

Eastern Panhandle Dart League Bylaws and Regulations

About Us

We are a fun and competitive league that brings people together to both introduce the game of darts as well as prepare them for the next level.

Definition of Terms

Leg – One (1) of the three (3) segments of each set.

Set – The competition between two (2) individuals, partners or teams, consisting of the best of three (3) legs each for which the point is earned.

Game – A group of like sets within a match.

Match - The night's play consisting of all games on the score sheet.

Corking – This is simply throwing for the bullseye to determine who will start the leg. The home team reserves the right to cork first (1st) or give the option to cork first (1st) to the visiting team in each leg of the match. If both shooters throw single corks or both throw double corks, they will re-throw in reverse order. The second (2nd) shooter may request that the first (1st) shooter remove their dart from the board if it has hit either the single or double cork. If requested by second (2nd) shooter, the dart must then be removed. If the second (2nd) shooter dart dislodges the first (1st) shooter's dart, then the first (1st) shooter's dart will be re-thrown. The shooter with the closest dart tip to the bullseye (**without any dart adjustments**) starts the game. Both shooters must agree to the results of the cork or it will be re-thrown in reverse order.

Penalty Point(s) - The penalty point(s), (One Game Win(s)) which will be subtracted from a team's total winning points. The penalty point assessed shall not be awarded to any other team, but shall simply cease to exist for that team. For Example: If the appropriate score sheet is not received within the period specified in the Bylaws Section "**Scoresheets**" Item E, etc. Allowances can be made for extenuating circumstances upon approval by the BOD.

BOD - Board of Directors, the elected body as described in the Bylaws. Herein after referred to as "**BOD**".

BOG - Board of Governors, consisting of all team captains as described in the Bylaws. Herein after referred to as "**BOG**".

Sportsmanship

- A. Good sportsmanship will be always maintained. Extreme or ongoing examples of poor sportsmanship (to be determined by the BOD) may result in probation, suspension or expulsion.
- B. Attempts to distract opponents, either physically or verbally, will not be tolerated, and the distracted shooter is within his/her rights to ask for the removal or discontinuation of the source of distraction. Circumstances such as bar fights, rowdy patrons who are not EPDL shooters, etc. are beyond the control of the EPDL (unless they are a guest of participating member).
- C. When sportsmanship is called into question, the protesting captain must notify the captain of the offending team immediately. If the captains cannot resolve the problem, the protesting captain must write "protest" at the place on the score sheet where the alleged infraction occurred. Both captains must then sign at that same place, and the match will continue. The protest will be discussed and a resolution made by the BOD.
- D. The BOD reserves the right to discipline (to include probation, suspension or expulsion) any league member found to be in violation of **ANY EPDL** Bylaws and Regulations for any time frame deemed necessary.

Player Eligibility and Fees

- A. The **Eastern Panhandle Dart League Bylaws and Regulations** shall serve as the first written warning that the EPDL will not stand for poor sportsmanship/conduct from any member of the EPDL. If any member is involved in a physical confrontation with any other league member, bar patron, or staff on league play night; that said member will be suspended from league play for two (2) matches and the team may incur penalty points and/or other disciplinary action depending upon BOD decision. If that same member is again involved in any other actions deemed detrimental to the league by the BOD, that member shall be banned for the remainder of the current session (player forfeits all league dues), that offender will also need approval of the BOD before returning to the league.
- B. Shooters must be a minimum of twenty-one (21) years of age, due to West Virginia gaming laws.
- C. Sponsor fees shall be forty dollars (\$40) per team per session. Shooter fees shall be twenty-five (\$25) per shooter per session, regardless of when during the session a shooter joins the team. Fees may be adjusted for special circumstances pertaining to session length as determined by the BOD.
- D. ALL fees are to be paid in cash or money order only (No checks unless BOD approved) and due by the end of league play on league night of week four (4).
- E. Personal points earned by a person who has not paid will not count and the opponent will receive any **game points** for games against said ineligible shooter in which they participated.
- F. A shooter may change teams only between sessions, except in the case of team disbanding, as described in **Rule D** under **FORFEITS**. In the event of extenuating circumstances, a shooter must present their case before the BOD.
- G. Shooters may play for any team they wish as long as they comply with all of the eligibility requirements described herein.
- H. Shooters may be suspended for infractions of any rules contained herein at the discretion of the BOD (see Bylaws for more details). If the suspended shooter is also a BOD member, they may not perform any BOD duties during the period of suspension.
- I. In the event that a shooter or team drops out during a session, their fees will be forfeited with no chance of a refund. Exceptions may be made for extenuating circumstances upon the approval of the BOD.
- J. The team captain shall be responsible for his/her teams' shooters and sponsor fees being paid to an active EPDL BOD member **ONLY** by end of play on league night of week four (4). Payment arrangements may be made with approval of the BOD for extenuating circumstances. **IF** team dues are not paid by week four (4), that team will forfeit all matches until payment has been made and only then that team may play again. Five (5) penalty points will be assessed for each the 5th and 6th weeks. If dues are not paid by end of play on league night of week six (6), the team will be suspended for the remainder of the session **AND** must have BOD approval before returning to the league.
- K. New shooters may not be added to a team's roster after the end of play on league night of week four (4). New shooters may be added up until the last dart is thrown. Extenuating circumstances may be considered when presented before the BOD, before a potential new player shoots in league play.
- L. If a shooter has been picked up from another team during the same session, that shooter does not owe another shooter's fee, provided the fee has already been paid in full for that session.

The Team

- A. A teams' roster must consist of at least four (4) but no more than six (6) shooters. Six (6) shooters constitute a full roster.
- B. At least two (2) roster shooters must be present to begin a match.
- C. Shooters arriving late to a match may be added at the start of a **set**.
- D. "Ghost" shooters may be placed anywhere within each set at the captain's discretion.
- E. An individual may not be an active shooter on more than one (1) EPDL team at any given time. See also the rules governing **Player Eligibility and Fees**.

Substitutions

Player substitutions are not allowed after the 4th week, unless determined by the BOD.

Equipment and Specifications

- A. Regulation bristle boards shall be used for all matches. Boards shall be in acceptable condition, as determined by the BOD or its appointed representatives, with no bulges, soft spots, bent wires or other defects which may affect play. * *The EPDL STRONGLY recommends use of Winmau Blade 4, Winmau Blade 5, Winmau Blade 6 and Nodor Supamatch 3 boards for league use. Additionally the league recommends league boards be reserved for league play only and used exclusively on league night.*
- B. Lighting must illuminate the playing surface sufficiently and minimize shadows.
- C. If a sponsor's boards or lighting are deemed unacceptable, the home team may choose to forfeit the match or the match may be played at another EPDL sponsored bar. Unless all other participating bars are hosting a match that night, the match shall be played on the originally scheduled night. Sponsors who retain unacceptable boards or lighting may be barred from hosting future matches or sponsoring future teams until the boards and/or lighting are replaced &/or corrected.
- D. The BOD, or appointed representatives thereof, reserves the right to measure each board and Oche (toe line) at each bar, at any time prior to or during each session to ensure compliance with the specifications. If a bar moves its' boards, adds new boards or if a new bar joins the league, it is that team's captain's responsibility to notify the BOD so that the facilities can be (re)measured.
- E. Boards shall be secured to the wall so that the distance from the center of the face of the board to the floor is 5 feet 8 inches. Standards are not allowed unless temporary circumstances require them. The BOD shall make such a determination.
- F. The Oche (toe line) must be 7 feet 9 and ¼ inches from the face of the dart board (not the wall). Shooters must stand at or behind this line. The diagonal measurement from the center of the face of the board to the front of the Oche must be 9 feet 7 and 3/8 inches.
- G. Dart Specifications: Maximum of 12" in length & 50 grams in weight.

League Play

- A. If any session has eight (8) or more teams participating in a session, the league will be divided into two (2) or more smaller divisions. The BOD will undertake the placement/division of the teams. The BOD retains the right to schedule a short session to maximize the calendar year for play.
- B. The team that finishes the regular season in last place of a higher division moves down to the next lower division the following season. The team that finishes the regular season in first place of a lower division moves up to the next higher division the following season.

Match play

- A. Matches begin at 8:00 PM, with a grace period of 15 minutes (8:15PM). See rule **A** in **Forfeits** for time extending beyond the grace period.
- B. As a general rule no more than 5 minutes shall elapse between games. For example: The only time for breaks is when a player is NOT shooting OR between sets.
- C. When corking, the home team has the option to cork first or second in each leg. (see “**Definition of Terms**” “**Corking**”). **NOTE:** The “**COIN TOSS**” button is not used in league play.
- D. Generally, play should proceed in the order listed on the score sheet. However, if agreed upon by both Captains, a match’s sets may be played out of order, to accommodate late arriving shooters, or shooters leaving early, etc.
- E. Any changes to the order of play must be initialed by **BOTH** captains.
- F. A shooter may be listed on the sheet only once per set, for example within doubles cricket set Phil cannot be partnered with both Louis and with Harriet, thus participating in 2 games within the set.
- G. **ALL DIVISIONS:** The match will be played for a total of 11 points in the format described below.
 - Chicago: Two (2) doubles games consisting of the best of three (3) legs (One (1) 501 game, followed by one (1) Cricket game, *if needed*, cork calls either game for the third (3rd) leg which are worth one (1) point each.
 - 501: Two (2) doubles games consisting of the best of three (3) legs which are worth one (1) point each.
 - Cricket: Two (2) doubles games consisting of the best of three (3) legs which are worth one (1) point each.
 - Singles: Four (4) individual games consisting of the best of three (3) legs which are worth one (1) point each. Each game is cork calls. The shooter with the best cork will call either Cricket, 301 or 501 for each leg of the game.
 - 701: One (1) team game consisting of one (1) leg only and is worth one point.

Dart Connect

- A. Each season, each captain is allotted two (2) tablets, two (2) holders, two (2) chargers and is responsible for this equipment at **ALL** times from issuance to return. If a tablet is not returned after the season, that captain will be responsible for the replacement cost to be determined by the BOD.
- B. Each captain is responsible for having both tablets fully charged on league night.
- C. Each shooter is encouraged to open a **FREE** guest account to view statistics.
- D. Each captain can check any tablet at any time to ensure the tablet is setup correctly with **ALL** help functions disabled.
- E. Prior to starting each match, it is recommended that you click the “**Check for Updates**” phrase towards the bottom center of the “**Welcome**” screen.
- F. For each player to receive credit for all marks, each player needs to be selected at the start of each set. After player(s) are selected click “**Bull Up**”
- G. On the “**League Settings**” page, select “**3 Legs 2Wins**”, followed by the green “**Continue**” button. You are now ready to cork.
- H. To determine who will start each leg, teams will use corking (see “**Definition of Terms**” “**Corking**”). **NOTE:** The “**COIN TOSS**” button is not used in league play.
- I. Before you begin any cricket leg, look to the lower right hand side of the screen to ensure you see a yellow button that reads “**Switch To Standard Scoring**”. If the yellow button reads “**Switch to Marksman Scoring**”, you will want to select that. This will enable the “**D**” and “**T**” buttons (Double & Triple buttons).
- J. A player can ask a “chalkers” to enter the current dart(s) thrown in the calculator **WITHOUT** pressing enter to see the remaining score. (See rule **C** under **Scoring**)
- K. At the end of each night you **MUST** hit “**SAVE**” before leaving the bar. Look on the lower left side of the screen for a small button that says “**Opt**” or “**Exit**”. On the next screen towards the bottom you will see a button that says “**Review & Save**”. After selecting “**Review & Save**” you will need to select “**Save**” on the next screen.

Scoring

- A. Any extra players from any team are required to “chalk” (room permitting during singles). Chalkers should face away from shooters.
- B. While discussion between teammates during doubles/team games is encouraged and necessary, singles games need to be kept “singles”. **Div. 1** Coaching in singles is NOT permitted, to ensure fair play (an out chart is provided in each packet for assistance). **Div. 2 & Div. 3** Coaching in singles IS permitted as long as the shooter steps away from the oche line.
- C. A chalker may, when asked, inform the shooter of what he/she has hit, give the amount shot thus far or the amount remaining in 01. The chalker may not tell a shooter what to shoot for. If a shooter, in a doubles or team game needs to ask a teammate what his/her shot should be, he/she must step back from the line to ask.
- D. A thrower must be able to throw his/her darts from the oche without assistance unless medically required.
- E. A throw shall consist of a maximum of three (3) darts thrown individually and consecutively.
- F. A shooter must mark his/her score **BEFORE** pulling his/her darts.
- G. For a dart to score, it must remain in the board, and the tip must be touching the bristle surface. If a dart falls out before the score is marked, that dart’s score does not count.
- H. Errors in arithmetic must be corrected before the erring team’s next dart is thrown. Beyond this time, the score remains as marked.
- I. A dart is considered “thrown” if it lands across the oche and is dropped from the throwing hand. The opponent may allow the shooter to throw the dart again, if he/she feels it was not an intended throw.
- J. Should a player have any portion of his/her feet or shoes over the oche line during a turn, all darts so thrown will be counted as part of his/her turn, but any score made by said darts will be invalid and not counted. The opposing team captain should consult the potential offending player’s captain before invoking this rule.
- K. In Cricket, for the purpose of earning personal points, only the marks which can be legally scored will count. (Ex. Team A is ahead in points and needs 1 Bull/Cork to win the leg. Shooter hits a double Bull/Cork. This only counts as a check dart { 1 Bull/Cork}).
- L. If a shooter throws out of turn, the score will not be counted and the proper shooter will throw. If improper order is discovered later, the play will revert to the point of infraction, with intervening points considered null and void. If the point of infraction cannot be determined, or if the affected shooters agree, play may simply continue in the proper order from the point of discovery OR the leg may be restarted and all personal points accrued during the errant leg will be nullified.
- M. If a shot is questioned, it is the opponent’s responsibility to observe that shot.
- N. To avoid protest, the winner of each leg **MUST** make sure the winning shot is witnessed and agreed upon by the opponent **BEFORE** the darts are scored and pulled.
- O. All results posted will be considered official unless protested or otherwise taken before the statistician and/or BOD. Also, regardless of alleged legitimacy, a **personal point is not a personal point unless it is written on the back of the score sheet. Please be sure to record personal points accurately.**
- P. Other than a chalker, no one should be standing beyond the oche.

Scoresheets

- A. The captain is responsible for the accuracy and legibility of his/her team’s score sheet and must sign both his/her own and the opposing captain’s score sheet. Individual shooters, however, should check to ensure that their personal points have been recorded.
- B. In the event of a forfeit, the captain of the team that was present **must** still submit a score sheet for that week’s match indicating what happened.
- C. The score sheets information will be sent to the statistician for that session by 10:00PM on the Wednesday after league play. The original score sheet will be kept by the team captain, if needed for review by the BOD, until the championship is determined. Score sheets will be emailed or scanned to the designated person identified by the BOD at the start of the session.
- D. Score sheets must be signed by all captains for the statistician to consider them official.
- E. All score sheets not received by 10:00PM on Wednesday will result in 2 penalty points for the team. This includes interdivisional play and special matches set up by the BOD.

Check Darts

- A. Check darts are the darts that finish a game. This includes Cricket and '01.
- B. Each out shot receives a point in its respected game.
 - For example Dave hits a single bullseye in one (1) turn to finish his doubles cricket game. He receives 1 check dart and one (1) Cricket point.
 - For example Beth hits a 43 to finish her single game of Cork calls 301. Beth receives one (1) check dart and one (1) '01 point.
- C. Record all '01 Out and In shots on the back of score sheets if they are above 80pts. Record all Cricket out shots if they are a five (5) mark and above or two (2) cork and above.

Personal Points

Cricket

5 Mark = 2 Points	2 Corks = 1 Point
6 Mark = 3 Points	3 Corks = 2 Points
7 Mark = 4 Points	4 Corks = 4 Points
8 Mark = 5 Points	5 Corks = 5 Points
9 Mark = 6 Points	6 Corks = 7 Points

- A. The “out”, the three darts thrown in one turn by a shooter to end the game, will earn (1) extra point if it is a 5 mark or above, or a 2 Cork or above. For example John hits a Triple 15 and a double bull in one turn to win the game. John gets 2 points for the 5 mark and (1) extra point because it was an out shot. John’s Cricket points would total 3 points for that shot. John also gets 1 check dart in the check dart total for outs (see Check darts below.)

NOTE: A 9 mark can be comprised of 3 darts in the triple segment OR 2 darts in the triple segment and 1 dart in the double bullseye to end the leg. This is a 9 Mark Out on the scoresheet, but Dart Connect scores this as an 8 Mark Out.

'01

80 - 99 = 1 Point
100 -119 = 2 Points
120 -139 = 3 Points
140 = 4 Points
141 -179 = 5 Points
180 = 6 Points

- B. An “in” or “out” of 80 or above will earn (1) extra point in '01 points. For example Sue hits a 124 “out” to win her game of 501. Sue gets 3 points for the 124 plus (1) extra point for the outshot. Sue’s '01 points would total 4 points for that shot. Sue also gets 1 check dart in the Check dart total for outs (see Check darts below.) A “High In” can ONLY be counted as a high in when playing 301.
- C. During Playoffs, the only Personal Points that are counted are a 9 Mark, 180 or a 6 cork.

Regular Season Final Standings

In the event of a tie for the regular season final standings, the following process will be used:

- A. Matches Record “**WLT**” shown in the league standings on the website
- B. Overall/Collective “**Win-Loss**” (NOT Matches) shown in the league standings on the website
- C. Win/Loss record “Heads Up” (Against each other)
- D. Heads up team games
- E. Playoff game (1st team to 6 points) played at a neutral bar agreed upon by both captains and the BOD

Playoffs

- A. The BOD will set up the playoff schedule: The general format will follow lower seed playing at higher seed without re-seeding with bye weeks in place for scheduling.
- B. If 2 or more teams from the same bar earn home bar advantage and that bar has insufficient number of boards to accommodate the number of matches to be played, the team with the higher seed AND higher division at the end of regular session play, will play at the home bar. The other teams will play at a bar that is neutral to both teams.
- C. **BOTH DIVISION ONE & TWO:** all but the bottom 2 teams (if even) **OR** all but the bottom team (if odd) will make the playoffs. **Division THREE:** ALL teams will make the playoffs.
- D. If there are 2 divisions of 8 teams, the seeding of each would be as follows: Teams 1 & 2 in each division would have a bye the first (1st) week of playoffs / quarter finals while 6 will play at 3 and 5 will play at 4. Second (2nd) week of playoffs / semi-finals will be lower seed plays at 1, and higher seed plays at 2. Third (3rd) week of playoffs / finals will be played at the higher seed.
- E. Player playoff eligibility will be as follows:
 - Each player must play at least 1/3 of the total sets for the regular season. (i.e. A 14 week season has 70 total sets, each player must play a minimum of 23 sets to qualify for the playoffs. A 15 week season has 75 total sets, each player must play a minimum of 25 sets to qualify for the playoffs.)

Awards

- A. Awards will be handed out as follows for each division at each season's banquet:
 - First place team for regular season will receive a bar plaque and each team member will get individual plaques.
 - Second place team for regular season will receive a bar plaque.
 - First place team for playoffs will receive a bar plaque.
 - Top shooter award for male & female will go to the shooter with the highest total of singles wins (sets, i.e. 14-0).
 - **If Needed:** Singles legs won
 - Singles legs record (W-L)
 - Shootout between players, using the following format: 501, Cricket, 301
 - High In & High Out awards
 - T80, 9 Mark, and 6 Cork (Pins are automatically awarded, if player would like a plaque, captain must note this on the scoresheet the night it happens).

Postponements

- A. Teams may grant postponements, but are NOT REQUIRED to do so. A 24 hour notice is required, except in the case of bad weather (described below) or other extenuating circumstances, the validity of which will be determined by the BOD if affected captains cannot agree. To be fair, if possible, all make up matches should be played at the originally scheduled location.
- B. The team requesting the postponement will notify the opposing team captain and the BOD.
- C. The makeup date must be agreed upon by both captains and must occur AS SOON AS POSSIBLE or by the last week of the session, whichever comes first.
- D. Inclement weather and other acts of God: League play or cancellation will be determined by BOD decision. Safe travel and weather conditions will be evaluated, and the decision will be posted ASAP on the league website and teams will be notified via contact info. **In the event of cancellation, the cancelled/effected week will be moved to the end of the season schedule.** This will result in no need for individual captains to plan for a makeup match. The BOD reserves the right to continue playing, if conditions for travel are deemed safe. If team captains agree to reschedule a match due to weather, all above section requirements apply.

Forfeits

- A. If at least two (2) roster shooters are not present to start the match, as per Rule **B** under **The Team**, entire sets will be forfeited in the order listed on the score sheet every fifteen (15) minutes up until 9:00PM at which the entire match will be considered a forfeit. As of 8:15PM the first set will be forfeited, at 8:30 the second, 8:45PM the third and 9:00PM the match will be considered a forfeit.
- B. In the case of a partial forfeit, a late arriving team may play the remaining games in the match that have not been forfeited, so long as they arrive before 9:00PM.
- C. Forfeited games will be awarded to the team that was present. No personal points, including check darts, will be awarded to either team for forfeited legs, sets, games or entire matches.
- D. If an entire team fails to show up for a match more than one (1) time during the session and the captain does not notify the opponent or a BOD member, as per Rule **A** under **Postponements**, that team will be disbanded for the rest of the session. Active members, with the exception of the captain, from this team may join other teams for the remainder of the session. If the offending team feels there were extenuating circumstances, they may file a protest with the BOD and continue with the session until a decision is made.
- E. If a Match cannot be played on league night at the home team's location, due to extenuating circumstances (i.e., no water/electricity, etc.); the home team may determine an alternative location that meets requirements under Section **Equipment and Specification** for that night. The home team may choose to forfeit the match, or the match may be played at another EPDL sponsored bar. Unless all other participating bars are hosting a match that night, the match shall be played on the originally scheduled night. The Match will be played at said location with BOD approval. If the opposing team does not comply the match will be considered a total forfeit in favor of the home team.
- F. If an individual team member chooses to forfeit or "quit" any leg, he/she may not participate for the remainder of the match (night).

Protest Procedure

- A. Protests regarding, but not limited to, sportsmanship or the applicability of the rules and/or bylaws to a given situation, should be submitted in writing to the BOD ASAP.
- B. BOD Members shall be considered "*shooters*" on league night and **WILL NOT** make individual decisions regarding protests or rule infractions during league play.
- C. Protests regarding statistics or standings must be made to both the statistician and the BOD within a reasonable amount of time.
- D. Barring unusual circumstances or glaring omissions in the rules, regardless of protest, no changes will be made to these rules until the reaffirmation process to start the next session's play.
- E. For protests in the middle of a match, follow Rule **C** under **Sportsmanship**.

Board of Governors

- A. The BOG shall be comprised of all team captains (or co-captain or team representative) for the current session. Each team will receive one (1) vote on BOG matters. At BOG meetings, only a team captain (or co-captain or team representative) shall be allowed to vote for the team. Any league member, with prior notice to the BOD, may attend to voice concerns and will be given three (3) minutes to speak, and the BOD will have two (2) minutes to respond.
- B. Team captains may serve on the Board of Directors.
- C. BOG duties shall include, but are not limited to, reaffirming BYLAWS and RULES of play each session, and adopting changes or modifications to said documents. As unforeseen circumstances arise, BOG duties may be appended.
- D. In the event of a tie vote, the vote will go to the BOD.
- E. Providing there is a seven (7) day notice AND 51% of BOG in attendance, the BOG meeting will be considered official. If there is not 51% attendance by the BOG, then the BOD reserves the right to make decisions and conduct league business.
- F. A financial statement shall be provided to the BOG upon request.

Board of Directors

- A. The BOD shall be comprised of five (5) members elected by the league at large through team captains (**BOG**), and any active charter members who will receive one (1) vote on BOD matters. Also considered members of the BOD, but not receiving a vote (except in the case of BOD vacancies or absences) shall be the officers: Secretary, Treasurer, and Statistician. The BOD shall appoint these positions. In the event of BOD vacancies or absences voting rights will fall to the officers in the following order Secretary, Treasurer, Statistician, providing they are active shooters.
- B. In order to be eligible for a BOD position, a member must be in good standing and have participated in the league for a minimum of five (5) years.
- C. BOD terms are three (3) years from their session (not the exact date) of election. BOD members are expected to attend a minimum of 80% of all BOD meetings to remain in good standing.
- D. Elections for BOD members are held during the fall season banquets except in the case of impeachments or vacancies.
- E. No more than two (2) members may be added to the BOD at any one (1) election. This is to keep terms staggered for easier transitions from experienced to novice BOD members and to help keep league operations running smoothly.
- F. An individual must be an active shooter in good standing to hold a BOD seat. Exceptions may be made in the case of injuries or other circumstances arising that prohibit a current BOD member from shooting for a certain length of time.
- G. BOD duties shall include, but are not limited to: establishing fees and session starting dates; ruling on disputes and protests, approving expenditures, presiding over meetings of both the BOD and BOG, when necessary; conducting any legal matters that may arise, statistics and standings, establishing playoff schedules and organizing tournaments and committees. Purchases will be approved by the treasurer and one other BOD member. As unforeseen circumstances arise BOD duties may be appended.
- H. The BOD reserves the right to hold “closed meetings” or enter into “executive session” during regular meetings to discuss and act upon disciplinary actions, protests, or other sensitive matters to protect those involved in said occurrence.
- I. The EPDL shall reimburse BOD approved expenses within reason.
- J. BOD Meetings will occur monthly as needed. The exact schedule for these meetings will be established by the current sitting board and may be amended by them as well.
- K. BOD members may not miss a regularly scheduled monthly meeting without good reason and notification of another board member. More than 50% of BOD members and/or eligible voting officers must be present for a BOD meeting to occur and be considered official.
- L. BOD meetings need not be scheduled to be considered official. Meetings may occur, for example, at the time of an incident/protest occurs, provided there are at least three (3) BOD members present. This allows for speedy handling of minor problems. If, however, the direct participants in a dispute (not uninvolved teams/shooters) are dissatisfied with the BOD decision, they may protest and insist on reconsideration of the matter before the entire BOD.
- M. BOD meetings are open to all BOG members, but only BOD members shall be allowed to vote.
- N. To prevent a possible conflict of interest, no bar owner shall hold a BOD position.
- O. No team can have more than one (1) person on the BOD.
- P. The BOD shall provide, upon request, a quarterly statement of league business.
- Q. The BOD shall hold the right to deny membership or expel any shooter from the league for poor sportsmanship or any conduct detrimental to the overall league, as determined by the BOD.
- R. The BOD is responsible for maintaining the EPDL bank account to conduct league business (income and expenses). Authorized signers will consist of no less than three (3) EPDL BOD members, including the BOD treasurer.
- S. For an event to be considered a league sanctioned/approved/official event, there must be a minimum of two BOD members present in their BOD capacities.

Impeachment, Vacancies, and disciplinary actions involving BOD members

- A. Any BOD member may be impeached, either those elected or appointed, on three-quarters majority vote of the BOG.
- B. In the event of a vacancy of a BOD position due to resignation, abandonment, or impeachment, the position shall be filled upon a BOG election according to the following procedure:
 - 1) An announcement of the vacancy shall be made to the BOG members.
 - 2) A BOG meeting may be scheduled (via the announcement) to take place within 2 weeks of the vacancy.
 - 3) At that BOG meeting, nominations and voting shall take place to fill the vacant seat.
 - 4) In the case of a vacancy in an appointed position, the BOD will appoint another person, as no election will be held to fill an appointed position.
- C. In the interim, any charter member, the Secretary, Treasurer or Statistician in that order shall temporarily assume the vacant position and will be allowed full voting privileges until the election of the replacement board member.
- D. To prevent conflict of interests, when disciplinary action involving a member of the BOD is being voted upon, neither the alleged offender nor any of his/her teammates, who would otherwise be eligible to vote, may participate in the voting. These people, however, may attend the meeting and present their side of the situation.

Changes to the Bylaws

- A. BYLAWS and RULES of PLAY shall be reaffirmed each session by the BOG.
- B. Suggestions regarding actions, deletions or modifications should be submitted in writing to the BOD for consideration at the meeting just prior to the start of the following session. The person with the suggestion must attend the meeting and voice their suggestion.
- C. The BOG shall not be allowed to vote on any changes to format or bylaws less than 7 days from the point of suggestion/recommendation. This is to allow captains to take the information to their teams for discussion thereby allowing for an accurate & proper vote.
- D. Such changes shall be recognized and made official upon the majority vote of the attending BOG members, or in the event of a tie the BOD.
- E. Barring unusual circumstances or glaring omissions, no changes will be made to either the BYLAWS or RULES OF PLAY until the session is over.
- F. Any changes that have been voted on and approved will go into effect at the start of the next session.

Contact Information

- A. Website address: www.yourleaguestats.com/darts/epdl
- B. Facebook: **Eastern Panhandle Dart League** (Black & White WV state outline w/ dartboard logo)
- C. E-Mail: epdl.bod.wv@gmail.com epdl.div1.stats@gmail.com epdl.div2.stats@gmail.com
epdl.div3.stats@gmail.com
- D. USPS: Eastern Panhandle Dart League P.O.Box 903 Kearneysville, WV 25430

Revised and edited as voted upon by EPDL BOG 1/16/24