

LEAGUE AND TOURNAMENT RULES FOR THE KINGSTON LADIES DART LEAGUE



Amended: August 2019

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Rules – League Play

1. Each team must have minimum of 12 players, and may have up to 24 players including spares. The Team Captain must notify the Secretary of the League of any change in players; this includes names of players who quit.
2. No new players may be accepted after December 31st. Players, must have played a minimum of 3 league dart nights to be eligible to enter tournaments (Singles, Doubles, Triples, Marlene Pippy Memorial).
3. A player has the right to change teams within the first four weeks of play, after that they must remain with their current team for the rest of the season play. You must be changed to a new team before the fifth night of plays begins. When changing teams the player must have a letter from her original Team Captain, acknowledging the change. Upon leaving the original team the player must hand in her membership card to her Captain or the League Secretary. A new membership card must be paid for and obtained from the league secretary.

Consequences of failing to comply with Rules 1, 2 & 3:

**A forfeiture of all points of any games played by any player not properly registered with the Secretary. A \$25.00 fine will be issued.*

4. All members must carry a membership card signed by the President and Secretary showing team name, date of issue and player's name. Cards will not be issued to players until they have played at their 3rd league dart night. Cards must be paid for before they are issued.
5. All Captains must have a list of players and entry fee of \$25.00 per team to be handed to the Secretary/Treasurer at the first meeting of the season. A fee of \$2.00 per player will be paid at the time you receive your membership card.
6. Points for each night's play will be awarded as follows:
 - Losers – 0 points
 - Winners – 2 points
 - Tie – 1 point each
 - Bye – 2 points, 24 legs (when necessary)

If a team forfeits a game for lack of players, the opposing team will win by a score of 26 - 0 and receive 2 points. If a team forfeits because of death

(player or family member), each team will receive 1 point, the forfeiting team will receive 20 legs, the opposing will receive 22 legs.

Example	A	vs	B
Singles	5		5
Doubles	6		4
Doubles	6		4
Triples	6		6
Legs	23		19

The loser receives 19 legs for games won and the winner receives 23 legs for games won. The legs are used at the end of the year to break a tie. In the event that the legs are tied, the winner is determined by a tie-breaker game on neutral grounds as arranged by the President.

7. Play is to start at 7:30 p.m. A team must have a minimum of 8 players to start. A grace period of 15 minutes will be allowed but if 8 players are not present by 7:45, the Captains of both teams will establish by use of a common clock, a cut-off time after which a forfeit will result. If sufficient numbers allow the games to begin and singles are still in play when the additional players arrive, they are permitted to play up until 9:00 p.m. If the singles are finished, late arriving players will only be permitted to play in doubles and triples. If doubles are finished they will only be allowed to play in triples. **Anyone arriving after 9:00 p.m. will not be permitted to play.**
8. If both teams start play with 10 or 11 players after they have drawn, they play from 39 legs. If one team has 12 players and the other is short players, rule #30 will apply. Teams should advise statistician of this situation when they call in their scores.
9. Any team not able to play on a scheduled night must notify the opposing team at least 24 hours in advance, circumstances permitting. Games not played on schedule must be played within 7 days or the game will be forfeited. If no home ground is available in the 7 day period, the game will be played on neutral ground as arranged by the League President. The cancellation of individual games is at the discretion of the two Team Captains. The Captains may decide to call the game a tie, in which case the game would not have to be made up. The Statistician is to be notified of this situation.

10. In the event of inclement weather the League President will make the ruling to cancel the games on that night's schedule and this ruling will be final. Any games cancelled due to weather will not be played at a later date and no league fees will be collected for cancelled games.
11. All games start and finish In a double. A bullseye is considered a double (double 25).
12. All games are sudden death. Singles – 301, Doubles – 401, Triples –501. This applies to regular and round-robin tournament play.
13. Boards are to be Scott's Original or Pig Bristle or equal standard and type. Background of the dartboard is to be black.
14. Height of the board is to be 5'8" from the floor to the center of the bullseye. Throwing distance is 8' from the baseboard or 7'9". The league prefers Imperial measurements.
15. The toe of the player throwing must not cross the inside of the throwing line. Violation of the above will result in disqualification of the dart thrown.
16. No player will interfere with another player throwing darts. Players must stand at least 5' behind the shooter if space permits. Captains are responsible for ensuring their own team members abide this rule.
Consequences of failing to comply with Rule #16: the individual game will be forfeited.
17. The opponent will count the score made and the thrower will pull her own darts after the score is confirmed by the opponent. If darts are removed before the score is confirmed, the score will be zero. Scores must be checked, including and especially the finishing double.
18. Scorer may tell the player what score is needed to finish her game but not what double is required. Scorer is expected to tell the player when she is down to 100 or less. Another player may assist in counting and is permitted to tell the player the double. Double-out cards are to be placed on the score tables by home team Captain.
19. The scorer will mark the score on the left side of the board and the remainder showing on the right side of the board, visible to all players at all times. There will be no deviation from this rule. NO paper is to be used. Chalk or white erase boards are permitted.
20. Darts may be changed during the game.
21. The visiting team gets to throw first.
A player hitting the bullseye must remove the dart to allow the opponent an equal chance.

22. When playing at the Armories, modest clothing which meets PWOR dress code must be worn. This is a club dress code not KLDL rule but must be respected in order to continue playing there. Anyone not meeting the dress code may be asked to leave the premises.
***IE:** tops with a minimum ¼ length sleeve, no belly tops, no track pants or tights, jeans must be in clean and neat condition.*
23. Disputes arising during a game should be settled by Team Captains if possible. Grievance Officers from both teams are to be advised of the situation and all reasonable attempts are to be made to resolve the dispute at the time of the occurrence. Failing this the game will continue under protest, maintaining sportsmanship at all times. The League Secretary will be notified of this dispute in writing within 48 hours, she in turn will contact the President and it shall be followed up within 7 days. Only the Grievance Committee consisting of one member from each team, the League Executive and the two parties involved (or representatives in the case of an entire team problem) will attend the meeting.
24. *Do not disturb an Executive member during her game of play.* Wait until she is seated at her table and then go and discuss your problem.
25. If a player throws her darts and thinks she has over-scored, then pulls her darts, only those thrown can be counted, providing the opposing team has seen the count of the thrown darts. If the count is not confirmed, there will be no count of the thrown darts. If the player throwing for a double hits the double but thinks it is outside and fails to confirm it prior to throwing her next dart, then scores with that dart, this is considered an overshoot and the game will continue. ***Always check your darts or have them checked.***
26. If a team is not represented at any meeting as scheduled by the league, there will be a fine of \$25.00 imposed. This fine must be paid before the teams scores will be counted in league play. If a team fails to pay an outstanding fine and wins a league night, points will not be awarded to the team in default and the opposing team will receive 42 legs and 2 points for the night.
27. All players must carry a current rule book and membership card. Please see your Captain if you do not have one and she will see the League Secretary.
28. When a player shoots out of turn, all scores will be erased back to where the error was made, and play will continue from that point in the

game. If it cannot be determined where the error occurred, the score will be erased back to the first two scores. It is assumed that these were in the correct order. Please watch who you follow so that you don't play out of turn.

29. If both teams are on double one and 10 minutes elapses, the players have 3 options: 1) continue on double one, 2) all players shoot for any double and the first one to hit a double wins, 3) all players shoot 3 darts for high score, the scores are added together for each side and the highest total wins the game. If agreement can't be reached, the players will continue until someone doubles out.

30. In the event that a team is short players the following shall apply: Every Captain will carry ballots with each team member's name. If the team is short they will go to the opposing team to make a draw for names. Once drawn the name cannot be used again in the same night. Names must be put on the set-up sheet in the order they were drawn e.g. the first name drawn singles, the next for the doubles and so on.

Example 1: team A has 8 players, team B has 12 players. Team A may draw 2 names for the singles, 2 names for the 1st set of doubles, 2 names for the 2nd set of doubles, and 1 name for the triples. Team A automatically loses the last triple because they do not have enough players.

Example 2: team C has 12 players, team D 9 players. Team D may draw 1 name for the singles, 1 name for the 1st set of doubles, 1 name for the 2nd set of doubles, and 3 names for the triples.

Example 3: team E has 8 players and team F 11 players. Team E may draw 2 names for the singles, 2 names for the 1st set of doubles, 2 names for the 2nd set of doubles, 1 name for the triples. The last triple is automatically cancelled and the total legs are 39 (please advise statistician).

If there are not 12 players present without drawing, then no points are awarded for the final triple and the total legs awarded are 39.

31. If you must check the placement of your dart in the middle of play, under no circumstances are you allowed to touch the darts in play.

Consequences of failing to comply with Rule 31:

1st offense – a verbal warning from Executive

2nd offense – a written letter of warning

3rd offense – 3 game suspension

- 32.** While games are in play, players from either team will not confront a player from the opposing team in a detrimental way. If there is a problem, players should stop play immediately and bring the issue to their Captain, Co-Captain or Grievance Officer to be resolved.

Consequences of failing to comply with Rule 32:

Offense – the player that has confronted the opposing team member will be suspended for a total of 3 games.

- 33.** At no time while playing darts is a player to threaten any other League Member.

Consequences of failing to comply with Rule 33:

The player that threatens another player will be suspended for three games, one tournament and a \$25.00 fine will be imposed.

- 34.** In League play, once the first game has commenced, practice will not be permitted on any board for the remainder of the evening.

- 35.** Exhibit fair play and good sportsmanship at all times.

Consequences of failing to comply with Rule 31:

1st offense – a verbal warning from Executive

2nd offense – a written letter of warning

3rd offense – 3 game suspension

- 36.** No coffee, other beverages or snacks are to be brought into any of the venues without previous approval. Birthday cakes are allowed at most venues. This is a club rule and we as league playing out of the club must enforce it.

Consequences of failing to comply with Rule 36:

1st offence – you can expect to lose coffee or be asked to take it outside

2nd offence – written warning

3rd offence – 3 game night suspension

Bereavement Policy: For the death in the family of a player, we define “family” as child, spouse, parent, brother, sister or grandparent. In the case of the death of a grandparent, brother or sister, a card will be sent to the family. If it is the death of a spouse, parent or child, then flowers or a donation to a specified charity will be sent.

- 37.** A team with 7 players will be able to draw one name for Singles, two names for Doubles to cover both rounds, two names for Triples. This would allow them enough players to play for the night. The team that has seven players will forfeit 2 singles, 1 double for each round, and a triple. The other team would fall under existing rules that are already in place. If they have a full team they would start off with 9 legs. Under no circumstances will they league go lower than 7 players.

Team	Home Grounds	Phone Number
Aces	Branch 560 Games Room 734 Montreal St.	613-548-4570
Astros	Branch 560 734 Montreal St.	613-548-4570
Br 560	Branch 560 734 Montreal St.	613-548-4570
Cardinals	Branch 560 734 Montreal St.	613-548-4570
Cougars	Branch 560 734 Montreal St.	613-548-4570
Fencers	416 Air Force Wing 200 Hampton Gray Gate (follow to airport and turn right)	613-389-1426
Flighty Bees	Branch 631 4054 Bath Rd.	613-389-6605
Glens	Naval Veterans Asst. 1137 Sydenham Rd.	613-542-5444
Maple Leafs	Branch 560 734 Montreal St.	613-548-4570
Navy	Branch 560 734 Montreal St.	613-548-4570
PWOR	Naval Veterans Asst. 1137 Sydenham Rd.	613-542-5444
Wildcats	Branch 631 4054 Bath Rd.	613-389-6605

TOURNAMENT PLAY – RULES

1. Cut-off date for tournament registration will be the Friday night before the tournament. You must let your Team Captain know your intentions the Thursday prior to the tournament. It is the responsibility of the Captain to get names of her teams to the Tournament Director (TD) by Friday night. Players can pay their registration on the night of the tournament.
2. No-shows will be banned from playing in the next tournament and this rule will carry over into the next season if necessary. Exceptions are at the discretion of the TD.
3. The Score Charts will be done at the home of the TD.
4. Membership cards must be shown if asked for. You must have played three regular season nights prior to the night of the tournament.
5. Schedules are to be marked with a team number and section at the same time.
6. Sections and boards will be clearly marked by the TD.
7. Every team must report at the desk by 7:00 p.m. sharp. Under extenuating circumstances this time may be delayed to 7:15 p.m. Play is to begin by 7:30, but may start earlier if all teams have checked in. The application of rule 7 will be left to the discretion of the TD and her word is final.
8. The number of teams per section will be determined by the TD. If a section has an odd number of teams they will automatically receive a bye. This will not be counted as a win.
9. Sections are called out and teams will collect their schedules as quickly as possible. Play will begin promptly at 7:30 p.m.
10. Instructions for tournament play will be read and general rules of play will apply'
11. Singles – 301, Doubles – 401, Triples – 501
12. Player rotation must be listed on the scoreboard by names or initials.
13. An error by the scorekeeper must be corrected. Play will cease immediately – scores will be retained and the totals will be erased back to the point where the error occurred. Both team Captains must check and agree with the recalculated total before the game can continue.
14. Your toe must not cross the inside of the throwing line.
15. Do not pull your darts from the board until your opponent agrees with the score.

16. The TD is to be notified immediately if someone shoots out of rotation. TD shall review rotation of play and determine where the rotation went out of order. At no time shall a game be restarted completely, based on the fact that player one on each team had to be in order. TD's decision is final.
17. Both team Captains must report the win or loss immediately upon completion of the game.
18. At no time will any team advance more than one round ahead of other teams in their section. The TD will announce when the next round begins.
19. Players must stand at least 3 feet behind the shooter if space permits.
20. One person only is to communicate with the shooter.
21. Any disputes shall be brought to the TD immediately and all decisions are final.
22. In tournament play, once the first game has commenced, practice will not be permitted on any board.
23. Exhibit fair play and good sportsmanship at all times.
24. If both teams are on double one and 10 minutes elapses, the players have 3 options: 1) continue on double one, 2) all players shoot for any double and the first one to hit a double wins, 3) all players shoot 3 darts for high score, the scores are added together for each side and the highest total wins the game. If agreement can't be reached, the players will continue until someone doubles out.

TOURNAMENT PLAYOFFS

A. Ties in Section

2 tied – one game, fly away, double out

3 tied – play on one board, 2 impartial scorers, fly away, first one to double out will be section winner

B. Semi Finals

Best 2 out of 3 games, fly away, double out

A plays B

C plays D

E plays F

B wins

C wins

F wins

C. Finals

3 teams, one board, 2 impartial scorers. First team to finish two games places first, second team to finish two games places second and the remaining team will place third. They will start a new game after each finish, until enough games are played. If required, a playoff will be best 2 out 3, fly away start, double out.

Prize Money

All registration fees will be turned back into prize money plus an additional \$50.00 from League funds.

Marlene Pippy Tournament \$125.00 donation from Pippy family and entry fees will be paid back in prize money.
