

Regina Steel Tip Pub Dart League



2025/26 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.
Minor changes throughout, added 1.4, 2.6, 6.5, 11.2, 13, 14, 15	Updated wording, clarification, Fees, Terms of Reference for positions, UCCMS, Divide Constitution and Rules of Play into Sections

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
Revision 4	9 Sep 2025	Vincent Bell Statistician	Update throughout. Separated Rules of Play and Governance, Numbering Changed.

SUMMARY OF REVIEWERS

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

NAME	POSITION
Randy Boehm	President
Guy Hassler	Vice President
Shaun Hesse	Secretary / Treasurer
Scotty Ashton	Liaison
Vince Bell	Statistician

Effective Date:	2025
Owned by:	Regina Steel Tip Pub Dart League
Approval by:	Randy Boehm - President

Regina Steel Tip Pub Dart League 2025/26 Rules of Play

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. The Dart League Executive will inspect all dart boards at all venues prior to the start of the season.

*Venue approval and designation rests with the League Executive. Only approved venues may be used during the season.

1.1 – Should a league member feel that a venue is not upholding its obligation they can advise the league executive; however, all 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 per the league schedule as posted on the website. Only under extreme circumstances should a match be moved to another venue and only with the agreement of both team captains involved. The board must be informed if you are playing in any venue other than the one assigned.

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 return to 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.

1.3.2 – Teams that a Venue has voluntarily paid the player fees for, may be designated as the home team for said venue.

1.4 – Venues will sign an agreement with the league and are responsible to pay a venue fee in order to be eligible for league play. Quality assurance inspection will be completed by the Board.

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. A legal team must have at least 2 regular members in attendance.

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 fully registered players for that team, but there must be a minimum of 2 registered players present to be deemed a League game.

2.3 – A registered team player is one that has supplied contact information, name, phone number or email address, or some other form of contact to the league executive and have 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.

2.4.4 – For the singles matches, the games for the 2 missing players would be entered as a forfeit.

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

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

2.5.2 – 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.

2.5.3 – Singles 501 matches for the missing player will be entered as a forfeit.

2.6 – The season will be run in sessions, with the top 2 teams in lower divisions moving up, while the bottom 2 teams in higher divisions move down based on end of quarter statistics and necessity as determined by the Board.

2.6.1 – The rotation of teams will be done at the end of the sessions. The division you are in for the final session will be the one you compete in for the championship.

3.0 – TEAM CAPTAIN 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 names and phone numbers and make them available to the league executive in a timely manner.

3.3 – Ensure that their team is present at the scheduled league matches on time.

3.4 – At the end of the night of league play review 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 statistician in a timely manner.

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

3.8 – Bring any issues to the league executive through the Liaison in as timely a manner as the urgency of the situation warrants. If the Liaison is unavailable, contact another Board member.

3.9 – Work together with the opposing team captain to resolve any issues that arise throughout the night.

4.0 - START TIMES/RESCHEDULES

All league play starts promptly at 7:00 p.m. with a 15-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 – Starting a match at an earlier or different time is possible 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 can be rescheduled, they have until the completion of the current session to complete the scheduled match. If the match is not played in time, then the team that originally asked to have the match rescheduled will forfeit that match. Inform the statistician when matches are being postponed and the reason for it.

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 originally 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 be awarded a score of 15 – 0 or be given their average for wins if their percentage is higher at that time in the session.

5.1.3 – No stats for any category other than standings will be affected, except 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 15 – 0; however, if the opposing team is a strong team and only getting 15 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, at the request of the opposing team's captain. The request must be submitted prior to the close of the current session; 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

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, 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 will flip a coin to determine choice to shoot at the bull. The winner of the toss can have the opponent throw first or decide to show them one. The winner of the Bull Up will begin the first and third games of the match.

6.3.1 – The procedure for a bull up is as follows:

Each player throws one dart at the bull, both players assess the throws to determine who is closest to the bull. If the first player hits the center bull, the dart will be removed to allow the 2nd player's throw. The player who has hit closest to the bull wins.

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; repeating until a winner is determined.

6.4 – When players have difficulty in closing a match and both sides are at double one (home), three rounds of three darts will be thrown. If neither has closed on double one by that time, players will then throw at direct numbers. (a two closes out, or two single ones) The first player to hit the required amount will win the match.

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 player's 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; the four players entered onto the scoresheet for the singles matches at the start of the night are the only players who can play in the singles.

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 filled out first and home team lineup 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 team's 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 and a doe score until 99 is reached, then the human player will throw for the doe closure.

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 be entered as a forfeit, with the appropriate opponent getting the 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 the league executive.

9.1 – The team can decide how the fee is split between players. The fee is to be paid by the season start date. Once the fee is paid a team may use any registered spare from the spare list 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 spare fee will be returned to the team captain. If a team uses a spare less than five times a total of 1/5 of the spare fee will be returned to the team captain for each week less than five.

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 or another spare during that evening's play. Once a spare starts a league matchup they must complete that evening's matches, even if the person they are sparing for arrives 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.

9.9 – Spares for playoffs should have spared a minimum of 5 times during regular league play. In circumstances where this is not possible, it will be up to the League Executive to approve the proposed spare prior to use in playoffs. (same level of skill as the player they are replacing)

Regina Steel Tip Pub Dart League 2025/26 Governance

10.0 - LEAGUE EXECUTIVE

The league executive will consist of a minimum of three members, and up to five members. The executive members are responsible for the management of the league operation and finances.

10.1 - Elected board members, in lieu of a per diem will have their personal registration fee paid for by the league.

10.2 - The elected positions for the board will be President, Vice President, Secretary/Treasurer, Liaison and Statistician. The naming of these positions and assignment of duties can change at any time at the board's discretion.

10.3 – No two family members or two members of the same team will be allowed to serve on the board at the same time.

11.0 – MISCELLANEOUS

11.1 – 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.

11.2 – Sponsorship for the winner of each division to attend nationals or any other tournament will be determined on a yearly basis and if funds allow.

12.0 – FEES

It is the responsibility of each Team Captain to ensure that each member's fees are paid in a timely fashion.

12.1 – Player fees are set by the board at the start of each season.

12.2 – Spare fees are set by the board at the start of each season. (refunded if not used)

12.3 – Team Captains will be responsible to gather the fees for all of their players and the spare fees for their team and then to submit the team payment to the Secretary/Treasurer.

12.4 – Team player and spare fees are due at registration and must be paid in full by the start of season play unless other arrangements have been made with the board of directors.

12.5 – The venue fee is set at \$100 for the first dart boards in play at their facility. Additional boards in play will be a venue fee of \$50 each. A minimum of 2 boards is required. This fee will be reviewed at the AGM on a yearly basis.

12.6 – Venue fees are due to the Secretary/Treasurer at the start of the season and must be paid in full NLT 2 weeks from the start of season play.

13.0 - TERMS of REFERENCE

13.1 – PRESIDENT: The President of the Board is responsible to ensure that the League adheres to the Constitution as it has been approved by the League Members. Monitors the other members of the Board to ensure they follow the protocols as laid out in the Constitution. Plans and adjudicates meetings of the Board as well as Membership meetings such as the Annual General Meeting and Awards Banquets. Can act as the Secondary Signature for any League Cheques which are written.

13.2 – VICE PRESIDENT: The Vice President is responsible to assist the President in the completion of their duties. Investigates matters of concern that are addressed to the Board from members or venues. Assumes the duties of the President when necessary. Can act as second signature on any cheques written by the League. Acts as the Head of the Prize Committee.

13.3 – SECRETARY/TREASURER: The Secretary/Treasurer is responsible to record all interaction during meetings involving the Board. Collects all monies owed to the League from member fees, spare fees and vendor fees, and keeps an accurate accounting of transactions at all times. Pays out all monies owed by the League and keeps an accurate accounting of such. Acts as the Primary signature for any League cheques which are written.

13.4 – LIAISON: The Liaison is the board member who maintains direct contact with Team Captains and with Vendors. Any issues are addressed through the Liaison, whether they are from members or vendors and directed to the Board, or if the Board has issues with members or vendors. Can act as second signature on any cheques written by the League.

13.5 – STATISTICIAN: The Statistician is responsible to track all members within the League and which team they belong to. When spares are used by a team, this will also be tracked. Posts the results of each week of play on the RSTPDL Facebook page. (Team sheets) Keeps track of significant achievements on a weekly basis, such as 180s, 12 dart outs, high outs, etc. Ensures that all teams and their members are loaded properly into Dart Connect, and when necessary, corrects mistakes that have been verified by team Captains in the Dart Connect system. Will be responsible to identify most improved, high outs and other criteria at the end of the season, in order for awards. Can act as a second signature for any cheques written by the League.

14.0 – Code of Conduct

RSTPDL has adopted the (UCCMS) Universal Rules of Conduct to Prevent and Address Maltreatment in Sport as laid out by the Canadian Center for Ethics in Sport. All players will be accountable for their conduct during league play, or on public media when it relates to the Dart League. The Board will use the guidelines as laid out in the UCCMS to address any alleged breaches.

A link to the UCCMS will be provided on the RSTPDL Facebook page.

15.0 – 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:

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

15.1.1 – 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).

15.2 – 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)

15.3 - 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)

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

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

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

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

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

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

15.10 – 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.

15.11- 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)

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

15.13 – Additional awards i.e., 150 pin, or outstanding low dart outs (9 or 12) may be given out at the discretion of the executive.

NOTE: All awards will be given out at the discretion of the executive based on the play throughout each individual season; may not be the same every year.