



SINGLES LEAGUE REGISTRATION 2020-2021 SEASON

NAME: _____ PHONE #: _____

EMAIL: _____

FORMAT PLAYED LAST: _____ FORMAT REQUESTED: _____

****FORMATS AND CRICKET GAME RULES ON NEXT PAGE****

PLAYERS BY SIGNATURE CERTIFIES THAT HE IS OR WILL BE 19 YEARS OF AGE PRIOR TO SIGNING AND WILL ABIDE BY THE CONSTITUTION, BY-LAWS AND RULES OF PLAY AS AMENDED AND ISSUED.

****FORM MUST BE COMPLETE & LEGIBLE TO BE ACCEPTED****

REGISTRATION FEE FOR THE 2020-2021 SEASON WILL BE FORTY-FIVE DOLLARS (\$45.00) (per amendment to rule 3.0) OR TWENTY DOLLARS (\$20.00) IF ALREADY A REGISTERED LEAGUE MEMBER.

A FIVE DOLLAR (\$5.00) ADMINISTRATION FEE WILL APPLY IF REPLACING A REGISTERED PLAYER.

WHEN SUBMITTING FEE IT MUST BE CASH, MONEY ORDER, BUSINESS CHEQUE, OR A CERTIFIED PERSONAL CHEQUE MADE PAYABLE TO L.D.M.D.L.

RELEASE

THE UNDERSIGNED HEREBY SEVERALLY RELEASES, ACQUITS, FORGIVES, AND DISCHARGES LONDON AND DISTRICT MENS DART LEAGUE (LDMDL), AND ANY AND ALL EXECUTIVE MEMBERS, FROM ANY ACTIONS, CLAIMS, DEMANDS, SUITS, AGREEMENTS, JUDGEMENTS, LIABILITIES AND PROCEEDINGS, WHETHER ARISING IN EQUITY OR IN LAW, AND PARTICULAR ARISING FROM:

ANY INJURY, DAMAGE THAT MAY OCCUR, HOWEVER SO ARISING, PRIOR TO, DURING AND/OR AFTER AND SCHEDULED EVENT HELD BY THE LONDON AND DISTRICT MENS DART LEAGUE, INCLUSIVE OF THE BANQUET AND/OR ANY TRAVEL WHATSOEVER TO AND/OR FROM ANY SCHEDULED EVENT.

THE UNDERSIGNED COMPLETELY RELEASE ALL THE BELOW-NOTED INDIVIDUALS (EXECUTIVE):

EXECUTIVE MEMBERS

(PRESIDENT) RICHARD DUKE; (VICE PRESIDENT) VAL WILSON

(SECRETARY) BEN GARNER; (TREASURER) DAVE DEGROOT

(SCORE KEEPER) ANDREW FERGUSON

(DIRECTOR) DAVE DESCHAMP; (DIRECTOR) ED LEWANICK

(DIRECTOR) KEN VOWLES JR.; (DIRECTOR) DAN RILEY

SIGNATURE: _____ DATE: _____



The London and District Men's Dart League



Intense Format – 24 games

12 games of 501 – straight in; double out
8 games of 301 – double in; double out
4 games of cricket

Intermediate Format – 18 Games

8 games of 501 – straight in; double out
6 games of 301 – double in; double out
4 games of cricket

Intro Format – 12 Game

6 games of 501 – straight in; double out
6 games of 301 – double in; double out

STANDARD CRICKET RULES

Object:

The object of the game is to "close" all your numbers (20 down through 15 and bulls-eye) and end up with more or equal points to your opponent. To close a number, you must hit three of that number.

Scoring:

The scoreboard is drawn with the numbers 20 through 15 and bullseye written in descending order down the center of the board. Bullseye is usually abbreviated with a B.

Each dart that lands in any of the games numbers count toward closing that number.

The thin outer ring counts as two of that number and is called a "double". The thin inner ring counts as three of that number and is called a triple.

Scoring for one dart is shown by placing a slash (\) next to the number scored. Scoring for two is shown by placing an X next to the number scored. Scoring for three is shown by placing a circle next to the number to indicate it is closed.

When three of a number is scored in any combination, it is closed.

Game Play:

The players each take a turn throwing one dart at bulls-eye, closest dart to the bullseye gets to throw first.

The first player throws three darts at any of the scoring numbers to try to close that number and/or score points (see below).

The players then scores the darts that he has thrown and play alternates until one person closes all their numbers and has more or equal points to the opponent.

Points

After you close a number, if your opponent does not have the same number closed, any darts that land in that number count as points for you and are totaled on your side of the board.

For example, you have your 18 closed and your opponent only has one 18. If you throw a triple 18, you now have 54 points added to any points you may have already scored. If your opponent now throws a triple 18, only two count to close the number. The third does not count for points because your 18 is already closed.

If a player has all of their numbers closed including bullseyes but has less points, that player has not yet won the game. He must throw enough points to be even or ahead of the opponent.

If the only number the opponent has open is bullseyes, then the player must throw extra bullseyes at 25 points each (or 50 points for the double bulls-eye).

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

Players are responsible for notifying the Secretary of phone number changes