



## Sherwood Park Pub Dart League Rules & Regulations 2019-2020

1. All players must be 18 years of age or older.
2. All full time members will pay annual dues of \$65.00. Non-payment will lead to expulsion of the team with the defaulting player. NO REFUNDS. All Captains are responsible to collect all moneys from their team members prior to registration, to be paid on registration night.
3. All teams will have a minimum of 4 players and a maximum of 6 players.
4. Teams with 5 players may not insert the 5<sup>th</sup> player if a game has commenced with only 4 players. The 5<sup>th</sup> player may be rotated in, displacing one or the existing players. Once play has commenced, the rotation must be maintained throughout all games, even when rotating a 5<sup>th</sup> player.
5. A team unable to field 4 players may use a sub from the list of registered spares. The use of a spare must be arranged prior to the commencement of the match. It is possible that a spare may be restricted to certain divisions. Be aware of this as the spare list will identify such restrictions.
6. Where a spare has begun play and a full team member shows up, the spare will be entitled to continue playing. The spare may not be told to leave. The team may then play as a 5 man squad, with players rotating in and out. The spare that began playing may not be disadvantaged in terms of number of games played.
7. The spare list will be open until January 1 of the current dart season. After this date, spares used must be a player on this list. NO EXCEPTIONS
8. Only if all players on the list have been contacted and are unable to play then another can be brought in and they as well must pay the \$15.00 spare fee. A member of the Executive must be notified before said player can start.
9. The spares list will be in a password protected area of the website. The password will be given to team Captains only. In the event a Captain is away, he/she must make arrangements with a member of the Executive to contact a spare.
10. Teams playing with 3 players – All divisional teams may play with 3 players, but will be treated as playing with 4, with the 4<sup>th</sup> player scoring 0. Singles matches for the missing player or players will be forfeited.
11. A team may use 2 spares where circumstances of vacation or illness dictate. If in doubt contact a member of the Executive.
12. Spares dues are \$15.00 per player. Their name, phone number and email address (if provided) will be posted on the website. As a spare you will be contacted by different people playing in all divisions. The password to access the spares list is: **pVbd4rts19**

13. A team may use the same spare for 2 consecutive weeks. A 3<sup>rd</sup> consecutive week will result in the spare becoming a permanent member of the team and must pay the remaining fees due (difference between Spare & Member fees). The addendum to this is where the team being joined is a five member team. In this case one of the original members must drop from the team and join the spares list. The exemption to this rule is if the spare being used comes from a higher division. These must be brought to the Executive, and a ruling be made on the circumstance where spares cannot be found within the divisional limits. Exceptions will be dealt with on a case by case basis. Please contact a member of the Executive.
14. Any changes made to an original team (spares joining, members leaving) must be verified by the Executive.
15. If a team breaks up mid-season, the remaining players may only join another team in the same division. Alternately they may join the spares list.
16. 'A' Division matches will consist of 19 games, 'B' Division matches will consist of 15 games, and 'C' Division matches will consist of 13 games. Game play is to follow the score sheet order unless mutually agreed by both team Captains to deviate from this order.
17. 'A' and 'B' divisions will start games at 7:30pm. 'C' division will start at 7:00pm.
18. Any team not present and ready to play 15 minutes after start time will forfeit 3 games (in order of the score sheet). Any team not present and ready to play 30 minutes after start time will forfeit the match. In the event of a forfeit, the forfeiting team will receive 0 points with the team present will win said match by a score of half plus 2. That would be half of the total games (rounded up) plus 2. The Drawmaster must be informed on the score sheets of this situation.
19. All games will be 501 fly-in start and double out finish. There will be a bull up to determine starting teams and in case there is a tie. All matches are a combination of team, doubles, and singles games.
20. The Drawmaster will add 2 points to each winning match.
21. The order of play may not be changed once a match has commenced.
22. Team Captains may request I.D. where the identity of a player is in question.
23. Score sheets will be dropped off by BOTH team Captains at Oscars Pub. It is both team Captains responsibility to ensure score sheets are legible and matching. Deadline for drop off will be the following Wednesday night after play. There will be a 4 point penalty for not meeting that deadline. The Drawmaster must be informed by Wednesday of any matches that have been deferred to another night. NOTE: any deferred matches must be approved by the Drawmaster and President. Score sheets can be emailed to the Drawmaster: [sppdlstats@gmail.com](mailto:sppdlstats@gmail.com) after play. The hard copy still needs to be dropped off.
24. There are no "division assigned" boards within the venues, they are a "first come, first served" by any designated Home team Captain scheduled for that venue that night.
25. Only registered players can keep track of the score sheet for your team throughout the year. Absolutely no friends, official scorekeepers, etc.

26. Individuals with outstanding debt to the Sherwood Park Pub Dart League will be prohibited from playing until the debt is paid in full.
27. Offensive language or actions will not be tolerated nor will total disregard of respect for one another from any member of the league. Any such transgressions will result in immediate suspension and must be reported to the Executive where a meeting will be called before the next game and a ruling will be made on said offences.
28. Complaints may be made in writing and addressed to the President:  
Ryan Saulou, [president@dartsinthepark.com](mailto:president@dartsinthepark.com)
29. Executive members will hold their respective for a maximum of 2 years. It is up to the individual if they would like to be re-elected for that same position.
30. Hospitality - We play in pubs and halls, but are not responsible to them, nor are they to us. They simply provide us a place to play. Please be aware of and respect the traditions of all establishments you play in.
31. There will be the same tournament layout for each division and tournament. Ex. Round Robin, 1 game each, 301. Top 16 or 8 move on to knockout. Knockout, 301, best of 3. Finals, 501, best of 3.
32. Drawmaster and the Executive have the authority to refer to all individual stats to determine the movement of teams up or down a division. This will only be used if needed to help balance the number of teams across the divisions.

The above rules must be observed and adhered to. You all know the intent is to bring about fair play. Should you be concerned about something, have it clarified by a member of the Executive before it escalates into a bigger problem.

