

TACTICS ASSOCIATION ON MONDAYS IN EDMONTON

RULES OF PLAY

1 GENERAL RULES

1.1 TEAMS

Each team shall field an "Away" side and a "Home" side. A minimum of 4 players on each side, with one having to be a female, would be required without having to play shorthanded or forfeiting any matches (see Rule 3.8).

A maximum of 14 players are allowed to be registered on a team roster. A member will remain on the team roster until the Drawmaster receives a request from the team captain that a player be removed (see TAME Bylaws).

1.2 FORMAT

A total of 17 games each will be played by the "Home" and "Away" teams with one point being awarded to the winner of each game.

1.2.1 TEAM GAMES

Unless playing shorthanded, the team game will consist of 4 players on each side with at least 1 being a female. The team game must begin by 7:30 pm.

If a team does not have a female present that team will forfeit the team game and the team with the female present receives 1 point. If the team game is forfeited, the first set of doubles matches must begin by 7:45 pm.

1.2.2 DOUBLES MATCHES

The home team will designate one board for the Open Doubles and one for the Mixed Doubles. A total of 3 sets of Open Doubles and 3 sets of Mixed Doubles are played. For doubles matches, the term "mixed" means that at least 1 player must be a female.

No two players can play doubles together twice in the same night regardless of which side.

If no female is present by 7:45 pm, all Mixed Doubles matches and the female singles match are forfeited and the team with the female present receives 1 point for each match. After this forfeit has been determined, the female present has the option of leaving the venue without being penalized.

1.2.3 SINGLES MATCHES

Following the Doubles matches, 4 Singles matches will be played with at least one match consisting of a female from each team.

1.3 NIGHTLY ROSTER

The Captain or their designate must list their player roster on their score sheet by 7:30 pm. Only players on the roster by the start of play are eligible to be rotated into the draw.

If a player is not present by his/her first throw in a game, they are disqualified for the remainder of that game.

The players for the team game must be listed on the score sheet prior to the start of play. The players for each set of doubles must be listed on the score sheet prior to playing that set. All singles players must be listed on the score sheet prior to the start of the first singles match.

2 EQUIPMENT

2.1. DART BOARD

With the exception of the brand of dart board, the dart board and throwing distance must be in accordance with Sections 6 and 7 of the NDFC Rule Book.

2.2. DARTS

Darts must comply with Section 5 of the NDFC rules.

3 GAME RULES

The following rules apply to regular league play as well as any division events as detailed in Section 5.

3.1 THROWING AND SCORING

Throwing will be in accordance with Section 9 of the NDFC Rule Book.

Scoring will be in accordance with Section 10.1 of the NDFC Rule Book.

3.2 SCORING THE GAME OF TACTICS

3.2.1 SCORING AREAS

The scoring areas of the dart board will consist of the numbered areas thirteen (13) through twenty (20) inclusive, all doubles and triples wherever scored and the bull.

All X's or points must be marked prior to removing the scoring darts from the dart board.

One "X" will be marked on the scoreboard for each dart that remains in the scoring area.

Any double scored on 13 through 20 or bulls-eye can be counted as two (XX) of that number or as a double.

Any triple scored on 13 through 20 can be counted as three (XXX) of that number or as a triple.

Once three Xs are achieved, the number is considered closed. A line should be drawn through all three (~~XXX~~) for clarity.

If a player or team has a scoring area "closed", they can earn points for each dart in that scoring area until it is "closed" by their opponent.

No Slider Scoreboards are permitted during league play or any special events. They are not to be used for marking Xs and not to be used for scoring.

3.2.2 STARTING THE GAME

Every game must begin with a bull-up and the home team has the choice of who throw first for the bulls-eye in every game. The order of play will be determined in accordance with NDFC Rule 15.3.

The players starting the match must be those involved in the bulling up.

In doubles matches where two or more games are played, each player must be involved in at least one bull-up.

3.2.3 WINNING THE GAME

A game is won when a team or player has completed each designated scoring area with three X's and has accumulated more points than the opposition.

3.2.4 TIE GAME

If at the end of the game, all scoring areas are closed by both opponents and there is a tie in total points, all players involved in the tied game will be involved in a bull-off. Each player will throw NINE darts each at the bull.

A single bull will count as one. A double bull will count as two. The player or team with the highest count at the end of the tie-breaker will be declared the winner.

If after the first bull-off, a tie still exists, another bull-off will occur, with each player throwing NINE darts each at the bull.

If a further tie exists, bull-offs of 9 darts each will continue until a clear winner has been declared.

3.3 INITIAL TEAM PLACEMENT

At the start of each season, a round robin “seeding” round will occur to determine placement of teams for the first round.

- If 12 or less teams are registered, a complete round robin will be held. All teams will be randomly drawn.
- If 13 teams or more teams are registered, the round robin will be divided into 2 divisions. The previous year’s highest money earners in “A” division will be placed in separate divisions and the remainder of the teams will be randomly drawn.

At the end of the seeding round, the teams will be divided into an equitable number of teams per section based on their percentage of wins from the seeding round. The total wins from games actually played, divided by the number of games actually played will determine the percentage.

The number of sections and teams in each section will be at the discretion of the Executive depending on the total number of teams registered.

3.4 PAYOUTS PER ROUND

Each night, a team can earn as many as 34 points (17 home and 17 away). The total points at the end of each round, including those earned because of a forfeit or those lost because of a penalty, will determine the positions for cash payouts for that round.

Payouts for each position will be equitable regardless of the division. The total cash payout for the season and the number of positions paid in each division per round will be at the discretion of the Executive depending on the number of teams registered for that season.

3.5 MOVEMENT OF TEAMS

The percentage of wins at the end of each round will determine the position for placement between rounds. The following is not included in the percentage calculation:

- Any points earned because of a forfeit
- The game count for any matches not played because of a forfeit
- Any points lost because of a penalty

The rule of thumb for moving between divisions after each round will be one team up and one team down. Any deviation of this shall be presented to the Captains at the first Captains meeting of the season.

In the case of a tie or an anomaly, movement of teams between divisions will be at the final discretion of the Executive.

3.6 DEFAULTS

If a team must default on one side, they must default their “home” matches. If a team defaults the night, that team will receive no points.

For the non-defaulting team, the average wins and losses will be determined at the end of that round. The non-defaulting team will be awarded the highest of either:

- 9 points, or
- The average losses of the defaulting team at the end of that round, or
- The average wins of the non-defaulting team at the end of that round.

3.7 REPORTING RESULTS

Each week, both home and away teams must report all scores. The scores must be reported to the Drawmaster by midnight on the Wednesday of the same week.

The methods of reporting scores will be provided to the Team Captains at the start of each season and listed on the bottom of the score sheets.

The first night a new player is added, the Captain or designate must include the name and phone number of that new player when reporting the team's score. The penalty for not reporting a new player or a spare is a loss of 2 points. All spares used should also be reported.

Player fees must be paid at the very next Captain's meeting following the first time a new player has played or the player is considered ineligible. The penalty for using an ineligible player is the loss of all points earned for each match an ineligible player has competed.

3.8 PLAYING SHORTHANDED

A minimum of 3 players are required to field a team on any side. If only 6 players are available, a team may play 3 players away and 3 players at home.

The following shorthanded rules will apply:

- A missing player's shot is forfeited on their turn.
- If at least one of the 3 players is a female, the team game can be played shorthanded.
- If at least one of the 3 players is a female, a female must always play on the Mixed Doubles side and all players must play on their own in one doubles matches.
- If there are no females present, the team can still play shorthanded but a loss is received for every match where a woman is required.

3.9 COACHING

Unsolicited coaching is not permitted. A player may request coaching from his/her partner on what to shoot for or how to take any scoring darts but must first step back from the toe-line. No coaching is permitted in singles, with no exceptions.

3.10 BREAKS

The first smoke break should not be taken until after the first set of doubles are played. Smoke breaks are not allowed between games in the same set of doubles.

When taking breaks, it is expected that courtesy toward your opponents would be displayed.

4 SPARE RULES

The use of spares is permitted based on the following:

- Each Captain or designate is responsible for keeping track of all spares used during each round and for remitting the spare fees to the Treasurer at the next Captains' meeting.
- A minimum of two registered members from the team must be playing, per side (home and away).
- Although the intent of the spare rule is for teams that are short players, a spare may be used when a full team is in attendance (e.g. injuries preventing a full night of play, introducing new players, etc.). Repeated abuse of the spare rule being used when a full team is in attendance could result in disciplinary action.
- A spare can be used even if a team has a full roster of 14 registered players.

- A spare can only play for the same team a maximum of 3 times. If a non-member spare wishes to play for the same team a fourth time, the non-member must become a member of that team provided the 14-player team maximum has not been reached. Any spare fees that have been paid will be credited toward his/her membership.
- Any paid member can spare for another team, at no charge, but can still only spare for the same team a maximum of 3 times. Regardless of their personal calibre of play, a member is considered to be of the ranking of the division that their team is currently playing in that round. If a member wishes to spare for the same team a fourth time, they must resign from their existing team and reregister and repay with the new team.
- A member can spare in his/her division, in a higher division, or one division lower than the division their team is currently playing in that round. For example:

	CAN SPARE IN "A"	CAN SPARE IN "B"	CAN SPARE IN "C"	CAN SPARE IN "D"
A Division Player	Yes	Yes	No	No
B Division Player	Yes	Yes	Yes	No
C Division Player	Yes	Yes	Yes	Yes
D Division Player	Yes	Yes	Yes	Yes

5 DIVISION EVENTS

Sometime throughout the season, the following events will be held:

- Men's Doubles
- Women's Doubles
- Mixed Doubles
- Men's Singles
- Women's Singles

5.1 REGISTRATION

With the exception of Mixed Doubles, only paid members can play in events. A non-member female is permitted on a Mixed Doubles team.

Registration deadlines for events will be announced on the schedule and only players registered will be listed on the pre-drawn round robin sheets. Should one registered doubles partner become unavailable, a partner substitution will be permitted.

No additional singles registrations are permitted after the registration deadline.

5.2 DIVISION PLACEMENT

The number of divisions played in each event will be consistent with regular play. Players will be placed in the division based on the last division of regular play with the following exceptions:

- After the initial seeding round, men's doubles entries will be placed in the division where their team will be playing in the first regular round provided there is a sufficient number of entries for each division.
- After the initial seeding round, women's doubles entries will be placed in the division they would be playing in for the first regular round if there was one less division than what is actually be playing in the first regular round (e.g. if 4 division in regular round, women doubles would play 3 divisions).
- In a doubles event, where both players are from different divisions, the team must play in the higher of the two divisions.
- In the singles event, any member can opt to play in "A" division to compete for the Darts Alberta League Champion Award.
- In any doubles event, a team can opt to play in "A" division.
- At the discretion of the Drawmaster, two divisions may be combined due to a lack of entries.

5.3 EVENT START OF PLAY

All players must be in attendance by no later than 7:30 pm. If one partner is not in attendance for the doubles, that doubles team is disqualified unless a substitution is found. No single player will be permitted to compete on their own in a doubles event.

If a singles player is not be present by 7:30 pm, he or she will be eliminated from the draw.

The Division Leader has the authority to move a player/team from one section to another if a disqualification causes the sections to be inequitable (e.g. 3 in one section and 5 in another section would be changed to 2 sections of 4).

5.4 EVENT FORMAT

In sections for all divisions, one game will be played against each opponent on their round robin sheet.

With the exception of "A" Division Men's Singles and "A" Division Women's Singles, knockout rounds for all events will be a single game until the semi-finals and finals which will be the best of three.

The Joint 3rd Position must be played off, best of three, to break the tie for cash awards.

For "A" Division Men's Singles and "A" Division Women's Singles, the format will be the Best of 3 throughout the entire knockout.; CARRIED

5.5 ROUND ROBIN TIE-BREAKERS

At the end of the round robin, the total wins are calculated to determine placement in the knockout.

If a tie exists and at least one player/team will be eliminated from advancing to the knockout, a bull-off must be used to determine positions. All players involved in the tie will be involved in the bull-off. Each player will throw NINE darts each at the bull. A single bull will count as one. A double bull will count as two. The player or team with the highest count at the end of the tie-breaker will take the first available finishing position, the next player or team will take the next available position and so on until all positions are determined. If any ties still exist, only those tied with the same bull count will be involved in another 9-dart each bull-off. If a further tie exists, bull-offs of 9 darts each will continue until each position is determined.

If all players/teams will advance to the knockout regardless of the result of the tie-breaker, a countback will be used to determine positions. If a countback cannot break the tie, the above bull-off tiebreaker will be used to determine positions.

5.6 EVENT PAYOUTS

Cash payouts for events will be based on 100% of the entry fees for that specific event and division.

6 BREACH OF RULES

A breach of any of the above rules could result in disciplinary action as in accordance with T.A.M.E. bylaws.