

The MMDL Board of Directors reminds all captains that it is their responsibility to make sure matches start on time and to **communicate with their opposing captain** when late arrivals are unavoidable. Please read through the following guidelines regarding match start time.

**Match start time is 7:30pm! First darts MUST be thrown by 8:00pm
On average, matches should be completed by 11:00pm**

Match start and end times are to be recorded in the space provided on the match report and initialed by both the home and away team captains.

CAPTAIN'S GUIDELINES: HOW TO PREPARE FOR AND MANAGE MATCH START TIMES

1. **Encourage your team to arrive at the match by 7:00pm.** The first darts of the match MUST be thrown by 8:00pm.
2. **Captains of HOME teams - it is unacceptable for away teams to be fully present and ready to begin before your team.** Make the effort to communicate with the visiting team as soon as they arrive to coordinate the start of the match.
3. **Do not delay filling out your rosters at the beginning of the night.** Home team captains should be ready to supply the visiting team with the match report shortly after they arrive and immediately in cases where they arrive later than 7:30.
4. **Captains of AWAY teams - it is unacceptable for your team to arrive later than 7:30 without your placing a phone call to the home team captain to inform them of your late arrival.**
5. **Keep matches flowing.** When a game is over, the next set of players should be ready to warm up and begin live darts. Downtime between games should be minimized to prevent a late night.
6. **ALL CAPTAINS must be flexible for teams who make the effort to call ahead and inform you of their late arrival.** You are advised to start matches on time and move individual games to later in the night to accommodate late arriving players. Every team faces this situation occasionally, so we must all be willing to help each other out.

The above are **GUIDELINES** (not strict rules) for you to follow. MMDL recognizes that many people have work schedules and travel issues that delay match start times. However, too many people are taking advantage of other captains, not communicating properly with opposing teams, and are not respectful of starting within a reasonable time frame.

We understand there may be times and circumstances when matches must start later than 8pm, but it is your responsibility to avoid this as much as possible. Leniency will be afforded to teams who proactively manage this and communicate with the opposing team. Strictness and point deductions may be given for teams who are disrespectful and do not follow the above guidelines.

Your cooperation will ensure that stricter measures are not implemented.



Scorekeeper's 10 Commandments

Minute Man Dart League

1. Thou shall always face forward, at an angle to best view the dartboard, when possible.
2. Thou shall not step in the alley before all darts are thrown, unless asked to check a thrown dart's position.
3. Thou shall always project a fair and neutral disposition when scoring.
4. Thou shall not coach or suggest a combination to throw.
5. Thou shall refrain from making any noises or speak during a throw unless asked a question by the shooter.
6. Thou shall not move or fidget when shooter is at the oche.
7. Thou shall not move thy head or look away from the board during a player's throw. Never face or look at the shooter during their turn.
8. Thou shall not eat, drink or smoke when keeping score.
9. Thou shall not carry on a conversation when keeping score.
10. Thou shall not complain or argue if asked to be replaced.

The game that “begins” and “ends” with a handshake!