

# THURSDAY NIGHT COMPETITIVE DOUBLES DART LEAGUE

## CONSTITUTION AND RULES

### 2025/2026 Season

#### OFFICERS

- 1 All officers shall be elected annually at the AGM which will be held each year and scheduled the week after the league ends in April or May. (We aim to be done throwing league darts at April 30<sup>th</sup> each year and have used the first couple weeks in May if needed.) At this meeting also, a review and discussion will take place of any changes needed to any of the rules listed here within that will affect the next season of play.
- 2 The positions to be elected are: President, Vice President, Secretary/Treasurer, Statistician and Spare Master.
- 3 The Executive shall hold office for one year. The term of office shall commence after the General Election and Banquet/awards presentation.
- 4 Officers' responsibilities:
  - **President** – Will be responsible for chairing all meetings. Communication of any league matters to the league. Co-ordinates the resolution of all issues brought forth to the executive. Will be a signing authority for the maintenance of banking.
  - **Vice President** – Will have the same responsibilities as the president in their absence. Will update these bylaws and rules once annually to ensure they reflect any changes in procedure as directed by the executive. Will be a signing authority for the maintenance of banking.
  - **Secretary** - Will be responsible for recording minutes at each executive meeting and sending these minutes out to all executive within two weeks of each meeting.
  - **Treasurer** - Will be responsible for all monies collected and dispensed on behalf of the dart league and shall keep a record of such monies. Will be a signing authority for the maintenance of banking.
  - **Statistician** – Will generate an appropriate stats spreadsheet at the start of the year and adapt it for changes that may be required during the season. Will create score sheets for use on game night. Will be responsible for the collection of the weekly score sheets after game nights and update standings and statistics records in the stats spreadsheet in a timely manner, and promptly distributing updated spreadsheet files to any who wish to receive it on a weekly basis by email. Will generate any Calendar and Schedule and Contact Sheets, updating during the season as necessary. Copies of the previous week's player and team performance records and standing will be made available in printed form on subsequent game nights.
  - **Spares Captain** – Will be responsible weekly for recording absences of players(as informed by teams) and assigning available spares to teams that require them.

Volunteer Positions:

- **Website Manager** - Will update all information on the website in a timely manner. This will include periodic review of all website content to ensure it is all up to date. It also requires the creation of News Articles to cover League events and changes to League structure or processes resulting from exec meetings or AGMs, and announcements of other League and Darts related events of interest. Duties will also include ensuring continuity of our DNS and Web hosting service subscriptions, and maintenance of the more basic website functions such as email relays etc., updating as necessary.
  - **Spares Captain Assistant** – Will assist the spares captain with recording of absences and assigning available spares to teams that require them.
- 5 Officers for 2024/25:
- President – Troy Beauregard
  - Vice President – Dave Brodie
  - Secretary/Treasurer – Lisa Gower
  - Statistician – Rob Eitzen
  - Spare Master – Maureen Dwyer
- 6 Volunteers for 2024/25:
- Webmaster – Rob Eitzen
  - Spare Master Assistant – Nolan Isbister

## FINANCIAL ARRANGEMENTS

The Treasurer shall be responsible for managing and tracking all funds collected and report to the executive on any financial concerns. Three Signing authorities shall be assigned to the bank account. These people include the current Treasurer, President and Vice president. The bank account will require two of three signatures for all withdrawals and checks.

## TEAM SELECTION

- 1 Teams are created based on an equalizing strategy. No prearranged teams will be allowed.
- 2 Team maximum will be 16 teams, preferably even teams if possible.

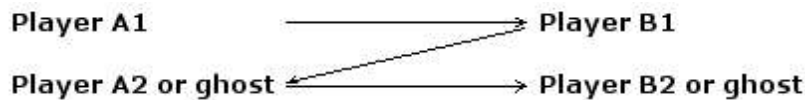
## TEAM FORMATION

- 1 So to start, the statistician would list all players who have signed up, and put beside them the PPNA that they achieved last year (If so determined).
- 2 Since it is best to have an even number of teams, (to ensure there are no "byes" in the teams' schedules), the player pool should be reduced to a multiple of 4... i.e. for a 6-team league – 12 players; for an 8-team league – 16 players, etc. Decide how many teams can be made from this list and reduce the player list to 2 times that number. This reduction may be made on the basis of several considerations. a) First chosen will be those who played full time in the previous Season / Series. b) Next chosen will be those who played with us full time in a recent Season but had to take the previous Season or Series off for any reason but want to return. c) Next chosen will be spare players who most consistently answered the call by our Spares Captain to play in the previous Season. d) Next would be all other players who played as a spare in the previous season. e) Players who are new to us but for whom we can determine a good estimate of their PPNA averages by their stats from other Leagues, or from game play with our League in earlier years. A player (especially an A player) who expects to be missing a good number of weeks could be asked to spare instead of taking a full-time role. We need the spares, and we do not need more teams chronically short of players, especially their A players who are so influential in the games' outcome.
- 3 If new players join our group and are included in the list to be put on teams, there are several methods of determining, at least approximately, what their skill level would be, and therefore we must assign an estimated PPNA to them that is an "educated guess". We should be able in many/most cases to get this close, using a visual evaluation of how they throw, and from statistics from other Leagues.
- 4 Take the list of player names that are to be put on teams, and sort that list by their PPNA.
- 5 Take the top ½ of the names, those will be the "A" players.
- 6 Sort the second half in reverse order of ranking, and pair them with the top half. That way, the top "A" player is paired with the lowest "B" Player and so forth.
- 7 Now the "tweaking" for several reasons. First, we must try to ensure that there is no conflict of personality or predictable disharmony present in the teams. And a few teams may still be significantly out of line with the PPNA scoring power average, either higher or lower. It may be necessary to swap some players to get closer to that standard.

## GUIDELINES FOR PLAYERS/PLAYING/LEAGUE MANAGEMENT

- 1 Players must be a registered/paid member to attend and vote at the annual general meeting.
- 2 The schedule may be altered from year to year to accommodate the registered number of teams not to exceed 16 teams or extend past April 30 each year where possible.
- 3 Each player is responsible for their own payments and attendance notifications.
- 4 Annual dues shall be (\$35.00) thirty-five dollars.
- 5 \$4.00 from registration fees will be used to register the League and each member with Darts Alberta.
- 6 Weekly dues are (\$5.00) five dollars/week/player and shall be submitted to the treasurer before commencement of the night's games.
- 7 All games will be 501 open (Flying start) double out.
- 8 Fifteen games will be played each night and will follow this format:
  - G1 Doubles**
  - G2 Doubles**
  - G3 Doubles**
  - G4 Doubles**
  - G5 1B V 2A**
  - G6 1A V 2B**
  - G7 Doubles**
  - G8 Doubles**
  - G9 Doubles**
  - G10 1B V 2B**
  - G11 1A V 2A**
  - G12 Doubles**
  - G13 Doubles**
  - G14 Doubles**
  - G15 Doubles**
- 9 All absenteeism should be reported to the Spare Master as soon as known in order to give sufficient time to assign spares for the evening.
- 10 There will be (2) two players on each team. Any team may use a spare if available as assigned by the Spare Master and/or a ghost player as needed.
- 11 Spares will be assigned on a best fit manner. The Spare Masters decision on spare assignment is final.
- 12 When a player is absent a ghost score is used to replace their throw until the remaining points are less than 100 at which time the remaining player will play all shots for the remainder of the game. If both teams in a game are missing a player, then a ghost score shall be used by both teams. The Ghost score used will follow the chart below. The absent players entering PPNA will be used until 3 weeks of attendance is recorded in the current session at which time the current PPNA for that session will be used for the balance of the session.

- 13 0-2 PPNA = Scores 30  
 2.01-5 PPNA = Scores 35  
 5.01-8 PPNA = Scores 40  
 8.01-11 PPNA = Scores 50  
 11.01-15 PPNA = Scores 55  
 15.01-18 PPNA = Scores 60  
 18.01+ PPNA = Scores 65
- 14 If a ghost player is used, it will be assigned the last slot in the player rotation for that team. When a team wins the right to throw first, the teams create a player order chart on the extra chalkboard and it is used for all games through the night. (The team winning the first throw is always on the left column). Please see example below:



- 15 Except for illness or weather conditions, all games are to start at 7:00 pm. If a team is unable to field a team by 7:15 pm they shall forfeit one game every 15 minutes until 8:15 pm when all (15) fifteen games will be forfeited.
- 16 Teams shall diddle for the middle to determine which team throws first in each group of doubles games. All singles games require a diddle for the middle to start.
- 17 All league affecting matters must be presented to the President or Vice President of the League.

## SPORTSMANSHIP, CONDUCT AND DISCIPLINE

1. This league has a strict 3 strike rule in effect around sportsmanship and player conduct.
2. Unsportsmanlike conduct is considered (but not limited to) the following: Certain mannerisms, language, tardy play and sandbagging.
3. The 3 strikes are as follows: 1 – Warning, 2 – Suspension (3 weeks), 3 – Termination.
4. The following are considered zero tolerance offences and will lead to immediate termination of the player involved for the remainder of the season including playoffs: Physical Threat, Physical Assault or Verbal threat.
5. All complaints concerning player conduct should be brought forth to an Executive member. Complaints must be written.
6. The Executive member will bring the complaint forth to all Executive within 24 hours and the complaint will be addressed with the involved player(s) prior to league play the following week.
7. Strike 1 and 2 will be administered by the Executive. Strike 3 – Termination shall be brought to the membership's attention and a vote will be had on whether or not to proceed with termination of offending player.
8. The offending player, if terminated from the league, will have the opportunity to appeal the decision made by the league.

## AWARDS

Achievements are awarded as per the schedule below. Those wishing their prize money to be presented as a voucher may choose at time of registration.

### Team Awards:

- 1 Team and Individual awards shall be awarded based on the Cash Prize schedule (Appendix A Attached).

### Individual Awards:

- 1 Most 95+'s – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup>
- 2 Most 133+'s – 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>
- 3 High Finish – 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>
- 4 We recognize the following honour scores and award as follows:  
180 – Cash award and 180 pin  
171(3 x T19) – Cash award and 171 pin  
171+(other than 3 x T19) – Cash award only  
The Cash award pool for honour scores is based on a shared amount of pooled funds(\$100.00/session). If more than 20 honour scores are awarded each session the shared portion of the pooled funds will be awarded to each honour score

Side games are allowed and will be addressed and handled on a year-by-year basis. Example is a “Ching” game where a nominal value is contributed to a pot for obtaining a specific score or lower. Awarding a partial amount of the pot to the “winner”.

## **Appendix A**

Prize Payout Distribution (Prize Payouts are approximate, small adjustments may be made each session based on available funds)

**Prize Payouts**

	<del>Games</del>	<del>Matches</del>	<del>Weeks</del>	Point Value	
Points per week	15*8*15		1,800	\$1.00	\$1,800.00
Outs	15*8*15		1,800	\$0.25	\$450.00
<b>Session Champions</b>					
1st		2	\$50.00		\$100.00
2nd		2	\$30.00		\$60.00
3rd		2	\$20.00		\$40.00
<b>Individual Prizes</b>					
	Most 95's		\$15.00		
			\$12.00		
			\$10.50		
			\$9.00		
			\$7.50		
			\$6.00		
	Most 133's		\$15.00		
			\$10.00		
			\$5.00		
	High Finish		\$15.00		
			\$10.00		
			\$5.00		
			\$120.00		\$120.00
	Max Prize				
171's/180's(Estimated)	\$100.00			\$5.00	\$100.00
			Prize totals		\$2,670.00