

Lakehead Dart League Rules 2017-2018

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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 win.
2. The name of the player(s) must be submitted in writing 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) singles or doubles 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.
3. Match results must be reported weekly. Statistics and monies due must be submitted at the end of each session, or as per schedule set in rule #1. 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. Results of matches are to be communicated to the League Statistician immediately following the match. Reporting of the weekly wins by the winning captains must be reported by 8:00pm Thursday (24 hours from start of play).
4. The Lakehead Dart League 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 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, The player must be of legal drinking age. (19 years)
8. Teams may register a minimum of four (4) players. (Either gender)
9. Teams may register a maximum of eight (8) players. (Either gender)
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 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. Teams reported with non-eligible players will be penalized as follows:

12. All games involving non-registered players will be automatically rewarded to the opposing team. In the event that a team still wins a match once the above penalty has been issued, the win will still count.

13. Transfers of players will be allowed up to and including December 31st of each year provided that:

a. Players are allowed to leave the team if they wish as long as the leaving captain and the receiving captain agree to move and both must inform the League Statistician. This may occur once per year and only one team per year.

b. By relinquishing a player as part of a transfer and no team contravenes Rule #3.

c. Rules #7, #8, and #9 are observed.

14. No new registration will be accepted to play in the current season after December 31st of each year.

In-Play Rules

Scoring

15. 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

16. 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.

17. 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.

18. 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 into substitute that Member's vote in resolving the conflict.

Code of Conduct

19. **SEXUAL HARASSMENT POLICY** **EFFECTIVE-IMMEDIATELY**

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:

- m) The match will stop immediately.
- n) Both captains will take statements from the parties involved including witnesses to the said infraction.
- o) 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.
- p) An Executive investigation will be conducted with all parties involved and a resolution will be reached.
- q) 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.

20. **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.**

Playoffs

21. Top 8 teams in a division make the playoffs

22. A player must have played 10 weeks during the season to be eligible to compete in the playoffs. Exceptions will be made to this rule due to extenuating circumstances only with the executive's approval.

Play Format

A Division plays best of 5 all games, B and C division play best of 3, in all sessions.

The sessions will run as follows:

Session 1:

A Division (9 teams)

B Division (8 teams)

C Division (8 teams)

*B and C division will play two extra matches (which COUNT) in this session. They will play the first 2 teams they are scheduled to play against TWICE, venue permitting.

End of Session

A Division send 3 teams DOWN.

B division send 2 teams DOWN, 2 teams UP.

C division send 2 teams UP.

Session 2:

A Division (8 teams)

B Division (9 teams)

C Division (8 teams)

*A and C division will play two extra matches (which COUNT) in this session. They will play the first 2 teams they are scheduled to play against TWICE, venue permitting.

End of Session

A Division send 2 teams DOWN.

B division send 3 teams DOWN, 2 teams UP.

C division send 2 teams UP.

Session 3:

A Division (8 teams)

B Division (8 teams)

C Division (9 teams)

*A and B division will play two extra matches (which COUNT) in this session. They will play the first 2 teams they are scheduled to play against TWICE, venue permitting.

Bottom team in C division does not make playoffs.

*Please note that matches were added to each short division by executive decision - to effectively level the divisions at 9 weeks. Adding this game prevents 2/3 of the league from sitting at home for 6 weeks during the season, which is not fair to the venues that sponsor us to play, or the players who want to play.

- Teams with only 3 players will forfeit a singles game (each 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