

~ Sunshine Coast Dart League Rules ~

- 1) All league games shall be open start (fly-away), with double finish.
 - a) 1 Game = 1 Leg and 1 Set = 2 Legs
 - b) A match will consist of 23 Legs, to be played as follows:
 - i) 1 team game - 701
 - ii) 6 sets (12 Legs) of doubles - 601
 - iii) 5 sets (10 Legs) of singles - 501
 - iv) The total attainable or awarded points to be made shall 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).
 - a) Captains must use a different combination of players for each Set.
 - b) Captains must count the number of Sets each member will be playing, and write that number beside the players name.
- 3) In the event of a Match being postponed, the team captains have 2 weeks in which to play the match.
 - a) 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.
 - b) 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.
 - c) If postponed matches are not played within 14 days, the rules committee may penalize either team accordingly.
 - d) In the event that either team cannot agree on a date and time to play the make-up Match, the president/rules committee will intervene and select a binding date for both teams.
- 4) Regular starting time for matches will be 7:30 pm with a 15 minutes grace period.
 - a) Any team with 4 members present must play the evening's match, and start at the above-mentioned time.
 - b) The penalty for playing a 4 member team will be the loss of 2 singles Legs
 - c) Teams playing with only 4 members will only be awarded points for singles sets played in the 1 through 4 spots on their sheet. (Captains may not leave blank slots on their sheets).
 - d) All regular players who show up by 7:30 wanting to play an evening's match, is entitled to play the entire match with equal numbers of sets, as practicable.
 - e) A list of all Spares will be made available to all teams, as they become available.
 - f) Spares may only play a MAXIMUM of 5 evenings after which regular dues must be paid; any team abusing the rule shall lose ALL points the spare has gained for them.
- 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 recently sat out a game will be allowed a maximum 6 dart warm up before commencing with the next game.

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- 7) Scoring shall be done as in National Rules, from left to right.
 - a) Shooters shall not pull their darts from the board until the scorekeeper has tallied up the points and are both in agreement on the score.
 - b) The scorekeeper must not touch the shooters darts on the board, for the purpose of checking the count, until the score has been recorded.
 - c) 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.
 - a) Once a game has been "marked up" on the chalkboard, all players should approach the "Oche".
 - b) If any player(s) are absent, the opponents and/or scorekeeper may announce a 5-minute warning. After 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)
 - c) Players shall not unnecessarily delay a game that has already commenced.
 - d) There shall be a maximum of 2 intermissions during each match, (10 minutes each) 1 will be after the first doubles set, and the second after all the doubles games have been completed.
 - e) Respect your opponent by keeping your distance when they are at the oche; Stay at least 2 feet behind the shooter while they are throwing.
 - f) Only 1 "Designated Coach" is permitted to stand near, or speak to the shooter on what to throw; comments blurted from the rest of the team(s) are not allowed. The "Designated Coach" must not be actively playing in a game.
- 9) A "3-Dart Rule" applies when both teams (or players; as in singles) are on "double 1".
 - a) Each player, starting with the player who put the 2nd team on "double 1", may throw 3 darts regardless of where each lands.
 - b) Play continues with 3 darts each until the "double 1" is attained.
- 10) Each team must submit match scores by the following Friday or a 1 point penalty will be deducted from their standings.
 - a) Score submission priority is as follows:
 - i) Online Web Form at www.coastdarts.ca
 - ii) E-mail to Statistician stats@coastdarts.ca
 - b) Contact Information will be posted on bulletin boards at each establishment
 - c) Paper score sheets will only be used for verification purposes and must still be deposited at either the Gibsons Legion branch 109, or the Sechelt Legion branch 140.
- 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.
 - a) Any further complaints regarding a player or team may result in further penalties (by point deductions) and possibly expulsion from the league.
 - b) The offending player(s) shall forfeit their dues.

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- 12) All complaints must be in writing and given to the rules committee. The executive's decision will be final.
- 13) Any team registering for league play must register for a minimum of 5 players.
 - a) Each team must pay a minimum registration fee of \$150 (based on 5 players). This is for playing darts only.
 - b) Additional players will not be entitled to any league awards until they have paid their league dues in full, at which time, they will be granted full membership privileges.
- 14) Individual membership dues are \$30.00 per player.
- 15) Sponsoring establishments' dues are \$60.00 per team playing from that establishment and each establishment will receive 1 new dartboard per team playing out of their establishment.
- 16) The coast Dart League reserves the right to accept or decline new teams or memberships at any time.
- 17) All dues and fees must be paid by the last Monday in October.
 - a) Dues are not refundable or transferable.
- 18) Division standings at year-end will determine the following years division placement.
- 19) A "1-up, 1-down" rule shall apply
 - a) 1 team with the least amount of points in the (A)-Mielke Division shall automatically play in the (B)-Easterbrooke Division the following year.
 - b) 1 team with the highest amount of points in the (B)-Easterbrooke Division shall automatically play in the (A)-Mielke Division the following year.
 - c) New teams automatically start in the (B)-Easterbrooke Division.
- 20) A list of Rules shall be posted in each location.
- 21) "The 10 Commandments For Keeping Score" (by Sarah Parsons est.1970) shall be considered an inherent part of these rules. (Adopted 2009)
- 22) "The Sunshine Coast Dart League Etiquette" shall be considered an inherent part of these rules. (Adopted 2009)
- 23) 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.
- 24) If 5 or more existing players change the team name, they do not have to change divisions.
- 25) Any exceptions to the above rules must go through the executive for approval.