

ROYAL CANADIAN LEGION WEDNESDAY NIGHT MIXED DART LEAGUE

(R. C. L. W. N. M. D. L.)

CONSTITUTION & BYLAWS

(Amended Apr, 2024)

NAME

1.0 The name of this organization shall be the Royal Canadian Legion Wednesday Night Mixed Dart League, henceforth referred to as the R. C. L. W. N. M. D. L.

OBJECTIVE

2.0 To provide the people in the area with the opportunity to participate in organized darts.

EXECUTIVE

3.0 The executive positions shall be the President, Past President, Vice President, Treasurer, Recording Secretary, Statistician, Spares Captain, Ways & Means Committee

3.1 The executive shall hold office for one year. The term of office shall commence after the general election and awards presentation.

3.2 There will be a **General Meeting** held on **the last week of regular play**, to elect officers. At this meeting any changes to the Bylaws shall be addressed. The registration date to begin the next season of play and any changes to game play, team structure etc. that will affect the next season of play, will be decided. Any necessary changes can then be made to the Constitution, Bylaws and/or Rules of Play during the off season by the Recording Secretary. A copy of the newly changed bylaws will be available on the first night of play the following season.

3.2A Proposed changes or alterations must be submitted in writing to the President or designate, 3 weeks prior to the Annual General Meeting.

3.3 The new Recording Secretary will attempt to contact last year's players to remind them of the League's start date prior to the end of August, and the Treasurer will also put an ad in the St. Albert Gazette, if required, to notify the public of the leagues start date.

3.4 The executive will assign responsibility for the 50/50 draw each week to a team, usually by team number. That team will be responsible for selling tickets, for executing the draw and for giving the monies collected to the treasurer.

3.5 Position and Duties of Elected Officers/Voting shares:

President

Overall operation of the R.C.L.W.N.M.D.L. and will chair all meetings. Voting matters needing a tie-breaker after 2 rounds, will be decided by the President.

<u>Past President</u>	Will be responsible for assisting the President in any league matters; not required to attend meetings.
<u>Vice-President</u>	Will have the same responsibilities as the president in support of the president and chair all meetings in his/her absence.
<u>Treasurer</u>	Will be responsible for all monies dispensed on behalf of the R.C.L.W.N.M.D.L. and keep records of player dues and other income collected.
<u>Recording Secretary</u>	Will record minutes of meetings and will be responsible for all correspondence and advertising for the R.C.L.W.N.M.D.L. Will update these bylaws and rules once annually to ensure they reflect any changes in procedure as directed by the executive.
<u>Statistician</u>	Will be responsible for the collection of the weekly score sheets and update standings, statistics records. Will create score sheets for use on game night.
<u>Spares Captain</u>	Will be responsible for keeping a list of spares and supplying them to teams that require them.
<u>Ways & Means Committee</u>	Will be responsible for the purchasing and engraving of all trophies and awards as required by the R.C.L.W.N.M.D.L; will be responsible for all banquet arrangements.

Votes for the Executive

- President, 1 vote
- Past President, 1 vote
- Vice President, 1 vote
- Treasurer, 1 vote
- Recording Secretary, 1 vote
- Statistician, 1 vote
- Spares Captain, 1 vote
- Ways & Means Committee, 1 vote

3.6 Disputes or discrepancies with league play, or problems of any kind, should be directed to the Executive in writing and will be dealt with as soon as possible.

THE VENUE

4.0 The R. C. L. W. N. M. D. L. is hosted by the Royal Canadian Legion branch 271, and the League and its players must conduct themselves in accordance with the Legion's rules of conduct.

4.1 Sponsored league trophies will not leave the branch.

FINANCIAL ARRANGEMENTS

5.0 All R. C. L. W. N. M. D. L. cheques shall require the signatures of two of the signing authorities in order to withdraw or expend money. The signing authorities should be the following people: president, vice-president, treasurer and recording secretary.

REGISTRATION, FEE SCHEDULE AND LEAGUE DATES

6.0 The R. C. L. W. N. M. D. L. fee for full time players will be \$35.00 for the season.

6.1 The \$30.00 player fee must be paid by the fourth week of play or the player will be removed from the active players list and moved to the spare list at the discretion of the executive.

6.2 The R. C. L. W. N. M. D. L. fee for spare players will be \$2.00 per night played, up to a maximum of \$30.00 for the season. At any time a spare player has paid the full \$35.00, he/she becomes a "paid up spare".

6.3 The \$2.00 spare player fee must be paid before play begins on nights when a spare is assigned to team.

6.4 **Registration** will be held each year on the **first Wednesday of September** with regular play commencing on the second Wednesday of September.

6.5 The R. C. L. W. N. M. D. L. season shall end by April 30th each year including playoffs, if applicable.

TEAMS

7.0 Teams are created after the first registration night by the executive members. Because this is a "fun league", no prearranged teams will be allowed. A list of players and teams as selected will be given to the Statistician as quickly as possible, to accommodate creating the new statistics spreadsheet for the year. The statistician will be notified of any changes to team or player status throughout the year.

7.1 If possible, teams will consist either of two women and one man or two men and one woman. No spouses may play for the same team due to problems created by absenteeism.

7.2 Players may be re-evaluated after six weeks of play, at which time they may be moved another team if their skill classification changes. This is to help all teams be evenly matched. Classifications are determined by previous statistics. New players, unless known, will automatically be classified as a "B" player.

7.3 Teams that are absent on a game night will not receive any points for that night of play. The team that was to be their opponents will receive points for wins for all games they were scheduled to play.

7.4 If a team member misses three weeks in a row and does not notify his/her Team Captain or the Spares Captain, he/she will be removed from the league and will forfeit any dues, or dropped to the spares list at the executive's discretion.

7.5 Any Team Captain who is an executive member will not be a voting member in the solution of disputes or discrepancies pertaining to his/her team.

7.6 Absent players names are to be stricken off the score sheets and replaced with the spares name.

7.7 The League shall be limited to a maximum of 16 teams.

SPARES

8.0 The Spares Captain continues through the season to be in charge of assigning any spares available to teams on league play nights. All notification of players who will be missing or late on play nights must therefore be directed to the Spares Captain.

8.1 Paid up spares will have assignment priority over occasional spares.

8.2 Before any spare can become a full time member of a team, they must pay the balance of their full time player fee.

8.3 Dart play normally begins at 7:00 pm. The Spares Captain must be notified of any player's intention to be absent or late by 6:45 pm on the night of play. If a team member is late, and has been replaced by a "ghost" player, he/she must wait until the start of the next game to begin play. If a team has already been assigned a spare and the regular player shows up, the regular player will not play.

8.4 If only one member of a team is present on game night, and if a spare or spares is assigned, the games may proceed. Another team may "lend" a player to a team that is short by two players. This decision is at the lending team Captain's discretion only. Otherwise, a single player with no second player may not play with two "ghost" teammates, and so wins for all scheduled games are forfeited to the opposing team.

8.4(a) If a complete team is absent on game night the opposing team will receive all 9 points and if there is sufficient spares available, the Spares Captain, with the approval of a senior executive, has the option to make up the missing team with available spares and games will resume as scheduled and the spares along with the regular players will play for their own personal stats.

8.5 If any spares present have been assigned and there are teams that are still short of a player and they are playing against a full team, then the short team will play with a "ghost" player as their third.

8.6 Playoffs - only full paid spares qualify to play in the playoffs or teams will lend a player(s) at the discretion of the executive.

SPARES ASSIGNMENT

9.0 Spares will be classified either as an "A", "B" or "C" player. The classification will be based on one of the following three criteria: Previous year points ranking, if available; or calculated based on a minimum of 3 weeks play during the current year; or at the discretion of the executive.

9.1 Spares can only play at their determined level or a higher level. "C" players can play as a "C", "B" or "A" player; "B" spares can play a "B" or "A" player; and "A" spares can only play as an "A" player.

9.2 Any excess spares or spares who do not meet the above criteria will not play.

9.3 In keeping with the fun theme and to make spare selection unbiased spares will be assigned on a draw basis.

9.4 Replacement of players on a permanent basis will be administered by the President, Vice President and Spares Captain(s). Paid up spares in accordance with player rankings will be given preference over new players wanting to join the league (as 8.1 states).

PLAYING WITH A "GHOST"

10.0 When a team is playing with "ghost" member, the "ghost" scores 26 for each round when it is the third players turn. The ghost stays in the same spot in rotation throughout the games, until the team's score is 99 or less, then the "ghost" is removed from the play order and the two remaining players shoot in the regular rotation for the remainder of the game.

10.1 If there are two teams playing against one another with two players on each team then the "ghost" rule will not be used and the two players on each team shoot in the regular rotation.

10.2 If a team is missing a player and playing against a full team, the Ghost scores:

- a. Missing "A" player, the Ghost scores: 46,
- b. Missing "B" player, the Ghost scores: 36,
- c. Missing "C" player, the Ghost scores: 26.

POINTS

11.0 Each night will consist of 9 games being played. A team shall be awarded 1 point for each game won.

11.1 Individual points will be awarded for each:

- finish (doubling out)
- shot of 95 - 113
- shot of 114 - 132
- shot of 133 - 177
- shot of 180

Team captains are responsible for ensuring the score sheets are correct.

DISPUTES OR DISCREPANCIES

12.0 All decisions for the smooth running of the league are at the discretion of the executive.

RULES OF PLAY

1. All teams will consist of three players (including spare or "ghost" Player)
2. Games will begin no later than **7:00**
3. There will be nine games played, all games will be no more than 15 minutes, after the elapsed time

all players will throw 3 darts with the high total points be awarded to the team and player who had the highest score. All games will be 501, fly in and double out.

4. All unplayed games past 9:00, will start the balance of games at 301 until completed.
5. Regular rotation is defined as A then B then C as listed on the scoresheet.
6. The first three games will include all 3 players from each team in regular rotation. The fourth game will be a 2v2 game where only player 1 and player 3 from each team play. The fifth game will be a 2v2 game where only player 2 and player 3 from each team play. The sixth game will be a 2v2 game where only player 1 and player 2 from each team play. The remaining 3 games will include all 3 players from each team in regular rotation.
7. After game 1, each game is started by the player on the previous game's losing team who would have played next in regular rotation.
8. Start of Play: Team Captains will decide start order by "diddling for the middle". Subsequent games will start by the team that lost the previous game in the same player rotation.
9. Teams will alternate "keeping the board" or scoring.
10. The player who is scoring the game should conduct him/herself in a manner that is not distracting to players. Game etiquette would normally have them face away from the player and standing still close to the scoreboard and back from the line of throw. He/she may be asked at any time for a ruling on a dart's score or for an updated total for darts in the board, but it is not his/her responsibility to give advice on play, for example what to throw next. Scorekeeper's judgment is final and a score review may only be requested provided the darts have not been removed from the board.
11. A dart's score will count only if the dart's point is still contacting the board for three seconds after the last of the 3 dart group hits.
12. A team without a full complement of players and who have not been assigned a spare will use a "ghost" player, and will follow the procedure mentioned under "Playing with a Ghost". The ghost always scores 26 points each time in the rotation of play, until that teams score is 99 or less, then the "ghost" rule no longer applies and the two remaining players alternate in regular rotation until the game ends.
13. If both teams are on double-one to complete the game, each player shall play as normal for one full rotation. After this rotation, errors will not end the shooter's turn and each player will be allowed all 3 darts until a dart successfully scores the double to win the game.