



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

LONDON AND DISTRICT MEN'S DART LEAGUE

2018 – 2019 SEASON
CELEBRATING 73
YEARS OF PLAY
1946 – 2019

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, 2018**



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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)	13
7	League Formats	13
7.1	(6 Game)	13
7.2.1	(Premier Elite)	14
7.2.2	(Premier)	14
7.3	(18 Game)	15
7.4	(16 Game)	15
7.5	(12 Game)	16
8	Singles League	17
9	Membership Types, Fees and Obligations	19
10	Suspension and Expulsion	20
11	Election of Officers	22
12	Duties of Officers	23
13	Boards and Committees	26
14	Meetings	27
15	Quorums	28
16	Conduct and Procedure	28
17	Amendments	30
18	Banquet Information	30
	2018-2019 Executive Contact Information	31

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Constitution

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

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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

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.

The Executive reserves the right to ask for Government issued ID as proof of identification at any time during the season. Failing to provide required ID, could result in that player's suspension until ID has been provided as determined by the Executive. A transgender person will be allowed to play provided their Government issued ID states that they are a male and they do not play in any other organized sport as a female. If during the season, a person transitions, they may be allowed to continue play for the remainder of the season provided they do not play any other organized sport as a female.

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 L.D.M.D.L. 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, 18 Game Format, 16 Game Format, 12 Game Format 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 L.D.M.D.L. requires a fee to be determined by the Executive annually plus a \$5.00 fee to be allocated to the 75th anniversary fund. The extra fee of \$5.00 for the next five (5) seasons (2014/2015 to 2019/2020) is only for the League's 75th anniversary in 2021. The additional \$5.00 will be kept in a separate fund that will be used SOLELY for the planning and execution of the League's 75th anniversary in 2021. All funds will be under the authority of the Treasurer who will provide a yearly report at the AGM stating the principle, interest earned and expenses paid out for the planning and execution of the 75th anniversary in 2021. 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.

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Registration of Team and Members continued:

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.

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 Captains and Co-Captains of all the teams in their formats 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 membership roster will be kept online and accessible to the league captains and co-captains. This roster will be kept up-to-date by the League Secretary and posted by the League Scorekeeper. This roster will outline the current members on a team. Should a team have questions about whether a player is legitimate, they are to contact the League Secretary who will verify a player's legitimacy on the spot.

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. An "add on player" may play as soon as they have been added to the roster accessible to the captains and co-captains posted online.

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. A "replacement player" may play as soon as they have been added to the roster accessible to the captains and co-captains posted online.

3.4B: Any team may apply by proper form to "remove" a player from their team at any point during the season. The form MUST be signed by both the team captain and the player that is quitting or being removed from the team. A player will not be deemed as removed from a team unless the form is signed and delivered to the League Secretary either by email or dropped in the league mail box.

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Registration of Team and Members continued:

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 format 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. If a playing venue has not been inspected and approved before October 15th no teams will be allowed to play in that venue after that date until such time as the Board has issued approval.

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: All playing and practice board(s) 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 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 / toeline on an angle.

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Venue Requirements continued:

4.7: The oche / toeline 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 thrower's feet shall extend beyond the edge of oche / toeline 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 their 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. No League games shall be scheduled when the night of play coincides with November 11th, Remembrance Day. All League Thursday tournaments will start at 7:30pm (7:45pm). The Executive has the right to hold tournaments on a Saturday to promote the League.

5.1: Team Captains or their delegates must submit their team's scores ONLY through the L.D.M.D.L. website at www.ldmdl.ca by 8:00 pm on the Sunday after the night of play. Failure to report by this time may result in a '0' (zero) score being awarded for the night of play and a failure to report (DNR) will be entered into the standings. The Scorekeeper MAY record a team's score if he has the opposing team's score unless the missing team's score result in points for that team (1 for a tie, 2 for a win). The Scorekeeper will enter a failure to report (DNR) for the non-reporting team.

5.2: Failure to comply with any of the above directives will result in the offending team being penalized for any and all games won and points that the offending team will have earned from the night of play in question. In the event that a team fails to show or forfeits the night, the opposing team Captain or his delegate, will report in the resulting default as a 'No-Show' or as 'Forfeit' not as all of the games for their Format as games won. The offended team will be awarded only the exact number of games required for a win in their format (e.g. In 18 Game Format, ten (10) games will be awarded) and two (2) points for the night. Failure to report the default as a 'No-Show' or 'Forfeit' will result in zero (0) being awarded to the opposing team.

5.2.1: When reporting the results, state Format, 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.

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League Rules continued:

5.3: If during his turn, a player steps back from the oche / toeline, 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 access the current player roster for that team through the L.D.M.D.L. Website or contact the League Secretary. If the Captain is still not satisfied, 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.

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 Format for the season. Players from the team that dropped out cannot play together as a team the following year.

5.6.1: 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 fifty percent (50%) or more of the previous year's placing players.

5.7: Any team that fails to show for three (3) regular scheduled nights during the season 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 (Rule 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 wish to quit the League must do so by filling out the proper form which must also be signed by their team Captain and turned in to the League Secretary either by email or dropped in the League drop box.

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.

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League Rules continued:

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 two (2) out of three (3) and the final two (2) teams will play the best three (3) out of five (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 format or lower, if a team has only three (3) players. League Rule 5.14 does not allow for any pick-ups for the Format Team Tournament.

5.13: For all formats, 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.

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 or Co-Captain and tournament Convener(s) 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 07:30 pm with play commencing no later than 07:45 pm.

5.19: Each team captain or his delegate shall be issued a schedule before the season opens which will be a minimum of twenty one (21) weeks and each playing location shall also have a schedule on display. The schedule shall include all games, including League Tournament, Trophy, Singles, Doubles, and Format Team Tournament, as well as 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.



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League Rules continued:

5.21: Singles and Doubles play will be divided as the Executive sees fit for maximum involvement by ALL members of the L.D.M.D.L.. Notice for type of play and playing location to be posted online one (1) month prior to tournament. Registration will be done on the night of play.

5.22: The wheels of the wheelchair may not cross the oche line / toeline in case of a side angle shooter or the torso may not cross the line in the case of a front shooter.

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 formats.

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 takeout double has been successfully shot.

6.5 A break of ten (10) minutes will occur at the halfway point of the night. For the twelve (12) game format the break will occur after the sixth (6th) team game. For the six (6) game format the break will occur right after the third (3rd) team game. This ten (10) 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 (10) 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: Moved to Rule 6B.5

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.

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Game Rules of Play continued:

6.12: Standings to be posted online weekly and at all L.D.M.D.L. 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 Format play only.

6A Game Rules of Play Tournaments

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 format team tournament. Said donation will be 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 and Format team tournament (not including Format tie-breakers), tournaments, trophies, singles, doubles play shall the score of 180 be recognized. This feat will be reported by the team captain of the player who has shot the one hundred and eighty (180) score. This score will be reported online following Rule 5.1.

6A.7: Each format will have their own format team tournament in their “own format of play”. Teams will only play other teams in the formats that they play in (example 18A and 18B formats play in the eighteen (18) game format) with the exception of Premier Elite and Premier who will play as two separate formats. Rule 5.9 will be followed for format team tournament. 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 (4 th) player’s 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 format 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 format team tournament.

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The London and District Men's Dart League



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Game Rules of Play Tournaments continued:

6A.8: Where the rules permit spares to be picked up, players wishing to spare must register 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.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 chalks all odd numbered games and the visiting team will chalk all even number games. In the event of a 3rd game the team who started game 1 will start the 3rd game. In tournament play with an uneven amount of games (e.g. two (2) out of three (3)) shooters will shoot for closest to the bull. In the event of both teams scoring a red bull, the shooters will shoot again with the second shooter shooting first. A tie breaking game will be started in the same method. All games will begin with the first shooter in the lineup. It is the Captain's responsibility to assure his lineup order is marked on the scoreboard prior to game start. No changes can be made after the game has started.

6B.2: Anyone may mark the score, providing both Captains agree. The marker's duties are to record the score and deduct it from the total. The marker shall call out the score shot or the score remaining only if requested to do so by the shooter.

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 marker's area while a player is at the oche / toeline.

6B.5: The method of scoring shall be by subtraction. Each player's 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 preferred method of chalking will be left to right (score, total, score and total) for all in regular and tournament games in the L.D.M.D.L..

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6C Game Rules of Play Special Tournaments

Memorial Night: This night and is intended to distribute the Captain's information packages schedules 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 "makeup" 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 format (Max 100 Points).

7 League Formats

The following method applies to all formats. 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.

7.1: Six (6) Game Format play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double, (except Premier to 12 Game Format see 7.2 to 7.5). 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.

Six Game Format

3 team games 1001

Break (Rule 6.5)

3 team games 1001

7.2.1: In the Premier Elite format. line-ups for all night's matches (singles/doubles) will be exchanged prior to the night's start (8:15 deadline). A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit three (3) singles matches and four (4) doubles matches. 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**



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Web site www.ldmdl.ca Secretary 519-719-7010

League Formats continued:

7.2.1 Continued: 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 6.5 (Break Rule) may be invoked 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 season's end (Rule 7) is used.

Premier Elite Format

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

7.2.2: 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). A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit three (3) singles matches and four (4) doubles matches. 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 6.5 (Break Rule) may be invoked 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 season's end (Rule 7) is used.

All scores must be reported on-line @ www.ldmdl.ca



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

League Formats continued:

Premier Format

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

7.3: In the 18 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. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit three (3) singles matches and three (3) doubles matches. 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 and doubles matches to all team members in attendance each night. No player may play more than three (3) singles matches and cannot play three (3) matches in the same format (301/501). No player may play more than three (3) doubles matches and cannot play more than twice with the same partner. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Rule 6.5 (Break Rule) may be invoked before the second sets of doubles games are started. The night's results will be two (2) points for a win (10 matches/games or greater won), one (1) point for a tie (9-9) and zero (0) points for a loss (8 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) is used.

18 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)
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

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. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit two (2) singles matches and two (2) doubles matches. Once the line-ups are exchanged NO alterations

All scores must be reported on-line @ www.ldmdl.ca



League Formats continued:

7.4 Continued: 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 and doubles matches to all team members in attendance each night. 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 formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Rule 6.5 (Break Rule) may be invoked before the third 301 game is started. The night's results will be two (2) points for a win (9 matches/games or greater won), one (1) point for a tie (8-8) and zero (0) points for a loss (7 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) 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)
Doubles X 2 sets (2 of 3 games) 601 straight in double out
Singles X 4 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. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit one (1) singles match and two (2) doubles matches. 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 and doubles matches to all team members in attendance each night. No player may play more than two (2) singles matches (501).

7.5: 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 two (2) doubles matches and can only play with the same partner once. Team play will consist of four (4) players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Break Rule 6.5 may be invoked after the Singles matches are completed. The night's results will be two (2) points for a



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

League Formats continued:

7.5 Continued: win (7 matches/games or greater won), one (1) point for a tie (6-6) and zero (0) points for a loss (5 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) is used.

12 Game Format

Singles X 3 sets (2 of 3 games) 501 straight in double out
Doubles X 2 sets (2 of 3 games) 601 straight in double out
1 X Teams games 1001 straight in double out.

Break (Rule 6.5)

Singles X 3 sets (2 of 3 games) 501 straight in double out
Doubles X 2 sets (2 of 3 games) 601 straight in double out
1 X Teams games 1001 straight in double out.

8 L.D.M.D.L. Singles League

Monday nights starting at 7:30pm at one (1) or more locations depending on number of players per format. Singles Registration night will occur within two (2) weeks following Team Registration and will be announced on the League website and Facebook page. A player must pay his L.D.M.D.L. Membership fee or the additional Singles League player fee of \$20.00 to play. Placement in what group depends on level of experience, and format requested. The League can shift people up and down levels depending on previous year's outcome. Singles League season will be a minimum of twenty one (21) weeks (max 28 weeks) of play (excluding any holidays occurring on Mondays) and will begin the week following the start of the regular Team season. Chalking is done by each player and only after the shot has been acknowledged by the other player. This League will follow all L.D.M.D.L. Rules of Conduct and Discipline. Awards for top three (3) in each division, high outs, and 180's will be awarded at Annual L.D.M.D.L. 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. The elected L.D.M.D.L. Scorekeeper will be responsible for keeping and maintaining the records relating to the standings of every player registered in each of the Singles League formats.

8.1: A replacement player taking over a position from a player who has quit or has been removed from the schedule (per Rule 8.2.3), will start with only his record and does not take over the other player's stats. Any previously played games against the removed player and any points involved will remain for the opposing players. Any games that were to be made up by the removed player will be considered a forfeit and points/games awarded accordingly (per Rule 8.2.3). As the registration fee was already paid for by the quit or removed player, replacement players are required to pay the \$5.00 admin fee to join the Singles League or the League Membership fee if not already a registered L.D.M.D.L. member.

All scores must be reported on-line @ www.ldmdl.ca



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

L.D.M.D.L. Singles League continued:

8.2: Each registered player shall be issued a schedule before the season opens which will be a minimum of twenty one (21) weeks (max 28 weeks) and will be displayed at each playing location. The schedule will note each night's opponent and contact numbers and will include meetings, Banquet date and location, playing locations, the names and phone numbers of the Executive Board, and the address and phone number of the Secretary. There will not be any make-up nights scheduled for missed matches.

8.2.1: A player who is not able to attend must call the person they are playing prior to the start of the scheduled night's play or will forfeit the night immediately (snow nights or league cancellations not included). If the night is forfeited, the offended player will be awarded only the exact number of games required for a win in their format (e.g.. Intense Format, thirteen (13) games will be awarded) and two (2) points for the night. Failure to report the default as a 'No-Show' or 'Forfeit' will result in '0' (zero) being awarded to both players.

8.2.2: If both players agree, missed matches may be made up at any time during the season at a location and time decided upon by both players. Matches must be played at a League sanctioned location and only on boards approved by the League. Reporting of scores for made up matches must be done by both players involved and clearly state the original night of play being made up. Failure to report the scores by one or both of the involved players will result in '0' (zero) being awarded to both players for the original night of play.

8.2.3: In the event that a player has forfeited 3 nights of play without contacting his opponent or justification, the offending player will be removed from the schedule and replaced with a 'Bye' unless a replacement player is found (see Rule 8.1).

8.3: All players registered in the Singles League are responsible for submitting their own scores ONLY through the L.D.M.D.L. website at www.ldmdl.ca by 8:00 pm on the Wednesday after the night of play. Failure to report by this time may result in a '0' (zero) score being awarded for the night of play and a failure to report (DNR) will be entered into the standings. The Scorekeeper MAY record a player's score if the opposing player has submitted his score.

Singles League Formats

Intro Format: Six (6) games of 501 single in, double out and six (6) games of 301 double in, double out - total of twelve (12) games.

Intermediate Format: Eight (8) games of 501 single in, double out; six (6) games of 301 double in, double out; four (4) games of cricket- total of 18 games.

Intense Format: Twelve (12) games of 501 single in, double out; eight (8) games of 301 double in, double out; four (4) games of cricket- total of 24 games

All scores must be reported on-line @ www.ldmdl.ca



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 noted on a team's roster on the website or plays in the Singles League.

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.

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.

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 must be registered to a team to participate and play in any League Tournaments; this includes "Singles and Doubles".

9.7: When a member's 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 the Secretary contacting the member through the team Captain or by either email or phone if possible to such person, and such member shall forfeit all monies paid to the League, and his 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's 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 seven (7) 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 website. All submissions must still be done within seven (7) days of alleged violation.

The Executive have the right to get involved when seeing incidents of conduct contrary to Rules 5.4. The Executive Member(s) will approach an offending team or player and identify themselves to the captain of the team. Explain what infraction it is they are doing and give them a verbal warning of the offending behavior. This will be reported to the Executive at the next meeting and the President will be informed immediately. If the behavior continues after that, that player or team will be called into the next Executive meeting and reprimanded by written notice or expulsion according to Section 10 of our Rulebook or suspended immediately by President depending on circumstances.

A player or team may be suspended immediately upon notification of incident by the President in cases of extreme circumstances or there is a threat to other Members or the League.

A suspended player is not permitted to show up on league play nights for the duration of his suspension.

10.1: The Secretary shall give immediate notice to any member against whom a complaint has been received, 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 complaint.

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).



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Suspension and Expulsion of Members Continued:

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 \$100.00.
4. A period of suspension.
5. Expulsion from the League and loss of all League privileges as outlined in Section 9.7.

In the 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 two (2) through five (5), the Member(s) charged shall be notified of the decision of the Executive Board immediately if they are at the Executive Meeting or by phone call if the number is available or team captain in the event they do not attend. **A suspended player is not permitted to show up on league play nights for the duration of his suspension.**

10.6A: Any league member that has been found guilty of violating the league rulebook and receives disciplinary action against him according to Rule 10.6 **MUST** receive a written letter from the League Secretary showing what rule(s) and what disciplinary action the member has received from the Executive Board.

10.6B: The League Secretary **MUST** deliver the disciplinary letter by hand within two (2) weeks from the date of the Executive Meeting (regular or special) that the member was found guilty of violating the rulebook. If the offending member or his team Captain does not receive the disciplinary letter within two (2) weeks, the member will have offense removed from league records and will be noted in the next regular Executive Meeting minutes.

10.7: Any member(s) who have been suspended for more than four (4) League games or has been expelled from the League has the right to call a Special meeting provided: 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. (Rule 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 suspended player is not permitted to show up on league play nights for the duration of his suspension.**

10.9: A team that has been found guilty of unsportsmanlike behaviour 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: Four (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 /Webmaster \$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.

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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Elections of Officers Continued:

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 Convenor 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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Duties of Officers Continued:

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. He must be able to produce this record for inspection at any time, and all accounts must be paid 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 a 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 minute's book. Should the Treasurer at any time through absence from illness or any other cause whatsoever or 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- whichever 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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

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 by-laws 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 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 is responsible for keeping and maintaining all necessary records pertaining to the standings of all teams: Singles League players, tracking of all 180's shot, all Format High Take-Outs, Tournament results, as well as maintaining/updating the League website and Facebook page. The Scorekeeper/Webmaster will also be responsible for creating the schedules for all of the Team and Singles Formats at the beginning of each season.

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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Duties of Officers Continued:

12.7: The Ombudsman is a 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. They are 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 its affiliates by objectively gathering the facts both pro and con to any scenario that arises throughout the dart season by reporting these findings to the L.D.M.D.L. Board of Directors. The Ombudsman will also 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 for 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.

12.8: Board members will be required to wear semi-formal attire to the Annual Banquet and semi-formal attire or Executive shirts to the AGM.

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 three (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 Rule 11.13; with the exception that if it is the President being dismissed, then Rule 12.1 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 and miscellaneous fees collected in connection with memberships.

13.2: Executive may appoint Format Liaisons to help address issues within the formats and possibly help in Format Tournaments. This would be an unpaid, volunteer position per season with the position awarded by Executive vote.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

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, Treasurer's report, Secretary's report, President's report, Honorarium(s), New Business, Adjournment, and Election of Officers.

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.

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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

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, L.D.M.D.L. 9.1), Life (see L.D.M.D.L. 9.2), or Honorary (see L.D.M.D.L. 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: Point of Order, to Table or Set Aside, to Withdraw a Motion (with permission of the seconder), to Suspend Rules and to Adjourn.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Conduct and Procedures at Meetings Continued:

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.

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 mover's 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.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

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 or emailed to the Secretary's email address, 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 post said Notice(s) of motion at the Victory Legion and be posted on the League's website, no later than fourteen (14) days before the Annual meeting, or sooner if possible. 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 is considered to be inappropriate attire.

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

18.3: All "non-active Life Members" are entitled to one (1) ticket for himself and one (1) guest ticket. These tickets are subject to the commitment fees in Rules 18.1 and 18.2.



The London and District Men's Dart League



Web site www.ldmdl.ca Secretary 519-719-7010

Drop box (League mailbox) location

The Royal Canadian Legion Victory Branch # 317
311 Oakland Ave.
London, Ontario N5W 4J5
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.

2018 to 2019 Executive Board

President:	Richard Duke	519-871-9641
Vice President:	Brian Lonsbary	519-281-3712
Secretary:	Ben Garner	519-719-7010
Treasurer:	Dave DeGroot	519-317-2860
Scorekeeper/Webmaster:	Andrew Ferguson	519-878-8657
Director:	Dave DesChamp	519-857-6617
Director:	Ed Lewanick	519-857-9676
Director:	Ken Vowles Jr.	226-700-7316
Director:	Val Wilson	519-933-8156

Please direct all correspondence to the League Secretary:

Mailing address:

London and District Men's Dart League
C/O Ben Garner
307-1582 Ernest Avenue
London, On. N6E 2S4
E-mail secretary@ldmdl.ca

Or place in the League Drop box at Victory Legion #317

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

All scores must be reported on-line @ www.ldmdl.ca