

K-W INTERCITY DART LEAGUE RULES AND REGULATIONS 2020-2021
Rev. Apr. 08, 2025

General League Practice Section

1. General/Executive

- (a) The Annual General Meeting will be the first Tuesday night after Labor Day.
- (b) The executive will be chosen at this time, annual dues will be determined, rules and regulations reviewed, and a final registration date set.
- (c) The term for any executive position will be limited to four (4) consecutive years without a vote.
- (d) All players may attend the AGM, with only one vote per team.
- (e) A charge of \$ 50.00 will be levied for **each Returned Cheque**.
- (f) Any person or Team being reported to the Executive for misconduct **MAY** appear before the Executive, at a date and time set by the Executive, where the incident will be investigated, and appropriate action taken. All incidents will be recorded for historical purposes.
- (g) The executive will make the final decision on any conflicts or misunderstandings between teams. See

Penalties and Discipline Section

2. Game Play

- (a) The games each week will consist of the following three sets:
4 Doubles - 501 straight in, double out - best of three
4 Doubles - 501 straight in, double out - best of three
8 Singles - 501 straight in, double out - best of three
Games are to be played in the order set out above unless agreed upon by both teams.
- (b) The points system will be one (1) point per win with a maximum of sixteen (16) points per night.
- (c) Captains are to draw names for all games to ensure random match-ups. The players can be changed for each set of games, depending on the number of spares present, at the discretion of the captain.
- (d) All players must play the player they were drawn to play, and all matches must be posted.
- (e) Games to commence at 7:30 pm with an allowance until 8:00 pm or a complete reschedule **only** in the case of inclement weather and at the discretion of the executive.
- (f) For game cancellation, the executive, the team captain, and the establishment must be contacted no later than 6:00 pm game day. Cancelled games must be made up at least one week before the Captain's Meeting at the end of the season, at a time convenient to both teams. Failure to make up a game will result in a forfeit of points for both teams.
- (g) Proper dart etiquette is expected and advised. Breaking these rules could result in suspension or expulsion from the league. Repeated violations can affect the entire team.

3. Playoffs

- (a) The Executive will split teams into divisions for playoff purposes.
- (b) Playoffs will be a round-robin format of total points earned.
- (c) First place in each division will receive awards
- (d) **In the event of a tie for first place**, an additional night for a tie breaker will be set with the same game play format

4. Forfeiting Points

- (a) Any team not playing 8 registered players shall automatically forfeit points as follows:

No. of Players Present	Points Forfeited to Opposition
*7 players	1 (1 single)
**6 players	2 (2 singles)
***5 players	3 (3 singles)

- (b) The forfeiting team will draw in a dummy score for doubles matches only and forfeit single matches. No player will play with more than one dummy score a night.
- (c) Dummy scores will be 25 and will end at 100 points, at which time the player will shoot alternately to the other team.
- (d) Less than 5 players results in a complete forfeit.

5. Submitting Scores

Both team captains are responsible for ensuring that the scores for the night are **emailed** in within 24 hours of the game (Tuesday by midnight). Failure to do so will result in a friendly reminder from the executive.

Captain/Team/Establishment Requirements Section

1. Representatives MUST be present at the Annual General Meeting to GUARANTEE their right to register for the coming season and to have a vote at the table should the need arise. Teams not represented at the AGM will begin the season with a -16 score.

Protection will be prioritized as follows:

(1) Returning Teams (consisting of at least 7 registered players from the prior year)

(2) Returning Establishments

2. Before the General Meeting, the Team Captain is responsible for choosing their home venue, determining the payment of league fees, assembling a roster, and confirming if they will be returning the following year

(This must be done before the following year's Annual General Meeting.)

3. Establishment Requirements

(a) two (2) dart boards (preferably three).

(b) Each board must have adequate lighting (i.e., individual spotlights) and seating.

(c) The team Captain is responsible for an initial inspection of the venue and for reporting any issues/concerns to the executive team. **All new or renovated** establishments will be visited by the executive and approved for layout and lighting.

(d) Dart boards to measure 5' 8" to the center of the bull's eye & 9' 7 1/2" from the bull's eye - diagonally to the toe line.

(e) All facilities to be ready one hour before game time and available **to both teams** for practice.

(f) All facilities will have ice and snow removed for access by league members, keeping in mind that the league has members with mobility concerns. Of course, this only applies to game days (Mondays).

4. Absolutely NO outside food or drink is allowed within the establishment without the permission of the venue operator. This includes non-alcoholic beverages such as Timmies, bottled water, and energy drinks. Exceptions for food may be authorized by the venues that do not have a kitchen or for special holidays.

THIS MUST BE ENFORCED BY THE CAPTAINS!

5. Team Requirements

(a) Each team is to consist of a maximum of twelve (12) and a minimum of eight (8) registered players

(b) **Player registration lists must be submitted by the first week of play in January. Failure to do so will result in the team not being eligible to participate in the playoffs.**

(c) **Players MUST be on the team roster to be eligible to play in the playoffs.**

(d) **It is the responsibility of each team captain to report the use of unregistered players to the executive within 48 hours of the game.**

(e) **Use of unregistered players will result in the forfeiture of all points earned in games played by that person.**

(f) **The only team a player shall play for is the one he/she is registered with; players are registered to a single team and may not play for a different team without executive involvement.**

(g) Registration requires three (3) nights/ nine (9) games of regular season league play to be eligible for league registration.

(h) Caveats to Rule 5 will be handled by the executive on a situation-by-situation basis.

Roster lists will be **on the website** as soon as they are available.

Penalties/Discipline Section

Situations Requiring Executive Contact

Captains are expected to address issues calmly and effectively. Only unresolved issues will be escalated to the executive.

1. Reporting Protocol

a) 48-Hour Reporting Window

Reports will only be submitted by the captain and co-captains.

b) Informal Resolution

Attempts should first be made to resolve the issue informally with the opposing team.

c) Written Report Submission

Both teams must submit a written report that includes:

- i. Signed and dated reports
- ii. Identification of the infraction
- iii. A detailed description of the incident(s)
- iv. Supporting evidence

2. Situation Assessment and Intensities

d) Intensity Rating

All situations reported will be classified into an intensity rating: low, medium, or high.

e) Notification of Decision

Both teams will be informed of the executive's decision and any further steps if necessary.

f) Appeal Process

All situations will be granted one (1) appeal upon executive clearance.

Appeals will only be considered if new substantial evidence is presented.

****Note:****

As any appeal process usually involves a higher level of authority, appeals will only be granted if new, substantial evidence is presented. Executive decisions will be final.

g) Transparency

The executive will maintain transparency with all parties involved.

Situations Requiring Executive Contact (Continued)

3. Disciplinary Actions

h) Strike Rule

All reports will follow the 1, 2, 3 strike rule:

Low Intensity

1. Verbal warning
2. Written warning
3. Game suspension

Medium Intensity

1. Immediate written warning
2. Up to a 3-game suspension
3. Up to a 5-game suspension or expulsion

High Intensity

To be determined by the executive on a case-by-case basis and may include:

1. Immediate suspension or expulsion from the league
2. Reporting to authorities if necessary

This level will NOT adhere to the 1, 2, 3 strike rule.

4. Record Keeping

i) Documentation

All situations reported will require filings and record-keeping by the executive for historical purposes.

Banquet/Tournament Information Section

1. Banquet

- (a) The Annual Banquet and Trophy presentation tickets will be available to all registered players.
- (b) Tickets will be made available to each team captain for distribution to respective team members.
- (c) price to be determined by the executive and voted on at the AGM.
- (d) Numbers must be confirmed by the date indicated on the schedule.
- (e) Captains will collect the money from ticket sales and submit it to the executive.

2. Awards

ONLY The highest finish and most 180s shot during **regular season play** will be awarded at the banquet.

All 180s shot during regular season play will be awarded a 180 pin @ 1 pin per player/season.

Other recognitions, such as 171s shot throughout the season and 180s hit during the playoffs, will be announced.

3. Regular Season Tournaments

(a) Registration fees for all tournaments will be **\$5.00**. All money received will be awarded to the players the night of the tournament.

(b) The executive will determine the number of prizes the night of the tournament. The number of league players **registered by 7:30 pm** will determine the format.

(c) One **open blind draw** and one **closed blind draw**

(d) The singles tournament is closed to league members only and will have a men's and a ladies' draw

AWARDS LIST

180 Pins
High Finish Men's
High Finish Ladies
Most 180s
Division Champs
Presidents Trophy