

# Lakehead Dart League Rules (updated September 2019)

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### League Text Alerts

Sign up for text alerts regarding the LDL  
by texting the phrase "EZDARTS" TO 393939

## General Rules

1. Matches are scheduled for Wednesday and are to commence promptly at 8:00 pm sharp. It is required that all teams have at least three (3) players at the scheduled venue for 8:15 pm or the match will be forfeited and the opposing teams will receive a 11-0/12-0 win.

2. The name of the player(s) must be submitted in writing by both teams to the opposing captain prior to the start of each individual match (i.e. Singles, Doubles, and Cricket). Players may be substituted at the captain's discretion between matches, but never during a best of three (3) / five (5) singles, doubles or cricket match. Players may not be substituted once the opposing team players are known. They may, however, be submitted one at a time provided that the opposing captain is notified prior to the start of the games. The names are to be submitted by each team simultaneously. There is no provision for higher seeding/home team to see the oppositions line-up first.

3. Match results must be reported weekly. Score sheets must be submitted at the end of each session. All team captains are required to record details of the team's high finishes, 180s and 171s on the statistical sheets provided by the league. Failure to submit the complete score sheets may result in inaccurate stats and ineligibility for end of season awards. Results of matches are to be communicated to the League Statistician immediately following the match. Reporting of the weekly results must be reported by both teams by 8:00pm Thursday (24 hours from start of play). Should no score be submitted, the applicable team will receive a zero as the score for the week. If a match is to be re-scheduled, the statistician must also be informed of such.

Scoring: Win = 3 points    Tie = 2 points (A division)    Loss = 1 point    Forfeit/No report = 0 points

4. The Lakehead Dart League (LDL) Treasurer must provide at request of the general membership, a detailed financial statement and/or budget.

## Venue

5. Licensed establishments (venues) may enter teams in the league competition for a total fee of \$400.00 per team. \$100.00 is required per team on the date of registration. Failure to pay on the designated dates or before the final deadline (December 1) will result in ejection of the team for the current session and playoffs. These fees are designated to cover the cost of Windup Banquet, awards, trophies, any miscellaneous expenses and league tournament.

6. There must be a minimum of two boards per team at each licensed establishment.

## Registration

7. In order to play in the Lakehead Dart League (LDL), The player must be of legal drinking age. (19 years). A player of 18 years of age may be registered on a team with approval by the LDL executive. However, the player must abide by any age restrictions/limits set out by any venue and be aware that he/she may not be able to play in a venue until legal drinking age is obtained. Failure to comply with the age restrictions/limits of a sponsoring venue will result in immediate removal from the LDL.
8. Teams may register a minimum of four (4) players. (Either gender)
9. Teams may register a maximum of eight (8) players (either gender). An additional spare may be registered with a specific team with prior approval.
10. To remain in your team's division of the previous year, three original players must be registered on the date of registration. If only two return, your team will drop one division. If only one player returns, the team will drop to the bottom division. The captain and two (2) players will retain the name of the team and the division.
11. No person can compete in a League match unless his/her name has been registered with the League Statistician on the Wednesday 1 hour prior to start of play (or 7:00 pm, whichever is earlier). Teams reported with non-eligible players will be penalized as follows:
  - i) All games involving non-registered players will be automatically rewarded to the opposing team.
  - ii) In the event that a team still wins a match once the above penalty has been issued, the win will still count.
12. Transfers of players will be allowed up to and including December 31<sup>st</sup> of each year provided that:
  - i) Players are allowed to leave the team if they wish as long as the leaving captain and the receiving captain agree to the move and both must inform the League Statistician. This may occur once per year and only one team per year.
  - ii) No new registration will be accepted to play in the current season after December 31<sup>st</sup> of each year; unless prior approval has been received by the LDL executive. For example, a new team entering the league.

## In-Play Rules

### Scoring

13. All requests to check scores recorded, or subtractions made, shall be made before the next throw of the player of the team concerned. In the event that a subtraction error is noted, the next opposing player's throw shall not be interrupted and the score shall be corrected after the throw is complete.

### Scheduling a make up game

### Forfeits

#### **Notification of a Forfeit**

14. Notification of a forfeit should be received by the opposing captain by at least 8:00pm on the evening before the scheduled night of play. The concept of uncontrollable circumstances shall apply in relation to this rule. All efforts should be made to reschedule the match to an alternate night.

15. If a formal complaint is made to the Executive by a team with respect to another team forfeiting a large number of matches, said team shall be brought before the Executive for disciplinary review. If it is decided that the team has shown unsportsmanlike conduct in this regard, the following shall happen:

**Three Forfeits** - The team shall receive a verbal and written warning from the Executive.

**Four Forfeits** - All points accumulated by said team shall be disregarded and all matches played by and against the said team will be scored as 0-0 score.

For the purpose of this rule, unsportsmanlike conduct shall be defined as a team that has forfeited too many games in one session and has made no effort to provide adequate notification to the opposing team captain. In addition, unsportsmanlike conduct shall include any patterns formed with respect to forfeits, with said team in direct relation to the number of games played outside its own venue.

16. All conflicts between teams arising throughout the season are to be resolved by a general consensus of the Executive. In the event that a conflict arises involving an Executive member's team, the Past President of the League shall step in as a substitute for that Member's vote in resolving the conflict.

## Code of Conduct

### 17. **SEXUAL HARASSMENT POLICY**

The LDL has implemented a zero tolerance level Sexual Harassment Policy. Any member of the LDL who is found to be in violation of one or more of the thirteen acts listed below will immediately be removed from the league.

Gender-related comments about an individual's physical characteristics or mannerisms.

- a) Unwelcome physical contact.
- b) Suggestive or offensive remarks or innuendoes about members of a specific gender.
- c) Propositions of physical intimacy
- d) Gender-related verbal abuse, threats, or taunting.
- e) Leering or inappropriate staring.
- f) Bragging about sexual prowess
- g) Demands for dates or sexual favors.
- h) Offensive jokes or comments of sexual nature directed to or about any member of the LDL
- i) Display of sexually offensive pictures, graffiti, or other materials.
- j) Questions or discussions about sexual activities.
- k) Paternalism based on gender which a person feels undermines his/her self-respect or position of responsibility.
- l) Rough and vulgar humor or language related to gender.

#### **Protocol To Follow:**

- a) The match will stop immediately.
- b) Both captains will take statements from the parties involved including witnesses to the said infraction.
- c) Both captains will immediately notify the Executive of the situation and set up a time to meet to investigate the complaint. This must be done within 48 hours of said infraction.
- d) An Executive investigation will be conducted with all parties involved and a resolution will be reached.
- e) Regardless of the score when the said infraction occurred, the game will be replayed in its entirety at an agreed upon date and will be played in the presence of an Executive Board member.

18. **Smoking Etiquette** - Smoke breaks must be agreed upon by both Captains before starting the evening's play. If your name is listed to play "the next match", you must be present during the entire match. (no sneaking out for a few puffs between shots.) NO PERSON SHALL HOLD UP A GAME OR MATCH FOR AN UNSCHEDULED SMOKE BREAK.

When a match is ready to be played, the recorded players have five (5) minutes to start the match. No player should be leaving the venue for a break once a match is ready to be played.

Should this rule not be followed and the recorded player is longer than five (5) minutes, the match is then forfeited and the point goes to the opponent.

## Playoffs

19. Top 8 teams in a division make the playoffs

20. A player must have played one third of the weeks during the total season to be eligible to compete in the playoffs. Exceptions will be made to this rule due to extenuating circumstances and only with the executive's approval.

21. All players in attendance for playoffs and able to play must play a singles match (if required) before a player can play a second singles match.

22. Unless specifically addressed herein, NDFC playing rules will be observed.

## Play Format

A division plays 12 games

B & C divisions play 11 games

Division A plays best of 5 for singles and doubles and best of 3 for cricket

Division B and C play best of 3 all games

Teams with only 3 players forfeit one singles game (it is up to the shorthanded team where the dummy is placed in the order). One player can play twice in singles.

No 501 doubles matches can repeat the same pair of players twice (this may mean one game is played with a dummy)

If a team has only three players, they can play one player TWICE in cricket. No cricket match can repeat the same pair of players (team).

Flexibility for the order of play for the night can be made upon agreement by both team captains.