

~ Sunshine Coast Dart League Rules ~

Edited 2009

1. All league games shall be open start (fly-away), double finish.
  - 1.1. A match will consist of 23 games, to be played as follows:
    - i. One (1) team game - 701
    - ii. Six (6) doubles games - 601 (2 games played back to back)
    - iii. Five (5) singles games - 501 (2 games played back to back)
    - iv. The total attainable or awarded points to be made will be 23 points – (1 point per game won).
2. Captains of both teams must fill out their roster sheets for the evenings match at the same time, (prior to seeing the opponent's sheet)
  - 2.1. Captains must use different players for each team game.
  - 2.2. Captains must count the number of games each member will be playing, and write that number beside the players name.
3. In the event of a game being postponed, the team captains have two (2) weeks (14 days) in which to play the match.
  - 3.1. The Captain of a team that is unable to field a team for the evenings match must notify the opposing team within a reasonable amount of time.
  - 3.2. If unable to reach the Captain of the opposing team, he/she should contact another member of the opponent's team, or a member of the executive.
  - 3.3. If postponed matches are not played within (14) days, the rules committee may penalize either team accordingly.
  - 3.4. In the event that either team cannot agree on a date and time to play the make-up game, the president/rules committee will intervene and select a binding date for both teams.
4. Regular starting time for matches will be 19:30 hours (7:30 pm) with 15 minutes grace time.
  - 4.1. A team with four (4) members present must start at the above-mentioned time.
  - 4.2. Any team present with four (4) members must play the evening's match.
  - 4.3. The penalty for playing a four (4) member team will be the loss of two singles games (2 points).
  - 4.4. Teams playing with only four members will only be awarded points for singles games played in the one (1) through four (4) spots on their sheet. (Captains may not leave blank slots on their sheets).

5. No league player shall play anything but league darts on boards adjacent to other league matches. (i.e. No practice shots)
6. Players who sit out a game will be allowed a maximum six (6) dart warm up before commencing with the next game.
7. Scoring shall be done as in National Rules, from left to right.
  - 7.1. Players must not throw darts until the scorekeeper has recorded the previous score.
  - 7.2. The scorekeeper must not touch the shooters darts on the board, for the purpose of checking the count, until the score has been recorded.
  - 7.3. Chalking for league games will start with the home team, and then alternate for all games played.
8. Once the match has begun, players must be available to play at all times.
  - 8.1. Once a game has been “marked up” on the chalkboard, all players should approach the “Oche”.
  - 8.2. If any player(s) are absent, the opponents and/or scorekeeper may announce a five (5) minute warning. After five (5) minutes has expired the game will start, and any absent player will be considered a “Ghost” until their return. (Ghosts will receive scores of 26)
  - 8.3. Players shall not unnecessarily delay a game that has already commenced.
  - 8.4. There will be a maximum of two (2) intermissions during each match, (10 minutes each) one will be after the first doubles set, and the second after all the doubles games have been completed.
  - 8.5. Respect your opponent by keeping your distance when they are at the oche! Try to stay at least two feet behind them while they are throwing.
  - 8.6. Only one “Designated Coach” is allowed to speak to the shooter; comments blurted from the rest of the team(s) are not allowed.
9. A “3-Dart Rule” applies when both teams (or players; as in singles) are on “double one”. Each player, starting with the player who put the 2nd team on “double one”, may throw three darts regardless of where each lands. Play continues with 3 darts each until the “double one” is attained.
9. Each team must submit their score sheet, within two (2) days of play either to the Gibsons Legion branch 109, the Sechelt Legion Branch 140, or the statistician directly. If a score sheet from any team is not submitted within the required time points may be deducted as a penalty.

10. All complaints must be in writing and given to the rules committee. The executive's decision will be final.
11. Any Player or team showing unsportsmanlike conduct will receive a written notice of warning from the executive and may also be subject to a deduction of points if deemed necessary by the rules committee. Any further complaints regarding that player or team may result in further penalties (by point deductions) and possibly expulsion from the league. The offending players will forfeit their dues.
12. Any team registering for league play must register with a minimum of five (5) players.
  - 12.1. Each team must pay a minimum registration fee of \$250 (based on 5 players). This entitles the team to ten (10) banquet tickets; additional banquet tickets must be purchased.
  - 12.2. Additional players will not be entitled to any league awards, and will not be entitled to attend the banquet, until they have paid their league dues (\$50) in full, at which time, they will be granted full membership privileges.
13. Individual membership dues are \$50.00 per player. Dues are not refundable or transferable.
14. Sponsoring establishments' dues are \$60.00 per team playing from that establishment and each establishment will receive one (1) new dartboard per team playing out of their establishment.
15. The coast Dart League reserves the right to accept or decline new teams or memberships at any time.
16. All dues and fees must be paid by the last Monday in October. Dues are not refundable or transferable.
17. All regular players who show up by 7:30 wanting to play an evening's match, must play the entire match with equal numbers of games, if possible.
18. Rules not covered by the Coast Dart League rules shall be referred to the Rules Committee for clarification - any other, B.C.D.A and/or N.D.F.C rules shall apply.
19. In the event of a tie at the end of a season, players will have the option of drawing names of all players involved from "the hat" to decide who will be playing the match.
20. If five or more existing players change the team name, they do not have to change divisions.