

The Last Shot Bar & Grill Monday Night Dart League Procedures and Rules

General Rules:

1. This is a fun league and you must have fun.
2. Respect will be shown to all players in the TLS league at all times and to all staff and patrons of The Last Shot Bar & Grill, this includes polite speech, conduct, and volume levels.
3. Responsible alcohol use is required; any player who is excessively inebriated will be ineligible to play and may be asked to leave.
4. Repeated warnings for poor or inappropriate conduct or drunkenness may result in suspension or expulsion from the league.
5. All players must sign in when they arrive.
6. The league play begins at 7:30 p.m. sharp on Mondays; please arrive by 7 p.m. in order to arrange your matches and to warm up.
7. If any team (at least 2 players) has not arrived by 7:45 p.m. they will be considered forfeit and they will receive a score of 0 for the night. Any match missed between 7:30 p.m. and 7:45 will be considered forfeit, unless the opposing players for that match agree to play out the match at the end of the night and there is adequate time to do so.
8. If you cannot arrive on time please ensure that your team captain is aware and can arrange the matches accordingly. Please do your best to make each Monday as your team is counting on you to be there.
9. Players who are actively involved in a round must stay in the playing area and always be ready to take their turn – please make sure you take bathroom and smoke breaks before you begin your rounds.
10. All players must sign the attached agreement and waiver form.

Dues:

There are no fees or weekly dues to play in our league – just have fun!

Teams

1. This is an open league; teams are comprised of four (4) players – any number of men and women.
2. Teams will be created at the beginning of the season based on the stated skill levels of the players.
3. Each team will be assigned a captain, but ultimately it is up to the team to choose who their captain will be. Official team captain names must be given to the score/stats keeper on the first night of the season.
4. Teams will initially be given a number (Team 1, Team 2, etc.). By the second week of play, teams will be required to choose a name for their team and provide it to the coordinator. Creativity is encouraged!

Balancing of teams:

1. After six (6) weeks of play, the teams will be balanced so as to make the play as even and fair as possible.
2. We cannot guarantee that you will be on the same team as your spouse/partner/friend/etc. after the balancing of the teams. Remember that this is a fun league meant to encourage new friendships and good times.

Substitutions:

1. Player substitutions will be allowed in regular season.
2. A team may arrange for up to two (2) players to substitute to a maximum of four players (4) per team.
3. Qualified substitute players are:
 - a. **Not on a current TLS Dart League team (an exception can be made if the team the player is on has forfeited the night, but no player shall play on more than one team on any given night).**
 - b. **Over the age of 19.**
 - c. **Not subject to any permanent or temporary expulsion or suspension from either the TLS**
 - d. **Dart League or The Last Shot Bar & Grill.**
4. To ensure balanced teams, a substitute player may be required to play on a different team than the one for which he or she was recruited and swapped for another league player.
5. Substitute players must **honestly** state their skill level prior to playing.
6. Substitute players are not eligible for the playoff round unless approved by the league coordinator and all team captains.
7. There is a list of players that are willing to spare in for teams, we encourage you to contact these players first to see if any of them are able to play. You can email darts@thelastshot.ca to inquire about using a spare from the list, or call The Last Shot and someone there will contact them for you.
8. Spares are required to pay dues.

League Scoring & Statistics

1. The weekly format will be a round robin with as many rounds as there are teams (if we have an odd number of teams, bye rounds will be required).
2. Each team will receive one (1) point for every match they win.
3. Match scores on the statistics sheet must be signed off by the team captain or a designated person if he or she is not present, at the end of every match.
4. For the purpose of balancing teams (and for general interest) the “left to score” and “points differential” will also be kept for all matches.
 - a. **The LTS (left to score) number is determined by how many single hits the team would need to close out. i.e., if Team A wins the game while Team B still has two 15s and one 17 left to close, their LTS number will be 3 for that match. The winning team will always have an LTS of 0.**
 - b. **Point totals are to be recorded on the score sheets.**
5. The final score tally for the season for game points only will be used to seed the playoff tournament.
6. In addition to game points, individual points called “All Star Points” will be awarded to players when they hit a scoring triple or a double bulls-eye. The definition of a scoring triple: A triple (inner circle) qualifying number (15-20) that when hit qualifies for either closing marks or points, or both. The definition of a double bulls-eye is a dart eligible for closing marks or points that enters the red area in the centre of the board. All star points are NOT awarded if both teams have the number closed.
7. Statistics will be available online throughout the season at www.thelastshot.ca/darts

Playoffs

The playoffs will consist of one double elimination tournament to be held on the final week of play.

Darts:

1. Every player must have undisturbed access to a set of darts during their matches. House darts, darts borrowed from a person who is not currently playing, or your own darts all apply. Darts cannot be shared between players who are playing at the same time.
2. Each dart will consist of a point that is fixed to a barrel (“Hammerhead”, “Power Point”, etc. styles of points are acceptable). A shaft/stem and flight will be attached at the rear of the barrel, which may consist of many pieces (i.e.: a flight, flight-securing device, flight protective device and a shaft/stem).
3. Any one dart may NOT:
 - a. exceed an overall length of 12 inches (30 1/2 cm)
 - b. weigh more than 50 grams.

Oche (Toe Line):

1. 7' 9 ¼" is the regulation oche and is clearly marked on the mats.
2. While throwing, the player must keep their entire foot, including footwear behind the marked oche on the mat – the line is designated as the edge closest to the board.
3. If a player places their foot ahead of the oche, they should be politely reminded by an opposing player. If a player routinely does so, the captain of the player's team should be informed.
4. If a player requires coaching or advice they must step back from the oche to consult with their teammate or coach.

Throwing:

1. All darts must be released directly from the player's hand. A dart will be considered thrown if a player makes a throwing action and the dart travels more than 4 feet toward the board.
2. A throw consists of three darts, unless the game is complete in less than three darts.
3. Any dart bouncing off or falling out of the dart board does **not** count and cannot be thrown again.
4. For a dart to be counted, the tip of the dart must be touching the bristle part of the board.
5. No person shall touch a dart in the board until the completion of the player's throw and until scoring has been recorded.

Match Scoring:

1. A dart must have fully remained in the dartboard until the time of scoring to count.
2. All the darts must remain in the dartboard until the score is recorded and noted by the scorekeeper and agreed upon by the opponents.
3. Opponents have the right to confirm the score. i.e.: to ascertain that a dart is actually in the triple.
4. See the rules of Cricket for a detailed description of keeping game score.

TLS DART LEAGUE AGREEMENT AND WAIVER FORM

Agreement of Terms

I _____ hereby certify that I have read and understood the rules of TLS Dart League. I further certify that am at least 19 years of age. I further certify that I will abide by the procedures, rules and regulations of TLS Dart League including acting in such a manner that portrays good sportsmanship. I accept that not doing so can result in suspension or revocation of my membership in the league. I acknowledge that actions such as repeated use of foul or insulting language or heckling can result in a suspension or revocation of my membership in TLS Dart League. I certify that I understand that any physical violence will automatically result in termination from my participation in the league.

Signed,

X _____

Waiver of Liability

I _____ hereby consent this day forward to assume any and all risk for bodily injury to myself, or bodily injury to others caused by myself. I accept liability for any property damage, or other damage I may incur, or cause to occur to any other TLS Dart League member, or affiliated organization which may occur through my participation in the various activities related to TLS Dart League, in particular, but not limited to dart leagues, tournaments and activities in connection therewith.

I further hereby waive any and all claims, demands and causes of action of whatever nature which I hereafter may have against TLS Dart League including its officers, directors, and members. I acknowledge that my participation in TLS Dart League is at my sole risk and that I hereby assume said risk freely and with complete understanding and knowledge that this document is a complete release and wavier of any claims, demands and/or causes of action that I may hereafter have against TLS Dart League, it's officers, directors, committee members and general members and whomever is associated with TLS Dart League by virtue of my present and future participation in TLS Dart League.

Signed,

X _____