

Branch # 288 Westbank

#6 2525 Dobbin Rd, Westbank BC, V4T 2G1

(250) 768-4330 or legion288@shaw.ca

Provincial Darts Playdowns Agenda:

Friday March 29th, 2019

6:00 pm Registration / Meet and Greet / Reception

Saturday March 30th, 2019

8:00 am Registration

9:00 am Opening Ceremonies

9:30 am Play begins

12:00 noon Lunch available – Soup and Sandwiches

12:45 pm Play Resumes

6:00 pm Dinner will be served. Tickets sales beginning Friday Night

Sunday March 31st, 2019

9:00 am Play Commences

12:00 noon Lunch available – Soup and Sandwiches

12:45 pm Play Resumes

Trophy Presentation and Closing Remarks

Closing Ceremonies

Legion Darts Information Sheet

Accommodations:

Holiday Inn – 3 Star Hotel

Map Location “A” – 0.27 km from venue.

<https://www.holidayinnwestkelowna.com>

2569 Dobbin Rd, West Kelowna, BC, V4T 2J6

(250) 768-8879

2 Queen Beds \$118.00 plus taxes / night

1 Queen / 1 sofa Bed \$105.00 plus taxes / night

Special rates available until March 1st, 2019. Follow the link <https://bit.ly/2QtumOF>

Or call The Holiday Inn directly.

Best Western Plus Hotel – 3 Star Hotel

Map Location “B” – 3.04 km from venue.

<https://www.bestwesternwinecountry.com>

3460 Carrington Rd, West Kelowna, BC, V4T 3C1

(250) 707-1637

2 Queen Beds \$136.00 plus taxes / night

1 Queen \$128.00 plus taxes / night

Super 8 – 2 Star Hotel

Map Location “C” – 6.25 km from venue.

<https://www.wyndhamhotels.com> > Home > West Kelowna Hotels

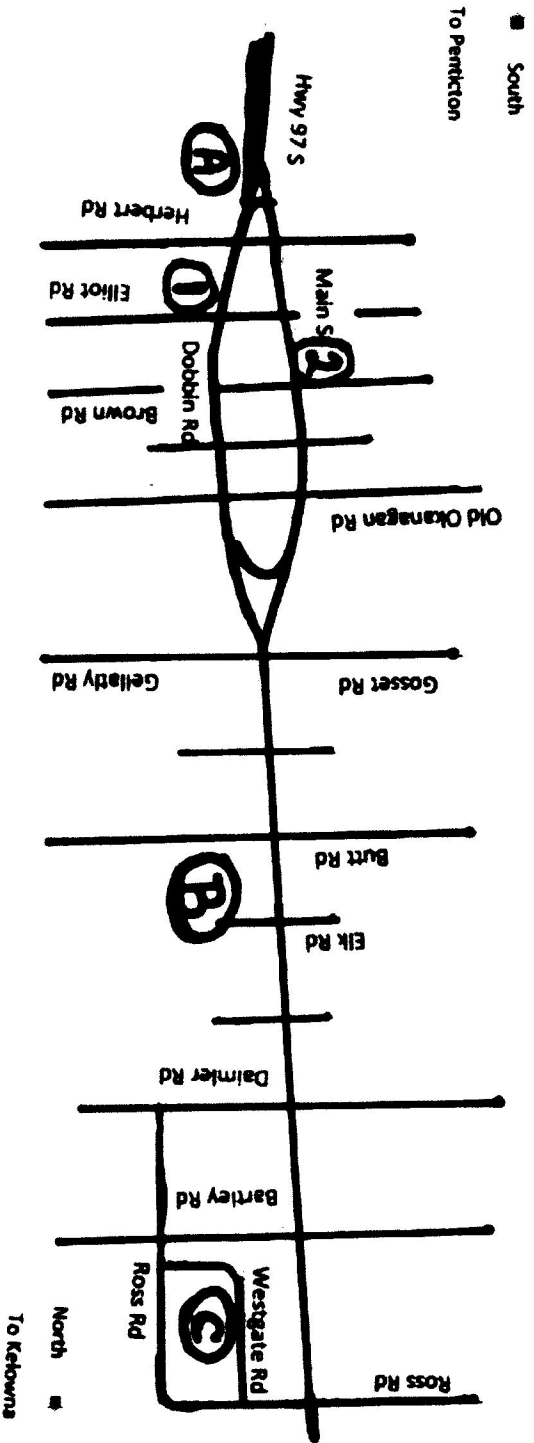
1655 Westgate Rd, West Kelowna, BC, V1Z 3P1

(250) 769-2355

2 Queen Beds \$110.00 plus taxes / night

1 Queen \$85.00 plus taxes / night

ROYAL CANADIAN LEGION BRANCH 288 WESTBANK



1. Royal Canadian Legion Branch #288 Westbank, #6-2525 Dobbin Rd, West Kelowna BC, 250-768-4330
2. Westbank Lions Community Hall, #3-2466 Main St, West Kelowna BC,
 - Location of dart play downs. Located .037 km from the Legion

GENERAL RULES FOR DARTS

1. A player may enter singles, doubles and team.
2. Team Play - Will consist of 4 players all of whom must be from the same Branch within the Zone they represent and shall represent that Branch within their parent Command. Each Zone may have only one team entry. Once the BC/Yukon Command team play downs have commenced substitution will be made only under extenuating circumstances with the approval of the tournament chairman/committee and BC/Yukon Command representative. The team captain will pick a name from a list of eligible dart players from the host Branch named by the host committee before the start of the BC/Yukon Command tournament. The substitute will play out the tournament. If the host Branch has no dart players it can name substitutes from within its Zone.

If the team is successful, the substitute cannot participate at Dominion level. BC/Yukon Command may authorize an eligible player from the team Branch. Substitutes are not allowed after the official draw has been held.

Doubles - Each Zone may enter one double in this event. The players may be drawn from the team if so desired. They must be from the same Branch within the Zone they represent.

Singles - Each Zone may enter one player in this event. The player may be drawn from the team if so desired.

3. Suggested order of play will be: a) Doubles b) Singles c) Team
4. For BC/Yukon Command playoffs – once play has begun for each event no warmups are allowed on the competition boards. Warmups are allowed on specified warmup boards.
5. If there are 11 or more zones competing a set will consist of two games and one point awarded for each game won. If there are 10 or less zones competing a set will consist of 3 games and one point will be awarded for each game won.
6. Team play score will be 701 (Team events to be played on Sunday)
Doubles play score will be 501 (Doubles & Singles events to be played on Saturday)
Singles play score will be 301
7. All games will be double in and double out.
8. The bull-double 25 may start or finish a game.
9. All events will be round robin; each team/player competes against all others once.
10. No substitution of players will be permitted while a game is in progress.
11. Three darts in a double or triple space will NOT count as a game except where the last dart thrown doubles out.

12. Chalkboard or marker board will be used for scoring.
13. Neutral scorekeeper and markers shall be provided by the host committee.
14. Subtraction challenge may be made by a thrower prior to the next dart thrown by the same team member.
15. In order to break a tie, the winner must win two out of three games. The format will be determined by the tournament chairman and applicable captains prior to commencement of play. If more than two are tied, all those will play simultaneously, rotating on one board.
16. The maximum number of players from one Zone will be seven at the BC/Yukon Command level of competition.
17. Should a team have only three members to start the competition, the host committee and the BC/Yukon Command representative will make a decision on whether or not the team can begin competition. It is understood however, that no team will be accepted if its strength was obviously only three members prior to coming to the finals.

Following the Zone Play downs, the Zone Commander is authorized to approve substitute player(s) should a member of the team be unable to attend the Pacific Play downs due to injury, illness or other extenuating circumstances. The substitute must be a member of the same Branch as the team members and meet eligibility criteria. Such authorization must be obtained prior to arrival at the site of the BC/Yukon Command Play downs.

TECHNICAL RULES FOR DARTS

THE DART BOARD

The dart board used during the championships is to be the "clock the bull" pattern. It is to be fastened in such a manner that the centre is 173 cm (5'8") high.

THROWING DISTANCE

The minimum throwing distance, measured horizontally from the face of the dart board, shall be 237 cm (7'9 ¼").

A "toe line" shall be clearly marked and is to be at least 46 cm (18") in length.

Players must "toe the line" or stand behind it. The line must not be stepped on. Should a player step on this line, the turn at throwing will be lost and no score counted.

ORDER OF PLAY

Order of starting play shall be by the toss of a coin to decide which captain or player shoots first for the "bull". The loser of the first game starts the second. The start of the third game shall be determined as for the first game.

DARTS

The darts used by the players are to conform to recognized standards.

THE THROW

A throw consists of three darts unless a game ends in less throws.

The score value of the dart is determined at the location where it penetrates the surface of the dart board. The darts must be in the dart board when the marker calls the count at the end of the throw. Any dart falling from the board does not count.

A dart may not be re-thrown.

THE SCORE

A player's score will be determined by subtraction.

Players are to throw in rotation and it is the responsibility of the marker to ensure that the rotation is maintained.

If the number a player requires to end a game is exceeded, the throw is terminated and no score will be marked.

ADVICE

A player may request the marker to provide the point value obtained and the number required to end a game. The marker shall not tell the player how to achieve the required number.

A player may request that the Team Captain advise him of the double required to end a game.

CONDUCT

When a player is throwing, no one shall be allowed within three feet of the player. No remarks concerning the throw shall be made to the player.

Any player demonstrating unsportsmanlike conduct shall be prohibited from completing the game.

PROTESTS

All protests are to be in writing, signed by the respective captain and submitted to the Tournament Coordinator prior to the commencement of the next game.

NATIONAL DARTS FEDERATION OF CANADA RULES

In situations not addressed in the Regulations and Technical Rules, the Tournament Coordinator will abide by the National Darts Federation of Canada rules.