Welland and District Open Dart League

Bylaws & League Rules of Play

1. Games are scheduled to begin at 7:30 PM. Teams are allowed a fifteen (15) minute grace period. (Adopted AGM, April 2,1992)

2. A match will consist of 5 X 5 person team games, 5 X doubles games, 5 X singles games. An individual player can play in all team games (5), both doubles games (2), and one (1) singles games for a maximum of eight (8) games in a match. Doubles games must be played with different partners. (Adopted AGM, April 2,1992)

3. All games shall have a 501 start value. Each game shall commence with open-in and finish with double-out. (dart must land in outer double ring or Center Bull) Center Bull shall count as 2 X 25 for game start or finish for total of 50 points. (Revised AGM, May 10, 2012)

4. Each game starts by one member of each team throwing at the Center Bull (diddle for middle). Home team to have throwing option for the Center Bull. (Home team can throw for Bull first or option to have opponent throw first.) Players diddling for the middle will throw one (1) completed dart throw. Dart must remain in the board to be considered a completed throw. Closest dart to Center Bull will start first. The visiting team is required to mark up their player lineup first for each game in a match. The home team will mark score for all games in the match. (Revised - AGM - April 15, 1993)

5. The minimum eligibility requirements that constitute an eligible team of play, is four (4) team members, with at least one (1) player of said minimum being of opposite gender. Said team of 4 players will forfeit one (1) doubles game and one (1) singles game in the match. During team games, 26 points will be awarded for a dummy score. Dummy scores will only be eligible after a double in is achieved (if applicable). Dummy score will stop when remaining score is "100" or less. Dummy score is marked in the 5th place in the rotation. (Revised AGM, May 10, 2012)

6. A team that is unable to meet the minimum eligibility requirements will default the entire match and be awarded zero (0) points. The opposing team that fulfills the minimum eligibility requirements will be awarded ten (10) points. (Adopted AGM, April 2,1992)

7. Every player on a team is required to play a minimum of 4 games in a match with no exceptions, including playoff matches. If any player on a team does not play the minimum 4 games in a match, that team will be penalized one (1) game point for every game less than 4. (Adopted AGM, April 2,1992)

8. A team must play a player of the opposite gender in all five (5) team games, two (2) doubles game and one (1) singles game. (Revised AGM, May 10, 2012)

9. Players wishing to join the league are eligible until the middle of the dart schedule. The WDODL executive retains full capability to override if necessary. (Revised AGM, May 10, 2012)

10. Players wishing to transfer from one team to another are eligible until the last week of November. The Executive and league statistician must be notified. (Adopted - AGM - September 10, 1992)

11. All players must pay his/her full dues before November 30th. If said dues are not paid, and said player plays, the players Team will be in full default for that night's play and the opposing team will be awarded 10 default points.

    11.1. If a registered player has not thrown a dart, and has paid his/her dues, or if a team has paid the dues for a player to be announced, his/her dues can be transferred to a new player or dues will be refunded until the mid-point of the season/schedule. If a registered player has thrown even one (1) dart in a league game, his/her dues are transferable until the mid-point of the season/schedule, but are NOT refundable. (Revised AGM, May 10, 2012)

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12. If an ineligible player plays, the team is in full default. Opponents are awarded ten (10) points. (Adopted AGM - April 16, 1998)

13. If a player throws out of turn, the error must be caught before one player from each team has thrown or the score stands. If the error is caught, the offending player's score is erased and loses their turn. The player whose turn it is throws. If the opposing team has not thrown out of order, their score stands. The proper rotation continues.

~~14. Cancellation of a scheduled match between two teams is feasible only in the case of inclement weather. It will be the responsibilities of the team captains to: 1) Contact the other captain or co-captain to verify the weather conditions and agree upon the cancellation of the scheduled match. 2) Notify their own team members of the cancellation. 3) Reschedule and complete the cancelled match within 2 weeks. 4) Notify the league statistician of the cancellation and the rescheduled make up date. (Revised - AGM - April 16, 1998)~~

~~14.1. If a make-up match is not played within the initial 2 week period, the Executive can set a firm date to play the match within the following 2 week period. (Adopted AGM, May 19, 2011)~~

~~14.2. A team failing to fulfill minimum player requirements on a re-scheduled make-up night will be in default, regardless of which team requested the make-up in the first place. (Adopted AGM, May 19, 2011)~~

14.3. ~~Any match cancelled in the 1st half of the season should be rescheduled and played within the 1st half or 2 week periods as per rule #14 (Adopted AGM, May 19, 2011)~~

15. Cancellation of a scheduled match between two teams is feasible only in the case of inclement weather at the discretion of the league executive. In other words, unless the executive calls a night there will no longer be any makeups. (AGM, May 2013)

16. The home team is to supply the match score sheets. These sheets are to be completed as accurately as possible, and are to be verified and signed by the opposing captains. The winning team will be responsible for the delivery of the score sheet to the league statistician or can be dropped off in the assigned deposit box located at Royal Canadian Legion Branch #4. Score sheets are required to be received by the following Tuesday after a completed match. A penalty of two (2) points will be deducted from the winning team for failure to forward completed score sheets. (Revised AGM - April 16, 1998)

17. In case of disputes between two (2) teams only, the Executive plus one (1) member from each disputing team will decide the outcome. In case of disputes between more than two (2) teams, the Executive and all team captains will decide the outcome. (Adopted AGM, April 2,1992)

18. A protest about the score attained, called or recorded, after the retrieval of the player's darts, shall not be upheld. It is the responsibility of the player to verify his/her score before removing his/her darts from the board. Scorekeeper has final say. (Adopted AGM, April 2,1992)

19. Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the next throw of the player whose score is in error. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.

20. No indication of the required "double out" shall be given by the Scorekeeper. (EG: "32" - NOT "Double 16") (Adopted AGM, April 2,1992)

21. In the case of a regular season tie(s) for either first (1st) or second (2nd) place, a full night's schedule of games will be played to determine final regular season standings. (Adopted AGM, April 2,1992)

    21.1. Rule #20 applies to each division (A,B,C etc) when league has more than 1 division (Adopted AGM, May 19, 2011)

22. Executive and captains meeting dates are to be noted on the season's schedule. Frequency of meetings will be decided by the league executive prior to the season's start. The season's schedules are to be ready and handed out to the team captains or team representative at the season's first executive/captains meeting. (Adopted AGM, April 15, 1999)

23. Attendance / representation to Executive and Captains Meetings will be encouraged and awarded a maximum of two (2) point(s) per meeting which will be added to a team's league point standings. Each represented team will receive one (1) point for signing in, and an additional one (1) point for signing out at the end of the meeting. Any registered team member will be accepted as a team's representative for these meetings. Updated league standings and statistics are to be provided to the team representatives at these meetings. Any general concerns or issues for discussion / action will be welcomed at these meetings. (Adopted AGM, April 15, 1999)

24. Tournaments and Playoffs: (Adopted AGM, April 15, 1999)
    Start Times: Tournaments and playoffs are expected to start at the announced / scheduled times. Registration deadlines are to be a minimum of 1/2 hour prior to the scheduled start time. Deadlines are to be enforced as best as possible by organizers / conveners.
    Formats: It is the intent to have the same type of playoff format for all divisions. Tournaments and playoffs are recommended to follow a round robin format for the first round followed by knock-out rounds. The round robin games format, are to be determined by the executive and / or conveners and can be subject to change based on total registrations.
    Sections: In the event of only one (1) section, it is recommended that 50% of entries advance from the first round. In the event of two (2) or more sections, the top two (2) from each section, regardless of the number players / teams in each section, will advance from the first round.

24. To meet the requirements for the high percentage award, players must play 51% of eligible games thru the season. (Revised AGM, May 10, 2012)

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WDODL Dart Etiquette:

- ***<u>NO DART SHALL BE THROWN IN ANGER !!!</u>***
- All players should remain behind the toe line except for the Scorekeeper
- The Scorekeeper shall remain stationary during a player's throw
- Teams should remain silent during a throw
- Thrower can nominate a teammate to help count if necessary
- Do not throw darts until the Scorekeeper has completed marking and is clear of throw
- Scorekeeper should only call a score of one or more darts when asked by thrower
- Thrower and Scorekeeper are to agree on score before darts are retrieved from board
- Scorekeeper shall have final say in disputed scores if darts pulled before agreement
- Scorekeeper should not touch or move any dart to check it's score until all darts are thrown, remain in the board, and throw is deemed completed
- Scorekeeper should not follow a dart's flight to the board
- Scorekeeper should not change any score or make corrections while a player is throwing
- Scorekeeper shall not tell a player what combination to throw for an out