



S.L.D.L.

PUB LEAGUE

2017/2018

RULES AND REGULATIONS

1. Captain meetings will be held when the executive deems necessary. The captains will inform the executive of any issues that may arise. The executive will then call a "captains meeting" to ensure that all issues are dealt with. This group constitutes the governing body of the league, with each team represented having one vote. At all captains meetings, all questions shall be decided by a majority of the votes by a representative for each team present in person, and the members of the board of directors. The Vice President, Secretary/Treasurer and Executive at Large each have one vote., with the statistical remaining neutral. In the event of a tie, the President shall cast the deciding vote. If any situation arises that is not covered by these rules, every effort should be made by the Captains of the teams involved and the Board of Directors to settle the dispute. If an agreement cannot be reached, it may be discussed at the next Captain's meeting only. FAILURE TO SEND A REPRESENTATIVE WILL RESULT IN A LOSS OF POINTS FOR THAT TEAM.

Loss of points begins with 5 points and 5 dollars, and then progressively increasing 5 points and 5 dollars for each additional meeting which is not represented, for which the total points is accumulative.

EXAMPLE: 1 team with four meetings not represented for the year, the fines shall be as follows:

1 st meeting missed	5 points and 5 dollars
2 nd meeting missed	10 points and 10 dollars
3 rd meeting missed	15 points and 15 dollars
4 th meeting missed	20 points and 20 dollars

2. A player shall be barred from the league for inappropriate behaviour, the length of time to be decided by the governing body. If such a situation arises, the players involved shall be present at the next meeting, so that a fair hearing and discussion can be given to all.

3. In the event a team decides to leave the league, all monies paid to the league remain property of the league. All team games played prior to the team leaving shall be void. If a PLAYER remains in the league, the individual statistics shall remain in standing.

TEAM COMPOSITION AND DUES

1. Each team shall consist of a minimum of six players to a maximum of fourteen. At least two shall be of the minority sex.
2. Each team shall have a captain and an alternate. A representative of each team must be present at the captain's meeting. The representative does not have to be the captain or the alternate.
3. Each team is responsible for submitting a roster to the statistician including players full names, the sex of that player, the phone number of that player and also the players rookie status.
4. A team MAY NOT add new players its roster after the captains meeting in November unless the said player or players has paid their fee prior to 7pm on the Tuesday of play to a member of the Executive (Treasurer). This rule applies to ALL new members joining the league right up until the last Tuesday of play during the said season. A team WILL NOT borrow any player(s) from another team.

Spares – After the November deadline for players fees, spares will pay \$5.00 each night they spare up to a maximum of \$30.00 at which time that spare will become a fulltime league member at will be able to qualify for league awards.

5. Each team is responsible for a 50 dollar registration fee due at the AGM. Each player shall pay a player fee of 30 dollars due at the November Captains meeting.
6. Players may be 18 years of age to play HOWEVER they must be sure they are complying with the venues rules for minors. Also if any forfeits are caused due to having an under aged player the forfeits will stand.
7. A "rookie" is defined as person who had never played professional or organized darts in ANY league.
8. To be eligible for double and individual awards stats must show that a minimum number of games have been played consisting of one-half of the regular seasons games plus three.

RULES OF PLAY

1. Matches shall begin by 7:45pm each Tuesday evening. Any difference shall be at the captains' mutual discretion.
2. Both team captains must fill out their own sheets with their line up and then the two team captains come together and fill out the opposing teams line up, prior to 7:40pm. The captains must decide on a time for default.

3. The toe line shall be exactly 7 feet 9 1/4 inches from the face of board and the bull shall be 5 feet 8 inches from the floor. Lighting supplied by individual establishments, as well as the board and other conditions, shall be deemed satisfactory by the league.

4. Each team is responsible for chalking one board during play.

***** Rule Change**

5. Each game shall consist of six Doubles (501) and six Singles (301) matches, each game starting DOUBLE IN and ending DOUBLE OUT. Each match shall consist of a maximum of three legs and be completed when one side wins two of three legs.

6. The HOME team shall start the first and third leg in each match.

7. No individual shall play more than two doubles and one single. Singles play will be in the order of ranking, with players of a lower rank playing first through to players of the highest ranking. No two players may play together twice in the course of an evening. If a team has five or fewer players the appropriate number of matches shall be forfeited.

The matches shall be: SIXTH DOUBLE - FIRST SINGLE
 FIFTH DOUBLE - SECOND SINGLE

8. Minority must play a singles game each week and if they do not play that point will be forfeited.

9. A dart shall only score if the point remains in the face of the board and is removed by the player. The score counted is from the side of the wire in which the point of the dart enters.

10. The inner bull counts as fifty points and if fifty is required to complete the leg, the bull is counted as a double. It may also open a game.

11. Any darts thrown after scoring the required double shall not be counted as the game is concluded when the dart enters the required double.

12. Anyone can inform a player what to throw for, or what the remaining score is, but in the event of an error of information, the final responsibility lies with the player.

13. A total of four matches must be played by the minority sex players on the team. If there are only two such players, they are to play a minimum of two matches each. If there are no or only 1 minority player present, the team must forfeit the appropriate number of matches.

14. If in fact a team has a forfeit(s), the opposing team will get the win(s), not the individual player.

15. If a person is played who is not a paid member, the game shall be considered a forfeit. The forfeiture wins or losses are counted towards team points only, and shall not count towards individual players singles or doubles averages. (see rule #4, Team Composition and Dues)

16. Darts must be left in the board until the Score Keeper and the Player agree on the score. If the darts are pulled out before the Score Keeper and player agree, then the score will be zero.

SCORE SHEETS

1. During the season, if score sheets are not submitted to the pre-arranged place before the pre-arranged time, a fine resulting in a loss of points will apply. Starting with 5 points for the first missed sheet, 10 for the second, 15 for the third etc.

2. Individual stats begin on the first week of play, although the first three weeks of play they are not required on the score sheet. Please note that the fourth week of the season will only be the third week for some teams, due to an odd number of teams and the "Byes" for the first three weeks.

Prearranged Time:

NO LATER than Thursday at 12 noon, following Tuesday night's play.

FORFEIT RULE

The team in the forfeit position (i.e. not enough players or not 2 minority players) will lose a point for each forfeit game. The loss will show on the team points total. The loss will not go against an individual total, but against forfeit on the team totals. There will be no individual name indicated in the forfeit game.

The team with enough players will be given a win for each forfeit game. The win will count on the team point total. A win will not be posted to an individual person.

When a captain receives a team sheet back from the opposing team and a forfeit is indicated, the Captain may change the roster sheet so all opposing players will have a chance to play.

Forfeits must be the 6th double, 1st Single then 5th double 2nd single, etc. Single games must still be played according to average of persons actually playing.



Remember to have FUN !!!