/her foot (or shoe) over the line, the opposing team can call a foul. The first time will be considered a warning with no penalty. The second time that darter will forfeit his next three darts. Any additional fouls will be forfeit of that game.

B. THE 301/501 MATCH/RULES

1. Four players constitute a team. The four players that start a match must play the *entire* match. If a player must leave early, his rounds for the remaining games will be passed. Nobody else can fill in for that player.

2. **A match consists of sixteen games.** These games are played in the order and combination as posted on the dartboard in League play. Individuals play eight games of partners--two each with the three teammates. Their round scores are subtracted from 301 or 501. When a player reaches zero exactly, the game is over. Both team scores are added and the team with the lower combined score is the winning team. **Ties are not a loss for the team whose player reached zero (threw out).** These games shall be played in the order and combination as posted on the dartboard in League play. Each player shall pay for his or her own games.
3. The four players that start a match must play the entire match. If a player must leave early, his score for the remaining games will be 301 or 501. *No one* can be substituted in for that player.
4. Each team shall have a captain or acting captain present at each match played.

C. **OPEN HANDICAPPING**

1. For the 301/501 games only. The team captain takes each player's most current PPD from the most recent standings. The next step is to add the total PPD value for the team. This will only apply after both teams have shot their first week (see 5a.).
2. **Both team captains must be allowed to review their team players' averages and the opposing team's averages prior to starting the match at the Home teams' location.**
3. If you shot the first week and have stats use them! In the second week of play, you are opposing a team that had a bye their first week, still use your PPD. Due to the bye of the first week, the opposing team gets to open out. Your second week is their first week so they are establishing their PPD on the second week of play.
 - **New player average:** A list of players' PPD. from the previous year will be provided in each captain's folder (please have your folder available at all times). New players added will use the previous year's PPD. If the new player is not on the list, the new player is to use a **22.50 PPD**.
4. In first week of play, if a match is not played, those two teams must reschedule the match *prior* to second week of play. (If this isn't done both teams' players will have to give their players **22.50 PPD averages**)

5. The following is the way your team must end (win) each game using the handicapped system:
- **Team total PPD (75.99 or below) = Open Out.** The team may end the game by scoring a single, double, triple, or bullseye.
 - **Team total PPD (76.00 to 82.99) = Master Out.** The team must end the game by scoring double, triple or bullseye only. No open out.
 - **Team total PPD (83.00 to 89.99) = Double Out.** The team must end the game by hitting a double score only.
 - **Team total PPD (90.00 and above) =**
 - **Double/double out** when the opposing teams' average is 79.99 or below (must double/double in the same round).
 - **Double out** when the opposing teams' average is 80.00 or above.

(Double/double ex: If your score is at 26 pts, you could hit a double 3 and double 10, as long as it is in the same round).

When a player is required to double or double/double out, the darts do not have to stick in any number except for double 8. In this case, because of the #8 segment being next to the #16 segment, the player's darts must stick in the double 8 to win the game. If the darts do not stick and the game ends, the team who threw the dart loses the game.

Provided in your folders are Protest/correction forms. These are to be used if a player illegally takes out a game. The dartboards will indicate the incorrect win until it is corrected at the league office. Please indicate which player illegally took the game out and the player with the lowest score on the opposing team, who gets the win. Both captains need to sign. This form then needs to be dropped off or mailed to the Dart league office.

6. **Freeze Rule:** If your teammates score is higher than the opposing teams' combined score, you cannot take the game out. If your teammates score is **tied** or **lower** than the opposing teams' combined score, you may take the game out. {Example: Your score is 20, your teammates score is 200, a player on the opposing teams score is 50, and the other one is 100. $100 + 50 = 150$. Your teammates score (at 200) is higher than the combined score of the opposing teams scores }.

7. Player feats (achievements) are automatically incorporated in the program. Player feats are as follows:

PLAYER FEATS

WINS the player from the winning team with the least score
TONS Score 100 points OR MORE with 3 darts in a single round
HAT TRICKS 3 darts in the bullseye in a single round
4 ROUND OUT 10, 11, or 12 darts thrown to end game

D. THE CRICKET MATCH/RULES

1. Four players constitute a team. The four players that start a match must play the entire match. If a player must leave early, his rounds for the remaining games will be passed. Nobody else can fill in for that player.
2. Games shall be played in the order and combination as posted on the dartboard in League play. Each player shall pay for his or her own games. Both players from a team are partners--sharing a number.
3. Cricket games must be shot on dartboards with a double bullseye!
4. Cricket games are open out.
5. The object is to close the numbers 20, 19, 18, 17, 16, 15 and Bull, in any order before the opposing team does. The team that closes all numbers (including the Bull) first, and has a greater or equal point score, wins.
6. Scoring points -- if you score more than three marks on a number before your opponent(s) close that number, you score points for the "extra" marks. Your point score will be displayed under the appropriate player number on the score displays. Points will not score if you do not have the number closed out or if your opponent(s) have successfully closed out the number.
7. All other rules that apply to 301/501 also apply to Cricket.

IV AWARDS, PRIZE MONEY AND BANQUET

A. TROPHIES

1. There will be a sponsor plaque and four (4) individual trophies. The following is the distribution of trophies based on league size:

- Four and six team leagues -- 1st and 2nd place trophies
- Eight and ten team leagues -- 1st, 2nd and 3rd place trophies
- Twelve and greater team leagues -- 1st, 2nd, 3rd and 4th place trophies

2. An individual plaque for High Average Shooter is awarded in each league. The high average shooter must play in 75% of the league games (when a team has dropped from the league, only team stats, not player stats are effected).

B. PRIZE MONEY

1. Prize money will be based on the number of teams in your league. If your team has incurred any shortages or fines, they will be subtracted prior to the distribution of prize money, along with an itemization of the deductions.

C. BANQUET

2. The league secretary will provide details about the banquet. This information will be sent to your sponsor's location, as well as notification on the dartboards via league notes.

V TOURNAMENTS AND ELIGIBILITY

1. All players will be notified of any tournaments that will be taking place.
2. Players must play at least 48 games to be eligible to shoot in the state (www.wamo.net). 96 games for national tournaments, 24 of which need to be cricket (www.ndadarts.com).
3. Players must play at least 30 games to be eligible to shoot in the M.A.C.D. city tournament.

VI PROTEST PROCEDURES

1. Protests must be in writing and presented to the league secretary within forty-eight (48) hours of the match. Protests shall include a \$10.00 deposit. Protesters will lose the \$10.00 deposit if the protest is lost. If the protest is won, the deposit is placed into the teams' prize money. **There is no charge for corrections needed to any match.**
2. Protests presented to the league secretary, who after review will submit them to the officers of M.A.C.D., who will render a decision. If a member of M.A.C.D. is directly involved in the dispute, the protest will be given to non-related parties of M.A.C.D.
3. The judgment of the protest from the officers of M.A.C.D. will be returned to the protesters in writing.
4. The decision of the officers may be vetoed by a two-thirds majority vote of the team captains within the league. The veto must be submitted to the league secretary within seven days of the officers' decision with the signatures of two-thirds of the league captains.

VI OFFICERS

- A. Secretary.
- B. The committee for grievances will be comprised of the officers of M.A.C.D.

VII FINE AND FEES SCHEDULE

A. FEES

PLAYER FEES	\$ 5.00 PER PLAYER
SANCTION FEES	\$ 9.00 PER PLAYER
PROTEST DEPOSIT	\$ 10.00 PER PROTEST

B. FINES

LATE FINE	\$ 5.00 EACH TIME LATE
FORFEIT FINE	\$ 25.00 PER FORFEIT
SHORT MONEY FINE	\$ 5.00 PER ENVELOPE
2 WEEK PENALTY FINE	\$ 10.00 PER TEAM
SANCTION FEES NOT PAID	\$ 5.00 PER PLAYER