~ Sunshine Coast Dart League Rules ~

The following rules are effective for League Play as amended at the May 2015 Annual General Meeting.

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. 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) No match will be postposed where a team is able to field a minimum of four players (including the use of spares). In the case of an emergent situation due to inclement weather or a dire emergency where a team is unable to play a minimum of four players a match will be rescheduled within two (2) weeks.
    a) The Captain of a team that is unable to field a team for the evenings match must notify the opposing team within 48 hours unless there were extenuating circumstances.
    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) The team that postpones a match will make every effort to reschedule the game within two weeks of the scheduled game. The opposing team will have the option of venue for the make-up game.
    d) If a postponed match is not rescheduled within two (2) weeks, the President and/or Rules Committee will set a date for the make-up game.
    e) Should either team be unable or unwilling to make up the game on the designated date, the President and/or Rules Committee will penalize either team by assigning zero points to the team that originally postponed the match and assigning 12 points to the team that was available to play. Should both teams be unable or unwilling to play, neither team will receive any points for the match.
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 spots 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.

g) Spares are eligible to play for any team in the league during the regular season. Prior to the end of the regular season a spare must pay their dues prior to playing for a sixth time.

h) Prior to the end of the regular season a spare must pay their dues and join a team in order to be eligible for playing in the playoffs.

i) No member of any team and any member of a team that has been eliminated from the Sunshine Coast Dart League playoffs will be allowed to join or spare for any other team still in the playoffs. Any team disregarding this rule will lose all points acquired by any ineligible player (including Teams, Doubles or Singles) where the ineligible player took out the game.

5) No league player shall play anything but league darts on boards adjacent to other league matches (i.e. No practice shots). Players who recently sat out a game will be allowed a maximum 6 dart warm up before commencing with the next game.

6) 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 of 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.

7) 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 designate Coast must not be actively playing in a game.

8) 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.

9) 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. 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.

10) 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.
    The offending player(s) shall forfeit their dues.
11) All complaints must be in writing and given to the rules committee. The executive's decision will be final.
12) Any team registering for league play must register for a minimum of 5 players.
    a) Each team must pay a minimum registration fee of $200 (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.
13) Individual membership dues are $40.00 per player.
14) Sponsoring establishments' dues are $60.00 per team playing and each establishment will receive sufficient dartboards for league play.
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.
    a) Dues are not refundable or transferable.
17) Division standings at year-end will determine the following year's division placement.
18) 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.
19) A list of Rules shall be posted in each location.
20) "The 10 Commandments For Keeping Score" (by Sarah Parsons est.1970) shall be considered an inherent part of these rules. "The Sunshine Coast Dart League Etiquette" shall be considered an inherent part of these rules. (Adopted 2009)
21) Rules not covered by the Coast Dart League rules shall be referred to the Rules Committee for clarification - any other, Darts BC and/or N.D.F.C rules shall apply.
22) If 5 or more existing players change the team name, they do not have to change divisions.
23) Any exceptions to the above rules must go through the executive for approval.

Sunshine Coast Dart League Etiquette (adopted 2009)

1) Show up on time for a match or call and let someone know you are running late.
2) Inform your team captain if you cannot make it to the match as early as possible so that he/she can secure a replacement. It is not just your time, but also the other players on your team and your opponents' team that should be considered. If you make a commitment to play, put the time aside in your schedule.
3) A gentleperson's game that always starts and ends with a handshake. Shake your opponents hand prior to and at the end of a match and encourage good play.

4) 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.
5) Stay quiet and still during your opponents throw.
6) Acknowledge a good throw by your opponent only if it is a good throw, otherwise you can come across as patronizing someone and that can be humiliating. Encouragement is always a good thing.
7) Show your opponent respect by not engaging in conversation or chitchat during your match with them. There is plenty of time after the match to talk or have a drink together.
8) Control your emotions and outbursts. These tirades are a distraction to the matches, a detriment to our sport, and a lack of respect to your teammates, opponents, and other patrons dining or drinking in an establishment.
9) Always end your matches the way they were started. A handshake promotes competition and respect.
10) Treat your partner with respect, even if he or she does not play up to your level. Things have a way of changing fast.
11) Stay positive.
12) Do not touch your darts until the scorekeeper has tallied up your score and you are both in agreement on the score.
13) Be patient. Throw your darts after your opponent returns from the board and is behind you.
14) If you are keeping score, stand still while facing the board, and do not say anything unless the player at the oche asks a question about his or her score, where a dart landed, or what he or she might have remaining. Do not tell a dartthrower what to shoot for, ever; they are entitled to one “Coach” only, from their team.
15) “Diddle for the Middle” to determine who will start the game.
16) Never throw your darts at anything but the dartboard. Not only is it embarrassing for the sport, but also, you look pretty silly throwing or kicking your darts into the wall after a bounce-out or bad throw.
17) Play by the rules as agreed upon for the Sunshine Coast Dart League.
18) Take responsibility for your poor throw. Do not try and pass the blame on to the scorekeeper, lighting, ceiling fan, or the person throwing at an adjacent line.
19) Stay involved. If you are between throws or games, stay involved with your teammates' efforts at the oche.
20) Promote the sport of darts:
    a. Join a league
    b. Hold a league position
    c. Be a team captain
    d. Attend league meetings
    e. Keep score when needed
    f. Introduce the game to friends
    g. Run blind draws
    h. Play in the qualifiers or tournaments
    i. Volunteer to help set up tournaments
    j. Hold dart clinics
    k. Recruit league members

21) Always play your best every game, even if you are in a "Round Robin" or "Luck of the Draw" and have nothing to gain except practice. Your opponents expect your best at all times and look forward to the challenge of playing a better thrower.

22) Thank your league directors and tournament organizers for a job well done. It truly is a thankless job.

23) If you are a team captain, do everyone a favour by putting bad sportsmanship complaints in writing and sending them to your league officers so that the behaviour does not continue and be a detriment to your league and our sport.

24) Winning is one thing but needlessly humiliating an opponent is another.

"10 Commandments" For Keeping Score"
By Sarah Parsons

1. Scorekeepers Shall Not talk while keeping score!

2. Scorekeepers Shall Not move about while keeping score, stand still!

3. Scorekeepers Shall Not look at the shooter, stand facing the board!

4. Scorekeepers Shall Not call out a score, of one dart or all three -- unless the shooter asks you!

5. Scorekeepers Shall Not tell a shooter what to shoot or what combination to shoot for an out!

6. Scorekeepers Shall Not change a score unless it is brought to the attention of both shooters (teams).

7. Scorekeepers Shall Not change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooter's score MUST be corrected before he (team) shoots again or it stands.

8. Scorekeepers Shall Not lean out to see where a dart is or is going nor shall he follow the darts with body or head movement!

9. Scorekeepers Shall Not show any sign of disgust or excitement while at the scoreboard!

10. Scorekeepers Shall Not change the side of the scoresheet of the player in three leg matches if you start a player on the left side of the scoresheet, continue to keep his score on the left- regardless of what the bull shots are.

Darter's Manners

- Players like to encourage teammates and even compliment opponents on good play. As in most games, there is also a certain amount of sportsmanship. When a player is throwing, whether they are an opponent or teammate, the player deserves certain courtesies from each of us.
- Dos and don’ts when a player is on the line:
    - Don't stand beside him/her and stare at him/her.
    - Stay well behind the line; don't shuffle or move around.
    - Don't drop or rattle your darts.
    - Don't talk to him/her, tell him/her their score or the number he/she needs.
    - If he/she wants help, they can step off the line and ask for help from a designated coach.
    - Limit encouragement to before he/she steps to the line and after their turn is over.
    - In short, do nothing to break a player's concentration while he is on the line.
    - Have fun and a good time, but remember your manners too.