

Regina Steel Tip Pub Dart League



2023 Constitution

SUMMARY OF CHANGES

This summary shows:

- All changes from last approved and published document
- The location within the document where the changes have been made.

LOCATION of CHANGE	SUMMARY of CHANGE
Throughout	Updated information throughout.

REVISION MADE BY AND DATE

VERSION	DATE	AUTHORS	REVISION NOTES
Original	22 Dec 2016	Darcy Antonissen Vice President	Initial Implementation
Revision 1	8 Jan 2017	Darcy Antonissen Vice President	Update throughout
Revision 2	15 Sep 2019	Grant Sawa President	Update throughout
Revision 3	11 Oct 2023	Shelley Bell Secretary / Treasurer	Update throughout

SUMMARY OF REVIEWERS

The following people were involved in the review of this Procedure/Guideline.

NAME	POSITION
Randy Boehm	President
Guy Hassler	Vice President
Shelley Bell	Secretary / Treasurer

Effective Date: 12 Oct 2023

Owned by: Regina Steel Tip Pub Darts League

Approval by: Randy Boehm - President

Regina Steel Tip Pub Dart League
2023 Constitution and Rules of Play
(as of AGM meeting 19 August 2023)

1.0 – VENUES

A venue is a location where league play will take place and must provide proper lighting, a minimum of two fairly new dart boards that are hung using regulation measurements and an unobstructed and non -distracting throwing area.

1.1 – Should a league member feel that a venue is not providing one of the above they can advise the league executive; however, all league matches will continue to be played at the venue until the executive rules otherwise.

1.2 – All league matches are to be played at the assigned venues as the league schedule as put forth by the league executive and posted on the league website. Only under extreme circumstances should a match be moved to another venue and only with the agreement of both team captains involved.

1.3 – Venue assignment for all teams in the league will be determined by the league executive except in the instance that a player is directly responsible for bringing the venue into the league; in that case the team the player belongs to will be grandfathered into said venue, but if at any time the team wants to leave the venue for any reason, the team will fall into the draw with the new teams to be placed at a venue by the league executive.

1.3.1 – Teams can also be grandfathered into a venue according to the last past season if they choose.

2.0 – TEAMS AND LEGAL LINEUPS

A team of four or more registered players/spares is considered to be a legal team once two or more players/spares have arrived.

2.1 – If more players arrive for a team after the start of league play, they cannot join play until the current game is completed.

2.1.1 – Absolutely no switching, replacing, or adding players in mid game. All changes to the line up must be done after the current game is over.

2.2 – There is no maximum number of players that a team can play in a night, but all players must be a registered player for that team.

2.3 – A registered team player is one that has supplied their full contact information, name, phone number and email address to the league executive and paid their fees.

2.4 – In the event that there are only two players present for a team for a league matchup, the following shall apply:

2.4.1 – Team 1001 matches will use two doe scores as per the doe score rules as outlined in section 8.0.

2.4.2 – Doubles 501 matches will use one player and one doe score rules as outlined in section 8.0.

2.4.3 – A team that is missing two players cannot put two doe scores together to form a doubles team.

2.5 – In the event that there are only three players present for a team for a league matchup the following shall apply:

2.51 – Team 1001 matches will use one doe score as per the doe score rules in section 7.0.

2.52 – Doubles 501 matches will use one player and one doe score for one set of doubles and two real players for the other set of doubles.

3.0 – TEAM CAPTAINS RESPONSIBILITIES

It is the responsibility of the team captain to perform the following duties throughout the course of the season for their team.

3.1 – Collect all league fees from all players on the team and submit it to the league executive in a timely manner or by the deadlines set forth at the AGM.

3.2 – Acquire any new spare players name and phone number and make available to the league executive in a timely manner.

3.3 – Attempt to ensure that their teammates are present at the scheduled league matches on time.

3.4 – At the end of the night of league play go over the scoresheet to ensure all scores are accurate and that no high scores have been missed.

3.5 - Once confirmed both team captains must sign the scoresheet. Once signed no further changes can be made.

3.6 – Both team captains should take a photo of the scoresheet and the home team captain is responsible for sending the photo to the secretary in a timely manner.

3.7 – Make any arrangements for any rescheduled matches in a timely manner as per the rules set out in section 4.0.

3.8 – Bring any issues to the league executive in a timely manner as the urgency of the situation warrants.

3.9 – Work together with the opposing team captain to resolve any issues that arise throughout the night, including but not limited to interpretation of rules.

4.0 - START TIMES/RESCHEDULES

All league play starts promptly at 7:00 p.m. with a fifteen-minute grace period to get your matches underway. If there is only one or no players from the opposing team present by the end of the grace period, that team will automatically forfeit the match.

4.1 – It is possible to start a match at an earlier or a different time if enough notice is given to all players involved and BOTH team captains agree.

4.2 – If both team captains agree ahead of time that their match will be rescheduled, they have until the completion of the current session to get their match played. If not played in time, then the team that originally asked to have the match rescheduled will forfeit that match.

4.3 – The definition of the end of current session is: the end of the final week of regular play for that session. You cannot reschedule a match for the week between regular season and playoffs without the league executive's permission. The rescheduled match must be played at the original scheduled venue unless it is impossible to do so.

5.0 – FORFEITING RULES

If a team asks to have their match rescheduled because they cannot make it, it is solely up to the team captain of the other team to agree to reschedule or potentially have the other team forfeit their match. We urge that if there has been an effort made to notify the other team at least two hours prior to the start of the match, that an attempt to reschedule is made by both team captains.

5.1 – if a team forfeits a match the following shall be applied:

5.1.1 – The forfeiting team automatically loses the night and will receive no wins and the standings will show as if they lost 29 – 0.

5.1.2 – The opposing team will automatically win 16 – 0 or whatever their average for wins is at that time through the course of the session.

5.1.3 – No stats for any other category other than standings will be affected, other than the loss of play for everyone involved.

5.1.4 – If the forfeit happens on week one of a session the opposing team will win 16 – 0; however if the opposing team is a strong team and only getting 16 wins for the night affects their playoff standings a recalculation can be made at the end of the session to use the average win instead, but this must be done at the request of the opposing team's captain only and in a timely manner. The league executive will not automatically do this.

5.2 – In the event that a team is a complete no show it is the opposing team's responsibility to contact and notify the league executive; at which point the league executive will contact the offending team and try to resolve the situation before a forfeit is officially put in place. The league executive will do everything they can to ensure that all games are played rather than forfeited.

5.3 – If a team forfeits three times in a season the league executive has the option to remove the team from the league and not return any league fees.

5.4 – Any issues with any team should be brought to the league executives' attention immediately.

6.0 – MATCHUPS – As of 2023/2024 season

29 games will constitute a full night of league play.

6.0.1 – One game of team 1001

6.0.2 – Twelve games of doubles 501

6.0.3 – Sixteen games of singles 501

6.1 – All games are played straight in and double out.

6.2 – For singles matches, starting in 2022/2023 season, game starts will be as follows:

The first set of four games will be started by the visitor team player, the second set of four will be started by the home team player, the third set of four games will be started by the visitor team player and the fourth set of four games will be started by the home team player.

6.3 – For doubles matches players can either flip a coin or diddle (bull up) to determine who starts the games. Home player has the choice of throwing first or second for the diddle. The player that loses the diddle will start the second game and another diddle will be played for the third game of the match.

6.3.1 – The procedure for a diddle is as follows:

Each player throws one dart at the bull, both players assess the throws and determine Who is closest to the bull. The player who has hit closest to the bull will go first.

6.3.2 – If after the first throw neither player can determine who is closest to the bull each player will remove their dart and will rethrow in the opposite order of the first throw; repeat until a winner is determined.

6.4 – The diddle will be used to determine the order of the team 1001 game and the third game of the doubles set. The beginning of the doubles can be determined by either a coin toss or a diddle.

7.0 – PLAYER LINEUPS

Teams with more than four registered players can substitute players between games in 1001 and 501 providing the following rules are adhered to:

7.01 – Players cannot be switched mid game; any substitutions must be done after the current game is over.

7.02 – In the event that a player must leave mid game due to an emergency a doe score (outlined in section 8.0) must be used for that players score until the game is completed. After that game is complete a substitution can be made for the missing player.

7.03 – When switching players in doubles 501 the same players cannot play the same opposing players more than once a night.

7.04 - Players cannot be switched up in the singles games; if you start the night as H1 or V3 you stay that designation until the end of the full nights match.

7.1 – With good reason, and only if both team captains agree a player can play all their singles matches in a row to get finished early.

7.2 – All players must show darts in the board to the other team to confirm score, and if the darts are pulled out of the board before that happens, the player throwing will get one warning and if it happens again the player will receive a score of 0 for that round.

7.3 – In regard to the scoresheet; the visiting team lineup will be completed first and home completed second.

8.0 – DOE SCORING

Doe score to be taken is 26 points per round until the score hits 99 then the doe score is no longer used. If the score is 100 you still take a doe score and after that the human player takes over for the doe.

8.1 – Team game of 1001 with two players missing will have two human players and taking doe scores in between turns until that teams score reaches 99; at that point the two human players will rotate through the sequence replacing the doe scores.

8.2 – Team 1001 game with one player missing will have three human players taking a doe score at the end of their collective turn until that teams score reaches 99; at that point the three human players will rotate through the sequence replacing the doe score.

8.3 – Doubles 501 games will have one human player with taking a doe score in between rotate through the sequence replacing the doe score.

8.4 – When deducting the doe score from the team score it must be a separate entry, 26 cannot just be added to the previous player's score. The previous player's score must be subtracted from the total score before the doe score can be subtracted.

8.5 – Singles 501 games, all doe scores will receive a loss, with the appropriate opponent getting singles win for that game.

9.0 – SPARE PLAYERS

A spare player may be used to replace a registered team member who will not be at the scheduled matchup provided contact information for the spare has been provided to be given to the league executive.

9.1 – The fee for spares is, as of 2023/2024 season, \$25.00 per team. The team can decide how the fee is split between players. The fee is to be paid within four weeks of season start date. Once the fee is paid a team may use any registered spare from the spare list at for any week of play.

9.1.1 – If the spare fee is not paid in full by the deadline the team in default will not be permitted to use spares until payment is made.

9.1.2 – If a team does not use a spare at all during the season the \$25.00 will be returned to the team captain. If a team uses a spare less than five times a total of \$5.00 will be returned to the team captain for each week less than five.

E.g., If a team uses a spare twice in a season the team captain will receive \$15.00 back.

9.2 – It is the team captain of the original team that a spare first played for to obtain the spare's information, full name, and phone number, and pass it on to the league executive.

9.3 – Some spares may only want to play for a specific team. This is completely acceptable, but full name and phone number still needs to be made available to the league executive.

9.4 – Spare players are not eligible to receive any team awards or trophies but are eligible to receive individual awards at the discretion of the league executive.

9.5 – A spare player cannot be a team's fifth player for the evening.

9.6 – Barring extenuating circumstances, illness or emergency, a spare cannot be swapped out for a registered player another spare during that evenings play. Once a spare starts a league matchup they must complete that

evenings' matches, even if the person they are sparing for ends up being able to make it later.

9.7 – If a registered spare player fails to show up for two confirmed weeks, they will be deleted from the spare list, and will not be allowed to spare.

9.8 – No new spares will be allowed to play after the first session of the singles tournament; all spares used after this time must be already registered with the league.

10.0 – PRIZES AND AWARDS

The league executive shall keep track of all statistics through out the year, and will hand out trophies or awards based on the following criteria:

10.1 – Division champions - The team who win the playoffs and are considered to be the division champions of their respective divisions. (team achievement)

10.11 – Approximately \$50.00 per player will be set aside for all teams who are declared division champions, actual prizes to be determined at the AGM (annual general meeting held between the end of one season and the start of the next season).

10.2 – Male darter with the highest positive winning percentage (50%+) based on minimum of 75% of the last session played. One per division. Based on the second session of league play, including playoffs. (individual achievement)

10.3 - Female darter with the highest positive winning percentage (50%+) based on minimum of 75% of the last session played. One per division. Based on the second session of league play, including playoffs. (individual achievement)

10.4 – Male highest out for each division based on league executive discretion. Based on the full season of league play, including the playoffs. (individual achievement)

10.5 – Female highest out for each division based on league executive discretion. Based on the full season of league play, including the playoffs. (individual achievement)

10.6 – Male most 180's based on league executive discretion. (individual achievement)

10.7 - Female most 180's based on league executive discretion. (individual achievement)

10.8 – Male most 140's based on league executive discretion (individual achievement)

10.9 – Female most 140's based on league executive discretion (individual achievement)

10.10 – 180 pins will be awarded to all players scoring and registering a perfect score of 180 at any time during that season of league play.

10.11- 171 pins will be awarded to all players scoring and registering a score of 171 at any time during that season of league play. (pin availability and league executive discretion factor into this award)

10.12 – The most improved player award will be determined by the league statistician. (may not be handed out every year)

11.0 - LEAGUE EXECUTIVE

The league executive will consist of three or five members. The executive members are responsible for the management of the league operation and finances.

11.1 - Starting in 2023/2024 season members of the board in lieu of a per diem will have their \$40.00 registration fee paid for by the league.

11.2– The statistician will be paid an amount determined by the league executive and according to funds available.

11.3 – No two family or team members allowed to be on the board at the same time.

12.0 – MISCELLANEOUS

The following are rules added as a result of voting at the AGM 2023.

12.1 – All and any monies owed to the league for any reason must be paid in full, or arrangements made for payment, before the member can participate in any league play.

12.2 – Sponsorship for the winner of each division to attend a nationally ranked tournament will be determined on a yearly basis and if funds allow.