



Constitution, Rules & Bylaws

2010 - 2011

CONTENTS

Constitution

Election Procedure	1
Duties of the Executive	1

Rules & Bylaws

1. Registration	3
Size of Team	3
Fees	3
2. Responsibilities of Teams & Players	3
Selection of Captain	3
Unregistered Players	4
3. Responsibilities of Captains	4
Conduct	4
Meetings	4
Reporting Scores	4
Selecting Chalkers	4
4. Responsibilities of Chalkers	5
5. Scheduling	5
6. Postponements, Defaults & Forfeitures	6
Bad Weather	6
Defaulted Matches	6
Postponements & Rescheduling Matches	6
Forfeitures	6
7. The Equipment	7
8. The Play	7
Playing Formats	7
Score Verification	8
End of Games	8
Start Time	9
Minimum Number of Players	9
9. Play-Offs	10
Eligibility	10
Home Ground	10
Ties	10
Format	10
10. Protests	11
Procedures	11
11. Withdraws of a Team	11
12. Awards	11
Appendix "A": Minimum Physical Standards for Sanctioned Play	12
Appendix "B": Tips for Chalkers	13
Appendix "C": Defaulted Matches	13
Appendix "D": Glossary of Terms	14
Appendix "E": How to Read the Schedule.....	14

Ottawa Pub Dart League

CONSTITUTION

1. The name of the league shall be the Ottawa Pub Dart League (OPDL).
2. The Executive Committee (a.k.a. The Executive) should be composed of approximately five (5) Members selected by the existing Executive and approved by the Captains. The positions would consist of a President, Vice-President, Secretary, Treasurer, and a Statistician.

- 2.1 **ELECTION PROCEDURE:** Any member of the OPDL is eligible to run for the Executive. Submissions for membership on the Executive must be made in writing to the league's President or Secretary before the end of regular season play. Individuals interested in an Executive position may do so voluntarily or through a motion or recommendation by another member in writing. (Email is acceptable.)

Where necessary to select one or more individuals for one Executive position, the Executive shall hold an election at the annual pre-playoff Captains' Meeting. After the elections, the executive shall delegate individual positions.

- 2.2 The duties of the Executive shall be as follow:

President

The President shall preside at all meetings of the league. He shall arrange to have the Treasurer set up an account in a recognized banking institution in the name of the league. Three (3) officers (i.e. members of the Executive) will be chosen and given cheque-signing authority; however, any two (2) signatures only will be required on cheques and withdrawals.

He shall provide an annual financial statement showing total receipts and disbursements to date.

He shall further retain the monthly financial statements until the league's prize fund has been distributed at the conclusion of the league season.

It will be the responsibility of the president to ensure that other members of the executive are performing their duties adequately.

The President shall not have an active vote at meetings unless required to break a tie or impasse. Nor shall be permitted a team vote in the absence of his Team's Captain or Alternate.

Vice-President

The Vice-President, in the absence of the President, shall perform the duties of the President. He shall assist the President when his help is requested.

He shall be responsible to verify and ensure venues meet the league's Minimum Standards as detailed in Appendix "A". During the season, he shall investigate captains' complaints regarding to the darts environment at venues against the league's Minimum Standards. Before the start of the season, at a time designated by the president, he shall be required to verify that each new and renovated venue meets the league's Minimum Standards.

At the President's request, he shall liaison between the executive and the sponsors and/or managers at the venues. He shall investigate complaints from sponsors and/or managers regarding the behavior of OPDL members and/or teams.

The Vice-President will be responsible for all matter pertaining to registering the players, and investigating any concerns regarding registered or legal or illegal players. Team shall contact the Vice-President within 24 hours of a match where there is a question of eligibility.

Secretary

In addition to keeping the minutes of meetings and other duties required by the Executive, the Secretary shall furnish each Team Captain with a copy of the Constitution including Bylaws and Rules. Furthermore, the incumbent shall be responsible for contacting members and/or sponsors by letter or phone when requested to do so by the President.

Treasurer

He shall collect all membership fees. He shall establish an account in the name of the league in a recognized banking institution at the request of the President as outlined in the duties of the President. He shall keep an accurate record of all financial transactions of the league to the satisfaction of the Executive and produce it for inspection when required.

When receiving monies, he shall provide a receipt, and keep on file a duplicate of such receipt. He shall prepare an annual report, giving the receipts and disbursements for the year in detail. The treasurer is to provide an update bank statement and financial report to each executive meeting.

Statistician

The Statistician shall maintain an accurate account of games played wins, losses, penalties and points for each team and will make the standings available to each Captain on a weekly basis.

He shall be responsible for the scheduling of all games for the regular season and play-offs.

He shall also pass on information from the Executive to the Captains and members via the weekly standings sheet by posting the information accessible to all on the OPDL web page.

- 2.3 Executive members shall be required to perform any other necessary league-related duties.
- 2.4 The Executive shall be able to dismiss any individual of the executive not fulfilling his duties and shall assume those duties or appoint a successor alternatively for the remainder of the term.
- 2.5 The Executive shall have the power to discipline any member guilty of infractions of the rules or of misconduct.
3. Teams shall be assigned to divisions in a manner most advantageous to the league. It shall be the responsibility of the Executive to determine in which division a team shall play in a fair and impartial manner.
4. The Executive shall be obliged to maintain the viability and cohesion of the league and reserves the power to refuse entry of any player or team into the league.
5. The Ottawa Pub Dart League shall not be responsible for any personal loss or injury or damage to property sustained or caused by any member at any time.
6. All League games shall be played on a night specified by the Executive.
7. All teams must enter a minimum number of players up to a maximum as determined by the Executive.
8. League play shall start after September 1st as decided by the Executive.

N.B. In the event of a situation or situations not explicitly covered in the Constitution, Bylaws and Rules of the Ottawa Pub Dart League, such situation will be directed to the attention of the Executive Committee. The Executive Committee will then render a decision that will stand for the remainder of the playing season. Said decision will then be taken to vote by the membership for permanent insertion.

RULES AND BYLAWS

1. Registration

- 1.1 Teams must register a minimum of five (5) players to a maximum of ten (10). Any additional players must be registered within six playing weeks of the first night of regular season play.
 - 1.1.1 After the six-week period stipulated in 1.1, a team MAY NOT take on any new players unless they have received prior consent from the League Executive.
 - 1.1.2 Captains requesting to register a new player after the six week deadline must do so in writing to the Vice-President and provide the new player's name and average (if available). They must also provide the name and average of the player being replaced.
 - 1.1.3 After six weeks of play, all captains will be issued a list of all registered players in their respective divisions. Updates and team changes will be published in the weekly statistical report as necessary.
 - 1.1.4 Captains must provide the names and averages of all players at first (team) registration meeting. The player fees will not be due until the second meeting.
- 1.2 Teams must have a minimum of three (3) registered players in order to begin a night of play.
- 1.3 The registration fees for entry into the league will be applied toward league operating and banquet expenses and prizes. The fee shall be \$180.00 per team, which is non-refundable and must be paid before or at the first general meeting of the season to ensure each team's commitment to the league. In addition, each player will be charged a \$15 membership fee to become a registered member of the OPDL. This fee is non-transferable, non-refundable and is due and payable on or before the player registration meeting. Failure to meet the due-dates may result in non-acceptance of the offending team or player.
- 1.4 Player membership cards shall be issued to each player at the time of his registration and shall indicate the player's name and membership number.
- 1.5 Player registration is associated with, and conditional upon, team registration. Once a player has been registered with a team he may not change to another team that season.
- 1.6 Team captains failing to comply with the minimum registration requirements as outlined in 1.1 and/or failing to pay the registration fees before the due-dates will forfeit all games until such requirements have been met.
- 1.7 Players will only be permitted to register on a team in the same division as the previous year or 1 division lower. The onus is on the team Captains and players to comply. Failure to do so will result in penalties and/or forfeiture of points.

2. Responsibilities of Teams and Players

- 2.1 Each team must appoint a responsible and dependable person as captain to represent them. The captain (or his alternate) will be expected to be present at all captains' meetings (see 3.4).
- 2.2 A team may never permit an unregistered player to engage in league play. A person is considered to be registered only when the Vice-President has received the player's name, full mailing address, phone number and the Treasurer has received the fee as prescribed in 1.3.
 - 2.2.1 At any time during a night of play, providing there is no game in progress, a captain may ask any player or players on the opposing team to present their membership card.

- 2.2.2 Should a player be unable to present a membership card, then suitable identification must be shown to verify the player's identity. The player's membership status can then be later verified with the league secretary.
- 2.2.3 A team that allows an unregistered player to participate in league play will forfeit all games that the player took part in. Furthermore, the offending team may be subject to additional penalties to be determined by the executive.
- 2.3 Any player or players engaging in physical confrontation may be suspended for six (6) scheduled weeks of play for the first offense and the remainder of the season for a second offense. The executive reserves the right to render judgment on a particular situation as they deem applicable.
- 2.4 A team that, on more than one occasion, fails to notify the opposing captain or the league executive of a cancellation will be subject to an executive review possibly resulting in expulsion from the league.
3. Responsibilities of Captains
- 3.1 A team captain is responsible for the conduct of his team and the accuracy of the scoreboard.
- 3.2 It is also the responsibility of the team captain to be aware of any meetings, rule changes and other special announcements published with the weekly league standings. (That is, he is expected to pick up his copy of the newsletter and read it!)
- 3.3 If a captain disregards his duties to the point where he creates disharmony and/or impedes and interferes with the efficiency of established procedures, the Executive shall have the authority to require his team provide a replacement.
- 3.4 Although there are no penalties invoked on a captain or his team for failing to be represented at a meeting, the onus is on that captain to find out what transpired at that meeting. (Under no circumstances will the members of the executive be expected to spend their time on the telephone relating minutes to absent captains.)
- 3.5 All game results must be telephoned to the OPDL telephone number at 613-667-3820, or e-mailed to the league statistician at opdl.scores@gmail.com by EACH captain or his designated teammate no later than 5:00 PM on the Tuesday following play. **FAILURE TO REPORT THE SCORES WILL RESULT IN THE FORFEITURE OF THREE (3) POINTS FROM THE TEAM'S POINT TOTAL.**
- 3.5.1 Those persons reporting scores are requested to speak as clearly as possible and to state his name, the team's name, and opponent, date of play and the number of games won and lost. Provide your teams 180's and 171's as well as high outs, or multi out results.
- 3.6 Each captain or his appointed alternate must sign his opponent's score sheet following the final game.
- 3.7 Team captains are required to keep ALL score sheets from each night's play with all players' names clearly listed in the applicable portion of the score box. Where a team has two or more players with the same first name the last name or initial must also be present. If a question referring to 9.1 or 2.2 should arise, the team captain will be required to provide the Executive with his score sheets. Failure to produce the sheets may be considered an admission of guilt of an infraction.
- 3.8 The team captain or his appointee will act as score keeper (hereafter referred to as chalker) when his team is throwing second in a game. The chalker must adhere to the requirements detailed in section 4.
- 3.8.1 Should a chalker prove to be inadequate, the opposing captain may request a replacement, stating his reasons for the request. The chalker's captain must either replace him or, upon mutual satisfaction of both captains, rectify the situation.

- 3.9 Should a captain fail to present the minimum number of players required as detailed in 8.15.1, they will be considered a no-show and will be in default.
- 3.10 The onus will be on the captain of a team playing out of a new, changed or reconditioned venue to ensure the playing area is ready for inspection by the executive committee following the guidelines expressed in Appendix "A": Minimum Physical Standards for Sanctioned Play . The captain will ensure the boards, lighting, chalk boards, etc. meet the requirements and will contact the executive no later than September 7th and schedule an inspection day and time. Failure to ensure the team's playing boards and surroundings are ready for inspection could result in match forfeitures.

4. Responsibilities of Chalkers

- 4.1 The person selected by his captain to chalk the score for a game must be able to add and subtract numbers with reasonable accuracy.
- 4.2 The chalker should not drink during the time he is at the chalkboard keeping score.
- 4.3 The chalker must refrain from any unnecessary movement and must stand facing the dartboard at such an angle to prevent eye contact with the shooter.
- 4.4 The chalker must not speak to the shooter unless the shooter asks him to verify the score or the position of a thrown dart. (See also 8.11)
- 4.5 All scoring shall be marked from Left to Right, Left to Right as detailed in the Rulebook of the National Darts Federation of Canada. (Rule 12.12, 1995)

See also Tips for Chalkers in Appendix "B".

5. Scheduling

- 5.1 The scheduling of the games as will be the responsibility of the statistician with the approval of the executive.
- 5.2 The teams will be divided up into divisions of no more than eight (8) teams. The division in which a team will be placed will depend on the final standings from the previous year in the case of old teams. New teams will be placed in the lower divisions, unless the executive knows their players' ability. In this case they may be placed in more competitive divisions. The executive will consider requests for placement in higher divisions if made by the captain of the team concerned before the schedule is drawn up.
- 5.3 Teams that have participated in league play during the previous season and have retained a minimum of three players who were registered on that team during the previous season will be referred to as old teams.
 - 5.3.1 Old teams that finished in first or second place at the completion of the previous season, will be placed in the next higher division at the start of the new season and, assuming an 8 team division, those teams that finished last or second last will be moved down to the next lower division. (Requests from team captains not to move down will be considered by the executive when possible.)
 - 5.3.2 If a team's final position in the previous season was a result of having lost points due to penalties, their percentage wins (PCT) will be taken into account rather than their point total in determining the division in which they will be placed for the new season.
 - 5.3.2 Teams will not be required to switch between team and singles/doubles format to accommodate their standing of the preceding season.
 - 5.3.3 At the discretion for the executive, to facilitate scheduling and balance in a division, a team may be moved up or down by more than 1 division.

- 5.4 For divisions of 8 teams, the schedule will take 21 weeks to complete and will consist of three 7-week round robins. Playoffs will follow and be subject to separate scheduling arrangements as outlined in section 9. For divisions of less than 8 teams, the executive, in the best interests of the league, will schedule play.
6. Postponements, Defaults & Forfeitures
- 6.1 All matches for a given night's play may be postponed by the executive for reasons of bad weather. This will be announced on the radio, and on the league's telephone outgoing message (523-9009 x 2) no later than 5:30 PM. Emails will also be sent to those captains and players who have provided the executive with their addresses.
- 6.1.1 In the event that the night's play is cancelled by the Executive (as above), the first Monday after the last scheduled night of regular play will be used as the make-up night. All matches will be played at the originally scheduled locations or at such at time and place deemed acceptable by the executive.
- 6.1.2 At the beginning of the season, at the meeting held the week prior to commencement of play, volunteers from each division will be selected for the purpose of calling all the captains in their division to advise them of a cancellation of play due to inclement weather. These individuals must have at least two phone numbers for the executive's use.
- 6.2 If a team is unable to present the minimum number of players as detailed in 1.2, then the match is said to be in default and will be dealt with by the statistician as detailed in Appendix "C". However, if both captains agree, the match may be played within thirteen calendar days of the original scheduled date. Teams must notify the executive of rescheduled or defaulted matches. Failure to notify the executive may result in a 3-point penalty being assigned to one or both teams.
- 6.2.1 Notification of a team's inability to present the minimum number of players for a night's play will be given no later than 7:30 PM Sunday night (i.e. 24 hours prior to the start of the first game). In the event of such notifications, both captains must make all possible effort to reschedule the match. Failure to do so will result in a forfeiture and 3-point penalty. (See Appendix "C")
- 6.2.1.1 In certain circumstances it is possible that a team may not be able to advise their opponents of their inability to field a team before 7:30 PM Sunday night. In such cases, provided the team forfeiting the match advises the other team captain and the executive of the situation prior to 5:30 PM on the Monday of the scheduled match, the 3-point default penalty will be waived.
- 6.2.2 When making a request to reschedule a night of play, the captain doing so must take into account the inconvenience to the other team. He and his team must make all effort to accommodate the other team even if their opponent's choice of day and time for the rescheduled match is inconvenient to them.
- 6.2.3 All rescheduled matches must be played at the venue they were originally scheduled to be played. (Deviations from this rule may be permitted by the executive in the event of special circumstances.)
- 6.2.4 A team defaulting their matches on two occasions will be subject to an Executive review and may face expulsion from the league. First time defaults will warrant a warning reminder from the Executive.
- 6.3 If both captains agree and inform the Secretary or Statistician, games may be played at any time prior to the night on which they are scheduled as long as they are played at the location originally specified on the schedule.
- 6.4 Should a team refuse to play a match, set or game when the requisite number of said team's players, as stipulated in 8.14, are present, they will be declared to have forfeited and will be penalized twice the number of penalty points for a default (i.e. 6 points).

6.4.1 The team forfeited against shall be awarded an average of points won against the same team in other rounds. The points will be rounded up and must be greater or equal to points normally awarded in a default situation.

7. The Equipment

- 7.1 The dartboard must be a tournament type sisal board with non-reflective numerals and spider. Recommended types available from several local suppliers are Nodor or Winmau. The scoring wedge indicated by the number "20" shall be the darker of two wedges' colours and must be the top center wedge.
- 7.2 The equipment and playing area must conform to the Minimum Physical Standards for Sanctioned Play as detailed in Appendix "A".
- 7.3 Any complaints regarding lighting on boards or other irregular conditions must be reported to the league Vice-President who will look into the complaint as soon as possible and have it rectified if necessary.

8. The Play

- 8.1 At 7:00 PM on the night of play, the dartboard(s) will be made available for all members of the playing teams to practice.
- 8.2 Teams in division participating in singles and doubles matches will play for 17 total points each night. Sixteen of these points will be derived from 16 "best of three" sets with the team winning two legs (games) in each set being awarded one (1) point. The match will include 4 sets of 501 doubles, 4 sets of cricket doubles and 8 sets of 501 singles. A night of play will conclude with one (1) 4-person team game (701) that will count one point.

For the top two divisions participating in the team-play format, eleven 4-person team games (701) will constitute one night of play. For the remaining division(s), nine 4-person team games (701) will constitute one night of play.

8.2.1 Teams participating in the highest lettered division playing singles and doubles matches will play for a total of 13 points each night. Their points will be derived from 12 "best of three" sets with points awarded as indicated in 8.2. However, their match will include 2 sets of 501 doubles, 2 sets of cricket doubles 8 sets of 501 singles. As in 8.2 the team game will conclude the night's play.

8.2.1.1 In divisions thus affected, there will be no switching of partners when going from 501 to cricket doubles. Player substitution, however, will still be permitted.

- 8.3 Each night of play, in 4-person team play, the team to throw first will be determined by the toss of a coin. In each game the starting team will alternate until the last game when the toss of a coin will once again determine team to throw first. During each game the team throwing second will provide a chalker.

In the divisions playing singles and doubles, for each set, the team throwing first in the first leg will be determined by a diddle-for-the-middle. The loser of the diddle will start the second leg. If a third leg is required, another diddle-for-the-middle will determine the start. In all instances the home player or players will determine who will diddle first. When diddling, if the first player throwing hits the centre bull, his opponent may ask him to remove the dart and he must comply. In all matches, except the "team game", two dartboards will be used to play the matches.

- 8.4 In divisions playing the 4-person team format, no more than 5 minutes may elapse between games. After the first game has been concluded and for subsequent games, player warm-ups will be permitted only to players who had sat out the previous game and are being introduced into the next. These warm-ups will be limited to 9 darts for each new player

In divisions playing singles and doubles, captains are expected to keep the match running smoothly by

ensuring that once one set ends, another begins immediately. Next scheduled players must present themselves at the first available board within 5 minutes of its availability. Failure to do so will result in forfeiture. Warm-ups between sets will be limited to the customary 9 darts and only by those people scheduled to play next. They must be completed within the 5 minute period so play can continue.

- 8.5 In divisions playing the 4-person team format, their individual captains will determine team lineups. No substitution of players may be made after the first round of play (i.e. after each player has thrown once) in any given game. Substitutions may be made after the completion of the game.

In divisions playing singles and doubles, both captains will commit their own lineup on the master score sheets provided for the first two sets before the start of 501 doubles play. At any time prior to the start of cricket, both captains will commit their own lineup on the master score sheets provided for the first two sets of cricket doubles. For each set, the home team captain will select which board will be used. The order in which names are listed on the master score sheet will determine opponents in each doubles set as follows:

- | | |
|------------------|--|
| 1st Set Doubles: | First doubles pair listed from each team. |
| 2nd Set Doubles: | Second doubles pair listed from each team. |
| 3rd Set Doubles: | First home team doubles pair versus visitor's second pair. |
| 4th Set Doubles: | Second home team doubles pair versus visitor's first pair. |

NOTE: Substitutions may be made after the second doubles set. Player pairs may not be reshuffled or rearranged. No player may participate in more than 2 sets.

For singles play, prior to the first singles set, each captain shall provide the names of four (4) of his players to be drawn at random by the opposing captain. The names will be listed on the master score sheet in the order drawn and will determine opponents in each singles set as follows:

- 1st Set Singles: First listed player from each team.
- 2nd Set Singles: Second listed player from each team.
- 3rd Set Singles: Third listed player from each team.
- 4th Set Singles: Fourth listed player from each team.
- 5th Set Singles: First listed player from home team versus visitor's second listed player.
- 6th Set Singles: Second listed player from home team versus visitor's first listed player.
- 7th Set Singles: Third listed player from home team versus visitor's fourth listed player.
- 8th Set Singles: Fourth listed player from home team versus visitor's third listed player.

NOTE: Substitutions may be made after the fourth singles set. Non-substituted players must remain in the same position (order) drawn. No player may participate in more than 2 sets.

- 8.5.1 In both singles and doubles, a team captain must inform the opposing captain of any substitutions and provide details if requested.
- 8.5.2 If agreed upon by both captains, to expedite the matches, players having completed doubles 501 matches may play their cricket matches immediately thereafter as opposed to waiting to play when all 501 matches have been completed provided no substitutions of players are made.
- 8.5.3 If so determined by the Executive, in the highest lettered singles and doubles division(s), the 5th through 8th singles sets will be omitted from the night's play. The team game will follow the 4th singles set and the total number of points attainable will be reduced from 17 to 13.
- 8.5.4 After the second set of 501 doubles, after the second set of cricket matches and after the fourth set of singles matches players must be ready to start the next match within 5 minutes. In all instances, the 5 minute rule must apply in order to keep play flowing smoothly and to reduce wasted time.
- 8.6 A dart score shall be determined from the side of the wire at which the point of the dart entered the board.

- 8.7 No dart may be touched by the thrower, another player, the chalker or captain prior to the decision of the chalker.
- 8.8 In divisions playing the 4-person team format, a player shall not leave the toe line until his throw is completed. When the team's score is below 100, the player is permitted to call his captain or designate to the toe line and consult him on what has been scored and/or left and/or what he should shoot for.

In divisions playing singles and doubles, there will be no coaching permitted. However, in 501 doubles or in cricket a player may consult his partner. To do so, the player must first back away from the toe line.

- 8.9 It is the responsibility of the player to verify his score before removing his darts from the board. The score will remain as written if one or more darts have been removed from the board.
- 8.10 Errors in arithmetic must stand as written unless corrected prior to the same team's next throw. The aforementioned may be waived in the interest of sportsmanship provided both captains so agree.
- 8.11 A player may ask the chalker (and the chalker shall tell him) only what he has scored. Only in divisions playing the 4-person team format may a player ask his captain (or designate) for advice.
- 8.12 Darts may not be rethrown and only those darts whose points are touching the scoring surface of the board may be counted.
- 8.13 When the winning double has been thrown the game is considered finished. Subsequently thrown darts will not count. The dart must remain in the board until the shooter touches it to count. Should the chalker touch the dart and cause it to fall, it will be taken as a good shot and the game will be over.
- 8.14 If each team has at least 3 players present, play must start no later than 7:30PM.
- 8.14.1 At 7:30 PM the lineup sheet for each team shall be completed and the teams will commence play. There will be no grace period. If a player is late, but his turn has not come up, he may participate in the game in accordance with 8.5.
- 8.15 A minimum of three players is required before a team can start to play.
- 8.15.1 If a team has only 3 players present, in divisions playing the 4-person team format, the team will miss a turn each time after the third player has shot. That is, a score of zero will be entered when the fourth player would normally take his turn. This practice will continue until the game is over.
- In divisions playing singles and doubles, in singles play, the team will automatically forfeit every fourth set. In doubles play, one player will play against two and a score of zero will be recorded in place of his missing partner's score.
- 8.16 Any team found claiming to have won all games on a night instead of reporting a default will forfeit all wins and, in addition, will receive a three point penalty.
- 8.17 All spectators and players must align themselves out of the peripheral vision of the player at the toe line with the sole exception of the chalker who must refrain from drawing attention to himself. They must also keep talk and noise at an acceptable level or be asked to leave.

9. Play-Offs

- 9.1 In order for a player to be eligible to play in the play-offs, he must have participated with his team for 50% of the nights since his registration. Requests for deviations from this regulation must be made in writing to the Executive and be received by the Secretary no later than one week prior to the commencement of play-offs.
- 9.2 The play-offs will commence on the Monday one week after the last scheduled night of regular play that will include any necessary make-up nights as detailed in 6.1 and 6.1.1. The Sunday immediately proceeding the first night of playoffs (i.e. the day before) will be used by the executive to meet with the team captains and a representative from each team is expected to attend.
- 9.2.1 Of the two opposing teams, the games will be played at the home ground of the team that finished higher in the regular season.
- 9.2.2 If two or more teams win the right to play at their home ground and there are not enough league-sanctioned boards upon which to play, the statistician of the league will inform both captains of this situation. Said captains will then consult their teams and agree as to which team shall commence play at 7:00 PM as opposed to 7:30 PM. The other team shall commence play at 9:00 PM or as soon thereafter as possible. If the teams are unable to reach a mutual agreement, the decision will be made by the toss of a coin. Both captains must make sure their opponents are aware of the time change at least 48 hours before the match. The teams playing second will do so within one half hour after the end of the first match.
- 9.2.3 In the event of a tie between teams at the end of the regular season, the count-back rule will be applied. Specifically, the statistician will examine the statistics to see how the two tied teams fared when they played against each other. The team having accumulated the most total points over the three times they met will win the higher position in the final standings.
- 9.3 The format of the playoffs will be the same as that of the regular season and the first team to win over 50% of the sets (or games in 4-person team play) will advance to the next play-off stage.
- 9.4 In divisions playing the 4-person team format, games will be 701 with the winner of a coin toss starting the first game. The loser of the toss will start the second game, alternating thereafter. Should a final and deciding game be required, another coin toss will determine who starts that game.
- 9.5 All teams will be eligible to participate in the play-offs and they will play off only against teams from their own divisions. The order will be determined by point standings at the end of the regular season play.
- 9.6 The play-offs will take place on three consecutive Monday nights and will consist of the quarterfinals on the first night, the semifinals on the second night and the finals on the third night.
- 9.6.1 In the quarterfinals, the 1st place team will play the 8th place team; 2 will play 7; 3 vs. 6; 4 vs. 5 (see 9.5.).
- 9.6.2 In the semifinals, the winners of 1 vs. 8 will play the winners of 4 vs. 5 and the winners of 2 vs. 7 will play the winners of 3 vs. 6.
- 9.6.3 The two winning teams of the semifinals in each division will play off to determine the play off champs and runners-up.
- 9.6.4 If a division should have 7 teams, the 1st place team will get a bye into the semifinals.
- 9.6.5 In the event that a division should have 6 teams, the teams that finished in first and second place for the regular season will get a bye into the semifinals. In the quarterfinals, the 3rd place team will play the 6th and the 4th will play the 5th. In the semifinals, the 1st place team will play the winner of 4th vs. 5th while the 2nd place team will play the winner of 3rd vs. 6th.

9.6.6 In the event that a division should have 10 teams, the teams will be split into two divisions, A-Div top 5 teams, B-Div bottom five teams. If there is a tie for placement, the rule to break ties will be applied prior to determining the split. 1st place will receive a bye to the finals. In the quarterfinals, the winners from week one will play each. In the finals 1st place will play the winner from the 2nd week.

10. Protests

10.1 Should a dispute arise between two teams concerning the application or meaning of the rules or bylaws of the OPDL or a problem concerning the location of play, the captain making the protest must advise the opposing captain of the problem. If no acceptable solution can be mutually agreed upon, the opposing captain must be informed that the game (or games) will be played under protest.

10.1.1 Any protests of games must be received by the Secretary in writing within 48 hours of the game(s) under protest.

10.2 Attempts to distract an opponent while he is at the toe line or in the act of throwing a dart will not be tolerated. Complaints, in the form of protests, may result in disciplinary action taken against the player or players responsible.

10.3 Should a situation arise where it is discovered that both teams conspired to violate a rule and later file a protest, both teams will forfeit all points taken that night and will be credited with the maximum number of possible point losses for one night of play.

11. Withdrawal of a Team

11.1 All games played against a team that withdraws from the league in mid-schedule will be considered null and void in uncompleted round robins.

12. Awards

12.1 Awards will be presented at the annual awards banquet held at the end of the season, after the playoffs.

12.2 Team awards will be presented to those teams that finished the regular season in first or second place in their respective divisions. In the case of a tie, the count-back rule will be applied (see 9.2.3.) Team awards will also be presented to the playoff finalists in each division.

12.2.1 Team awards will consist of one large (annual) trophy on which the team's name will be inscribed for posterity. This trophy will remain the property of the OPDL, but will be considered to be on loan to the team until the end of the next season or until the league executive sees fit to recall it. In addition, an award will be presented to each registered player on that team to keep as a souvenir.

12.3 Individual awards will be presented to those people who shot perfect 180 scores (3 triple 20s in one shot) and 171 scores (3 triple 19s in one shot) during the regular season play. Persons throwing the highest out shot (i.e. 3-dart finish) in their respective divisions will also receive an award. The highest out shot shooter will receive the award for league high finish in lieu of one for his division. His name will also be placed on an annual award for posterity.

12.4 Special awards to individuals or establishments who have provided time, assets, services, etc. to the Ottawa Pub Dart League may be presented with awards as deemed acceptable by the executive.

12.5 Annual trophies must be returned no later than the Captains' meeting held in March. Trophies returned after that time will be subject to a \$10.00 fee. If a member of the executive has to pick up trophy, the fee will be increased to \$20.00. These fees are to be the responsibility of the Captain and due at the executive's demand.

Appendix "A": Minimum Physical Standards for Sanctioned Play

No furnishings, fixtures or partitions may be placed within the shaded area (fig. 1) so as to interfere with the shooter when standing at the toe line (oché) or impede his clear line of sight to the board.

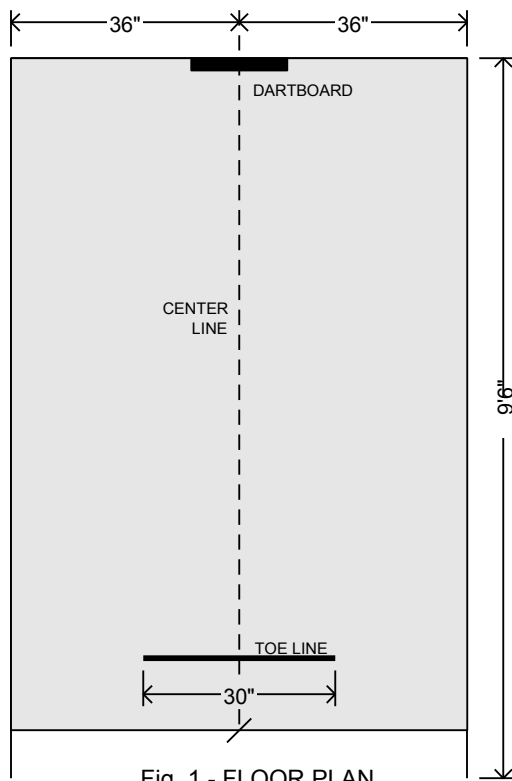


Fig. 1 - FLOOR PLAN

During play the shaded area shall also be completely free of all staff and customer traffic and be for the sole use of the shooter and marker.

A chalkboard of suitable size with chalk and eraser shall be mounted vertically on the wall or cabinet to one side of the dartboard (within the shaded area) such that the shooter can see it at a glance without turning his head.

The dartboard must be of the bristle or sisal type, in good condition (i.e. free of bumps, bulges or hard spots) and installed as shown in fig. 2. The dartboard's metal components must be of a non-reflective type. Winmau (Accudart) & Nodor dartboards are highly recommended and preferred.

Where two or more dartboards are mounted on the same wall they may not be closer than 42" from each other as measured between bull's-eyes.

The flooring must be sound under foot, reasonably level and free of gaps and grills in which a dart may be lost.

Lighting should provide a minimum of 50 foot-candles at the board face and be positioned so as not to impede shots to the top of the board. (i.e. a single lamp mounted above the board should be no lower than 7 ft. from the floor.) Only spotlights may be

used - 100 watts minimum with 150 watts preferred. Floodlights and standard light bulbs provide inferior and insufficient lighting and may not be used.

The ceiling in the area of play may be no lower than 7'6" as measured from the floor.

Seating must be provided for a minimum of 14 players (7 per team) providing a clear view of the dartboard for all players.

Wall space or a bulletin board in a suitable location shall be provided for the posting of the weekly statistics or newsletter.

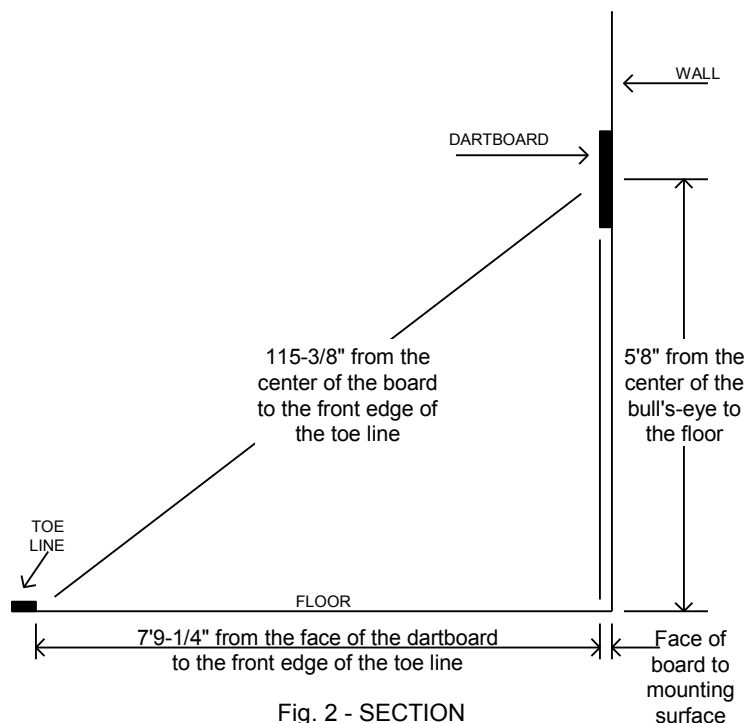


Fig. 2 - SECTION

Appendix “B”: Tips for Chalkers

There are a number of things that chalkers must keep in mind when chalking a game. Most are common sense and a demonstration of good sportsmanship that adds to everyone’s enjoyment of the game of darts.

Chalkers must keep the following points in mind:

- . Do not talk or move about while chalking - REMAIN STILL.
 - . Do not drink or smoke while chalking.
 - . Do not look at the shooter - stand facing the scoreboard.
 - . Do not lean out to see where a dart is or follow the dart with body or head movement.
 - . Do not speak to the shooter or call out the score of thrown darts or the remaining score, unless asked.
 - . Do not tell a shooter what to shoot or what combination to shoot for an out, however, if requested, you may tell him what he has scored.
 - . Do not show signs of disgust or excitement when chalking - BE IMPARTIAL.
 - . Do not adjust or change a score while a player is throwing.
 - . Do not change the sides of the scoreboard. If a team starts on the left, leave them on the left for all games.
-

Appendix “C”: Defaulted Matches

When a team defaults against another team and the matches are not made up, the defaulting team will be awarded a score of zero (0) for the night and will be penalized a total of three (-3) points. (See 6.2.1.1.)

The non-defaulting team will be awarded the full nights points. 17 Points in the double divisions and 9 points in the team division.

Points awarded by the statistician in the event of a default will not be open to negotiation with or by either team involved.

Appendix “D”: Glossary of Terms

171	A score achieved by hitting three triple 19s in one throw. Any other means of scoring 171 is not accepted.
Bye	“The preferential status of a player or team not paired with a competitor in an early round and thus automatically advanced to play in the next round.” - Random House Webster’s College Dictionary
Chalkers	A person who scores a darts match. Generally on a chalkboard adjacent to the dartboard. He is usually a non-participant in the match.
Diddle-for- The-middle	A term in darts referring to the act of one player from opposing teams throwing a dart at the bull's-eye to determine who will throw first in a match or leg; that privilege being accorded the person whose dart lands closest to the centre.
Leg	A single dart game.
Match	A number of legs generally constituting of a best-of series where the winner is awarded points and the loser gets nil. In this instance, a match is sometimes referred to as a set.
Oché	Toe line or toe board. The line at which a dart player stands when throwing. Pronounced "awk-ee" as hockey with the h dropped.
Standard Dartboard	A dartboard which conforms to the type used by the World Darts Federation regulations and those of the National Darts Federation of Canada (NDFC) as defined in the Official NDFC Rules of Play.
TAD	Telephone Answering Device. A special recording device which, when connected to a telephone line, provides a greeting to callers and is equipped to record their messages.
