



RULES OF PLAY

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

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. "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) played as Best of Three Legs, 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) Doubles and Triples are played double-in/double-out. Singles are played straight-in/double-out. Inner bull counts as double.

n) Visiting team to throw for bull first in all matches. The winner of the bull toss will throw first for score. Singles Matches will begin with the winner of the bull toss throwing for score in the first leg and the loser of the bull toss throwing first for score in the second leg. When a third leg is played, the winner of the ORIGINAL bull toss chooses whether to shoot first or second for the BULL and the winner of the bull will shoot first for score in the third leg.

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. Tournaments

a) Organization

- 1.1. The Tournament Chair will be responsible for the organization, registration, entry fee collection, draw and conduct of all League tournaments.
- 1.2. The 4-person Open blind draw at the start of each season is open to anyone, male or female, member or non-member of the HVDL.
- 1.3. The Cricket Tournament will be blind draw and is only open to registered members of the HVDL.
- 1.4. Triples and Doubles Tournaments will be played as "Bring-Your-Own Partners" but each member of the Triples/Doubles must be an HVDL member of an HVDL team playing out of your own club / bar. Triples/Doubles partners can be playing on different teams and in different divisions (e.g. you could form a Doubles or Triples team players from both an A Division and a B Division team in your own club/bar).
- 1.5. All tournaments with a sufficient number of entrants will be played in pods using a Round Robin Format. Depending on the number of players/teams entered the Tournament Chair will specify 1) how many legs are played in each round robin match and 2) how many from each pod will advance to the knockout round.
- 1.6. The number of legs played in knockout matches will be determined by the Tournament Chair based on the number of players/teams and the time but the Finals of all tournaments will be best 2 of 3 legs.
- 1.7. Prizest for the Cricket, Singles, Doubles and Triples Tournaments is shown in the table below and will be made at the end of the season (this prize money is entry fees supplemented by the League as needed). Payout for the Four-person is based solely on entry fees. Discretionary: If the number of entries is sufficient to award additional prize money for 3rd/4th place in any tournament the amount will be determined by the Executive (the League does not supplement Discretionary prize money).

	4-Person Blind Draw	Doubles Cricket	Doubles	Singles	Triples
Winner	66% of Fees	\$100	\$100	\$100	\$150
Runner-up	34% of Fees	\$50	\$50	\$75	\$75

1.8. First and second place finishers in the 4-Person Bind Draw will be paid on the night of the tournament and the payout amounts are dependent on the entry fees alone (the League does not supplement this prize money).

1.9. Season, Playoff and Cup Prizes:

	Aggregate Cup	Captains Cup	Executive Cup	Divisional Season Standings	Divisional Playoffs
Div Champion	\$150	\$100	\$50	\$150	\$175
Div Runner-up	\$100	\$50	\$25	\$100	\$75

b) Registration and Start of Play

1.1. Registration for all evening tournaments will close at 7:15pm sharp

1.2. Play will begin at 7:30pm

c) Rules of Play

1.1. All games to be double in double out. (except Cricket)

1.2. Matches will begin with a coin toss with the winner of the toss throwing for score in the first leg and the loser of the toss throwing for score in the second leg. When a third leg is played, the winner of the ORIGINAL bull toss chooses whether to shoot first or second for the BULL. The winner of the bull will shoot first for score.

1.3. Players who are on a "bye" are encouraged to mark games, especially during tournaments, to help speed up play. Please use sportsmanship at all times.

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. As a courtesy please observe these rules when visiting any Legion, or military association (Veterans Services League (VSL), 447 Wing).

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 the 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 (please consider this when tipping).

- 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 by a member of the Executive:

*"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!