

Captains' Guidelines

During the playing season, as you get new players, collect \$7.00 and add their name to the **bottom** of the rotation list of players. Be sure to give an updated list to the other teams' Captains in your Division and give the money to the Treasurer. Remember, "No pay - No play!!" Players are to play in Rotation order.

During the season, the Home Captain should plan to be on the premises a good half-hour before the game is scheduled. They should seek out the visiting Captain and request the O.K. to dress the boards. If the boards have already been dressed, they must be cleaned and re-dressed. Games may be started any time when both Captains agree.

Each Captain should have a non-player pass out chips for the opposing team. As players draw chips, they are to advise their Captain of their position and **PROMPTLY** go to their seats. Restroom obligations should be taken care of before pulling chips. If the restroom is needed after being seated, or after the game has begun, the referee must be asked for permission. **Exchanging of chips by players is not allowed. As stated in District 7 League Rules, exchange of chips will result in forfeiture of both players' games.**

The Home Team should provide 4 scorekeepers and 2 referees for each game. The Visiting Team should provide 2 referees for each game. If there is a shortage of scorekeepers or referees, ask the other teams in your club for help and/or ask the visiting Captain if they can help. Cooperation among the teams makes for a smoother running game.

The Host Captain should introduce herself or himself and lead in the Pledge of Allegiance to the Flag, then introduce the visiting team Captain and ask if they would like to say anything. The home team Captain should inform everyone the location of the restrooms and water and also say that light refreshments will be available after the 1st game. Refreshments should be available only after the first game. Breaks between games should be limited to no more than 15 or 20 minutes, shorter when possible,

Please mention that the District would like to see all referees have instructions and obtain a card, even if they only do league games. It is only fair that the players have trained referees. The first week, the Host Captain should remind the scorekeepers to repeat the score loud and clear so the referee and players may hear it correctly. Leave the scores on the scoreboards until the next game starts. The Host Captain then starts the game by saying "Referees please take over". For the 2nd and 3rd games, the scorekeepers should be told that they may erase the boards. The Host Captain should have someone pick up the chips while the practice shots are being taken, making sure that players are in their proper places.

If there is a question regarding the scoreboard or if a player challenges a call, they should always refer their question or challenge to the referee. The referee is in charge of the board. However, it is the responsibility of each player to watch that the scoreboard is correct. We play by CSA rules and the score cannot be changed once the next frame is played. There is an exception when both players agree there was an error. Challenges to the scoreboard or to calls should be handled by the Host Captain or designee. Do not ask the referee about their call or allow them to inform you of their call. After looking at the disc, signal your decision to the referee and walk away without any discussion.

It would be nice if all players wore name tags. Have your rotation list of players prepared before time to draw chips. Have your scorekeepers and two referees take their positions after chips have been drawn and players take their places.

The host club Captain or a designee should call scores in to the Supervisor after their game or no later than Friday evening. The Supervisor is available by phone at (951) 850-9649 from 8:00 A.M. until 6:30 P.M. You can also e-mail your scores to the Supervisor at gpharbison@msn.com

HOST CAPTAIN QUICK CHECK LIST

1. Give "OK" to wax boards
2. Post division score sheets on the bulletin board. A score sheet is e-mailed weekly and if you receive this, you may post it or you may want to prepare your own score sheet.
3. Check the aprons (player/referee walking area) for loose wax.
4. Welcome all players, lead the Pledge of Allegiance to the Flag, then make any necessary announcements.
5. Point out the location of restrooms and water, then mention the refreshments and ask the visiting Captain if they would like to make any comments.
6. Announce, "Referees, please take over." After the first game, add "Scorekeepers may erase the boards".
7. See that the chips are collected during the practice shots.

As the games are ending on each board enter the win/loss records in your book. After the break, which should not exceed 15 or 20 minutes, start the second game. Captains should call players as before for the draw taking the opposite color from the 1st game. Refreshments should be offered only after the 1st game.

After the 3rd game, enter totals on the scoreboard and secure each Captain's signature on your score sheet. After the Captains have signed, the boards may be erased. Enter totals on your score sheet. Notify the Supervisor of the scores after the 3rd game or at least by 6:30 PM Friday night.

PENALTIES:

The referee is in charge of their board and it is their decision to assess or not to assess a penalty. The Host Captain should ask what rule applies and whether they have previously warned the offender. The referee should consider giving a warning before assessing a penalty. Make sure that the Referee Guidelines are posted or that referees have a copy.

Occasionally spectators try to get into the act and criticize the Referee's call or correct the scoreboard. Do not permit this to become an open discussion with other players or spectators volunteering information. Advise them that we appreciate an audience, but allow the Referee to manage their board without interference. Then check out the problem to your satisfaction, advising the Referee of your decision and ask the Referee to proceed with the game. Remember- you are not there to teach. If you think a player should be advised of the rules of the game, how to hold his/her stick etc, talk to the Team Captain at the break or end of the game and tell them how you feel. It is up to the Clubs to teach the players the right way to play.