

2023-2024 Rules Change Suggestions

	SECTION	RULE AND PAGE	PRESENT RULE	SUGGESTED CHANGE	Result of Voting by 23 captains on October 15, 2024
1.	Players	Rule 3 Page 1	Each team will consist of a minimum of 6 players and a maximum of 10.	Keep rule as is	Changed to a cap of 15
2.	Players	Rule 4 Page1	Players may play for only one Q.S.D.L. team each season except by permission of the Executive.	Players may play for only one Q.S.D.L. team each season.	Changed to: Players may play for only one Q.S.D.L. team each season except by permission of the Executive, after consultation has taken place with all team captains impacted by the potential movement of a player.
3.	Players	Page 1	None	Add: Each team must send either the captain or an eligible voting member to the AGM and yearly captain's meeting or be disqualified from registration.	Defeated
4.	Diddling	Page 3	Heading of "Diddling"	Change to: Show a Bull	Passed.
5.	Appendix C – Shorthand Procedures	Rule 7 Page 9	In a match forfeit, the result shall be a 12-0 win for East and West and 18-0 for A division. The Captain of the winning team may add names of players who were not present to the scoresheet.	In a match forfeit, the result shall be zero to forfeiting team and 2/3 of the game points to the team that showed. EG. If there are 15 games, then the score is recorded as 10-0 ($15 \times 2/3 = 10$) in favour of the team that showed.	Passed

6.	Appendix C – Shorthand Procedures	Rule 8 Page 9	Players on the team, which was forfeited against, who were present for the match, will receive credit for attendance toward playoff qualifications. In order to add names of players who were present, both captains have to verify the names of those present.	Players on the team, which was forfeited against, who were present for the match, will receive credit for attendance toward playoff qualifications. No points will be awarded to players for a forfeited match.	Changed to: The Captain of the winning team may add names of all players on his roster in order to give them credit for a week played but no points will be awarded. The players who were present from the forfeiting team will also be added in the database. The winning captain will advise the league which players from the forfeiting team were added by emailing info@qsdl.com and copying the forfeiting team captain.
7.	Appendix E - Playoffs	Rule 1 Page 11	Playoffs will be held at the end of the regular season. The Executive will determine the playoff format each season.	Playoffs will be held at the end of the regular season. Playoff format will be voted on by captains at the annual captain's meeting.	Defeated
8.	Appendix E - Playoffs	Rule 2 Page 11	Players must have played a minimum of 9 weeks during the season to qualify for the playoffs unless authorized by the Executive.	Players must have played a minimum of 9 weeks during the season to qualify for the playoffs. No exceptions allowed.	Defeated
9.	Appendix E - Playoffs	Page 11	none	Add: if there is a tie, each team will choose 6 players and play one leg of 1001. The home team provides a chalker. If one team has less than 6 players remaining at the time of the 1001 leg, then that team misses a turn at throw for each person missing. EG. If one team has 5	Changed to: If there is a tie, 4 players will be chosen and one leg of 701 would be played. The home team provides the chalker.

				players, then for every 6 throws of team 1, team 2 only throws 5 times.	
10.	Appendix F - General Information	Rule 2 Page 12	<p>2. The captains are the final arbiters of what constitute legal play. Captains may agree to disregard or adjust any of these rules provided they both agree, with the following exceptions:</p> <p>a. Captains may NOT override the rules pertaining to awarding of individual points and all-stars.</p> <p>b. Captains may NOT make changes to Match Procedures or Scoring.</p> <p>c. Captains may NOT make changes to Play and Chalking rules.</p> <p>d. Captains may NOT override any rules in the Discipline section.</p>	Remove this rule.	Defeated