

Prince Rupert Moose Dart League



Rules and Regulations
2022-2023

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0.00 - DEFINITIONS

AGM - Annual General Meeting

Bust - When the player scores more than they have left.

Executive Term - Starting at AGM and lasting for 1 year.

Finish - A throw that ends the game

First Half - The first half of the season. This will be before the league is split into "A" and "B" divisions

Leg - 1 game of darts, either a singles, doubles or team game

Member - A paid league player in good standing with voting rights.

Moose - Prince Rupert Moose Lodge

NDFC - National Dart Federation of Canada

Oche - The toe line 7' 9 3/4" from the face of the board. If the oche is raised, then the measurement should be taken from the back of the raised object. If the oche is tape (or paint or anything else that is not raised), it should be placed so that the measurement is from the front of the line is the measurement.

PRMDL - Prince Rupert Moose Dart League

Scorekeeper - Person keeping score and marking it on the board provided (Chalker)

Season - Sept 01 to May 31 or based on schedule

Second Half - The second half of the season. This will be after the league is split into "A" and "B" divisions

SIDO - Single In, Double Out

1.00 - League Rules

1.01 - This document shall be considered the rules of the PRMDL.

1.02 - All dart events hosted by the PRMDL shall play will be within the rules set out by the NDFC, except where defined in the following rules.

1.03 - A copy of these rules will be posted online and on information board at the Moose Lodge

1.04 - A copy of these rules will be given to any player in paper or electronic form upon request

2.00 - League Format

- 2.01 - During the first half of the season, all teams will play a round robin format then split into divisions based on points scored in round robin.
- 2.02 - This split will be the beginning of the second half of the season with an A and a B division.
- 2.03 - The executive will determine the number of teams in each division after completion of the first half of the season. The placement of teams in a division will be at the executive's discretion.

3.00 - Matches

- 3.01 - Each match will consist of:
 - 4 Singles games of 401 SIDO
 - 6 Doubles games of 501 SIDO
 - 1 Team games of 701 SIDO
- 3.02 - Line - ups are to be done before you start each section on the score sheet.
- 3.03 - A player cannot play more than 1 singles game or 3 doubles matches.
- 3.04 - A player cannot play in both first and second doubles games or both third and fourth doubles games.
- 3.04 - 2 players cannot play together in more than 1 doubles match (exception see 3.05).
- 3.05 - If, and only if, the team is playing shorthanded as per rule 12.00, then 2 players can play together for a maximum of 2 doubles matches.

4.00 - General

- 4.01 - Players who haven't played the previous leg are allowed at least a six (6) dart warm up before commencing with the next leg.
- 4.02 - Coaching may be done by a team member, but only when the shooter steps back from the toe - line.
- 4.03 - Respect your opponent by keeping your distance when they are at the oche! Try to stay at least two feet behind them while they are throwing.
- 4.04 - Darts are to be thrown in an overhand throw, 1 at a time, in a deliberate manner.
- 4.05 - All legs (games) start and end with a handshake.

5.00 - Starting time

- 5.01 - Play to begin at 7:30pm Wednesday evenings.
- 5.02 - A 15 minute grace period is allowed only if a team is short a player.
- 5.03 - Play must begin by 7:45pm.
- 5.04 - Teams may make prior arrangements to begin play earlier or later in the evening.
- 5.05 - It is expected that the Team Captain's use due diligence in putting up players for games in a timely manner. No longer than 2 minutes after the end of the previous leg (game).
- 5.06 - Teams with complaints against them for consistently being late may have disciplinary action taken, including, but not limited to, leg and match forfeitures.

6.00 - Throwing for Bull

- 6.01 - The order of play will start by throwing the bull, closest to the bull to decide order of play.
- 6.02 - The closest player can, but does not have to, throw first.
- 6.03 - Darts outside the scoring area do not count towards deciding the order of throw.
- 6.04 - Both darts in the single or double bull are considered to be a tie.
- 6.05 - If trying to determine which dart is closest, if both darts are outside the single bull, darts are not to be touched.
- 6.06 - Closeness is to be determined where the dart enters the board.
- 6.07 - If the first dart is in the double bull, it should be removed only at the second throwers request.
- 6.08 - If there is a tie, there is to be a re - throw reversing the order of throw.
- 6.09 - For Doubles or Team games, the player who diddles can, but does not have to, shoot first in the line - up.

7.00 - Starting and Finishing

- 7.01 - All legs will be SIDO.
- 7.02 - Should a player finish the double with the first dart and then throws again, the first dart will stand and the leg ends. A player cannot bust a win.
- 7.03 - Double 1 Rule - When both players/teams are on double 1, and both players/teams are unable to hit the double after 15 darts (5 throws), then no the 'no bust' rule takes effect. This means, once the above threshold has passed, then the players/teams shooting for double 1 can throw without the consequence of busting, until one player/team wins.

8.00 - Out of Turn

- 8.01 - During team games, if a player inadvertently shoots out of turn and the error is discovered prior to the following opponent throwing their first dart, the score will not count and proper order shall proceed.
- 8.02 - If the error is not discovered until after the following opponent has shot, the score will stand and proper rotation resume. This means that 1 player will miss a turn and another will get 2 that round.

9.00 - Scorekeeping

- 9.01 - Teams will alternate providing scorekeepers for each leg (game)
- 9.02 - The team losing the first throw for bull will provide the first scorekeeper.
- 9.03 - All scoring shall be marked from left to right.
- 9.04 - The scorekeeper, upon request only, will tell the player the number scored and/or score remaining only.
- 9.05 - While a player is shooting, the scorekeeper should make every effort to remain still and not distract the thrower
- 9.06 - Scorekeepers should not move to check what was scored until either the throw is complete, or upon request from the thrower.
- 9.07 - The scorekeeper must not touch the shooters darts on the board, for the purpose of checking the count, until the score has been recorded.
- 9.08 - Darts are to be left in the board until both the scorekeeper and the shooter have confirmed the score.
- 9.09 - If the darts are removed before the scorekeeper has confirmed the score, and there is a discrepancy, the scorekeepers score shall stand.
- 9.10 - Both scorekeepers and team captains should ensure that the scoreboard tally is correct before the next player shoots.
- 9.11 - If an error was made in the addition of numbers hit or in the subtraction, the next opposing players' throw shall not be interrupted and the score is to be corrected after the throw is complete.
- 9.12 - Incorrect scorekeeping discovered after both players have thrown, shall not be corrected.
- 9.13 - If the scorekeeper is asked and provides incorrect information regarding what is left and the shooter completes the game based on that information; the game is not over. Although the scorekeeper may have provided the information, it is up to the shooter and team captain to confirm what they have left before they throw their darts if they are unsure of the score.
- 9.14 - Only the scorekeeper, and/or player retrieving his/her darts are allowed ahead of the toe - line.
- 9.15 - If, both teams consent, a scorekeeping program may be used to keep score. All of the above rules still apply.

10.00 - Record Keeping

- 10.01 - Scores will be recorded on game sheets that will be provided. One point for a win will be recorded to a possible total of 11 points
- 10.02 - All players first and last names should be written on the score sheet at least once.
- 10.03 - If there is more than one player with the same first name, then the initial of their last name, or their full last name, should be recorded for every leg played.
- 10.04 - The player who doubles out gets credit for finishing the game. If the winning team does not mark in which player hit the double on their sheet (for doubles and team games), they will not be asked and nobody will get credit for it.
- 10.05 - If nothing is entered to indicate whether the team won or lost the leg, it will be assumed that the leg was lost.

- 10.06 - The following information should also be recorded for statistical and award presentations:
Tons (100)
High Scores (101 for Men, 90 for Women)
High finishes (60 or greater)
Bull finishes (all finishes ending with a double bull)
- 10.07 - For any of the above, only record in one category. If it also qualifies for another category, it will be automatically calculated by the statistician (i.e. a 130 bull finish would also be calculated for high scores and high finishes).
- 10.08 - If a player forgets to put any scores/finishes on the sheet, they will not be allowed to add it after it has been handed in.
- 10.09 - Score sheets are to be turned into the Statistician as soon as possible after completion of all games. If the statistician has left for the evening, place sheets in the score box provided.
- 10.10 - The above stats will not count in league events (i.e. Turkey Shoot) and/or playoffs.

11.00 - Weekly Awards

- 11.01 - There will be weekly awards for the highest score and all 180's.
- 11.02 - The moose is sponsoring the weekly high score awards.
- 11.03 - High scores will be defined as 177 or less.
- 11.04 - If a player(s) have multiples highest score, they count as 1 (I.E. 2x140 ties 1x140).
- 11.05 - Ties will be broken by each player throwing 9 darts and the highest total score winning.
- 11.06 - The league is sponsoring the weekly 180's awards.
- 11.07 - All 180's will be awarded \$10.00 by the league on the following week. The player awarded the 180 can take the \$10.00 from the teams nightly fees and submit a note saying such.

12.00 - Shorthanded Play

- 12.01 - If a team fails to have a full roster, but can field the required 3 players, then the shorthanded team must:
Forfeit 1 singles leg, forfeit 1 doubles leg and in the "team games" the team will take 25 points for the missing player as long as the amount can be deducted from the score.
- 12.02 - The opposing team is to be notified which position the "dummy" will play giving the opposing team back to back shots, including shots at the double to finish the game.

13.00 - Spares

- 13.01 - There will be 2 types of spares, registered and non - registered.
- 13.02 - Registered Spares will pay the registration fee, as well as the weekly fee for the nights that they play; these spares will be eligible for anything a registered player is.
- 13.03 - Non - registered spares do not have to pay the registration fee, but do have to pay the weekly fee on the nights that they play and will not be eligible for any awards, including weekly high scores or 180's, door prizes, banquet tickets, or any other privileges.
- 13.04 - Spare(s) can only play if a team has less than 4 players of its registered team members available to play.
- 13.05 - A maximum of 2 spares per team may be used.
- 13.06 - If any spares are used, and a registered player(s) shows up the spare(s) must remain on the team for the evening, and the registered player can play in teams only. The spare(s) must also be rotated into the team matches.
- 13.07 - If a spare(s) is used for the evening, first and last names with "(spare)" beside it, should be written on the score sheet.
- 13.08 - Pre - arranged spares are allowed.
- 13.09 - Spares picked up are to be taken from the "Spare board", if not pre - arranged, in order from the top to bottom.
- 13.10 - If a spare on the "Spare board" turns down a team the spare will be taken off the spare board and not allowed to play that evening.
- 13.11 - Spares shall pay the weekly fee to play, but will not receive awards or banquet tickets.
- 13.12 - Registered spares will be entitled to trophies and banquet tickets.

- 13.13 - Spares may be used from teams with more than 4 registered available players if the team is willing to let their player play for opposing (not the team they're playing against).
- 13.14 - 13.14 - When the league is divided into "A" and "B" Divisions, spares from other teams (ideally) should only be used from the same division. If this cannot be done, then a spare from "A" division may be used in "B" division, and vice versa.
- 13.15 - Rule 13.11 only comes in to play when and if the league is divided into an "A" and a "B" division.

14.00 - Defaults

- 14.01 - A minimum of 3 players including 2 regular team members must be present in order to play.
- 14.02 - If a team cannot be fielded, and prior arrangements have not been made, then the opposing team will receive 9 points, and the forfeiting team will receive 0 points.
- 14.03 - If a team forfeits more than 3 times during the first half or 3 times in the second half of the schedule, that team will be taken off the schedule for the remainder of the year.
- 14.04 - If a team is taken off the schedule the schedule will be amended giving all teams 0 points and a bye, even for games already played.

15.00 - Make - up Games

- 15.01 - Team play can be done on another night if agreed upon by both teams.
- 15.02 - Make - up games will have to be played before the regular night of play 3 weeks after the scheduled night of play, or the last night of play (including the last night of play for first half), whichever comes first.
- 15.03 - If both teams cannot come to an agreement on which day to play on before the required date, the original team requesting to re - schedule will default if the match is not played.

16.00 - Team Membership

- 16.01 - If a player wants to leave the team that they originally registered with and go play for another team, they must do this before the date specified in rule 17.07.
- 16.02 - If a player quits their team any time after the registration fee due date, they will forfeit any money that they have put into the league up to that point as well as any privileges that go with it, and will not be allowed to join another team or to spare for any teams in the league for the rest of the season.

17.00 - Registration and Fees

- 17.01 - Registration fees for all league events will be as outlines in Appendix 3.
- 17.02 - Team registration fees are to be paid as a team, and must be paid to the treasurer by the date specified in Appendix 3.
- 17.03 - Teams not paid at the beginning of the night on of the above date will not be allowed to play and will lose by default.
- 17.04 - Dues are not refundable or transferable.
- 17.05 - All Teams are to have a minimum of 4 up to a maximum of 7 "Registered" players.
- 17.06 - Games won by players who are registered, but haven't paid their registration fees, will be declared void and the win will be awarded to opposing team.
- 17.07 - There will be no new additions allowed to team rosters after the last Wednesday in October or the end of the first half of the schedule, whichever comes first, unless, a registered player(s) leaves the league and the team has less than 4 registered players remaining on the team.

18.00 - Nightly Dues

- 18.01 - Nightly dues as per appendix 3 are to be played before start of play.
- 18.02 - The above rule may be loosely enforced to facilitate the start of play for the night, as well as for the convenience of the treasurer, however if there are issues collecting fees, it will be strictly enforced.

19.00 - Communications

- 19.01 - Any team and/or player supplying an E - mail address will receive regular updates of the League standings.

- 19.02 - Any email addresses acquired by the league will not be distributed in any manner.
- 19.03 - Any emails that are addressed to multiple recipients will be blind carbon copied to hide the addresses.
- 19.04 - Contact information will not be sold or distributed for any reason to any person or organization.

20.00 - Code of Conduct

- 20.01 - No abusive or obnoxious behavior. Any player displaying this kind of behavior during any league night or league - related event will be given one warning and one warning only. A second offence during the season will have the player banned from the league for a minimum of the season.
- 20.02 - No fighting!!! Any players involved in a fight during any league night or league - related event will be banned from the league, no questions asked, and no exceptions!
- 20.03 - The executives reserve the right to deny anybody entry into any league - related event if we think that they are unfit (i.e.: too intoxicated) to play.
- 20.04 - Any action that causes, or may cause harm to any player will be severely dealt with.

21.00 - Discipline

- 21.01 - Any infractions of the rules will be dealt with depending on the severity of the infraction by majority consensus by the executive.

22.00 - Protests

- 22.01 - Protests for any action during a match can be made to the executives that are present.
- 22.02 - If no executive are present, submit in writing the protest to the executives for review.
- 22.03 - Any executives involved in the protest will not be involved in deciding the outcome.
- 22.04 - Protests made by the winning team (of the protest - able leg) will only be used for making rules for future reference.

23.00 - Executives Duties

- 23.01 - All executive - Determine league split; determine prizes for banquet and league events; decide on any disciplinary measures if required; decide on any rule changes and whether or not a general vote is necessary, run league events.
- 23.02 - President - General administration of league, including league activities and events.
- 23.03 - Vice President - Assist president, act on behalf of president if president is not available.
- 23.04 - Treasurer - Collect weekly and seasonal dues; issue receipts; deposit funds into bank; complete financial statement at end of season; Organize with bank to have new executives put on account.
- 23.05 - Statistician - Collect score sheets, enter in statistician program; print reports; post schedule and statistician reports; distribute drink tickets for weekly high scores.

24.00 - Annual General Meeting

- 24.01 - The AGM will be held at the end of the season during the banquet.
- 24.02 - The order of events shall be the following:
 - 1 - Banquet
 - 2 - Awards
 - 3 - League Business
 - 4 - Treasurer's report
 - 5 - Elections (President, Vice President, Treasurer, Statistician)
 - 6 - Door Prizes
- 24.03 - The Annual Banquet and Trophy presentation is open to all registered members and guests. There may be an additional fee for guests upon the executive's discretion.
- 24.04 - Door prize tickets will only be available to registered members.
- 24.05 - If there is a fee for guests, there may be a door prize(s) available for guests, at the discretion of the executive.

25.00 - Turkey Shoot

- 25.01 - PRMDL will host a Turkey Shoot as an annual league event.
- 25.02 - The Turkey Shoot is open to all league and non-league players.
- 25.03 - Entry fee for registered league players will be the same as regular nightly fees.
- 25.04 - Entry fee for non - registered league players will be double (2x) regular nightly fees.
- 25.05 - Format will be blind draw teams of 2, 3 or 4 depending on how many players register for the event, sheet final.
- 25.06 - Playoffs will be only played in the case of ties.

26.00 - Tournaments

- 26.01 - PRMDL currently hosts 2 open annual tournaments, The Joe Grandy Memorial Open (October) and the Moose Open (January)
- 26.02 - These tournaments, although hosted by the PRMDL, are open events and open to any player wishing to compete.
- 26.03 - These tournaments will have their own set of rules and regulations.
- 26.04 - The PRMDL will provide monetary support for these events, at a breakdown to be decided by the executive, at a rate equivalent to 2 nights of league fees, per registered player.

27.00 - Other

- 27.01 - Any item or rule not covered by these rules will be decided on by the executive.
- 27.02 - Please consult the executive for clarification on any of these rules.

28.00 - Changes to this document

- 28.01 - Changes to format or policy of league activities and/or rules, need to be approved by all executives, or by a majority vote amongst all league players as determined by the executive.
- 28.02 - These rules will be reviewed at the beginning and end of each season and updated as necessary.
- 28.03 - No changes to these rules will be made during the season.
- 28.04 - Copy of rules will be posted online and on information board at League Venue.

Appendix 1 - Updates/Changes**2015-09**

- Rule 3.01 changed from 4 doubles and 3 teams games to 6 doubles and 1 teams game. Voted on at 2014/2015 AGM
- Appendix 2 changed to reflect match format as per Rule 3.01

2016-09-05

- Changed order of Appendixes and added page for updates/Changes
- Rule 3.05 added to deal with shorthanded play. Voted on at 2015/2016 AGM
- Rules 11.01 and 11.04 changed so that multiples high scores are the same as 1 high score for the weekly. Voted on at 2015/2016 AGM
- Rule 9.15 added to reflect the use of a tablet and scorekeeping app for scoring.
- Updated Appendix 3 to reflect new executive.
- Updated Appendix 4 to say last league night of September from a specific date, so it doesn't have to be updated every year.

2016-09-08

- Removed "Match" definition from the Definition section as it is addressed in Rule 3.00

2018

- Added rule 7.03 – Voted on at 2017/2018 Banquet
- Modified rule 13.14 to allow for A Division players to spare for B division when there is no alternatives

2022

- Updated Appendix 3 to reflect new executive
- Updated rule 7.03 as voted on at 2021-2022 banquet

Appendix 2 - Score Sheet

Team:					
Board #:					
Date:					
SINGLES					
1					
2					
3					
4					
DOUBLES					
1					
2					
TEAMS					
1					
TOTAL GAMES WON					
BULL FINISHES:					
HIGH FINISHES:					
HIGH SCORES:					
TONS:					

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Appendix 3 - Executive - 2022 Season

President	-	Andrew Schaeffer
Vice President	-	Jesse Schaeffer
Treasurer	-	Greg Campbell
Statistician	-	Don Wickens

Appendix 4 - Fee Schedule

Weekly Fees - \$5.00 per player

Due - Before start of play on league nights

Registration Fee - \$20.00 per player

To be paid as a team.

Due – At Registration