



The London and District Men's Dart League



Web site www.ldmdl.ca Dart line 519 – 659 - 5875

LONDON AND DISTRICT MEN'S DART LEAGUE

2013 – 2014 SEASON
CELEBRATING 68 YEARS OF
PLAY
1946 – 2014

Please destroy all previous versions of the Constitution, By laws; Registration of Team and Members, League Rules and Game rules of Play as this document as published replaces any and all versions prior to **July 1, 2013**

All scores will be reported on-line to www.ldmdl.ca or
by calling The Dart Line 519–659-5875



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INDEX

	Constitution.....	3
1	Objectives.....	3
2	L.D.M.D.L. By-laws & League Administration.....	3
3	Registration of Teams & Members.....	4
4	Venue Requirements	6
5	League Rules.....	7
6	Game Rules of Play.....	10
6.A	(Tournaments & Playoffs).....	11
6.B	(Chalking & Scoring).....	12
6.C	(Special Tournaments).....	12
7	League Formats (6 Game).....	13
7.1	(Premier).....	13
7.2	(20 Game)	14
7.3	(16 Game).....	14
7.4	(12 Game).....	15
7.5	(10 Game).....	16
8	Singles League.....	17
9	Membership Types, Fees and Obligations.....	18
10	Suspension and Expulsion.....	19
11	Election of Officers.....	20
12	Duties of Officers.....	22
13	Boards and Committees.....	24
14	Meetings.....	24
15	Quorums.....	26
16	Conduct and Procedure.....	26
17	Amendments.....	28
18	Banquet Information.....	28
	2013-2014 Executive Contact Information.....	29

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Constitution

The League shall be known as the “London and District Men’s Dart League” hereinafter called, “The League.”

1 Objectives

To provide competitive darts to be held weekly. The Executive Board shall decide the times and dates of League functions.

1.1: To encourage a cordial and co-operative relationship among its Members.

1.2: To promote a good image of the game of Darts generally, and more particularly of the London and District Men's Dart League, within our community, **WITHIN THE BOUNDS OR LIMITS OF THE BY-LAWS AND RULES OF PLAY OF The London and District Men's Dart League.**

2 L.D.M.D.L. By-Laws & League Administration

The fiscal year of the League shall commence July 1 each year.

2.1: The affairs of the League shall be under the direct management and control of the Executive Board. All decisions of the Executive Board shall require a simple majority vote. Under no circumstance whatsoever, can the Executive or Executive Board change, alter or delete the Constitution, By-Laws or the rules of Play unless all the criteria is met in the amendments Rules **14,15,16 and 17** (Notice of Motion, Quorums, Special Meeting or Annual Meeting, etc.). It is understood that the Executive Board can only enact rules that have been proposed, amended and approved at any Annual or special meeting. (Rule **14**). All amendments or motions affecting the members of the Board shall take effect immediately following enactment.

2.2: The Officers of the League shall consist of President, Vice President, Secretary, Scorekeeper/Webmaster, Treasurer, and four (4) Directors that shall be elected by secret ballot at the Annual meeting.

2.3: The term “Executive Board” and / or “Board” shall be interchangeable and have the same meaning.

2.4: All correspondence from the Executive Board shall be deemed to have been received by the addressee within four (4) working days from the date posting.

2.5: The Executive Board shall decide the times and dates of League functions.

2.6: In case of any dispute arising from League business not covered by the Constitution and By-Laws of the league, the Board will refer the matter to Robert’s Rules of Order for final settlement.

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3 Registrations of Teams and Members

All teams at the time of registering with the League shall state their Team name, Sponsors (s) Names, and the name, Address, Postal code, contact person of their requested home playing location. Boundaries for the locations holding League play will be within the City of London (post 1993) boundary limits. The Executive Board before any League play must approve these locations for League play. All players registered, as members in the L.D.M.D.L. must be of legal drinking age (19 years), as outlined by the liquor laws in the province of Ontario.

At time of registration each team will request their first and second choice of format (if needed) that they wish their team to play in on the LDMDL registration form.

The Executive Board will then divide up all registering teams into their formats. The Executive Board will place teams according to the format that teams have requested. However the Executive Board may move teams up or down a format/section depending on the following; if that team has placed in either the first two places or the bottom two places in the final standings in their format/section and may also depend on the number of returning players from last year's team. "An example of this is would be referring all of the formats as the following; Premier Format (Premier), 20 Game Format (1st & 2nd), 16 Game Format (3rd), 12 Game Format (4th), 10 Game Format (5th) and 6 Game Format (Team only). The Executive will then divide each format into sections of four (4), six (6), eight (8) or twelve (12) teams (depending on teams requesting that format)."

The Executive will try to keep every section with an even number of teams if possible To register as a player (Member) with the LDMDL requires a \$50 dollar fee. That allows you to play in either the Team League or Singles League. To join additional League (Singles or Teams) requires additional \$20.00. A \$5 admin fee will be charged after registration date to join Team or Singles League; (same as adding/changing player) Players must be male and at least 19 years old. All players must sign waiver form to play in League.

3.1: Each player (Life and Honorary members excepted) shall pay the registration fee for League membership in full at registration time. Any player so registered cannot change teams without the express permission of his Captain and the Executive Board. Any member is allowed to apply for such change in the first two (2) weeks of scheduled League play. (Memorial night is not included). Notice in writing must be received by the League Secretary by midnight, the Wednesday before the scheduled 3rd week of play. The player requesting transfer may not play on either team until he has been officially notified by the Secretary of the decision made by the Executive Board, which will be forthcoming within two (2) weeks following receipt of a written request to transfer.



Registration of Team and Members continued:

3.2: Additionally, a surcharge may be levied above the annual membership fee to cover the cost of providing Team Captains and Co-Captains with a copy of the constitution, By-laws, and League rules of play. These rules will supersede all previous rules, and will be enforced for the year. Protests regarding the rules will be accepted and ruled on by the Executive Board during the year and will be ratified at the Annual General Meeting. A Captain, Co-Captain's package shall include a telephone contact list of all Captain's, Co-Captain's of all the teams in their divisions along with all other requirements for the playing season. All playing venues will be provided a copy. Additional copies will be made available on request. This fee may be adjusted each year to account for any increase in costs (printing, postage, etc).

3.3: A registration card will be issued to each life member, paid member, and honorary member registered to a team. Registration cards will be issued to the team captain before the first night of league play, to be dispersed to each member of his team. The membership card shall display the current league year, and must be signed by the member.

3.4: Any team may apply by proper form to "add on" a player, to increase the number of players on that team, only once before January 31st of that season and with the consent of the board, before that player can play. An "add on player" is defined as any player not already registered to any team for the current dart league season. All "add on" players must have their registration card TWO (2) weeks after being approved by the Board. Team Captain's are held responsible to pick up the registration card(s) from the Secretary. If the "add on" player has does not have his registration card in the two weeks that player CANNOT play until the registration card is picked up from the Secretary.

3.4a: Any team may apply by proper form to "replace" a player who has quit or is not available to play at any time during the season providing the new player has not been registered to any other team. During the current playing year, exceptions will only be allowed under rule 3.1. All "replacement" players must have their registration card TWO (2) weeks after being approved by the Board. Team Captain's are held responsible to pick up the registration card(s) from the Secretary. If the "replacement" player has does not have his registration card in the two weeks that player CANNOT play until the registration card is picked up from the Secretary.

3.5: Any member who considers himself unjustly dropped from a team has the right to appeal to the Executive Board.

3.6: A maximum of seven (7) players may be signed to a team with a minimum of four (4) players. A team may only sign one (1) extra player after registration closing date and before January 31st of that year, if less than seven (7) players have been registered. (Refer to 3.4).

3.7: Any change or additions requested by any team will be charged five dollars (\$5.00) administration fee. This fee must accompany the request. Any and all replacement players must be approved by a majority of the Board.

3.8: Teams must obtain written permission from the owner or manager to register the playing location as their home base.



4 Venue Requirements

4.1: All playing locations must be approved by the board and meet the standards as set by the League.

4.2: Teams sponsored by their home base may not change their venue without written permission from their sponsor, except in emergencies or in the event playing conditions become unacceptable. The sponsored team may apply to the board, in writing, outlining the problems and request permission to relocate. Should permission be granted, it will be the responsibility of the relocating Captain or his delegate to notify the other team captains in that division of the new location not less than seven (7) days prior to upcoming games. Failure to do so shall result in the loss of points for that night for the offending team.

4.3: Inspection of all new playing venues will be completed prior to regular League play. These inspections are to be done by a committee appointed by the Board.

4.4: Inspection of all existing venues shall be done every playing season to ensure that League requirements are being met.

4.5 League requirements are that all venues must have at least one board in excess of the teams registered to play. Example: two (2) teams registered to the venue there must be three (3) League sanctioned boards.

4.6: The board shall be affixed on an even surface, perpendicular from the floor, measuring five (5) feet eight (8) inches to the center of the bull's eye. The throwing distance shall be a minimum of seven (7) feet nine (9) and one quarter (1/4) inches in a plumb line from the face of the board. A second way to determine throwing distance is to measure nine (9) feet seven (7) and three eighths (3/8) inches from the center of the bulls – eye to the oche / toe line on an angle.

4.7: The oche / toe line shall be distinct (a chalk line is not sufficient). There is no limit to its length, but it shall be a minimum of fifteen (15) inches in length. A player may move as far along the line as he can, providing he does not interfere with a player on another board. No part of the throwers feet shall extend beyond the edge of oche / toe line nearest the board until the dart is released.

4.8: At the time of registration all venues must be already licensed by the LLBO. All venues must also keep there LLBO license throughout the entire season. If a venue does lose its liquor license during season the Executive Board has the right to move the team(s) to another venue.

4.9: The venue must also provide adequate seating arrangements that do not interfere with the play area.



5 League Rules

All League team play shall commence on Thursday Night at 08:00 p.m. If a team with a minimum of three (3) players does not show up at the proper starting time, play commencement may be delayed no later than 08:15 p.m. If a team with a minimum of three (3) players has not shown up by 08:15 p.m. the points for the night may be claimed at the discretion of the offended team. (See 5.18 for scoring). No League games shall be scheduled when the night of play coincides with November 11th, Remembrance Day

5.1: The mode in which a team captain or his delegate to submit his reporting score for the night of play, to be submitted on-line or submitted by phone on the dart line by 8:00pm on the Sunday after the night of play. Failure to report by this time may result in a 0 score the night of play and a failure to report will be entered in the standings. The Scorekeeper may record a team's score if he has the opposing teams score.

5.2: Failure to comply with any of the above directives the offender shall be penalized any and all points they may have earned from the evenings games. However, the other team will be credited with all their points. In the event a team fails to show the team Captain or his delegate of the opposing team shall report in the resulting default and must indicate the no show not as six (6) games won to the Scorekeeper. Failure to report as a no show will result in zero (0) points being awarded. All results as outlined in 4.2 should be reported within (3) days of the night of play.

5.2.1: When reporting the results, state Division, Team names and results. This includes one hundred and eighties (180's) and high take-outs, if applicable. The printed spelling of unusual names is recommended.

5.2.2: Failure to report the results as outlined in 5.1 will result in the loss of points and games won that night. This rule will be strictly enforced.

5.3: If during his turn, a player steps back from the Oche / toe line, he may confer with his teammates or partner. This includes Singles, Doubles and Team games. This action must be easily recognizable. There should be no doubt that the player has stepped back from the line. Turning around while at the line is not acceptable.

5.4: Heckling or harassing teams or players is not allowed before, during or after games. Heckling or harassing by definition is any act or conduct, physical or verbal, which is or may be distracting to the opposing team. This will also include the throwing of unnecessary darts or darts thrown in anger.

5.5: If the Captain doubts the validity of any opposing player's membership he may request that player's membership card. If that card is not produced or satisfactory identification of the player cannot be made, the game shall be played under protest and a full report made to the Executive Board within seven (7) days, in writing, addressed to the Secretary. Any player, who is found to be a non – member, will result in disciplinary action against the team or team Captain and player involved.



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League Rules Continued:

5.6: If a team drops out of the League all points and games won or lost, associated with that team, will be eliminated from all teams in that Division for the season. Players from the team that dropped out cannot play together as a team the following year.

5.7: Any team that fails to show for three (3) consecutive nights without the express permission of the Executive Board, or has given notice to the League Secretary of withdrawal from the League, shall be disqualified from further League participation by the board and be given proper notice of such. (See 5.6) for disciplinary action (10.4) applies).

5.8: The home team shall have choice of board, however, in the event a board is in such poor condition that the opposing Captain feels the board should not be used, the home Captain is obligated to select another board. If no other board is available, the matter should be reported to an official of the playing location with a view to replacing the board, also advising the Executive Board of the League for follow up.

5.9: Playoffs of all League and competitive play will continue and be completed on the night play was started, unless playing location protests, in which case the Executive Board will consider other arrangements.

5.10: Members who quit the League must do so in writing, or return their membership card and deliver these to their Captain, so he can deliver it to the League Secretary, before a new player can be added.

5.10.1: Members who quit the League and are replaced cannot play on any team for the rest of the season.

5.10.2: Members who quit the League can only return to the team they left, provided the team does not exceed seven (7) players.

5.11: For all Team/Singles/Doubles/Open Tournaments, the Executive reserves the right to run either a Round Robin or Knock-out format depending on attendance. For Knock-out format and after the round robin, the games will be best 2 out of 3 and the final 2 teams will play the best 3 out of 5 to determine winner.

5.12: A team with only three (3) players may compete and play at the regular season playing nights, as well as tournament and trophy events and will score as follows. When a team has only three (3) players, a zero (0) is to be entered on the scoreboard each time the fourth (4th) players turn occurs. If his turn has passed, he must wait till the next game. In tournament or trophy play one (1) player may be picked from another team of the same division or lower, if a team has only three (3) players. League rule 4.14 does not allow for any pick ups for the League play offs.

5.13: For all divisions, a minimum of four (4) players must be present. If only three (3) players are present, play can continue but the absent fourth player must record a zero in the event of team play, (6th to 10th). In the event of Singles/Doubles/Teams format, the 4th shooter will take a loss. In the Team format, a score of zero will be inserted where the fourth shooter would be.

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League Rules Continued:

5.14: Where the rules permit spares to be picked up, players wishing to spare must registered with the conveners of the tournament prior to the close of registration. Spares who are members of teams in competition at that tournament must have expressed permission of their team Captain to play for an alternate team and shall not be eligible to play on his own team for the balance of that tournament.

5.15: The home playing location of tournament or trophy play winners will be the host location for that tournament or trophy, the following year providing the location can accommodate such an event. The final decision rests with the Executive Board.

5.16: All protests shall be in writing addressed to the Secretary and must be made within seven (7) days of the occurrence.

5.17: The cancellation or postponement of any League or competition play event shall be at the discretion of the Executive Board, providing, reasonable effort has been made to notify all teams and / or members involved and posted on the League webpage by the Executive Board.

5.18: All tournament or trophy, Singles and Doubles play registration shall close at 08:00pm with play commencing no later than 08:15 pm.

5.19: Each team captain or his delegate shall be issued a schedule before the season opens which will be a minimum of 21 weeks and each playing location shall also have on display, a schedule. The schedule shall include all games, including League tournament, trophy, singles, doubles, and play offs, also meetings, Banquet, playing locations, the names and phone numbers of the Executive Board, and the address and phone number of the Secretary.

5.20: Scheduled playing locations established at the start of the season will not be changed to accommodate any member banned from playing at these locations.

5.21: Singles and doubles play will be divided as the Executive sees fit for maximum involvement by ALL members of the LDMDL. Notice for type of play, playing location to be posted online one (1) month prior to tournament. Registration will be done in advance; some spots may be available on the night of play depending on attendance”.



6 Game Rules of Play

All games shall be played on a standard dart board made of bristle, numbering one (1) to twenty (20) with a centered twenty – five (25) and fifty (50) circle and have a double and triple ring area.

6.1: All League team games shall be one thousand and one (1001) with a straight start finishing on a double in all divisions.

6.2: A player is not forced to go for any specific double unless he has three (3) remaining in which case his shot will be one (1) double one (1).

6.3: The center bulls–eye is considered a double twenty–five (25).

6.4: The game is considered completed immediately after the necessary take out double has been successfully shot.

6.5 A break of ten minutes will occur at the halfway point of the night. I.e. (for the (12) twelve game format and the (10) ten game format, the break will occur right after the second team game. For the (6) six game format the break will occur right after the third team game. This ten minute break requires an agreement between both team captains as to when it starts and finishes. The required player(s) who starts right after the break will be ready to begin the next set/game before the end of this ten minute break.

6.6: A player, who is playing in a game already in progress, may not practice at another board.

6.7: Once a player has attempted to throw a dart it will count as thrown, whether it reaches the dart board or fails to stick in the board. This does not include a player who accidentally drops his darts as he addresses the board.

6.8: Where the point of the dart slides under a dividing wire or staple, the point of entry will be the scored area, not where the point comes to rest. The point of the dart or part of the point must be touching the board before it can be counted.

6.9: Players must use their own darts. Each dart shall not exceed fifty (50) grams in weight or nine (9) inches in length.

6.10: The method of scoring shall be by subtraction. Each players score shall be prominently shown on a scoreboard and deducted to show the score remaining. When the remaining score is one hundred and seventy (170) or less, the scorekeeper will commence to draw a line through the last score recorded and the previous remaining score. The remaining scores shall appear side by side in the center of the score board with the players points scored on the outside of the scoreboard.

6.11: Any playoffs that may be necessary to decide final League standings shall be played within six (6) days) after completion of the regular season.

6.12: Standings to be posted online weekly and at all LDMDL Tournament Events.

6.13: Any sponsorship monies issued out by the League must be requested at the Annual general meeting and approved by a general vote.

6.14: High take out is to be recorded for divisional play and tournaments only.

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Game Rules of Play Continued:

6.15: If a team decides to disband and reform under a different name or by adding or removing players, the above two clauses will apply if the team players consist of 50% or more of the previous year's placing players.

6A Game Rules of Play Tournaments & Playoffs

6A.1: A registration fee of not more than two dollars (\$2.00) per registrant shall be remitted for all tournaments. The proceeds of this fee will be donated to a charity designated by the membership at the Annual General. Said donation shall be presented to the member designated charity immediately following the playoffs. Said donation published via local media

6A.2: In tournament and trophy team play, the game shall be seven hundred and one (701), straight start, finishing on a double.

6A.3: In tournament singles play, the game shall be five hundred and one (501), straight start, finishing on a double.

6A.4: In tournament doubles play, the game shall be six hundred and one (601), straight start, finishing on a double.

6A.5: For all doubles play, regular season and tournament, you cannot play without a partner. Where spares are permitted, the substitute player shall continue as the partner designate to the following event. (I.e. the doubles semi-final to the doubles final).

6A.6: Only during League competition, playoffs (not including divisional tie breakers), tournaments, trophies, singles, doubles play shall the score of one hundred and eighty (180) be recognized. This feat will be reported by the team captain of the player who has shot the 180 score. This score will be reported online or on the League phone line following Rule 5.1.

6A.7: Each format will have their own playoffs in their "own format of play". Teams will only play other teams in the formats that they play in (example 1st & 2nd division play in the twenty (20) game format). Rule 5.9 will be followed for playoff tournaments. A team with only three (3) players may compete and play at the regular season playing nights, as well as tournament and trophy events and will score as follows. When a team has only three (3) players, a zero (0) is to be entered on the scoreboard each time the fourth (4th) players turn occurs. If his turn has passed, he must wait till the next game. In tournament or trophy play one (1) player may be picked from another team of the same division or lower, if a team has only three (3) players. League rule (See rule 6.A.8) does not allow for any pick ups for the League playoffs.

6A.8: Where the rules permit spares to be picked up, players wishing to spare must registered with the conveners of the tournament prior to the close of registration. Spares who are members of teams in competition at that tournament must have expressed permission of their team Captain to play for an alternate team and shall not be eligible to play on his own team for the balance of that tournament.



6A Game Rules of Play Tournaments & Playoffs continued:

6A.9: All “non-league members” who participate in the L.D.M.D.L. open trophy will be charged a nominal entry fee and must meet the age limit requirement. (See Rule 3) A donation will be given to the registered charitable organization named by the winning team.

6B Game Rules of Play Chalking & Scoring

6B.1: In League play home team chawks all odd numbered games; visiting team chawks even number games. This rule precedes all other rules regarding game starts in rules 7.1, 7.2, 7.3, 7.4, 7.5 and 7.6. Coin toss only required if a best 2 out of 3 has a 3rd game. In tournament, trophy, regular play the third (3rd) or fifth (5th) game is started by the toss of a coin to decide who goes first. All games will start with the first player in the line up. It is the Captains responsibility to assure his line up order is marked on the scoreboard before play commences. No changes can be made after the game has started.

6B.2: Anyone may mark the score, providing both Captains agree. The markers duties are to record the score and deduct it from the total. The marker shall call out the score shot only if requested to do so by the shooter. The marker is not obliged to reveal the remaining score until the three (3) darts have been thrown, except when a player busts his score on his first (1st) or second (2nd) dart.

6B.3: Touching or removing darts from the board by the marker is forbidden.

6B.4: The marker must remain still, quiet and face away from the shooter so as not to interfere with his play. No other person is allowed in the markers area while a player is at the oche / toe line.

6C Game Rules of Play Special Tournaments

Captain and Co-Captain Night/ Memorial Night: This night and is intended to distribute the captains' information packages schedules, membership cards and various forms. Also on the night a review of both old and new by-laws plus a question and answer period will take place. This is also a night in memory of the League players and members who passed away since the start of the previous season. They are to be recognized with a one minute of silence at which time all activity shall cease in the main dart hall and the names of those who passed away shall be read aloud, if the names are available.

Spring Trophy: This is an optional night and may be held in the later part of the season, if it is not needed as a “make-up” playing night due to a cancellation because of weather or if Remembrance Day falls on a Thursday night. Spring Trophy tournament format is a team (4 players) tournament with a 25 point handicap per division (Max 100 Points).



7 League Formats

7.1: League (team) play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double, (except Premier to 10 Game Format see 7.2 to 7.6). The team with the most games four, five, or six (4, 5 or 6) will be awarded two (2) points, and record a win. The losing team will not receive any points. In case of a tie three (3) games each, both teams will receive one (1) point. Each individual game for or against will be recorded and used if necessary to decide a tie breaking situation in the League standings. Should two (2) or more teams be tied on points at the end of the scheduled season, the following method and order will be used to decide the winner(s), total games won, total games for and against and best record for and against when teams played against each other. This method applies to all divisions.

3 team games1001

Break rule 6.5

3 team games1001

7.2: In the Premier format. line-ups for all night's matches (singles/doubles) will be exchanged prior to the night's start (8:15 deadline). Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are player's names inserted for play, (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result, entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting Captain/Co Captain must offer the opportunity to play Singles/Doubles to all team players in attendance each night. No player may play more than three (3) singles matches and cannot play in more than three (3) matches in the same format (301/501). No player may play more than four (4) doubles matches and cannot play more than twice with the same partner. Nights play (singles /doubles) are to be played simultaneously on two (2) boards, in order that follows. Rule (Break Rule **6.5**) may be implied after first round of singles/doubles matches are completed. The night's results will be two (2) points for a win (11 matches/games or greater won), one (1) point for a tie (10-10) and zero (0) points for a loss (9 matches/games or less won). In the event two (2) or more teams are tied in points at seasons end (Rule 7.1) is used.

Singles X 6 sets (sets 2 of 3 games) 501 straight in double out

Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out

Break rule 6.5

Singles X 6 sets (sets 2 of 3 games) 301 double in double out

Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out



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League formats continued:

7.3: In the **20 Game Format** line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are players names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. Each player must play in ONE Singles match 2 out of 3 and the player must play in ONE Doubles match 2 out of 3 for all team players in attendance. No player may play more than 3 singles matches and cannot play 3 matches in the same format (301/501). No player may play more than 3 doubles matches and cannot play more than twice with the same partner. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the divisional formats). If a third game is needed in Singles or Doubles, winner of the coin toss will start the third game.. Rule (Break Rule **6.5**) may be implied before first team game is started. The nights results will be 2 points for a win (11 matches/games or greater won), 1 point for a tie (10-10) and 0 points for a loss (9 matches/games or less won). In the event 2 or more teams are tied in points at seasons end (Rule 7.1) is used.

20 Game Format

Singles X 4 sets (2 of 3 games) 501 straight in double out
Doubles X 2 sets (2 of 3 games) 601 straight in double out
Singles X 4 sets (2 of 3 games) 301 double in double out

Break rule 6.5

2 Team games of 1001 straight in double out
Doubles X 4 sets (2 of 3 games) 601 straight in double out
Singles X 4 sets (2 of 3 games) 501 straight in double out

7.4: In the 16 Game Format line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are players names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. Each player must play in ONE Singles match 2 out of 3 and the player must play in ONE Doubles match 2 out of 3 for all team players in attendance. No player may play more than 3 singles matches and cannot play 3 matches in the same format (301/501). No player may play more than 2 doubles matches and cannot play more than twice with the same partner. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the divisional formats). If a third game is needed in Singles or Doubles, winner of the coin toss will start the third game.

All scores will be reported on-line to www.ldmdl.ca or
by calling The Dart Line 519-659-5875



League formats continued:

16 Game Format continued: Rule (Break Rule 6.5) may be implied before the third 301 game is started. The nights results will be 2 points for a win (9 matches/games or greater won), 1 point for a tie (8-8) and 0 points for a loss (7 matches/games or less won). In the event 2 or more teams are tied in points at seasons end (Rule 7.1) is used.

16 Game Format

Singles X 4 sets (2 of 3 games) 501 straight in double out
Doubles X 2 sets (2 of 3 games) 601 straight in double out
Singles X 4 sets (2 of 3 games) 301 double in double out
Break rule 6.5
2 Team games of 1001 straight in double out
Doubles X 2 sets (2 of 3 games) 601 straight in double out
Singles X 2 sets (2 of 3 games) 501 straight in double out

7.5: In the **12 Game Format** line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are players names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. Each player must play in ONE Singles match 2 out of 3 and the player must play in ONE Doubles match 2 out of 3 for all team players in attendance. No player may play more than 2 singles matches (501). No player can play in a second Singles match before all players have played in one Singles match first. No player may play more than 2 doubles matches and can only play with the same partner once. You must have 4 players to play Singles and Doubles, if you have only 3 players you must forfeit 1 Singles match and also forfeit 1 Doubles match. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the divisional formats). If a third game is needed in Singles or Doubles, winner of the coin toss will start the third game. Rule (Break Rule 6.5) may be implied after the Singles matches are completed. The nights results will be 2 points for a win (7 matches/games or greater won). 1 point for a tie (6-6) and 0 points for a loss (5 matches/games or less won). In the event 2 or more teams are tied in points at seasons end (Rule 7.1) is used.

12 Game Format

Singles X 6 sets (2 of 3 games) 501 straight in double out
Break rule 6.5
Doubles X 4 sets (2 of 3 games) 601 straight in double out
2 X Teams games 1001 straight in double out.

All scores will be reported on-line to www.ldmdl.ca or
by calling The Dart Line 519-659-5875



League formats continued:

7.6: In the 10 Game Format, line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are players names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. For 1001 "team games" each player in attendance for a team must play in at least one team game. No player shall play with the same partner more than once. For 301 "singles games" no player in attendance for a team shall play in more than one singles games. Each player must play in ONE Singles match 2 out of 3 and the player must play in ONE Doubles match 2 out of 3 for all team players in attendance. No player can play in a second Singles match before all players have played in one Singles match first. No player may play more than 2 doubles matches and can only play with the same partner once. You must have 4 players to play Singles and Doubles, if you have only 3 players you must forfeit 1 Singles match and also forfeit 1 Doubles match. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the League formats). If a third game is needed in Singles or Doubles, winner of the coin toss will start the third game. Rule (Break Rule **6.5**) may be implied after the Singles matches are completed. Two (2) points will be awarded for the team that wins more than five (5) games. One (1) point will be awarded to each team if they both win five (5) games. No points will be awarded to a team that wins less than five (5) games. In the event 2 or more teams are tied in points at seasons end (Rule 7.1) is used.

10 Game Format

2 Doubles: 601 straight in double out

2 Singles: 501 straight in double out (2 of 3 games)

1 Team games 1001 straight in double out

Break rule 6.5

2 Doubles: 601 straight in double out

2 Singles 501 straight in double out (2 of 3 games)

1 Team game 1001 straight in double out



8 LDMDL Singles League

Monday nights starting at 7:30pm at 1 or more locations depending on number of players per Format. Registration night separate night from Team Registration Night and notice will be put on website and advertised when determined. **A player must pay his LDMDL Membership fee or additional League player fee to play.** Placement in what group depends on level of experience, and format requested. We can shift people up and down levels depending on previous year's outcome. Number of weeks played will be determined by the amount of players playing in each group. Chalking is done by each player and only after the shot has been acknowledged by the other player. This League will follow all LDMDL Rules of Conduct and Discipline. Awards for top 3 in each division, high outs, and 180's will be awarded at Annual LDMDL Banquet. A Convener may be assigned to handle issues or a liaison from each level may be appointed from the Executive and will follow all directives given by the Executive for his position. A scorekeeper's position for the singles league may be added to the Executive after 1st year if determined that this is a viable idea for the LDMDL. This would have to be made in the form of a Motion at the AGM.

8.1: A player who is taking over a position from player, who has quit, will start with only his record and does not take over the other person's stats. Any games already played will still be awarded to the opposite players and does not affect their standings. Any games that were to be made up by quit player will be considered a forfeit and points/games awarded accordingly. Since the position was already paid for by quit player, a spare player only needs to pay \$5 admin fee to join or the \$50 League Membership fee if he is not an already registered LDMDL member.

8.2: There will be makeup weeks allocated for missed games throughout the season

8.3: A player who is not able to attend must call the person they are playing to reschedule or it will be considered a forfeit immediately. (Snow nights or League cancellations not included)

Singles League Formats

Intense Format: 14 games of 501 SI/DO, 6 games of 301 DI/DO, 4 games of **cricket**.

Intermediate Format: 14 games of 501 SI/DO, 4 games of 301 DI/DO, 4 games of **cricket**.

Intro Format: 6 games of 501 SI/DO, 2 games of 301 DI/DO, 2 games of **cricket**.



9 Membership Types, Fees and Obligations

Membership in this League shall bind the member accepting to abide by the provisions of the League Constitution, By-laws, and rules etc. as described in this document and as duly amended from time to time. Also binding are the Regulations of the playing locations. (Note: The League may not have any control or influence over these locations or Regulations).

9.1: Active member: Any person who has paid up in full, the required dues for the current fiscal year and has been issued with a membership card.

9.2: Life member: Any active member of the League who in the opinion of the Executive board should be entitled to such membership by virtue of the number of years with the League, and / or services rendered. A membership card will be issued if not assigned/registered to a team at seasons start.

9.3: Honorary member: Any non-member who in the opinion of the Executive board should be entitled to such title by virtue of the number of years with the League and / or services rendered. A membership card will be issued if not assigned/registered to a team at seasons start.

9.4: The annual membership fee for active members of the League shall be as determined from year to year, but shall not be increased more than 10% without the majority of members so agreeing at an annual or special meeting.

9.5: Membership fees and obligations shall be payable in full by the registration closing deadline as published on the registration form for the current year. Membership fees once submitted will not be refundable. Postponement of dues after the deadline will not be allowed.

9.6: Life and Honorary members shall not be liable to membership fees, however they may contribute funds to the league if they so desire, but such contribution shall be in the nature of a gift, not a fee. Life and honorary members do not have to be registered to a team to participate and play in any League Tournaments, this includes Singles and Doubles, provided that they have a team or Doubles partner to play with. The exception being that a Life and Honorary members may not play in the playoffs Tournament unless they are already registered on a team.

9.7: When a members name has been stricken from the roll of membership, for any cause. The Secretary shall enter the same in the minute book and shall give notice of this by registered mail to such person, and such member shall forfeit all monies paid to the league, his membership card and the rights and privileges to which he is otherwise entitled.

9.8: When a League Member passes away, on behalf of the League a flower arrangement will be sent or contribution to the Charity or Foundation the deceased family arranges. Contribution will not be more than \$100.00



10 Suspension and Expulsion of Members

A team or team member may be charged with violations of the constitution, by-laws or rules of play for conduct that is considered to be unsportsmanlike such as, threatening, harassing or physically abusive by nature towards others. Complaints shall be made as follows:

- a) In writing and delivered to a member of the Executive board within ten (10) days of the alleged violation.
- b) The written complaint may be placed in the league mailbox provided the complainant leaves a telephone message at the Secretary's number that he has done so.
- c) The Secretary shall accept all complaints done by through the League web-site. All submissions must still be done within ten (10) days of alleged violation.

10.1: The Secretary shall give immediate notice in writing to any member against whom a charge has been preferred. Outlining the particulars of such charge, and shall give reasonable notice to members concerned, of date, time and place at which the hearing of the charges will take place, together with such further notice as may be necessary to dispose of the charge.

10.2: The Executive Board shall investigate each charge and, in case of minor offences, may take disciplinary action by caution or reprimand. In cases that might warrant expulsion from the league, the Executive Board shall be empowered to act as they see fit. However, any such action of the board shall be brought before the general membership at the next meeting for final disposition.

10.3: Any member(s) found violating the constitution and by-laws of the league might appear in person before the Executive Board dealing with the case and show cause why they should not be fined or suspended. The findings of the Executive Board shall be taken before the membership of the next meeting for final disposition.

10.4: If any member against whom a charge has been laid does not attend the hearings as required, the hearing may go on in his absence. Evidence shall be recorded in writing, and subscribed to by witnesses.

10.5: The Executive Board of Directors may, either on their own initiative or upon receipt of a written complaint from any source, investigate the conduct of any League member(s).

10.6: In the event disciplinary action has to be taken against a member it may be as follows:

1. Verbal warning from the President.
2. Warning by letter.
3. A fine not to exceed \$25.00.
4. A period of suspension, surrendering his membership card for that period
5. Expulsion from the League and loss of all League privileges as outlined in Section 2.9.4. In case of a fine a two (2) week period will be allowed to pay the fine. If payment is in default then expulsion will automatically apply. The above five (5) levels of action may apply to a single player or the whole team, as circumstances dictate. Under actions 2. 3. 4. or 5. The member(s) charged shall forthwith be notified by mail of the decision of the Executive Board, or the whole general membership.



The London and District Men's Dart League



Web site www.ldmdl.ca Dart line 519 – 659 - 5875

Suspension and Expulsion of Members Continued:

10.7: Any member(s) who have been suspended for more than three (3) League games or has been expelled from the League has the right to call a Special meeting provided:

a. They abide by the By-laws in Sections 14.3 and 14.4. They call such meeting within ten (10) days of receiving a registered letter of notification of the Boards decision and action. See By-law 2.4.

10.8 The Board may reinstate a suspended member by the Executive Board at their monthly meeting. The membership of the league at an annual or special meeting by majority vote of those present, may also reinstate the member who has been suspended, continue his suspension indefinitely, or for a fixed period of time. A member so charged must surrender his membership card for the stated period of time.

10.9: A team that has been found guilty of unsportsmanlike or any other bad conduct may lose any or all points/games gained from the night in question.

11 Elections of Officers

Qualifications requisite for members to stand for election to the Executive Board:

President: minimum two (2) years Board member or **four (4) years League member.**

Vice president: **minimum two (2) years Board member or four (4) years League member.**

Secretary: **minimum two (2) years Board member or four (4) years League member.**

Scorekeeper/Webmaster: **minimum two (2) years Board member or four (4) years League member** and have prior computer/internet/web page experience.

Treasurer: **minimum two (2) years Board member or four (4) years League member.**

Note: The Secretary, Scorekeeper and Treasurer shall have or have access to, equipment necessary to properly fulfill their duties.

Director: 4 Directors will be elected with each Director having been at least one (1) year in the League to stand for election.

11.1 The Directors positions will be elected for a one (1) year term, President, Vice President, Secretary, Treasurer and Scorekeeper will be elected for a two (2) year term. All honorariums will be still based on a yearly basis as determined by the membership.

11.2: Honorariums shall be paid to the Executive Board of directors and possibly to board appointed Committee members as the League deems fit. Honorariums shall not be distributed prior to the date of the Annual Banquet.

11.3: The honorariums for the L.D.M.D.L. Board of directors will be capped (frozen) as follows: President **\$250.00**, Vice president **\$200.00**, Treasurer \$300.00, Secretary \$300.00, Scorekeeper / web \$300.00, Directors **\$125.00**.

11.4: The Election shall be controlled by a Convener and Scrutinizers, as required and agreed upon, by the Executive Board. The election of officers can commence once all reports have been read and the amendment portion of the meeting has started.

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Election of Officers Continued:

11.5: The Convener shall call for nominations from the floor for each position(s). He will call three (3) times before closing the nominations. Voting shall be by way of distribution of a ballot slip to each member. The same ballot slip may contain four (4) positions. Any ballot not clearly written and legible to the Election Committee shall be deemed to be spoiled. However, misspelling of the name shall not be deemed to spoil the ballot.

11.6: A current President may be nominated and elected to any office. If he is not elected to any office, he automatically becomes Past President. He may sit in on all meetings and be given voting privileges.

11.7: In case of a tie vote between two (2) or more candidates for election to any office, there shall be a revote on the tied candidates only, until someone is elected.

11.8: The count of ballots shall be conducted in the same room as the election.

11.9: There shall be “NO” proxy votes.

11.10: An election candidate or member wishing to run for office, but cannot be present at the election, shall provide a written communication outlining the offices he wishes to run for. Such communication shall be delivered into the hands of the Election Convener before the election commences. Such communication shall be read aloud to the membership.

11.11: Any members elected to the Executive Board must be a member in good standing in the League for his elected term.

11.12: The Convener of the Annual election of officers at the Annual General Meeting shall record and give to the League Secretary, for safekeeping, a list of the nominees in the order of votes received. This list will be kept for two (2) years. In the event a vacancy within the Executive board should occur, the Executive Board must first select a replacement from this list in order from the highest runner up, by appointment of a member at large.

11.13: If a member of the Executive Board is unable or unwilling to fulfill their obligations to the league, the Executive Board shall appoint a replacement according to the procedure outlined in 11.12. Except in the case of the President, then section 12.1 will apply.

11.14: In the event of a Board member being stricken from the Board of Directors, the procedure in by-law 11.12 shall be followed for replacement.

11.15: If an Executive Board member can not fulfill his elected term, this member will not be allowed to run for any elected Executive Board position until after the following full Board election (two (2) years).



12 Duties of Officers

The President shall preside at all meetings of the League and perform all duties incidental to his office.

12.1: The Vice – President shall, in the absence of the President or in the case of his inability to act, perform all duties pertaining to the office of the President. In case of a vacancy in the office of the President, he shall preside until the League elects a new President.

12.2: The immediate Past President may be present at all Executive Board meetings and be seated with the Executive Board, at all other meetings; he will be present in an advisory capacity. The Past President may have voting privileges only at the Chairman's invitation.

12.3: The Treasurer Shall: 1) have care and custody of the League funds. Depositing same in name of the League in such bank or banks as the Executive board sees fit.

2) Sign all cheques and orders for payment of money.

3) Keep a petty cash account, have on hand funds not to exceed One hundred and fifty dollars, (150.00). Further, the Treasurer shall use the petty cash account for the purpose of small expenditures.

4) He shall keep an accurate record of all monies received and disbursed to the satisfaction of the Executive Board or Auditors. Produce same for inspection at any time, pay all accounts by cheque.

5) When receiving monies give a receipt, keeping on file a duplicate of such receipt, and prepare an Annual report giving the receipts and disbursements of the year in detail. He shall present such a report at the Annual meeting.

Also immediately following the seating of the new Board of Directors, the past Treasurer shall arrange to provide the new board with a financial report that has been audited by an Financial Review committee of three (3) members of the League appointed annually at the Annual General Meeting. Also all expenditures exceeding Five hundred dollars (\$500.00) shall be sanctioned by motions with a majority vote by all Executive Board members, or by a simple majority of attending members at a General or special meeting, and shall be recorded into the minutes book. Should the Treasurer at any time through absence from illness or any other cause whatever, be unable to discharge duties as herein set forth. The Executive Board may appoint any member of the League to act in his place, for the unexpired portion of his office, or until his return to office which ever comes first. Before the beginning of the new fiscal year, no later than July 31st in the year of the election of officers, the Treasurer shall surrender all matters and materials including ledgers, receipts, electronic data and bank account statements, including interest statements or receipts to the board. This action will be adhered to regardless of incident. These records will be audited immediately upon receipt by the Financial Review Committee for the current year. Copies of the report shall be published to the Executive Board.



Duties of Officers Continued:

12.4: The Secretary Shall: 1) have the responsibility of recording the minutes of all League, Executive, and Special meetings.

2) He will ensure that the minutes of all Executive and Special meetings are presented to the Board for ratification no later than the next regularly scheduled monthly Board meeting. Upon ratification he will ensure that said minutes are given in a timely manner to the Webmaster for posting on the League site.

3) See that all notices of all Annual, Special and Executive meetings are sent out or posted according to the bylaws of the League.

4) Present a report at the Annual meeting giving a summary of the minutes / activities of the League meetings during the last season, with particular reference to the number of meetings held and attendance at such meetings, and without prejudice, summarize the activities of each member of the Executive, and perform other duties as required by the Executive board.

5) The Secretary along with President the shall be the signing authorities for all correspondence sent out from the Secretary's position and alternate signatory along with the Treasurer for any contracts/agreements entered into by the L.D.M.D.L. Executive.

6) Secretary will also accept any protests by email made within the seven (7) days of the occurrence.

The Executive Board may appoint a member of the League to be assistant Secretary if necessary. He shall perform the normal duties of Secretary, if called upon to do so. The assistant Secretary will not have voting privileges at Executive board meetings.

12.5: The Scorekeeper/Webmaster be responsible for keeping and maintaining all necessary records pertaining to the standings of all teams, tracking 180's shot and all Division's High Takeouts. Maintain the League webpage. The Scorekeeper/Webmaster will on a bi-monthly basis produce an article relevant to the scorekeeper's position for inclusion into the bi monthly newsletter and will provide an article to show the top three positions of each of the divisions of the league, post to the website the completed newsletter when approached by the Secretary.

12.6: The Directors (4) will be responsible for helping at all League tournaments and will also help in Committees that are assigned to them by the Board.

12.7: The Ombudsman, non member of L.D.M.D.L. Board of Directors appointed by President yearly, as a complaint investigator for the current L.D.M.D.L. dart season, to be responsible for impartially investigating and assist in resolving complaints from L.D.M.D.L. members, L.D.M.D.L. Sponsors/Owners/Managers of any of the L.D.M.D.L. venues, against another member of the L.D.M.D.L. organization or it's affiliates by objectively gathering the facts both pro and con to any scenario that arises through out the dart season by reporting these findings to the L.D.M.D.L. Board of Directors, and assist in trying to bring about a fair settlement or agreement at a regular, special or annual meeting of the L.D.M.D.L. Executive or membership meeting. The rules or the L.D.M.D.L. apply for all information gathered, results, or decisions made, and will be presented according to the rules of the London and District Men's Dart League.

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Duties of Officers Continued:

12.8: All Board members will be required to be present at the Annual General meeting and at the Annual Banquet and awards event clothed in semi – formal attire, (dress shirt and tie).

12.9: Any Executive member must not miss more than three (3) meetings or scheduled events per season, without proper cause and the previous approval of the Executive body. In the event of 3 meetings or scheduled events being missed by an Executive member, he will be replaced by the majority vote of the other Executive members of the Board, not including any Past President. The procedure for replacement will be as outlined in 2.2.10; with the exception that if it is the President being dismissed, then 2.11.1 will be followed

13 Boards and Committees

The Executive board may from time to time appoint such boards and committees as it may deem necessary in the interest of the League. A Financial Review Committee shall be formed each year to check that all League income and expenses are proven to be correct and accurate. The Financial Review Committee shall report to the League membership at the Annual General Meeting their findings on the financial matters of the League.

13.1: That the Executive, on a priority basis devise a system for recording and reporting League income such that, with 100% accuracy the income from any and all forms of membership fees can be verified. Such a system must be able to identify the total number of members belonging to the League and the amount of their payment/s however recorded for accounting purposes, plus all administration fees etc, etc collected in connection with memberships. Furthermore that this system be put into effect by the Executive before Player Registration Night 2009 and made available thereafter for examination by future auditors.

13.2: Executive may appoint Divisional Liaisons to help address issues within the division and possibly help in Divisional Tournaments. This would be a non paid, volunteer position per season with the position awarded by Executive vote.

14 Meetings

Meetings shall be classified as Annual, Executive and Special meetings.

14.1: There shall be an Annual meeting in each fiscal year.

14.2: The Annual meeting of the League shall be held within fourteen (14) days of the scheduled end of League play, but does not include any rescheduled games. The meeting shall transact the following business: Call meeting to order, appoint a Sergeant at Arms, Roll call of Officers, Minutes of last Annual Meeting, Annual reports of Boards and Committees, Treasurers report, Secretary's report, Presidents report, Honorarium(s), New Business, Adjournment, and Election of Officers.



The London and District Men's Dart League



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Meetings continued:

14.3: Special meetings: Shall be held upon the call of the President, the Executive Board as a whole or upon requisition in writing by nineteen (19) active members. Such requisition shall express the object of the meeting proposed to be called, and shall be delivered to the League Secretary. Ninety percent (90%) of the signatories required must be present for the meeting to continue.

14.4: Notice of any Special meeting shall state the only business that is to be transacted at such meeting, including the place, day and hour of the meeting. Such Notice shall be given to the membership at least five (5) days before the meeting called shall take place.

14.5: The Executive Board of Directors shall meet on a regular monthly basis, or as often as necessary, to conduct the business of the League in an orderly effective manner.

14.6: The Executive Board Meetings may be formally called by the President or by a majority of the Board members. Notice of such Executive Board Meetings shall be given to all Board Members by the Secretary not less than three (3) full days before the meeting is to take place. (Was rule 2.4.6?)

14.7: An emergency Executive Board Meeting shall be held without formal notice providing all Board Members have been advised of such a meeting. If any member of the Executive Board is not notified of such meeting and objects to any business conducted, or any motions made and passed, he may request the items in question to be reopened at the next Executive Board Meeting he attends.

14.8: All members of the Board shall adhere to confidentiality in matters pertaining to member disciplinary actions or hearings, unless the Board authorizes an individual or group to speak on its behalf. A general statement published to a member, team or the League shall be made by the Board and no one may divulge the contents of such a statement until the party has been notified. Any action/s deemed to be in contravention of this rule will result in disciplinary action according to rule 10.6 up to and including termination of that/those member(s) from the Board.



15 Quorums

The presence of a Quorum shall be necessary before any meeting can be officially held.

15.1: The presence in person of at least nineteen (19) Active (see, LDMDL 9.1), Life (see LDMDL 9.2), or Honorary (see LDMDL 9.3) members shall be necessary to constitute a Quorum at the Annual Meeting.

15.2: The presence of a majority of Members of the Executive Board shall be necessary to constitute a Quorum at an Executive Board Meeting.

15.3: In all meetings, in each Quorum, there shall be included at least a majority of Members of the Executive Board.

15.4: The presence of at least nineteen (19) Active/Life/Honorary members shall be necessary to constitute a Quorum at a Special Meeting, unless, there is a notice of motion to change the Constitution, By-Laws, League Rules or Game Rules of Play, which requires nineteen (19) Active members.

16 Conduct and Procedures at Meetings

In case of any dispute arising from League business not covered by the Constitution and By-Laws of the league, the Board will refer the matter to Robert's Rules of Order for final settlement.

16.1: The Chair shall preserve order and decorum at all meetings and shall decide questions of order and practice.

16.2: The Chair shall not vote on any motion unless there is a tied vote, then, he shall be required to cast a deciding vote, or abstain from the vote.

16.3: Every member shall, before speaking, rise and be recognized by the Chair.

16.4: When two or more members rise simultaneously, the Chair shall decide who is to speak first.

16.5: Before a motion is open for discussion, it must be seconded. Any member present, other than the one introducing the motion, may second the motion. If a motion fails to raise a seconder, it dies on the floor.

16.6: All motions before being discussed shall be read by the Secretary. A member may request the motion under discussion to be read for his information any time during the discussion. The Secretary shall reread all motions before being voted upon.

16.7: The following Special motions are not open for discussion, namely, point of order, to table or set aside, to withdraw a motion (with permission of the seconder), to suspend rules and to adjourn.

16.8: No member while speaking shall be interrupted, except on a point of order, which must be ruled on by the Chair before any further discussion is allowed. During this time the speaking member shall resume his seat. After the Chair's ruling, the speaking member may again rise and resume speaking.

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Conduct and Procedures at Meetings Continued:

16.9: No member shall speak more than twice and for no longer than three (3) minutes on the same motion without permission from the Chair, except the mover, who shall have the final right of rebuttal. Following the movers' final rebuttal the vote of the membership shall be called.

16.10: No member shall use improper language.

16.11: Motions may be amended provided the amendment does not alter the intent of the original motion.

16.12: An amendment to a motion may be amended, but such an amendment cannot itself be amended. (Without the consent of the Chair).

16.13: When the Chair is presenting a motion to the membership for voting upon, no member shall speak or move around the meeting room.

16.14: An amendment to an amendment is discussed and voted upon before further discussion or voting on the amendment to which it applies. Similarly, an amendment to the motion is discussed and disposed of by vote, before further discussion or voting on the motion to which it applies.

16.15: Discussion to an amendment must relate to the amendment only, unless the consideration of the proposed change involves consideration of the whole motion. If a motion is defeated after an amendment, or amendments to it have been adopted, all the adopted amendments are by that defeated.

16.16: All voting for the purpose of making a decision, as called by the Chair, shall be deemed to have been accepted, by a simple majority vote by those present, voting in favor of the motion or the matter voted on.

16.17: In the case of a non-contentious matter, the Chair, instead of calling for the affirmative and negative vote, may ask if there is any objection to the motion or decision. Should no objection be raised, he may declare the motion, report or recommendation adopted. If any member does object, a formal vote must be held.

16.18: Unless otherwise provided, the vote on motions and other proposals is by show of hands. When provided for by the rules or by-laws or constitution, the vote may be written ballot, or by roll call.

16.19: The Chair for the remainder of the meeting may suspend any member refusing to take his seat when ordered by the Chair.



17 Amendments

The League shall have full power at any annual or special meeting only, to amend or repeal the constitution, by-laws or the rules of play, provided that a quorum is present.

17.1: A Notice of motion shall be necessary to amend or repeal or re - enact the Constitution, by –laws, League rules and game rules of play. The motion shall be submitted in writing, outlining the proposed change(s) requested and be delivered to the League Secretary not less than twenty (20) days before the Annual meeting. The Secretary shall mail or deliver the said Notice(s) of motion to all major playing locations for posting on their respective notice boards, no later than seven (7) days before the Annual meeting, or sooner if possible. The Secretary shall accept all motions and proposals done through the League web-site. All submissions must still be done within twenty (20) days allowed. No late amendments will be accepted by the Secretary after the twenty (20) days before the Annual Meeting.

17.2: A notice of motion shall also be necessary to call a “Special Meeting”. The Secretary shall supply the said Notice of motion to all League team Captains and Major locations, for posting on their respective notice boards, twenty (20) days before the Special Meeting. The presence in person of at least nineteen (19) Active members shall be necessary to constitute a quorum at the Special Meeting.

18 Banquet Information

The format for, and the dates for the Annual Banquet and Awards Night will be determined yearly by the Banquet Committee.

18.1: A commitment fee will be required to obtain Banquet tickets. This fee will be refunded only to the person surrendering the Banquet ticket at the door on the night of the Annual banquet, with only one (1) refund per person. Dress code for the Banquets will be determined by the Executive Board to suit location and time of year. Wearing of cut-offs, sweat suits, tank tops and ripped or torn clothing are considered to be inappropriate attire.

18.2: Guest **Banquet** tickets deposits are not refundable (1 guest only per member).

Drop box (League mailbox) location

The Royal Canadian Legion Victory Branch # 317
311 Oakland Ave.
London, Ontario.
519-455-2331

Important

Drop box will be serviced beginning at 08:00 pm. each Tuesday following the night of play. Standings will be published and no changes will be allowed after publication.

All scores will be reported on-line to www.ldmdl.ca or
by calling The Dart Line 519–659-5875



The London and District Men's Dart League



Web site www.ldmdl.ca Dart line 519 – 659 - 5875

2013 to 2014 Executive Board

President:	Richard Duke	519-871-9641
Vice President:	Brian Lonsbary	519-281-3712
Secretary:	Dan Riley	519-659-5875
Treasurer:	Dave DeGroot	519-668-7203
Scorekeeper/ Webmaster:	Andrew Ferguson	519-878-8657
Director:	Ken Vowles Jr.	519-317-3144
Director:	Val Wilson	519-933-8156
Director:	Jeff Beeswax	519-871-8022
Director:	Peter McClung	519-455-9334

Please direct all correspondence to the League Secretary:

Mailing address:

London and District Men's Dart League

C/O Dan Riley

755 Second St.

London, On. N5V-2B8

Or

E-mail secretary@ldmdl.ca

Or

Dart line 519-659-5875

**(Leave your name, division, team name, contact info and brief
description of reason for calling)**

Or

Place in the League Drop box at Victory Legion #317

*****ANY CHANGES TO THE RULES ARE HIGHLIGHTED
IN BOLD PRINT. *****

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