

K-W INTERCITY DART LEAGUE
RULES AND REGULATIONS
2011/2012

1. **Representatives MUST be present at the Annual General Meeting in order to GUARANTEE their right to register for the coming season.**
 - 1a. Protection will be prioritized as follows:
 - (1) Returning Establishments (up to the number of registered teams of the prior year)
 - (2) Returning Teams (consisting of at least 7 registered players from the prior year)
 - (3) New Establishments
2. **Prior to the General Meeting; the Team Captain will inspect their own venue & report any changes.**
3. Each establishment must have a minimum of two (2) dart boards (preferably three). Each board must have adequate lighting, (i.e. individual spotlights). **All new or renovated** establishments will be visited by the executive and approved for layout and lighting. No temporary boards will be passed.
4. Dart boards to measure 5' 8" to the center of the bulls eye & 9' 7 1/2" from the bulls eye - diagonally to the toe line.
5. All facilities to be ready one hour before game time and available **to both teams** for practice.
6. Each team to consist of a maximum of twelve (12) players with a minimum of eight (8). Only registered players will be allowed to play. **Player registration lists must be emailed to secretary@kwintercitydartleague.ca** on or before the first tournament night. Team player lists will be **on the website** as soon as they are available. It will be the responsibility of each team captain to report the use of unregistered players to the executive within 48 hours of the game. Use of unregistered players will result in the forfeit of all points earned in games played by that person. The only team a player shall play for is the one he/she is registered with; a player is registered to a team, not an establishment. The replacement of players on any team will be at the discretion of the Executive.
7. The Annual General Meeting will be the first Tuesday night after Labor Day. A new executive will be elected at this time, annual dues will be determined, Rules and Regulations reviewed, and a final registration date set. The maximum term for any executive position will be limited to four (4) consecutive years. After this time, the outgoing president will serve for one (1) year in an **advisory position only**. All players may attend one vote per team.
8. A charge of \$ 50.00 will be levied for **each Returned Cheque**.
9. 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.
10. The points system will be one (1) point per win with a maximum of sixteen (16) points per night.
11. 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. All players must play the player they were drawn to play and all matches must be posted.
12. Any person or Team being reported to the Executive for misconduct, shall appear before the Executive, at a date and time set by the Executive, where the incident will be investigated and appropriate action taken.
13. Games to commence at 8:00 p.m., with an allowance until 8:30 **only** in the case of inclement weather. For game cancellation, the executive, the team captain and the establishment must be contacted no later than 6:00 p.m. Cancelled games must be made up at least one week prior to the Captain's Meeting, at a time convenient to both teams. Failure to make up a game will result in a forfeit of points for both teams.
14. The Executive will make the final decision on any conflicts or misunderstandings between teams.
15. Any team not playing 8 registered players shall automatically forfeit points as follows:

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No. of Players Present	Points Forfeited to Opposition
7	1 (single)
6	4 (2 Doubles + 2 Singles)
Less Than 6	16 (ALL Games)

Seven players- For **Both Sets** of Doubles

- Doubles - 3 normal games
- 1 game with a dummy score of 25
- Singles - 7 games played, 1 point forfeit

Six players- For **Both Sets** of Doubles

- Doubles - 3 normal games, 1 point forfeit
- Singles - 6 normal games, 2 points forfeit

DUMMY SCORE STOPS AT 100 AND PLAY CONTINUES IN ROTATION

16. A) **The home team captain** is 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 the **forfeit of all points won** that night by the home team. The visiting team will be awarded only those points that they actually won.
- B) **Expulsion Points will be accumulated in the following manner:**
- 1) **Each night a team fields less than 6 players = 1 point**
 - 2) **Each night a home team does not phone in the score within 48 hours = 1 point**
- ***Any team that accumulates 4 Expulsion Points in one season is expelled from the league.**
17. The Annual Banquet and Trophy presentation tickets will be available to all registered players. Additional tickets will be made available to each team captain, at a price to be determined by the Executive.
18. League standings are available at **kwintercitydartleague.ca** Any team supplying an E-mail address will receive regular up-dates.
19. The highest finish, most 180's, and all 180's shot during regular season play will be awarded at the banquet.
20. Registration fees for all tournaments will be **\$5.00**. All money received will be awarded to the players the night of the tournament. The executive will determine the number of prizes, and format the night of the tournament. The number of league players **registered by 7:45 pm** will determine the format. The two pairs tournaments are open draw. The singles tournament has an open and a ladies draw.
21. The Executive will split teams into divisions for playoff purposes. Playoffs will be best over 2 games. First place in each division will receive awards, and second place will be verbally recognized at the banquet.
22. Play-off format is the same as regular league. If teams are tied after the 16 games, both teams will pick 6 players to play 3 pairs matches (each match best of 3). Matches are selected by a random draw of each team's 6 players.