



## EDMONTON INTER-PUB DART LEAGUE ASSOCIATION (EIPDLA)

### OFFICIAL LEAGUE RULES

(revised August 2019)

1. **REMEMBER**, THIS IS A GAME THAT STARTS WITH A HANDSHAKE AND ENDS WITH A HANDSHAKE!
2. As a cash league, the play will be as follows:
  - a. Seeding round to qualify for divisions (if enough teams for divisionalization)
  - b. Remainder of season will result in 3 rounds, time permitting, no playoffs.
  - c. Payouts will be the same for each division (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>). Amount will depend on participation and be announced at the first Captains Meeting.
  - d. After each round of play, ONE team will move up a division and ONE team will move down.
  - e. Special Events will now be paid events. The payout for each of these will be based on participation.
  - f. All events will be divisionalized, if possible. Single events players will have the option to play in "A" division.
  - g. Mens and Womens Doubles will be divisionalized. All teams will have the option to move up a division, however, you cannot move down in divisions.
  - h. All teams will play in the division of the higher person.
  - i. Individual awards for 180s, 177s, Most Wins, High Finish, High Score, and Most Sportsman will still be awarded.
3. All teams play "home" and "away" against all other teams in their division (zoned by areas as reasonable as is possible) if the size of the league and length of season permits. Otherwise, teams will play 50/50 "home" and "away".
4. All games must commence at 7:30pm as per schedule. A team will be allowed until 7:45pm to start play for the night or the first set of teams games will be forfeited. If the required number of players are still not present by 8:00pm, the entire night will be forfeited by that team.
5. All draws are to be made prior to commencement of play. A random draw with name cards will be done to determine teams and order of play. **The singles draw will be done first.** ONE draw is made for the singles and whatever number that player receives is their number for the rest of the sheet. (ei: Player #1 in singles is written in the #1 spot on the rest of the sheet). One player **MUST** be of the opposite gender. Players may not be

substituted after the draw is made. Captains will agree amicably on playing situations at the onset of play.

6. One point will be awarded for each win, for a total of 31 points:
  - a. Games 1 and 2 are three person games – 501 – Open start / double finish
  - b. Games 3 to 11 are two person games – 501 – Open start / double finish
  - c. Games 12 to 29 are single games – 501 – Open start / double finish
  - d. Games 30 and 31 are three person games – 501 – Open start / double finish
7. Order of play will start by throwing the bull, closest to the bull to start. The home team to have the option to throw first or second. Darts need not be inside the triple scoring area, however, the **must** be within the scoring area of the dart board.
8. All players are allowed 6 practice darts prior to each game if they so desire.
9. A team may use a spare providing that:
  - a. 50% of the registered team **MUST** be in attendance.
  - b. The spare pays \$5.00 per night up to a maximum of \$40.00. This will be paid as follows: \$5.00 the first night played, \$5.00 the second night played, \$5.00 for the third night played and the balance of \$25.00 on the fourth night played.
  - c. The spare must be a permanent resident of Edmonton or surrounding area.
  - d. It is the responsibility of the Captain or designate to explain this rule to the spare.
  - e. The spare is not allowed any privileges such as voting, banquet and Special Events until they have become a fully paid member and have five weeks of play for individual awards.
  - f. A registered member may be loaned to any team as long as it is within the same division.
  - g. A spare or loaned player cannot be used if you have a full team available **and** player cannot be loaned to another team if it will cause the loaning team to be short-handed.
  - h. Team rosters will consist of a maximum of 12 players not including spares.
10. Administration of the spare rule – Each team must email their score sheet to the Statistician by the Friday following the night of play with the appropriate information. The

Statistician will then advise on a weekly basis to the Treasurer of any spares and their status. All fees **must** be paid at the next Captain's Meeting. Failure to do so will result in all wins by the unpaid spare/player being revoked.

11. If a team cannot be fielded the opposing team will receive 16 points or their average, whichever is highest. The forfeiting team will receive 0 points. It is permissible to play with 4 or 5 players.
12. Any team that forfeits more than twice in any given round will forfeit the season and all points will be reversed at the discretion of the executive.
13. All teams must have at least one player of the opposite gender. If a team is unable to play with a player of the opposite gender during any night of play, then the team will lose all of the games that player would have played in; 2 team games, 3 doubles and 3 singles for a total loss of 8 games minimum.

a. **WHEN PLAYING WITH ONLY FOUR PLAYERS:**

- 2 teams of 2 players will be drawn to play the "3 player" games.
- The 2 player teams will miss a turn each time it is the missing players shot.
- 2 teams of 2 player games will be drawn to play the double games. This will result in the automatic lose of 3 doubles games.
- 18 single games will be drawn which will result in the automatic loss of 6 games.

b. **WHEN PLAYING WITH ONLY FIVE PLAYERS:**

- One 3 player team and one 2 player team will be drawn to play the "3 player" games. The 2 player team will miss a turn each time it is the missing player's shot.
- For the "doubles" games, 2 teams of 2 players will be drawn and the fifth player will play alone. The lone player will have one shot only to the opponents two shots.
- 18 single games will be drawn which will result in the automatic loss of 3 games.

14. If a player whose name has been drawn into the roster arrives late, he/she may join in the night. If a game is already in progress that he/she was supposed to play in, he/she must wait until the completion of that game before participating in subsequent games.
  - a. Each team must provide a marker (one for each board). If more than 2 boards are being used, the home team must provide the extra marker.
  - b. Markers shall remain as still as possible so as to not distract the player at the oche.
  - c. A dart shall only score if the point remains in or touching the face of the board. The score counted will be from point of entry.
  - d. Darts thrown must remain in the board until the Marker has determined the score and the Thrower has verified the score. A protest about the score attained after the darts have been retrieved will not be upheld.
  - e. **A player may ask the Marker what he/she has scored and what he/she have left. The Marker will respond with the count of the score and what is remaining. Indications of the required "double" or any combination of scores required to finish shall NOT be given by the Marker. The Captain of the team or the designate may inform the player what double he/she requires, BUT only if the player steps off the line and requests to be told.**
  - f. In the event that a subtraction error is noted the next opposing player's throw shall not be interrupted and the score shall be corrected after a single player's next shot or the next doubles teammate's shot.
15. Final standings will be determined by the total points scored by a team, less any penalties.
16. If there are enough teams to have divisionalized sections, a seeding round will determine what division teams are placed in.
17. Any team dropping from the league during the season will be scratched. All their points will be null and void. Teams that are scheduled to play the dropped team will have a bye. Points gained by any team against the dropped team will be deleted. **THE SCHEDULE WILL NOT BE CHANGED.**
18. Any team playing an unregistered player will lose all points for the games the said player took part in.
19. A player must play a minimum of 5 weeks in regular season and 3 weeks in the summer season in order to qualify for any individual awards he/she is eligible for.
20. A team must have all outstanding players fees submitted immediately following the completion of the regular season.

21. Both teams **must** report their scores **including** a picture/PDF of their scoresheet to the Statistician via email by midnight of the Friday following the night of play. If a team fails to do so, 5 points will be deducted from their score and if the scoresheet is still outstanding by midnight on the Tuesday prior to the next night of play, all of the players statistics will be lost.
22. A team not having a representative at a Captains Meeting will lose 5 points per roll call from their accumulated score. The representative does not have to be the Captain, but must be a member of that team. Proxies are not allowed.
23. If at the end of the evening, both teams have the same game marked as a win, and the players involved do not agree as to who had won, then that game will be replayed at the end of the evening. If the game is not able to be played that evening, it must be played prior to the next week's night of play or no points will be awarded to either team. The Captains will be responsible to arrange for the makeup game. The Captains should ensure the sheets match at the end of the night.
24. Teams are required to have enough sets of darts to play without hindering the regular flow of the game.

## GENERAL REQUIREMENTS

### FACILITIES

1. The pub must guarantee an area of play on league nights.
2. The number of boards required will be no less than 2 for each home team. (ie: 1 team – 2 boards, 2 teams – 4 boards, 3 teams – 6 boards, etc).
3. The games must be played on approved boards and be in good condition. If new boards are required, they can be attained through the executive at a discounted price. For more information, contact any executive through the website.
4. The throwing distance must be 7'9 1/4". Center bull height must be 5'8".
5. There must be a distance of four feet (4') between the oche line and the nearest table.
6. The required distance between dartboards must be five feet (5') from bull to bull.

7. Adequate lighting must be provided and maintained (contact your dartboard supplier for recommendations).
8. Sufficient scoring facilities must be provided (16" x 32" chalk or white board recommended). Each venue must supply chalk and in the case of white boards, erasable markers.

## **FEES**

1. Team Captains are responsible for ensuring that the pub fees are paid.
2. Team Captains are responsible for ensuring that the registration fees are paid for each and every member.
3. Winter league pub fees are \$150.00. Summer pub fees are \$100.00.
4. Registration fees are \$40.00 per player for the Winter League, \$25.00 per player for Summer League and \$5.00 per spare to a maximum of \$40.00 or \$25.00 (depending on the season) payable in full on the fourth night of play for any one team.
5. Pub fees and a minimum of 6 player's fees must be paid prior to the start of each season. If a team fails to submit their player roster, completed in full, by the first Captains Meeting they will not be able to play. **NO EXCEPTIONS!**
6. **IT IS THE RESPONSIBILITY OF EACH TEAM CAPTAIN OR THE DESIGNATE TO EMAIL THEIR SCORE WITH A CLEAR, FULL PICTURE OR PDF OF THE SCORESHEET TO THE STATISTICIAN. IDENTIFY YOUR NAME, YOUR TEAM NAME AND YOUR SCORE. A PERIOD OF 48 HOURS IS ALLOWED. CLEARLY IDENTIFY SPARES WITH THEIR FULL NAME AND THE WORD "SPARE". IDENTIFY ALL NEW PLAYERS WITH THEIR FULL CONTACT INFORMATION.**

**WEBSITE – [www.edmontonpubdarts.ca](http://www.edmontonpubdarts.ca)**

**QUESTIONS REGARDING SCHEDULES, RULES OR OTHER LEAGUE MATTERS MAY BE DIRECTED TO ANY OF THE EXECUTIVE MEMBERS VIA EMAIL. SEE WEBSITE FOR EXECUTIVE EMAILS.**