

Brampton/Bramalea Dart League

Constitution

Revised Sept/87, Revised Sept/88  
Revised Sept/90, Revised Sept 91  
Revised Jan/95, Revised Feb/95  
Revised Apr/97, Revised Aug/99

Part One

Section One: Executive Committee

The executive committee shall consist of five (5) persons: President, Vice President, Treasurer, Secretary, and the Director of statistics and Scheduling. Non-voting committee members may be appointed from the voting membership at large to assist the executive committee.

Section Two: The President

Shall preside over all meetings. He shall have the deciding vote at all times when there is a tie vote at an executive meeting. He shall not vote unless required.

Section Three: The Vice President

Shall perform the duties of the president in his absence.

Section Four: The Treasurer

Shall keep all accounts of funds received and disbursed. Shall provide an updated statement of funds to all members at captains meetings or upon request at any other meeting.  
All cheques must be signed by two (2) members of the treasury committee.

Section Five: The Secretary

Shall maintain a record of all minutes of executive and captains-meetings. Shall maintain a master list of all teams and their registered players. Shall provide copies of minutes of captains meetings.

Section six: The Director of Statistics and Scheduling

Shall create and maintain the master schedule for the given year. Shall be responsible for coordination of Inspection and approval of venue facilities prior to the start of the season. Shall coordinate the annual playoff tournament. Shall coordinate the recording and maintenance of all league statistics.

Section seven: Election of the Executive

All elections shall be held at the annual general meeting. All members in good standing are entitled to vote. Any member In good standing wishing to stand for president must have been a league member for five (5) consecutive years or have completed one full term on the executive committee.

Section eight: General

The executive quorum shall have the authority to make decisions pertaining to the welfare of the league. The executive shall be responsible for setting the dues and the collection of same. A quorum shall consist of four (4) executive members for an executive meeting. A quorum for all other meetings shall consist of thirty (30) per cent of the membership for the annual general meeting and thirty (30) per cent of the captains for the monthly captains meetings. Amendments to the constitution may be proposed for consideration by the executive committee and must be accepted by the members at the annual general meeting.

Part Two

Section one: Registration

Teams must be registered by a date to be determined by the executive committee prior to the commencement of the playing season. At the team registration meeting a non-refundable registration fee will be due. The amount of which will be decided upon prior to the league end. This will apply to both sponsors and players. All players must sign the release forms.

Section two: Player Registration

Teams must register a minimum of eight (8) players at the registration meeting. The balance of the players dues will be payable at the first captains meeting prior to the start of the season. Players will not be allowed to play until all dues are paid in full and the release forms are signed. Players must be a minimum of nineteen (19) years of age. L.L.B.O. rules and regulations must be adhered to.

### Section three: Amount of players

Each team may register a maximum of twelve (12) players by a date to be determined by the executive committee. If a team falls below nine (9) players at any time after the cutoff date they may apply to the executive committee to register additional players to bring them to a maximum number of nine (9) registered players.

### Part Three

#### Section one: Meetings

Captains meetings will be held as necessary. It is the captains responsibility to communicate with their team members what has taken place at these meetings. The captain or a team representative can vote at a captains meeting, but only one vote per team is permitted. The date for the annual general meeting is set at captains meetings, and two weeks prior to the A.G.M. an agenda must be set

### Part Four

#### Section one: Rules of Play

Rules of play shall be according to the “Rules of play for regular season” as issued and maintained by the Brampton/Bramalea dart league. Changes to the rules of play may be proposed, voted on and passed at captains meetings. Proposed rule changes must be submitted to an executive committee member in writing at least one (1) week in advance of a captains meeting. Prior to presenting the proposal to the captains, the proposal will be reviewed by the executive committee and they will decide if it will be presented to the captains at the next meeting.

### Part Five

#### Section one: Sponsor Regulations

Each sponsor will be required to have two (2) regulation dart boards per team. A committee will be appointed before the start of play to visit and check each sponsors equipment. A checklist will be completed for each sponsor. This will include: lighting, board conditions, throw lines, and board heights. It is the captains responsibility to report any discrepancies to the attention of the executive.

### Part Six

#### Section one: Constitution

This constitution shall only be changed by means of either the annual general meeting or by means of a special emergency membership meeting.

Section two: Anything not specifically covered by this constitution or the rules of play will be covered by the latest rules of the N.D.F.C.

## Part Seven

### Section one: Play Format

Each team will be allowed to register twelve (12) players and all can play on a given night Who actually plays is up to the team captain, keeping in mind that all players shall be given an equal opportunity to play. No player shall play more than once in each format. At 7:45 P.M. both teams MUST present their starting line-up. By 8:00 P.M. registration MUST be finished and play MUST commence. The order of play may be varied if both captains agree. If not, then normal format will be played (cricket, doubles, singles) A minimum of five (5) players MUST be present to avoid total forfeiture.

### Section two: Team Formats

#### Cricket and Doubles

Four games of two people will be played, only one dummy can be used. In the case of 5 or 7 players the games will be played as follows:

5 players and one dummy for a total of 3 games and 1 forfeit

7 players and one dummy for a total of 4 games and no forfeit

### Section three: Singles Format

As many singles games as possible will be played with players available. If a singles player has not arrived by the time of their singles match, the game is forfeited, and the point is awarded to the opposing team.

### Section four: Play Procedure

All matches MUST be best 2 out of 3 games, for a total of 16 legs

Eight (8) singles 501- straight in/double out

Four (4) doubles 601- straight in/double out

Four (4) two (2) person cricket games.

## Brampton Bramalea Dart League Rules of Play

### 1 - Player registration

At registration meeting, teams must provide the following:

- a minimum of eight player names, addresses and phone numbers.
- players registration fees.
- sponsor name and registration fee.

Any registration not containing the above information will not be accepted.

The balance of player names and registration fees are due no later than a date to be named at the first captain's meeting of the year.

Players are not allowed to play until all dues are paid and registration has been approved by league executive. Any registered player who plays with an unregistered player will not receive any points for games played with the unregistered player. Any team wins earned by the unregistered player will be credited to the opposing team.

Players must be a minimum age of nineteen (19) prior to the start of the season to be eligible to play in the Brampton Bramalea Dart League. LLBO and AGCO rules and regulations must be adhered to.

### 2 - Number of Players

Each team may register up to twelve (12) players before the date determined at the first captains meeting.

If a team falls below nine (9) players after the cutoff date they may apply to the executive to bring the team total back up to nine (9) as long as the following terms are met:

- Names of players no longer with the team (bringing the team total below 9).
- Names of new player(s) being added to the team.
- Full registration fee for new players being added.

### 3 - Format of Play

Each team may play all twelve (12) players on a given night, who actually plays in each game is the team captains decision, keeping in mind that all players should be given an equal opportunity to play.

No player may more than once in each format.

At 7:15 each captain must present their starting line-up.

At 7:30 registration must be completed and play must begin.

The order of play may be varied if agreed on by both captains, otherwise the normal order of play will be cricket, double, singles.

A minimum of five (5) players must be present in order to avoid a total forfeiture. All-star points are still awarded in the event of a forfeiture! The captain of the winning team must fill out a line up sheet and hand it in to the designated drop off point, and his players will receive points for their respective wins. If no sheet is submitted the previous weeks line up will be used to award points.

In the event of inclement weather the team captains must contact each other to decide whether or not the scheduled match will be played. The respective captains will then notify their players of the decision. Matches can be rescheduled to an alternative date, the league executive must be notified of all game cancellations and rescheduling.

#### 4 - Team Format

- Cricket: four games, two people per game.
- Doubles: four games of 601, straight in/double out, two people per game.
- Singles: eight games of 501, straight in/double out, one person per game.

#### Dummy Play for Cricket & Doubles

- only one dummy allowed in cricket and only one dummy allowed in doubles.
- five players and one dummy for a total of three games and one forfeit.
- seven players for a total of four games and no forfeit.
- late players or dummy, must always be inserted at the bottom of the line up.

As many singles games will be played as possible with the players available, to a maximum of eight. If a singles player has not arrived by the time of their match then the game is forfeited and all points awarded to the other team.

In the event of a protest over ANY issue, notify the other team that you intend to protest and COMPLETE THE GAME !!! A written notice must be submitted to the executive within one week, along with a \$50.00 cash bond. A grievance committee of non-conflicting league members will be appointed by the executive to arbitrate the protest. The cash bond will only be refunded if the decision is favourable for the protesting party.

#### 5 - Play Procedure

All games will be best two out of three, as follows:

- four cricket doubles
- four 601 doubles, straight in/double out
- eight 501 singles, straight in/double out

Players will be matched “number by number” on the sheet.

No dummy score is permitted in cricket. The dummy score in 601 doubles will be twenty-five points per turn until a remaining score of one hundred is reached. At this point the dummy no longer scores, and misses its turn when it comes up.

## THE VISITING TEAM CALLS ON ALL COIN TOSSES

Cricket game start: A coin will be tossed for choice of bull. The winner of the toss has choice of bull for the first and third (if necessary) game, the loser of the toss has choice of bull for the second game.

501/601 Game start: A coin will be tossed for the start of both 501 singles and 601 doubles. The winner of the toss in both events will throw first, straight in, in the first game and will have choice of bull in the third (if necessary) game. The loser of the toss will throw first, straight in, in the second game. The winner of the bull will start the third (if necessary) game.

When bulling up, all darts in the inner or outer bull (50 or 25) may be pulled from the board at the request of the second player.

Three in a bed counts only as the actual score. No fast finishes are permitted.

A player receives point count for a dart if the dart point is touching the board. Dart count scores at the point of entry into the board.

The chalker must observe etiquette and rules while chalking (ie. the chalker should always face the dart board, never look at the person at the line, and remain stationary until all three darts are thrown). When chalking 601 and 501 games both the score counted and score remaining must be recorded.

Disputes over dart count scores must be resolved prior to removal of darts from the board. Mathematical errors by the chalker must be corrected before the same team/player throws again, after the error, otherwise the score stands as chalked.

### 6 - All Star Points

Singles win - 3 points  
Doubles win - 2 points  
Cricket win - 2 points  
Dummy win - 2 point bonus  
Score 130+ - 1 point  
Finish 100–167 - 2 points  
Finish 170 - 5 points  
Score 180 - 3 points  
Score 171 (3 x T19 only) - 3 points  
Triple/Bull combination - 2 points (all three darts must score)

Triple/Bull for Division I must use all three darts and must include one double bull if a bull is used in the Triple Bull combination.

Triple/Bull for all other divisions must use all three darts and can be of any combination of triples and single or double bulls.

## 7 - Team Points

Two (2) points will be awarded to the team that wins nine (9) or more legs in a match.

One (1) point each will be awarded to both teams in the event of a tie.

Zero (0) points will be awarded to the team that wins less than half the games played.

A one (1) point penalty deduction will be made against any team that does not hand in their score-sheet to either an executive member or Just Darts prior to 12:30 pm on the Saturday following play. In the event that one (1) team hands in a score sheet and that team has not circled their team name to identify that the sheet is theirs, both teams will receive a one (1) point deduction.

One (1) penalty point will also be deducted for failure to attend scheduled captains meetings.

## 8 - Games Played

In order to qualify for team win points all games on the score sheet must be played. Play cannot terminate as soon as one team has acquired nine legs. Failure to complete all games will result in forfeiture of the two points for the win.

## 9 - Divisional Tie Breakers

In the event of a tie at the end of the regular season play, total legs won throughout the year will be the first deciding factor. In the event that two or more teams are tied for total points and total legs at the conclusion of the regular season, a playoff will be scheduled.

## 10 - Coaching

In non-Division I leagues, coaching a player on the line is permitted.