



EDMONTON CITY DART LEAGUE ASSOCIATION

RULES OF PLAY

Revised March 16, 2017

[At General Meeting]

1.0 GENERAL RULES

1.1 The ECDLA general rules will follow those of the NDFC. For information regarding the NDFC rules, a copy can be found at www.ndfc.ca

2.0 LEAGUE RULES

2.1 All League Play will be governed by the “General Rules” as per Section 1 of the Rules of Play, and by the League Rules herein.

2.2 League Play Format – Point Distribution

2.2.1 Super League Format

Total points available 21

Team: Three (3) games, with the option of playing five (5) games of 501. Double In / Double Out. Must be voted on prior to starting play on the first night. The vote **must be** unanimous. Three (3) players to play three (3) players of the opposing team. Substitutions are allowed after each game. Strict rotation to be maintained. New player must take position of the individual being replaced. One point awarded per game won. Total points 5.

Doubles: Nine games of 501. Double In / Double Out. Three (3) players to play three (3) opposing players in double combinations in a round-robin format. No substitution of players allowed. One point awarded per game won. Total points 9.

Singles: Nine games of 501. Double In / Double Out. Three (3) players to play three (3) players from the opposing team in a round-robin format. No substitution of players allowed. One point awarded per game won. Total points 9.

2.2.2 Premier Play

Total points available 60

Team: Five games of 501. Double In / Double Out. Three (3) Players to play three (3) players of the opposing team. Substitutions are allowed after each game. Strict rotation to be maintained. New player must take position of the individual being replaced. Three points awarded per game won. Total points 15.

Doubles: Nine games of 501. Double In / Double Out. Three (3) players to play three (3) opposing players in double combinations in a round-robin format. No substitution of players allowed. Two points awarded per game won. Total points 18.

League matches will start at 7:30 p.m.

Singles: 27 games of 501. Double In / Double Out. Three (3) players to play one (1) set of three (3) games against each of the three (3) players on the opposing team. No substitution of players allowed. One point awarded per game won. Total points 27.

2.3 Games will be 501. All games will be “Double In – Double Out”

2.4 Three (3) players from each team must play in a team game, and the players will throw alternately from each team. Following a completed game, substitutions may be made, with the new player(s) taking the place of the player(s) coming out, to maintain rotation. For example, if the second person listed in the first game would have thrown next if the game were not won, that person will begin the next game.

2.5 League matches will start at 7:30 p.m. unless a mutual agreement has been reached by opposing Team Captains.

***In the event that a team does not have a full roster at 7:30pm, both teams will wait until 7:45pm. If the team still does not have a full roster, the team short of players will default the first team game and both teams will

wait until 8:00pm. If at 8:00pm, the team still does not have a full roster, the offending team will default the night***

2.6 The night begins with an opening coin toss. The winner of the opening coin toss will start the first team game. After each game is completed, a normal rotation will continue until all team games have been completed. The team who won the opening coin toss, will have choice of bull in each of the doubles games. In each round of singles, a coin toss will take place.

For teams playing in Premier Format, the winner of the toss starts the first game and has choice of bull in the third, and the loser of the coin toss starts the second game.

2.6 Where a team cannot field three (3) PAID MEMBERS of that team, a spare may be used subject to the following conditions:

2.6.1 A **registered** player in good standing may spare for another team in his/her section **ONLY**, provided his/her own team is not short of players and both Captains involved agree. Statistics for the borrowed player will apply to his/her individual records. An unregistered player, playing as a spare, that has previously played in the E.C.D.L.A. may spare up in any section or down one (1) section from the last section he/she was registered in.

**** If a spare is requested to play and three (3) regular members from the team are present, the opposing Captain must agree; otherwise the spare cannot be used. (Approved 2010 AGM)****

2.6.2 A spare may be used providing that team has not used that individual on three (3) prior occasions. If a spare is used more than three (3) times for the same team, that individual must pay Registration Fees. Two (2) PAID MEMBERS of the team must play. Statistics will be kept for all spares pending they join a team. Spares will be charged \$5.00 per night of play to be deducted from their total registrations fee.

**** During the last three weeks of league play, and during playoffs, spares, registered or unregistered, are not permitted. ****

2.7 All games must be played on the scheduled night and at a designated venue supported by the ECDLA. In the event of inclement of weather or an Act of God, the Executive will have the power to re-schedule the game at a later date.

2.7.1 In the event that a match is defaulted, the team that defaults will receive nil points. The innocent party will receive whichever is greater at the time of the default;

- The average of their wins
- The average of the defaulting team's losses.

- 50% + 1 of the Total Points Available for the night

If a team defaults within the last three (3) weeks of play, the offending player(s) may be barred from playing next season pending a review by the Disciplinary Committee.

2.8 Under extenuating circumstances the Rules of Play Committee may have the power to reschedule a match. In the event BOTH captains wish to play a defaulted match, the Section Steward and both Captains will designate a date, time, and venue for the match to be played. In the event either team defaults the re-scheduled match, the team which shows up for the rescheduled match will be awarded points based on Rule 2.7.1. The team that did not show up will receive nil points.

2.9 Should any team leave the League before a scheduled round is completed, all team points scored for and against in that round will be eliminated and the Steward and the Drawmaster will adjust points accordingly.

2.10 If there are any ties at the end of the regular season, the count back rule will apply. Should there still be a tie, the teams involved will play one (1) game of 701 Double-in, Double-out on the last night of play.

3.0 TOURNAMENT RULES

3.1 Tournaments described as ECDLA Tournaments can only be entered by fully paid members of the ECDLA. "OPEN" tournaments can be entered according to the rules established by the Tournament Director.

3.2 (Tournament Format – See Appendix 1)

3.4 Should any team default during the tournament, (i.e. by missing a round or leaving the tournament before completion of allotted games), all points scored for and against will be eliminated and the Drawmaster shall adjust the points accordingly. This rule shall apply to tie breakers and playoffs.

3.5 All tournaments will have an advertised registration deadline and a commence play time. Only pre-registered, pre-paid teams may arrive after the registration deadline. There will be no exception. Pre-registered and incomplete teams which are unable to field a team at commence of play time will be defaulted.

3.6 In the event that circumstances should arise that are not specifically covered in Sections 1, 2, or 3 the Tournament Director shall adjudicate and his/her decision shall be final.

APPENDIX 1

League Tournament Draw Format

1. Section Doubles will be a blind draw for a partner. All other tournaments will be entered as singles, pre-formed doubles and teams (as registered in the league).
2. A modified round robin draw will be held for all tournaments. A blind draw will be held for assignment to sections (no seeding of players nor teams is involved).

Round Robin:

- A. # of entries: 6 or less:
One section - top four advance to play-off rounds
- B. # of entries: 7-12
- Two (2) sections - top four from each section advance to knockouts
- C. # of entries: 13 - 20
- Four (4) sections - top four from each section advance to knockouts
- D. # of entries 21 - 40
- Eight (8) sections - top four from each section advance to knockouts
- E. # of entries: 41+
Double Knockout

Elimination Rounds:

League doubles, League Singles, League Championship and sectional tournaments in Division A

Players/teams will play best of 5 for all matches including semi-finals, finals and the play-off for 3rd and 4th place. Best of 7 could be played for semi-finals/finals if voted on prior to play commencing.

President's Cup and all tournaments in sections other than section A:

Players/teams will play best of 3 for all matches including semi-finals, finals and the playoff for 3rd and 4th place. Best of 5 could be played for the semi-finals and finals if voted on prior to play commencing.