

I.C.D.L. Rules of Play

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Players

1. Anyone 19 or older may play in I.C.D.L except those not in good standing due to prior review that led to a suspension or ban from the league.
2. Teams can carry up to nine players plus a captain.
3. Players may play for only one I.C.D.L. team each season unless a move to another team is approved by the Executive Board for reasonable circumstances.
4. Player rosters and player changes are subject to review and approval by the Executive Board. Final rosters must be submitted by the November executive council meeting. After the cut-off date, any player change request may also be reviewed by the I.C.D.L. captains, with the general limitation that any team with at least seven players will not be allowed to add or change players.
5. Captains must submit a registration form with either their players' home address or email to guarantee correspondence with any member if necessary.

Match Procedures

1. All League matches will consist of 14 sets (best out of three legs, with the winner winning two legs to win a set). A match will consist of (in this order):
 - Team 701 (three players per set; two sets)
 - Doubles 601 (two players per set; three sets)
 - Doubles Cricket (two players per set; three sets)
 - Singles 501 (one player per set; six sets)
2. Starting a set:
 - During the regular season, the home team will throw first in the first leg with the away team throwing first in the second leg. If a third leg is required in the set, both teams must throw at the Bull to see who goes first (refer to the **Diddling** section; pg.2).
 - During the playoffs, both teams must throw at the Bull to see who goes first in every leg (refer to the **Diddling** section; pg.2). Darts must be thrown with both feet behind the oche.
3. In Cricket, the game is won by the first team to close all numbers and bullseye(s) with a score equal to or greater than the opposing team.
4. All "01" game formats will begin with a "straight-in" start and must finish on a double. Any dart thrown by a player after scoring the required double will not be counted as the game has concluded when the required double was scored.

5. A minimum of 6 different players must be used in each Game format. If a team has less than six players, refer to the ***Shorthanded Play*** section (pg.5).
6. Whenever possible the schedule shall be so arranged that teams will play alternately at home and away.

Diddling

1. The third leg of every regular season set and all legs in the playoffs require both teams to throw at the Bull. The home team player will throw for the bull first, followed by the away team player. The home team will always throw first at the bull to determine which team starts the leg. The team that throws closest to the bull will start the leg.
2. In situations where the darts look as if they may be the same distance away from the bull (or it's too close to call) in which both of the shooting players cannot decide who won the Diddle, only the Chalker can make the decision on which dart is closest. If the Chalker themselves deem it too close to call, they can ask for a reshoot.
3. The Chalker's ruling is final and verbal abuse will not be tolerated by the League. If there is a disagreement, the Chalker's ruling shall stand, and the dispute may be reported to the League. Captains of any Chalker who have been reported two or more times will be issued a warning to assure fairness and consistency moving forward.
4. When the Chalker is in the position to decide who is closest because both players cannot agree on who won, no dart may be touched or moved by anyone. If a player touches or moves the darts, that team will lose the diddle.
5. For a reshoot, darts must remain on the board (except when a double bull is hit; refer to the ***Diddling*** section; pg.2, rule 9) with the player who threw the last dart in the tie going first. If the second set of darts thrown is deemed a tie, the player who threw the last dart in the second tie will throw the first for the second reshoot at the bull. If all three sets of darts are deemed a tie, all darts are pulled from the board and the last player who threw a dart in the tie will throw first; the process will begin again with the players always alternating for who throws first in a reshoot.
6. A dart anywhere in the board will count as a Diddle.
7. If both players' darts end up in the outer bull (single bull), it is considered a tie regardless of how much closer one dart is to the inner bull (double bull) and both players must throw again.
8. A dart that is not touching the board (i.e., bounces out, misses the board, or sticks into another dart) does not count and another dart may be thrown. If all three darts from a player miss the board, the other player wins the Diddle.
9. If the first player throws a center bull (double bull), the second player may ask the dart to be removed before their attempt. If the second player throws a center bull, the dart(s) shall be removed and both players will reshoot for the bull.

Start Time and Lineups

1. Matches begin at 7:30 p.m. A 15-minute start time grace period will be awarded for bad weather days only (at the discretion of the Executive Board).
2. Players' match-up will be done by blind draw. The visiting teams will submit their lineups to the home team captains after the home team captains have set up their lineups.

3. Lineups:
 - Both Captains must complete their lineups for the game format they are starting (Team 701, Doubles 601, Doubles Cricket, or Singles 501) with the understanding that the next available game will be played, even if out of sequence.
 - If the last set of a game format is the only game being played, both captains must complete the lineups for the following game format (Doubles 601, Doubles Cricket, or Singles 501). The next available game (if possible) should be played on the board available. This only applies to the next game format to be played, and any Captain can refuse to play a set that skips a game format (For example, if only one Team 701 set is left, captains must complete their lineups for Doubles 601 since it is the next game format, and play the next available set. If one Captain decides to instead play a Singles 501 set out of turn, the other Captain can refuse their request as the Singles 501 game format does not follow the Team 701 game format; however, this is at the discretion of both Captains.
4. Players who are not present may be written into the lineup; however, if they are not present at the time when it is their turn to play, they must:
 - a) Be replaced at that time with a team member who is available and eligible to play;
Or
 - b) Be replaced with a Dummy provided it is the last set in any "01" game format being played.
5. If a player arrives in the middle of a leg where a Dummy is being used, they are not allowed to replace the Dummy in that leg. If another leg is needed in the set, the new player is eligible to play as long as they are present for the start of the new leg.
6. When a player's name is written on the board, the time may be noted (and both captains notified). The player then has five minutes to present at the oche and begin the game. If a player does not show up within five minutes, that player forfeits one leg. After the first leg is forfeited, and five more minutes pass without the players presenting themselves at the oche ready to play, the match is forfeited. If both players forfeit a leg, the final third leg will be played to decide the set.

Scoresheets

1. On completion of a set, the scoresheets will be updated to show the winner and any All-Star scores (refer to the **Individual Scoring** section; pg.7).
2. To receive credit for wins, All-Stars, and games played, players must be present for the match. If absent players are written on scoresheets to accumulate games towards their playoff qualification requirements, it should be reported to the Executive Board.
3. Only in the second Team 701 set, can a player who is present for a set that their team forfeited be awarded a game played toward their playoff qualification requirements (Refer to the **Shorthanded Play** section; pg.5, rule 5)
4. Each match will be worth one point for a total not to exceed 14 points per night.
5. Both captains are responsible for keeping their scoresheet during the match and recording each set's results and individual All-Stars. Each captain will sign both scoresheets at the end of the match (refer to the **Scoresheet Marking Example** section on how to fill out the scoresheet; pg.8).

6. It is the responsibility of the team captains to submit the scoresheets to the Statistician as early as possible. Both captains will retain a copy of the scoresheet in case of a disagreement with the entered results.

Chalking

1. The marking of the games shall be shared equally by both teams. The home team will mark the first set and the away team will mark the second set (and so on). The board on which a team marks first will be the assigned board for that team and they will chalk all games on that board throughout the match.
2. Captains will make sure that players are available to mark games. Delays of games should be reported to the Executive Board and individuals and captains will be contacted to correct this situation.
3. A Chalker shall restrict their movements and remain silent when players are throwing.
4. A Chalker may tell a player what they have scored or what they have left if asked by the throwing player, but the Chalker cannot provide an out or coach. No indication of the required double or combination shot required to finish shall be given by the Chalker (i.e., if 32 is required, the Chalker cannot tell them to shoot at the double 16). Regardless of what score the Chalker provides to a player, it is still the responsibility of the player to confirm the Chalker's accuracy.
5. All scores, subtractions, and additions made should be checked for accuracy by the player and by the Chalker after each throw. Darts should not be removed from the board until both the player and the marker confirm the score. If a player pulls their darts before agreeing on the score with the Chalker, the Chalker's score stands (unless both teams agree on what was scored).
6. It is the captain's responsibility to make sure that any of their players who consistently pull their darts from the board and disagree with the Chalker are told to leave their darts on the board until an accurate score is marked. Should this be an ongoing issue, it should be reported to the Executive Board.
7. Only darts with points touching the board will be counted. Any darts that fall off the board will not count if the player and the Chalker have not agreed on the score; however, the player may secure the dart to prevent it from falling out while the score is being agreed upon.
8. Errors in subtractions may be corrected before the finish of the leg provided the original error remains on the board for review.
9. Dummy score for the Team 701 and the Doubles 601 stops after 100 points for the team with the Dummy. The Dummy will then be replaced with a loss of turn.
10. If any discrepancies are noticed in the score marked on a board, active play should not be interrupted until a player has thrown their three darts. The only exception to this rule is when a player has the possibility of finishing an out (i.e., they are attempting to finish a 60 when the score is an 80).
11. It is considered unsportsmanlike to throw a dart after finishing, busting, or in anger.

Coaching

1. A player may request assistance from the captain or another member of their team, provided they step back from the oche before asking. Players should refrain from calling out the shot. Players should try to throw their darts within a reasonable time.
2. To avoid confusion, only one team member should coach a player. There is to be no shouting out of outs while players are in active play.
3. A Chalker is impartial and cannot act as a coach regardless of what team they are on.

Shorthanded Play

1. No player may play more than four sets in a nightly I.C.D.L. match.
2. In a match, a player may only play once in any game format (Team 701, Doubles 601, Doubles Cricket, Singles 501).
3. A Dummy score of 25 points is allowed in the Triples 701 and doubles 601 only but it must be in the last set of that specific format game. The Dummy score stops when the score reaches 100 or less. The Dummy will then be replaced with a loss of turn.
4. Dummy matches are allowed in Cricket with the Dummy simply missing a turn. There is no scoring for the Dummy turn in Cricket.
5. If a team only has four players at the start time, the team must play the first set of the Team 701 with three players and forfeit the second set. The fourth player who sits out for the forfeited second Team 701 set will be awarded a game played towards their accumulated games for playoff qualification requirements for being present, but unlike full match forfeits where the present players from the winning team will receive the full match points and individual game points on the scoresheet, it will be considered a loss.
6. Present players' names who are unable to play due to the opposing team having to forfeit will be written on the scoresheet and will receive the set points and individual game points.
7. Any team showing up with only one player will forfeit. The opposing team will receive the full match points as listed on the scoresheet. The scoresheet must be filled out by the captain and submitted to the Statistician.
8. A team can play with a minimum of two players (1 Team Game, 1 Doubles 601, 1 Doubles Cricket, and 2 Singles)
9. No spares or recycling of players is allowed.
10. If additional players from the shorthanded team arrive after play begins, or if players must leave before the end of the match, the shorthanded procedure will be adjusted to reflect the number of players who are present at that point in the match. Sets that have already been forfeited may not be replayed.
11. An absent player's name may not be added to the scoresheet in place of the Dummy to accumulate games for playoff qualification requirements. If this occurs, it must be reported to the Executive Board.

Shorthanded Play Diagram

Team Game 701		Option #1	
5 Players	4 Players	3 Players	2 Players
Set #1 – 3 Players	Set #1 – 3 Players	Set #1 – 3 Players	Set #1 – 2 Players & 1 Dummy
Set #2 – 2 Players & 1 Dummy	Set #2 – Forfeit (1 Player Sits)	Set #2 - Forfeit	Set #2 - Forfeit

Doubles Game 601			
5 Players	4 Players	3 Players	2 Players
Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players
Set #2 – 2 Players	Set #2 – 2 Players	Set #2 – 1 Player/1 Dummy	Set #2 - Forfeit
Set #3 – 1 Player/1 Dummy	Set #3 - Forfeit	Set #3 - Forfeit	Set #3 - Forfeit

Doubles Game Cricket			
5 Players	4 Players	3 Players	2 Players
Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players
Set #2 – 2 Players	Set #2 – 2 Players	Set #2 – 1 Player/Dummy	Set #2 - Forfeit
Set #3 – 1 Player/Dummy	Set #3 - Forfeit	Set #3 - Forfeit	Set #3 - Forfeit

Singles 501			
5 Players	4 Players	3 Players	2 Players
5 Single Sets played	4 Single Sets played	3 Single Sets played	2 Single Sets played
1 Single Set forfeited	2 Single Sets forfeited	3 Single Sets forfeited	4 Single Sets forfeited

Forfeits

1. If a team has only one player present at 7:30 PM the match is forfeited (A 15-minute start time grace period will be awarded for bad weather days only at the discretion of the Executive Board).
2. A match that is forfeited will result in a 14-0 win for the opposing team. The winning team's captain may only add the names of the players present to the scoresheet.
3. A player on a forfeiting team who was present for the match will be awarded four played games for their attendance toward playoff qualifications requirements, but unlike the winning team's players who will receive the full match points on the scoresheet, their games will be considered losses.
4. Any team that forfeits three matches or more will be suspended at the discretion of the Executive Board.

Individual Scoring

1. Cricket All-Stars – 3 triples, a combination of all three darts hitting triples or double bulls, or 5 bulls (all triples and bulls must score; hitting a triple when only a double can be scored does not qualify as an All-Star point)
2. Individual points for set wins are as follows:
 - a) 1 point for a Team 701 set win.
 - b) 2 points for a Doubles 601 set win.
 - c) 2 points for Double Cricket set win.
 - d) 3 points for Singles 501 set win.
3. Individual All-Star points consist of:
 - a) In any “01” game format leg: A score of 130 through 169 = one individual point
 - b) In any “01” game format leg: A score of 170 or more = two individual points
 - c) In any “01” game format leg: A finish of 101 or more = two individual points
 - d) In Cricket: A turn consisting of three counting triples, a combination of all counting triples or double bulls, or five bulls if needed - two individual points
 - e) Note: All-Stars that count as more than one type should score as both. A 170 double-out is worth four All-Stars for example (two points for the 170 scored and two points for the 101 plus finish); whereas a 130 double-out is worth three All-Stars (one point for the 130 scored and two points for the 101 plus finish).
 - f) The score for a high finish (101 and above) should be recorded on the scoresheet.
 - g) Although a 180 score is recorded separately on the scoresheet, the player still only gets two individual points.
 - h) Awards: The President’s Trophy and the Premier Cup will be awarded to the male and female with the highest overall winning percentage average. A player must have a minimum of 70 games to qualify for each award. The winning percentage will be determined by the structure below:
 - Team Set: 1 point is added to the player's *Individual Points* for a win. No points are awarded for a loss. A count of 1 is also added to the player's *Possible Points* regardless of a win or loss to demonstrate how many points the player had an opportunity to win.
 - Doubles Set: 2 points are added to the player's *Individual Points* for a win. No points are awarded for a loss. A count of 2 is also added to the player's *Possible Points* regardless of a win or loss to demonstrate how many points the player had an opportunity to win.
 - Singles Set: 3 points are added to the player's *Individual Points* for a win. No points are awarded for a loss. A count of 3 is also added to the player's *Possible Points* regardless of a win or loss to demonstrate how many points the player had an opportunity to win.
 - A player’s *Individual Points* earned are then divided by the *Possible Points* they could have obtained to determine their overall winning percentage average.
 - i) The top 16 players with the highest Individual Scoring Points are eligible to play in the All-Star Tournament. In the case of a tie for the final entry spot, it will be decided by:
 - The player with the most 501 Singles wins (if tied, see below)
 - The player with the most combined 601 and Cricket Doubles wins (if tied, see below)
 - The player with the most 701 Triples wins

Scoresheet Marking Example

INTER-CITY DART LEAGUE						DATE: DATE OF MATCH HERE							
DIVISION: ROGERS													
HOME TEAM: HOME TEAM NAME HERE						AWAY TEAM: AWAY TEAM NAME HERE							
TRIPLES – 701						W/L	W/L	TRIPLES – 701					
JOHN DOE ENTER PLAYER'S NAME HERE						W	L	JOHN SMITH					
JANE DOE								JANE SMITH					
BOB DOE								BOB SMITH					
BILL DOE ENTER WINS AND LOSSES						W	L	BILL SMITH					
MIKE DOE IN THE CENTER SECTION								MIKE SMITH					
MARY DOE								DUMMY (OR LEAVE BLANK)					
DOUBLES – 601						W/L	W/L	DOUBLES – 601					
JOHN DOE						W	L	JOHN SMITH A DUMMY IS ALLOWED IN THE LAST					
JANE DOE								BOB SMITH SET OF ANY GAME FORMAT IF A					
MIKE DOE						L	W	MIKE SMITH TEAM IS SHORTHANDED.					
BILL DOE								BILL SMITH					
BOB DOE						W	L	JANE SMITH					
MARY DOE								DUMMY (OR LEAVE BLANK)					
DOUBLES - CRICKET						W/L	W/L	DOUBLES - CRICKET					
JOHN DOE						L	W	JOHN SMITH					
MARY DOE								JANE SMITH					
BOB DOE						W	L	BOB SMITH					
BILL DOE								BILL SMITH IF ONLY 4 PLAYERS ARE AVAILABLE,					
MIKE DOE						W	L	FORFEIT THE LAST SET OF ANY TEAM GAME					
JANE DOE								FORMAT MUST BE FORFEITED					
SINGLES - 501						W/L	W/L	SINGLES - 501					
JOHN DOE						W	L	BILL SMITH					
MIKE DOE								JOHN SMITH					
BOB DOE						L	W	JANE SMITH					
BILL DOE								BOB SMITH					
MARY DOE						W	L	FORFEIT PLAYERS CAN NOT BE RECYCLED					
JANE DOE								AND NO SPARES ARE ALLOWED					

PLAYER	130+ (1)	170+ (2)	180 (2)	101+F (2)	CKT (2)	Total Points
JOHN DOE	III					3
JANE DOE	I			I		3
BOB DOE	I					1
BILL DOE					I	2
MIKE DOE						
MARY DOE						
WHAT EACH ALL-STAR IS WORTH <input type="checkbox"/>						
HIGH FINISH SCORE						
PLAYER & 101+F SCORE	BOB DOE					122
PLAYER & 101+F SCORE						

PLAYER	130+ (1)	170+ (2)	180 (2)	101+F (2)	CKT (2)	Total Points
JOHN SMITH	II					2
JANE SMITH			I			2
BOB SMITH	I					1
BILL SMITH						
MIKE SMITH						
INDIVIDUAL SCORING SECTION (ALL-STARS)						
PLAYER & 101+F SCORE						
PLAYER & 101+F SCORE						

Home Captain: _____	Total Wins	10	Away Captain: _____	Total Wins	4
HOME CAPTAIN'S SIGNATURE		WIN TOTAL	AWAY CAPTAIN'S SIGNATURE		WIN TOTAL

Playoffs

1. Playoffs will be held at the end of the regular season with the final team standings determining the playoff structure. The top four teams finishing in the regular season will play in The Walker Cup Bracket. The bottom four teams will play in The Conium Trophy Bracket.
2. If teams are tied in the final regular season standings, the higher seed will be determined by:
 - Their record versus each other (if tied, see below)
 - Single sets won (if tied, see below)
 - Double sets won (if tied, see below)
 - Team set won (if tied, see below)
 - Total Individual All-Star points
3. A player must play a minimum of 45 games to be eligible to play in the playoffs (this includes Life-members). Exceptions may be made for reasonable circumstances at the discretion of the Executive Board.
4. Unlike the regular season, both teams must throw at the Bull in every leg to see who starts first (refer to the *Diddling* section; pg.2).
5. The first playoff round (the Semi-Finals) will consist of all teams playing a two-week home-and-home series with the first team to win 15 sets advancing to the finals. The team with the highest ranking during the regular season will host the match at their venue during the first week of the playoff round, with the other team's venue hosting the second half of the playoff round in the second week.
6. The only exception to the above rule is if more than two teams who play out of the same venue win home advantage for the first week of a playoff round. If this occurs, the two teams from the venue who were seeded higher at the end of the regular season will play at home with the other team(s) having to play away.
7. If both teams are tied at 14 sets apiece after both weeks, four players will be selected from each team to play a Team 1001 leg (not a set; straight-in and double-out format) to establish a winner.
8. Unlike the regular season, playoff sets must be played in sequence as listed on the scoresheets with the first team to reach their needed sets winning the match (no other sets need to be played after winning their playoff round)
9. The second playoff round for the teams in the Conium Bracket (refer to *Diagram*; pg. 10) shall be played in one day with the first team to win eight sets winning their respective awards. If there is a tie at seven sets apiece, four players will be selected from each team to play a Team 1001 leg (not a set; straight-in and double-out format) to establish a winner.
10. The second playoff round for the teams in the Walker Bracket (refer to *Diagram*; pg. 10) shall be played in one day (and one venue) with the first team to win 15 sets winning their respective awards. If there is a tie at 14 sets apiece, four players will be selected from each team to play a Team 1001 leg (not a set; straight-in and double-out format) to establish a winner.
11. Both team captains will submit the scoresheets to the Statistician to confirm the results. Both captains will retain a copy of the scoresheet in case of any disagreements.
12. The Executive Board will determine the playoff format for each season depending on how many teams are in a division (whether it is an even or odd number of teams, the number of divisions, etc.), and the *Playoffs* section (pg.9) will be updated for transparency purposes. Playoff formats

will be determined at the commencement of the regular season and may change if teams drop out or are added.

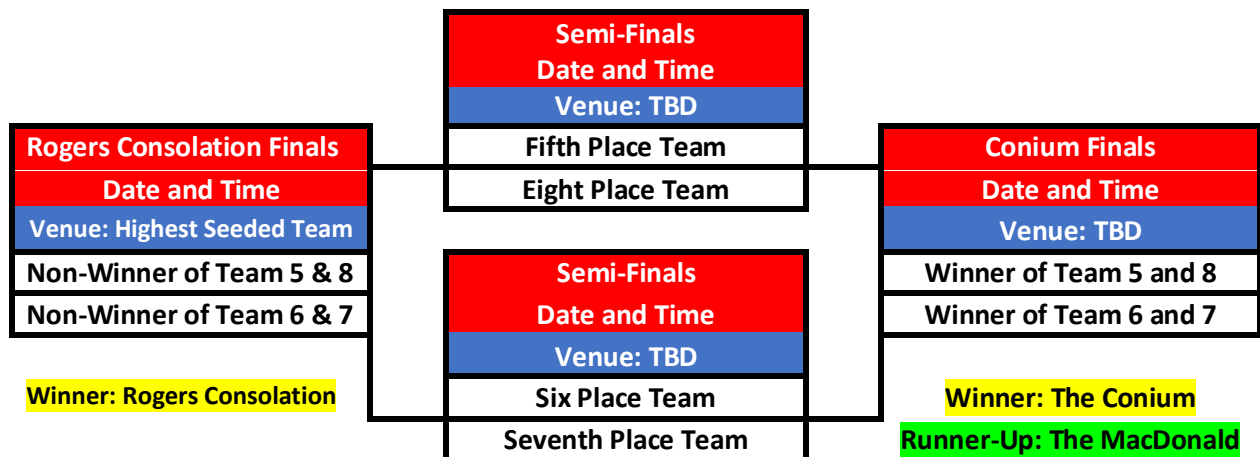
Inter-City Darts League Playoff Structure

The Walker Cup Bracket (Top Four Teams)



*In the event of a tie of 14 sets to 14 sets in any match, one leg of 1001 will be played by four players from each team to determine the winner.

The Conium Bracket (Bottom Four Teams)



*In the event of a tie of 14 sets to 14 sets in any semi-finals or 7 sets to 7 sets in any finals, one leg of 1001 will be played by four players from each team to determine the winner.

Disciplines

1. Captains (or acting captains for a match) must work together in resolving any issues during match play. Although the I.C.D.L. sets rules about time and chalking to maintain a steady flow throughout the match, captains may show leniency on the time restraints and allow one team to mark two boards (i.e., if one team is shorthanded) if agreed upon; however, this is an allowable exception and not a rule and therefore not mandatory. Apart from these two exceptions, captains must follow all other rules.
2. Any other situations that may arise that are not specifically covered by the ***I.C.D.L Rules of Play*** or the ***Inter-City Dart League Constitution*** may be brought up for resolution at the next captain's meeting. Captains' meetings will be held each month during the season.
3. The Executive Board cannot override any venue's right to refuse entry to certain players who have, for whatever reason, been banned from the venue. If this happens during the regular season, the captain must report it to the Executive Board for them to investigate the incident as all members are a direct representation of the league.
4. Any team whose venue closes during the season must play out of a venue already approved by the Executive Board for that season and must confirm the new location with the Executive Board so as not to cause any scheduling conflicts.
5. Players will act civilly and respectfully with their opponents in the clubs within the League. Visiting teams and players are guests of the clubs (and venues) and are subject to the club's (and venue's) authority.
6. Fighting or any form of physical aggression will not be tolerated by I.C.D.L. and it will lead to an automatic suspension and may also lead to expulsion from the League. Any possible review will be done at the Executive Board's discretion and time.
7. Cheating will not be tolerated. Discrepancies in score sheets will result in a first-time warning and loss of individual points for the offending captains for that night. A second offense will result in suspension. Penalties for manipulating the scoresheet also include:
 - a) Captains (or acting captains for a match) who are found to purposely manipulate the scoresheet to show games played for an absent player (or a player playing under another teammate's name) will be penalized. All sets played under the names of players who did not play will be forfeited (if won by another player) and the game will be subtracted from the player whose name was used to show the accurate number of games played.
 - b) Both captains (or acting captains for a match) and players who are found to purposely manipulate the scoresheet to give extra All-Stars to a player(s) will be penalized. All All-Stars for the match that a player is purposely caught claiming extra All-Stars will not be recorded regardless if some were legitimate. A player who is caught more than once claiming extra All-Stars may be removed from eligibility for the President's Cup to ensure its integrity.
8. No player shall make offensive comments about race, ethnicity, age, gender, religion, sexual orientation, gender identity, gender expression, disability, or economic status. The Executive

Board will investigate and issue appropriate disciplinary action to any player (or players) found to intentionally bully or disparage anyone regardless of membership to the I.C.D.L.

9. Throwing a dart in anger will not be tolerated as it can unintentionally injure the Chalker. It is the captain's responsibility to warn any players who break this rule. If a player (or players) continues to break this rule repeatedly, the Executive Board may suspend or expel any player.
10. Any player who uses abusive language or behaves in a threatening manner towards another member during league play will be immediately suspended for the match and their actions will be reviewed by the Executive Board.
11. The Executive Board has the right to suspend or expel any player or team whose behaviour is destructive to the league or that brings the I.C.D.L. into disrepute.

Fees

1. The player fees are \$50. The venue fee is \$85 for one team, \$75 for two teams (per team), and \$70 for more than two teams (per team); at least 50% of which must be paid at the time of registration. The balance must be paid in full by the December Executive Council meeting. Any player who has not paid in full by this date will not be permitted to play. It will be the responsibility of the team captains to collect this fee from each player and their club and submit it to the League Treasurer.
2. All venue and membership fees are due by the December executive council meeting.
3. There will be a \$50.00 fee charged to the issuer of an NSF check. Preferred payment is by cash, certified check, or money order.

