

FRASER VALLEY EAST DART LEAGUE RULES AND FORMAT

1. The dart board must be 1.73m (5'8") high from the floor to the center of the bull.
2. The toe line must be well marked and be 2.37m (7' 9 1/4") from the front of the board, straight out and down from the center of the board. 2.83m (9' 7 1/2") down on the diagonal.
3. The dart segment 20 must be in black.
4. Bulls-eye 50 will be used as double 25.
5. Home team captains to insure venue provides proper lighting and regulation dart boards in good condition.
6. Home team captains are to ensure tables and chairs are set up for visiting teams.
7. Visiting teams will put names on board(s) first.
8. Games will start at 8:00 pm, but with a ½ hour deadline. (This deadline does not apply to the play-offs).
9. Home team (player) will shoot first in first game; visiting team (player) will shoot first in second game. If a third game is required, home team (player) will have option to throw first or second for the bull to determine start.
10. Scoring: A total of 13 points will be awarded each night. 1 team point for each set won. Individual 1 point will be taken for each double out in all games. (When a player has played twice to make up the sixth player, no personal points are awarded, only 1 point for team, if game is won).
11. Format: a. Triples - 4 sets. Best two out of three 701. Open start, double out. b. Doubles - 3 sets. Best two out of three 501. Open start, double out. c. Singles - 6 sets. Best two out of three 301. Double in, double out.
12. Rotation of players at the captain's discretion.
13. When a team fields only five (5) players, the opposing team captain must select the (6th) player before you start play in a set, and must change players after every set. (You can't pick the same player twice). This must be done prior to putting names on the board. (No personal points will be awarded to this player, 1 team point for a win only).
14. Home team captain to have the score card handed into the statistician drop boxes within 48 hours.
15. Any team unable to field a team on a night of play must notify the opposing team captain no later than 6:00 pm on the night of play. (Remember to use the spare board, if available).
16. A scheduled game may only be postponed by mutual agreement of both team captains.
17. Postponed games must be played by the last date on the schedule. If not, the faulting team will not be allowed to play in the play-offs.

18. Any team that will deliberately lose or throw a game to end up in a lower division, will be put into the division they were in prior to that game. This is for positioning going into the play-offs.
19. No defaults will be allowed, and games must be played by the end of the dart season or the faulting team will not be allowed to play in the play-offs. The showing team will be responsible to set three (3) dates with times within two (2) weeks from the scheduled game. If the faulting team does not honour these dates, then the Executive will choose a fourth (4th) and final date. Failure to show up for play will automatically eliminate the faulting team(s) from the play-offs.
20. Registered players only are allowed to play. Any team playing an unregistered player will cause a fault. Captains are responsible for detecting such players. In doubt, ask to see their card.
21. Only three (3) such faulting situations are allowed to each team per season. More, and that team will not be allowed to play in the play-offs.
22. If a game is in progress and a player "has" to leave, leaving a team with only four (4) players, the points and games will be honoured to that point, and the remaining games will be played at a later date, under the terms mentioned above. (#19)
23. Team captains are responsible for players advancing to the toe line. No player is allowed over the toe line to throw a dart. No player other than the chalker is allowed ahead of the toe line. All players not shooting, with the exception of the captain or designated coach must stand at least three (3) feet behind the toe line, wherever possible. Non players are not allowed in the play area, unless chalking.
24. The captain may designate a coach, but the opposing captain must be advised. If a team has a designated coach, the captain is not allowed to coach. When either is chalking, they are still permitted to coach.
25. The chalker may tell the number scored and what is left. The captain or coach may tell the player how to finish the game.
26. If a player throws out of turn, the resulting score will not count and the proper rotation is assumed.
27. Darts must be left in the board until the chalker has tallied the score and ascertained the same. When there is no chalker, the score is to be marked on the board prior to that player removing the darts. No dispute shall be entered into once the darts have been removed from the board. Any questions on the score subtracted must be corrected before that side or team throws again. Mistakes of 100 may be corrected at any time.
28. All chalking shall be left to right, left to right.
29. If a dart falls to the floor on your way to the board, it does not count, even if the chalker has tallied them. They will only count if left in the board, or player can hold the sagging dart.

30. When a player has sat out a game, he/she has the right to throw nine (9) warm up darts before the next game begins. Only this one player.
31. Any player not attending three (3) consecutive game nights without a valid reason can be suspended by the team captain.
32. No one is allowed to practice on any open boards while a league game is in progress unless agreed upon by both team captains.
33. Each team captain will be given a list with the team name, phone numbers and venues for each team, along with the names of all team players.
34. The play-off format shall be triples. Each team will put up two sets of three (3) players and each set will play all three (3) at games of 701. One point for each game won. Captains will flip a coin to determine home and away team. Loser of the toss is away team and will put names on board first.
35. Teams may play with five (5) players at the play-offs if no spare is available. In this case, one player will be chosen by the opposing team, prior to putting the player names up, who will then play back and forth between both boards. (Rule # 13 will also apply).
36. To determine the play-off position in case of a tie, the team with the most wins over the season goes ahead of the team with less wins. If there is an equal number of wins, the teams involved will play best of three (3) at 701.
37. Teams will be divided into play-off sections: Championship, A, B, C, (or at discretion of the Executive).
38. The registration time for play-offs is 9:30 - 10:00 am. Toe line is 10:30 am. (Or at the discretion of the Executive as a General Meeting is held prior to start of play-offs).
39. The Executive will make up League schedules at their discretion.
40. All trophies are to be returned to the Executive, in the same condition as was awarded, one month before the end of regular League play. The cost of repairs will be the responsibility of the team that had the trophy. The Fraser Valley East Dart League expects that its members will, at all times, maintain the highest ethics of the sport of darts, and have particular emphasis on their personal conduct, which should always reflect the finest in sportsmanship.
41. Allow any registered member to spare for a Team in jeopardy.

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