



DARTS ALBERTA POLICY

MEMBER LEAGUE CHAMPIONSHIP PROGRAM

POLICY NUMBER: 016
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MEMBER LEAGUE QUALIFYING TOURNAMENTS

1 MEMBER LEAGUE RESPONSIBILITIES

- 1.1 Each Zone shall be responsible for holding one Member League Qualifying Tournament, open to all members of their league, and shall:
- Organize, advertise, promote and secure venue,
 - Operate the event in accordance with the program guidelines,
 - Collect and remit all applicable entry fees,
 - Accurately report all results including names of all competitors,
 - Ensure all teams meet the eligibility guidelines,
 - Submit results and fees to the Second Vice President by the applicable deadline dates.

2 MEMBER LEAGUE QUALIFIER DEADLINES

- 2.1 All playoffs must be completed by no later than February 1st of the current playing season.
- 2.2 All playoff results must be submitted with 14 days of the date of the play and by no later than February 15th of the current playing season.

3 PLAYER & TEAM ELIGIBILITY

- 3.1 Each team member, including a 'registered spare' must be a registered member-in-good-standing of that Member League, during the current playing season.
- 3.2 All teams must meet the eligibility guidelines.

4 ENTRY FEES

- 4.1 Entry fees, per member, for Member League Qualifier Playoffs shall be in accordance with the Policy for Fees and Rates Schedule.

5 AWARDS

- 5.1 The first place team from each Member League Qualifier Playoff, including any registered spare, shall receive an award of recognition.
- 5.2 The Awards at the Member League Qualifier level shall be provided by Darts Alberta.

PROVINCIAL CHAMPIONSHIP

6 LOCATION & EVENT DATES

- 6.1 The Provincial Championship shall be held on one day, at the same location and on the same weekend as the Darts Alberta Annual General Meeting.

7 ENTRY FEES

- 7.1 Entry fees, per member, for the Provincial Championship shall be in accordance with the Policy for Fees and Rates Schedule.

8 AWARDS

- 8.1 The first place team, second place and third place teams shall receive Awards Packages for their achievements.
- 8.2 Darts Alberta reserves the right to modify the Awards Packages on an annual basis.
- 8.3 The Provincial Championship awards packages shall be provided by Darts Alberta and advertised, annual, prior to the commencement of the League Qualifier Playoffs.

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9 MEMBER LEAGUE QUALIFICATION

- 9.1 Each team shall begin competition at the Member League level.
- 9.2 Participants shall be responsible for their own expenses to attend the League Provincial Championship.
- 9.3 The following number of teams shall advance from the Member League Playoff to the League Provincial Championships:

TEAM ENTRIES	TEAMS TO ADVANCE
2 to 4 teams	Top Team
5 to 8 teams	Top 2 teams
9 to 12 teams	Top 3 teams
12 to 16 teams	Top 4 teams
17 to 20 teams	Top 5 teams
21 to 24 teams	Top 6 teams
25 to 28 teams	Top 7 teams
29 to 32 teams	Top 8 teams
33 to 36 teams	Top 9 teams
37 to 40 teams	Top 10 teams
41 to 44 teams	Top 11 teams
45 to 48 teams	Top 12 teams
49 to 52 teams	Top 13 teams

TEAM ENTRIES	TEAMS TO ADVANCE
53 to 56 teams	Top 14 teams
57 to 60 teams	Top 15 teams
61 to 64 teams	Top 16 teams
65 to 68 teams	Top 17 teams
69 to 72 teams	Top 18 teams
73 to 76 teams	Top 19 teams
77 to 80 teams	Top 20 teams
81 to 84 teams	Top 21 teams
85 to 88 teams	Top 22 teams
89 to 92 teams	Top 23 teams
93 to 96 teams	Top 24 teams
97 to 100 teams	Top 25 teams

10 RESULTS DISTRIBUTION

- 10.1 The Tournament Director shall distribute the results of the Provincial Championship to each Executive Member, Zone Director and the Darts Alberta Webmaster within thirty (30) days of the event.

TEAM COMPOSITION

11 TEAM ELIGIBILITY

- 11.1 Each team shall consist of four (4) players and shall be permitted to carry one SPARE player, provided the spare is a "registered" team member at the start of the 1st level of competition.
- 11.2 Each team shall be a mixed team with a minimum of **ONE WOMAN** team member that must compete in each match against the opposing team.
- 11.3 To achieve the objectives of the Member League Championship, **a maximum of ONE ELITE athlete** shall be permitted per team (either one male OR one female), including a 'registered spare'.
- 11.4 All team members, including the spare, shall be from within the same Member League; however, not necessarily from the same team within regular league play.
- 11.5 No team can replace, substitute or add players to their "registered team" after the start of the first level of competition.
- 11.6 If under extenuating circumstances, a woman is unable to compete at the League Provincial Championship, leaving the team without a woman, special permission may be granted to replace this player with a non-qualifying female from another team, provided she competed in the same Member League playoff and this substitution continues to uphold a maximum of one elite athlete.
- 11.7 In the event an individual is a member of more than one Darts Alberta Member League, that member may compete on a team in all Member Leagues, until such times as that individual's team has achieved qualification to advance to the League Provincial Championship.
- 11.8 In the case of an all Women's or an all Men's Member League, special exemption will be granted to allow one non-league member per team to compete in order to fulfill the mixed requirement.

12 ELITE ATHLETES

- 12.1 An elite athlete is defined as:
- (a) Any Darts Alberta member listed within the top 64 on the current official WDF ranking list.
 - (b) Any Darts Alberta member listed within the top 32 on the current official NDFC ranking list.

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- (c) Any Darts Alberta member listed within the top 16 men on the most recent April 30th Darts Alberta ranking list.
- (d) Any Darts Alberta member listed within the top 8 women on the most recent April 30th Darts Alberta ranking list.
- (e) Any member of Team Alberta that qualified or competed in an Adult National Championship in the previous 2 years.
- (f) Any Darts Alberta member that competed in an International Darts Championship in the previous 5 years, excluding Open Tournaments.

FORMAT AND RULES OF PLAY

13 GENERAL RULES OF PLAY

- 13.1 The following Format & Rules of Play shall be applicable to ALL levels of competition.
- 13.2 The Member League Championship shall be played in accordance with the NDFC Official Rules of Play. All matters, not covered by these or by the NDFC Official Rules of Play, shall be decided by the event organizer whose decision shall be final.

14 PLAYER LINE-UP

- 14.1 Each team shall declare its four competitors from their "registered team" list prior to the start of play for each match.
- 14.2 Prior to the start of play for each match, a random draw shall take place to designate each team's player line-up.
- 14.3 **ONE WOMAN** team member must compete in each match against the opposing team.
- 14.4 No competitor may be substituted by another team member, after the start of a match.
- 14.5 In Double Knockout, where B Side wins the first match and a final match is required, each team's player line-up shall be redrawn.

15 TOURNAMENT FORMAT

- 15.1 The format shall be determined prior to the start of play at each level and shall be based on the number of team entries for that event, as follows:

2 TO 4 TEAMS

- (a) The tournament format shall be a complete Round Robin. Each team entered shall play one complete match against each of the other teams entered.

5 TO 8 TEAMS

- (a) The tournament format shall be a modified Round Robin advancing to a Knockout Round. Each team entered shall play in one of TWO round-robin groups and shall play one complete match against each other team in that group.
- (b) In each group, the top two teams shall advance to the last 4 where they shall compete in a bracket draw knockout for overall results.

9 TO 16 TEAMS

- (a) Each team entered shall play in one of FOUR round-robin groups and shall play one complete match against each other team in that group.
- (b) In each group, the top two teams shall advance to the last 8 where they shall compete in a bracket draw knockout for overall results.

17 TO 32 TEAMS

- (a) Each team entered shall play in one of EIGHT round-robin groups and shall play one Team Match against each other team in that group.
- (b) In each group, the top two teams shall advance to the last 16 where they shall compete in a bracket draw knockout for overall results.

33 TEAMS OR MORE

- (a) A double knockout shall be played.

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16 MATCH FORMAT

- 16.1 Each game shall be straight in, double out.
- 16.2 Each Team Match shall consist of the Best of 7 legs against their opponent team for the win.
- o 2 – Doubles games, 501
 - o 4 – Singles games, 501
 - o 1 – Four-Person Team game, 701

Leg	Team 1 / Player	vs	Team 2 / Player	Game
1	A & B	vs	A & B	501
2	C & D	vs	C & D	501
3	A	vs	A	501
4	B	vs	B	501
5	C	vs	C	501
6	D	vs	D	501
7	A, B, C & D	vs	A, B, C & D	701

The 5th, 6th, or 7th legs shall be played only if they contribute to the results of the match.

17 ORDER OF PLAY

- 17.1 Each Team Match shall consist of bulling up to determine the order of play. ONE toss of the coin, prior to the start of the match, shall determine the choice of who throws first for the bull.
- 17.2 The player/team from the winner of the toss shall have choice in Legs 1-3-5. The player/team from the loser of the toss shall have choice in Legs 2-4-6.
- 17.3 A final coin toss shall be conducted to determine choice of bull, should the 7th leg be required as the final and deciding leg.

18 TIE-BREAKER RULES

- 18.1 Where ties occur in Round Robin play, the ties shall be broken according to the Tie-Breaker Rules as contained herein.
- 18.2 A coin toss shall be used to determine choice of who shoots first for the bull, for each tie-breaker match.
- 18.3 **COMPLETE ROUND-ROBIN EVENT TIE-BREAKER**

When two or more teams are tied during a complete Round Robin event, final positioning shall be determined as follows:

(a) TWO-WAY TIE: FOR FIRST PLACE

- o A coin toss shall be used to determine choice of who shoots first for the bull.
- o Both teams shall play one team game of 901. The winner of the match shall be declared the champions.

(b) THREE-WAY TIE FOR FIRST PLACE

- o Team numbers shall be randomly drawn to determine who shoots first for the bull.
- o All three teams shall play one game of 901, with all Teams playing concurrently on the same board. The first team to finish the game shall be declared the champions.

(c) FOUR-WAY TIE FOR FIRST PLACE

- o Team numbers shall be randomly drawn.
- o Team A & Team B shall play one team game of 901. Team C & Team D shall play one team game of 901.
- o The winner between Team A & Team B and the winner between Team C & Team D shall play one team game of 901. The winner of the match shall be declared champions.

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18.4 ROUND-ROBIN ADVANCING TO KNOCKOUT TIE-BREAKER

(a) When Elimination Will Occur

- When one or more of those teams tied will be eliminated from advancing to the Knock-Out Round, all teams that are tied shall play one game of 901, with all Teams playing concurrently on the same board. The first team to finish the game shall be declared the champions.
- Team numbers shall be randomly drawn to determine who shoots first for the bull.
- The first team to finish the game shall be awarded with the 1st available finishing position. The game shall continue, with each winning team awarded the next available position accordingly, until only one team is remaining.

(b) When All Teams Will Advance

- Where ties occur and ALL teams tied continue to advance to the knockout round regardless of the tie-breaker results, final positions shall be determined by countback.
- The final positions will be established on the basis of the games played in the Round Robin between all players or teams that are tied. Count the match wins/losses of all of those games. The player with the most wins would receive the first available position, with the player with the least wins receiving the last available position. Using the process of elimination, should an additional tie result when adding these points, conduct another countback amongst only those remaining tied until definite positions have been determined.
- In case of a 3-way tie that cannot be broken, then all 3 teams would throw nine (9) darts each (total of 36 darts per team) and the team with the highest total scored shall be awarded with the 1st available finishing position, with the lowest score receiving the last available finishing position.

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