

# Hamilton Veterans Dart League

Any changes will be made at the discretion of the Executive.

## **RULES OF PLAY**

### **1. Playing Area**

- a) All boards, lighting and areas of play are to be approved by the Executive.
- b) Height of the boards is to be 5'8" to the center of the bull.
- c) The front edge of the dartboard should be 7'- 9-1/4" from the oche (toe-line) which can also be measured as 9' - 7-3/8" on a diagonal line from the centre of the bullseye to the oche.
- d) The scoreboard must be in plain view of the thrower.

### **2. Team Organization and Changes**

- a) A maximum of 12 men to be signed by each team, plus one non-playing Captain (if desired).
- b) No player(s) to be signed in the last 10 weeks of the season or playoffs.
- c) One weeks' notice is to be given for any player additions. Money must be received by the Monday prior to the next game.
- d) Player transfers must be authorized by the Executive and both team Captains.
- e) Secretary is to be notified of any Captaincy changes.

### **3. Matches, Forfeits and Games**

- a) Cancellation of games for any reason including bad weather can only be done by the President or Vice-President (if the President cannot perform this duty).
- b) Games to start no later than 8:00 p.m. (unless otherwise agreed by both Captains).
- c) A team unable to field at least 4 players by 8:00 p.m. will forfeit the night and receive a score of 0. The "winning team" will receive the average winning score for that night within their own division / tier. "Winning team captain is to fill-in and submit a score sheet (by photo text message to the Results Secretary) for their own line-up and the "winning team" players will receive credit in the standings for their "wins".
- d) Matches to consist of;  
Six (6) Doubles Cricket, Six (6) Doubles (601), Six (6) Singles (501), and Four (4) Triples (701).
- e) Players may play a maximum of;  
Two (2) cricket, Two (2) doubles, One (1) single, and Two (2) triples games.
- f) All players listed on the results card must play a minimum of three (3) games

- g) A team with only 4 men will forfeit:  
Two (2) cricket, Two (2) doubles, Two (2) singles and Two (2) Triples.
- h) A team with only 5 men will forfeit:  
One (1) cricket, One (1) doubles, One (1) single and One (1) Triple.
- i) Any team forfeiting 3 Matches during the season must give just cause to the Executive.
- j) Captains may post names in any position in lieu of byes but cannot play a man whose name is not posted for that portion of the match.
- k) Same player combination may only be used once in Doubles, Cricket or Triples.
- l) Players will throw from or behind the toe-line.
- m) All games except cricket are double in and double out. Inner bull counts as double.
- n) Visiting team to throw for bull first. The winner of the bull toss will throw first for score.
- o) Triples are to be played 2 at a time unless otherwise agreed by captains or when a shortage of players is in effect.

#### **4. Scoring / Markers**

- a) Each team will supply markers for boards and said marker will face the board at all times.
- b) All darts to be checked by the marker and pulled by the thrower.
- c) The Marker, when asked by the thrower, may tell a thrower what they have scored and what score they have left (in 01 games). Markers may not tell a player what to throw next.
- d) Anyone, other than the marker, may tell a thrower what to shoot, when asked, in the singles. Partners only may confer in doubles, cricket and triples, and in either case only if the thrower steps back from the line.
- e) When score has been marked, it may not be changed after a further six (6) darts have been thrown AND pulled from the board.

#### **5. Results Card and Submission of Results**

- a) Winning team to supply results card by sending a photograph of the Scorecard via text message to the Results Secretary no later than midnight on the Wednesday after the game. Failure to do so will result in loss of aggregate points.
- b) Two (2) points to be awarded for each match win and One (1) point for each match tie.

#### **6. Smoking Rule**

- a) Smoke only when not playing or when a smoke break has been called which in general will be after each round of play (e.g. after doubles cricket is completed and so on).

- b) Any abuse of this rule will result in forfeit of games which are delayed as a direct result of players not being available due to smoking.

## 7. Playoff Qualification

- a) Players must play at least six (6) regular season Matches to be eligible to play in any playoff games.

## 8. Legion and Military Associations Etiquette

Royal Canadian Legions ask all members and guests to observe a few rules that relate to remembrance / respect for the fallen and general housekeeping. Please observe these rules when visiting any Legion, military association (Veterans Services League (VSL), 447 Wing) as a courtesy.

- a) Hats, of any form, are forbidden inside a Legion.
- b) Obscene language / images on shirts / jackets are not allowed.
- c) Legions ask all guests (including members of other Legions) to sign-in using a guest book which is usually located near the entrance or bar area. Please ask the bartender where the guest book is and sign-in.
- d) All members and guests are asked to return empty bottles and glasses to the bar area - there is no table service and many club bar staff are volunteers not paid employees.
- e) The HVDL began as a veteran's dart league involving members of Hamilton area Legions and military associations. While the League is open to all bars today we continue to pay respect to our past. All AGM's and League Tournaments will begin with a Moment of Silence and this Remembrance which will be read:

*"They shall not grow old as we that are left grow old:  
Age shall not weary them, nor the years condemn.  
At the going down of the sun and in the morning  
We will remember them."*

All present then reply:

"We will remember them"

***Thank you for participating in this important part of our history!***