SOUTH SHORE DART LEAGUE

HANDBOOK

2023-2024

 Guidelines Updated

 September – 2023

***THE SOUTH SHORE DART LEAGUE IS RECREATIONAL.***

***HAVE FUN, SHOOT WELL AND GOOD LUCK.***

**Web Site:** [**http://darts.yourleaguestats.com/**](http://darts.yourleaguestats.com/)

### DART BOARD MEASUREMENTS

Centre Bull to Floor: 5’-8” or 173 cm

Board Face to Shooting Line: 7’-9¼” or 2.37m

Angle from Centre Bull to Toe Line: 9'-8” or 116cm

 Toe Line Minimum Length: 18"

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### For rules not specifically covered in this handbook the NDFC (National Darts Federation of Canada) rulebook can be used as a guideline to suggest amendments.

**GENERAL BY-LAWS OF THE LEAGUE**

## PLAYER ELIGIBILITY

A player must be at least nineteen (19) years of age at the time of registration.

## ESTABLISHMENT ELIGIBILITY

Establishments must be located in Georgina. Any new establishment wishing to host a team is entitled to support a maximum of one (1) new team and one (1) or more established teams, as the venue permits. The SSDL as a whole does not have any obligation to any establishment that supports a team in the league. Snacks are provided at the discretion of each venue and are not a mandatory requirement of the league. It is the right of each establishment to request that players do not bring their own food or drink into their venue. It is the responsibility of the home team to request that the establishment keep the noise to a reasonable level. All players and associates of SSDL will conform to all rules of all participating establishments.

## TEAM MAKEUP

A minimum of six (6) regular players per team is recommended. (Fees required are based upon six (6) players) Each team will be allowed to register a maximum of twelve (12) players, including spares. The league does not supply players or teams. If the executive is made aware of players looking for a team, the names will be provided to teams upon request. If less than six

(6) player’s names are provided at registration; the unregistered players will be rated as “B” players in order to determine team rankings. A minimum of three (3) executives, including the President, or Vice President, shall be present at that meeting.

## REGISTRATION PAYMENTS

The full season fee of fifty dollars ($50) per person (minimum of six (6) players (three hundred dollars ($300)) is payable at the time of registration, by cash or currently dated cheque (no post- dated cheques accepted).

In extenuating circumstances, the Executive may extend the payment due date until the first Captains’ meeting.

All fees are to be paid directly to the acting Treasurer.

There will be no refund of registration fees. Any returned (NSF) cheques are the responsibility of the person(s) that are covered by the cheque. If registration is paid in cash to a team and the team cheque that was submitted is returned for any reason, no player registered by the cheque is considered a paid-up member.

## TEAM RANKINGS

Based upon the previous year’s league structure and final standings, first place teams (B, C, D) move up a division, and last place teams (A, B, C) move down a division. (INITIAL RULE)

One (1) additional team could be moved up/down at the discretion of the executive, based upon the previous year’s results and the current year’s teams.

Any significant changes in the structure of the league, in the best interest of fairness, will be dealt with at the discretion of the executive, with regards to team placement.

Without any change in the number of divisions, or a team disbanding or losing four (4) regular players, the INITIAL RULE will take precedence over any discretionary executive decision.

## PLAYER MOVEMENT

If a player wishes to move to a different team after registration, it is up to the discretion of the executive.

## SPARES

Any player that spares for a team is limited to sparing for that team’s group (1 or 2) in the SSDL. A spare may join another team as a full-time player at the discretion of the executive. Spares will be considered a regular player after they have played in a minimum of one third (⅓) of the regular schedule and have paid the full registration fee. The secretary will record any personal points earned by a spare player. Spares will only become eligible to earn any personal awards after they have become a regular player. Awards are not retroactive unless the player has met all other full-time player eligibility requirements.

## DUMMIES

A team can play a full match with a maximum of three (3) Dummies. Dummies can be placed anywhere in the lineup. When both teams are short players and are using Dummies, if two Dummies match up in a singles game, the captains of each

team may either designate a player or players from their team to play that game or re-do their line-up in an effort to avoid the problem. In a designated player-for-dummy situation, neither player will be awarded personal points. A maximum of one (1) Dummy can be placed in the lineup in a doubles or cricket game.

### DOUBLES

When playing with a Dummy, the Dummy will score twenty-five (25) points until the score is one hundred (100) or below. At that point, the Dummy’s spot in the rotation is lost.

### CRICKET

When it is the Dummy's turn to play, the player with the Dummy is entitled to pick the number that they would like to have a mark on. The Dummy cannot close a number or score. Once the numbers are closed or have two (2) marks, the Dummy is no longer in play and the opposing team plays back-to-back.

## START TIME

If you have six (6) players in attendance at 7:45pm then your match games must begin. If you do not have enough players at 7:45pm then you will have until 8:00pm and no later to start playing. Both games must be started by 8:00 pm unless both captains agree to a further, maximum fifteen (15) minute delay. Failure to start at this time due to a lack of players (minimum three (3)), will result in the total forfeit of the match. The match must be played if three (3) players are in attendance. Games may not be rescheduled without prior approval of the executive.

**LATE ARRIVAL**

If a player is late for the first (1st) game and a dummy has been used, the player may join the next game of the set but not the current game. E.g., Doubles are being played; game one (1) of three (3) is in process when the late player arrives. They may not join into game one (1) but may replace the dummy for game two (2).

## GENERAL CONDUCT

Do not distract players while they are shooting and keep the noise level and chatter to a reasonable volume.

# RULES

## REGULAR SEASON FORMAT

* Group 1: 3 cricket doubles, 3 doubles (501), 6 singles 501.
* Group 2: 3 cricket doubles, 3 doubles (501), 6 singles 401. (301 when playing ‘D’ Division)

## PLAY

When shooting for a diddle (bull/cork), the dart must stick in the scoring area to count. If you hit a red bull, you must remove your dart before the next player throws, otherwise the dart must not be touched.

The home team diddles first in doubles. If the diddle results in a tie, the visiting team will diddle first in the second attempt.

Players will diddle every game of cricket. The home team diddles first for the first (1st) and third (3rd) games, the visiting team diddles first for the second (2nd) game.

There will be a maximum of ten (10) minutes between sets, (for cigarette breaks), this period starts as soon as the last game in the previous match is over. If snacks are offered, both captains must agree to a stoppage in play in order to eat or else the teams will keep playing. When playing a game, the players must be at the toe line when it is their turn, or they will lose their opportunity to score for that turn.

If during a game, it is discovered that any players have shot out of turn and it cannot be agreed upon where the mix up occurred, then the game must be replayed from the beginning.

If a player becomes too intoxicated to continue playing, the captains from both teams will discuss it and try to come to a mutual agreement on how to manage it. If the player in question continues to play, he/she becomes the responsibility of the team. This team would then mark the score for the game that the intoxicated player is playing.

Any darts thrown in anger will receive a warning by the captain of the opposing team. This warning is to be noted on the back of the score sheet and signed by both captains.

The throwing of darts in anger for any reason will not be tolerated by the SSDL.

Penalties will be assessed per the guidelines on page eight (8).

## CRICKET

Players try to hit each scoring segment between 15 and 20, three times each. Segments labeled 1-14 do not count if hit.

Add a mark next to that number on your side of the scoreboard for every hit. The goal is to make an "X" with a circle around it, adding a slash "/" for the first mark, another slash to form an "X" for the second and a circle for the third. Once you get three hits on a number, it "closes out" the number for you.

 Hitting the outer ring (the double) counts for two hits.

 Hitting the inner ring (the triple) counts for three hits.

You also have to close out the bullseye during the game. The innermost circle counts as double points and the outer ring is single so you could hit the outer ring three times or the inner ring once and the outer ring once.

If you close out the number before your opponent, you can score points for every hit after until they close it out. For example, if you close out the 20 and your opponent has not, you can score 20 points with a single hit, 40 with a double and 60 with a triple.

When both players have closed out a number, you can no longer score points on it.

If you have closed out all the numbers, including the bullseye, your points must be equal to or greater than your opponents to win. If you have fewer points, you must keep playing to score points before your opponent closes those remaining numbers where you could score points to take the lead.

## CLOSES

Only one (1) person, either the team captain or designate may help a player with a close. This eliminates the confusion and noise of more than one player yelling out a finish. The captains of both teams will decide what to do when players are stuck on a double. Players must abide by that decision. If an agreement cannot be reached, they will play the game until the double is hit.

Official Dart Rules dictate that when a double is hit to finish a game, the game is over, any dart thrown after that does not constitute a bust.

##

## SCORING

Both teams are responsible for providing a competent scorekeeper for each match, having each team marking a board. The home team has to make sure the toe lines, lights and boards are up to regulation.

* The chalkboard must be in front of the toe line.
* Scorekeepers are to face the boards and remain still while chalking. (Singing, dancing, talking, leaving for a washroom break or to get a drink in the middle of a game is distracting and interferes with a player’s ability to play.)
* Markers will announce the total three (3) dart score.
* Markers are to call out what has been scored or what is remaining, only when asked.
* If a finish is given incorrectly by the opposing team, yet scored, the game is over.
* Markers are to call games as soon as the double is hit.
* Markers may not touch the darts.
* Darts are to be left on the board until the scorekeeper and the shooter agree on the total. If you remove your darts before an agreement is reached the score is lost.
* The next player will not shoot until the scorekeeper has finished the score.
* Mistakes in scoring must be corrected before the next person on your team throws or the score will remain the same.

For players requiring assistance, once the darts are thrown, the scorekeeper will record the score, remove the darts, and hand them back to the player.

The scorekeeper cannot provide closing options to his/her player unless they step back to the shooting line or has been agreed to by the opposing team/player. Players from the opposing team should not provide closing formulas.

### NOTE: If you are keeping score while you are also playing, please have a member of the opposing team verify any high scores that you obtain. Score keeping is to be done from left to right (home/away) eliminating any confusion or disputes between teams/players.

##

## PLAY-OFF FORMAT

Playoff format will be discussed throughout the season and determined by Captains’ vote at the play-off meeting near the end of the season.

## PLAY-OFF ELIGIBILITY

All players meeting the minimum full time player requirements are eligible for the playoffs. In the event that an eligible player cannot attend the playoffs, a substitute player may be inserted into the line-up, provided the substitute player meets the league eligibility requirements, pays the full registration fee and is of equal or lesser caliber than the player being substituted for. The final decision is at the sole discretion of the executive.

### NOTE: When requested or necessary due to unforeseen circumstances, leeway may be given, at the discretion of the Executive. Each situation will be dealt with on an individual basis.

**SCORE SHEETS**

Score sheets are the responsibility of the home team. All games, high scores and closes are to be listed/marked and agreed upon by both teams before a sheet is signed. No additions or corrections are permitted once the sheet has been submitted and collected. Sheets must be at the bar when they are supposed to be picked up. If the sheets are not there, the opposing team may take eleven team points, but only the captain of the home team may lose their personal points. If the boxes to mark the wins are not filled in, no points will be awarded to either team. Please ensure all names are legibly printed.

**All spares should have both first and last names written.**

|  |  |
| --- | --- |
| **POINTS****WINS** | **POINTS** |
| * Doubles – each player
 | 1 |
| * Singles
 | 3 |
| **CRICKET** |  |
| * 9 Count
 | 3 |
| * 8 Count
 | 2 |
| * 7 Count
 | 1 |
| * 6 Bulls
 | 3 |

### CLOSE POINTS

* Doubles/Singles (closing player) 1

When playing a dummy, game and close points are awarded as they normally would be, to the winning team or player.

### HIGH SCORES

|  |  |
| --- | --- |
| * High Score 101 to 177 (106 A)
 | 1 |
|  180 | 3 |
| * High Close 80 to 100 (105 A)
 | 1 |
| * High Close 101 to 167 (106 A)
 | 2 |
| * 170 Finish
 | 4 |

Any high finish of 101 (106 for A) should only be scored as a high finish, a high score point will be automatically applied.

## TIE BREAKER

### Regular Season Ties

* 1st Tie breaker – season head-to-head record
* 2nd Tie breaker – One game of 1001 with six (6) players (maximum of three (3) Dummies)

### Playoff (Tournament) Ties

* One game of 1001 with six (6) players (maximum of three

(3) Dummies)

## DISPUTES

If a player(s) experiences a dispute during a match, the teams must stop playing and approach (or call) a member of the executive for clarification. Both team captains/representatives must be present when approaching/calling. Should a team wish to submit a written protest/complaint, the complaint must be signed by the team captain and submitted to an Executive member by the next match. Protests/complaints may be written on the back of the submitted score sheet regardless of who is the home team.

### NOTE: When a player submits a protest/complaint, it is the responsibility of the player to attend the next scheduled captain’s meeting in order to present their side/reason for the submission.

### Any/all action taken in response to a submitted protest/complaint will only be decided upon and executed by the Executive.

##

## CAPTAINS’ MEETINGS

All Captains’ meetings are noted on the schedule provided at the beginning of the season. Captains are expected to attend when possible. If a captain cannot attend, a team member should be designated as a representative and attend. All teams should have representation at scheduled meetings in order to ensure all required information has been received. Issues/concerns or questions that any member of the SSDL wishes to have discussed/voted upon must be presented to the executive, in writing, a minimum of fifteen (15) days prior to the next scheduled meeting.

## RULE INFRACTIONS – PENALTY GUIDELINES

Any player violating any rule in the rule book will receive a warning.

* First (1st) subsequent infraction – One (1) night suspension
* Second (2nd) subsequent infraction – Three (3) night suspension
* Third (3rd) subsequent infraction – Season/playoff

suspension

SSDL is a recreational league; please respect the rules in the spirit for which they are intended.

## MOTIONS

All motions to be voted upon will be submitted to the teams via email and hardcopy as well as posted on the website a minimum of two (2) weeks prior to the next scheduled meeting so that all members may give their opinion to their Captain. Motions will be voted on at the meeting by the Captains (or substitute representative) only.

Captain’s meetings shall adhere to “Robert’s Rules of Order” if required for reference.

<http://www.ulm.edu/staffsenate/documents/roberts-rules-of-order.pdf>

##

## THE EXECUTIVE COMMITTEE

It is recommended that the “Executive Committee” consist of the following positions: President, Vice-President, Treasurer, Secretary, and three (3) Advisors.

The Executive Committee shall be elected for a two-year (2) term. Elections will be conducted every year. The President, Treasurer, and two (2) Advisors shall be elected in even numbered years. The Vice-President, Secretary, and one Advisor will be elected in odd numbered years. Advisors may be appointed, as necessary.

Any member of the Executive Committee missing two (2) meetings or more without prior notice to the Executive Committee will be asked to step down from their position.

All Executive Committee members shall attend meetings unless prior notice of absence is given.

### The President

Shall preside at all meetings and enforce order and observance of the By-Laws and exercise general supervision over the Executive Committee.

### Vice-President

Shall succeed the President in his/her absence and assume the role if for any reason the President should not be able to complete his/her term or is unavailable to administer his/her position.

### Treasurer

Shall maintain the financial records by recording of all financial dealings of the Executive Committee and approved financial business of the general body of The League.

### Secretary

Shall be responsible for accurately recording all business transacted by the Executive Committee, the general body of the league and all election and voting results. Also included are players and team statistics.

### Advisors

Shall be responsible for any specific tasks they may be asked to do by the Executive Committee, along with helping to advise as required.

The executive, as a whole, can make discretionary decisions, as deemed to be required.

## EXECUTIVE COMMITTEE FOR 2023/2024

|  |  |  |
| --- | --- | --- |
| President | P.J. Gerrard P.J.gerrard@hotmail.com | 905-960-8605 |
| Vice- President | Christine ArtibelloChristine-Newman@hotmail.com | 905-967-2334 |
| Secretary | Charlene Mitchell Char19@hotmail.com | 416-892-7797 |
| Treasurer | Carol Mitchell bfrog01@hotmail.com | 905-960-6359 |
| Advisor | Barb Whitebarbw@sandgate.ca | 905-960-6915 |
| Advisor | Erich Baumhardbaumhard@hotmail.com | 905-716-7732 |
| Advisor | Lorne Corcoranlcorcoranodciw@bellnet.ca | 416-347-8977 |

## 2023 TEAMS

See schedule or visit the site [http://darts.yourleaguestats.com](http://darts.yourleaguestats.com/)

## ESTABLISHMENTS

|  |  |
| --- | --- |
| * Bailey’s Homestead
 | 905-535-5200 |
| * Mansion House
 | 905-722-8345 |
| * Offsides
 | 289-276-0420 |
| * Sutton Legion
 | 905-722-3967 |
| * Top Spot
 | 905-722-7202 |
| * Wild Bill’s Bistro
 | 905-989-8000 |

# Notes