

INTRODUCTION

1. TERMS AND DEFINITIONS

- 1.1. **Markham Dart League**, hereinafter referred to as MDL;
- 1.2. **Markham Dart League Member(s)**, hereinafter referred to as MDL Member(s). Person(s) registered, approved and in good financial standing with the MDL.
- 1.3. **Markham Dart League Sponsor(s)** hereinafter referred to as MDL Sponsor(s). Business Entities, i.e. bars, companies, corporations, etc. registered, approved and in good financial standing with the MDL.
- 1.4. **Markham Dart League Executive**, hereinafter referred to as MDL Executive. Group of MDL Members selected by their peers to govern the administration and operation of the MDL.
- 1.5. **Markham Dart League Captain**, hereinafter referred to as MDL Captain. MDL Members who are Team Leaders for each Team.
- 1.6. **Markham Dart League Team**, hereinafter referred to as MDL Team.

2. INTRODUCTION

- 2.1. The following document outlines the guidelines, policies and procedures rules that govern the administration and operation of the MDL and everyone who participates including the MDL Executive, MDL Members and MDL Sponsors.
- 2.2. This document will also aid MDL Team Captains, MDL Members and MDL Executive in resolving issues, problems and disagreements.
- 2.3. The following information contained within this document is MANDATORY knowledge that EVERY PLAYER SHOULD KNOW.
- 2.4. If a situation arises that is not addressed within the scope of this document, MDL Captains are expected to contact a member of the Markham Dart League Executive for a non-biased resolution.
- 2.5. **SPORTSMANSHIP AND FAIR PLAY ARE IN THE INTRESTS OF EVERYONE.**
- 2.6. By following these guidelines, policies and procedures, it will ensure all players and teams have an enjoyable league season.
- 2.7. **IT IS MANDATORY TO HAVE FUN AND ENJOY OURSELVES!.**
- 2.8. MDL rules, guidelines, policies and procedures are an evolutionary process. They are periodically reviewed and updated accordingly. In other words, these rules and guidelines are subject to change.
- 2.9. **Everyone who agrees to participate as an active MDL member or MDL sponsor of the League also agrees to abide by the guidelines, policies and procedures as they are contained herein** and until either the MDL Member and/or MDL Sponsor is no longer affiliated with the Markham Dart League, OR, the guidelines, policies and procedures have been modified to the agreement of the majority.
- 2.10. **The Executive of the Markham Dart League reserves the right to forbid, outlaw, prohibit, veto, and disallow any person, company, business entity or party deemed to be a disruptive influence to the harmonious administration and operation of the Markham Dart League.**

3. OVERVIEW & LEAGUE STRUCTURE

- 3.1. Markham Dart League 2009 - 2010 Season will consist of one (1) Division for the first half of the season and two (2) separate Divisions for the second half of the season.
- 3.2. Team selection for each Division in the second half will be determined by a Team's points and ranking and the end of the first half of the season.
- 3.3. Upon completion of the second half of the season for regular night league play, Team Ranking will determine the playoff schedule.
- 3.4. In addition to the regular night league darts, the MDL will host four League tournaments for charitable causes throughout the year.
- 3.5. A Banquet will be held at the End of the Season.

FEES, REGISTRATION FACILITIES & MEETINGS

4. LEAGUE FEES

- 4.1. All fees collected will be used to supplement the following costs associated the League's operation:
 - 4.1.1. Administration;
 - 4.1.2. Awards;
 - 4.1.3. Banquet;
 - 4.1.4. Special Events;
 - 4.1.5. League's Dart Facilities maintenance and upgrades:
 - 4.1.6. Boards;
 - 4.1.7. Mats;
 - 4.1.8. Other Miscellaneous Supplies and sundries;
 - 4.1.9. Other office type consumables.
- 4.2. All fees will be collected by and/or paid directly to the MDL Executive.
- 4.3. **October 6, 2009**. All fees from MDL Sponsors and MDL Members must be received in full by the MDL Executive in order to retain their status within the League.
- 4.4. MDL Teams that have MDL Members who have not submitted their individual player fees after the deadline date will be subject to point penalties being awarded to both the Team and the Individual.
- 4.5. MDL Sponsors who have not submitted all of their MDL Team Fees to the MDL Executive after the deadline date will be considered as being not in good standing or not acting in good faith and subject to a review by the MDL Executive.
- 4.6. Historically, the MDL has always been open to acquiring new sponsors. All existing MDL Sponsors in good standing with the MDL will have preferential selection before the addition of new sponsors.

4.7. Team Fee:

		TUES \$ / Team
4.7.1.	Bar or Business Venue	\$200.00
4.7.2.	Non-Profit Organization Venue	\$150.00
4.7.3.	MDL Teams sponsored by non-profit organizations (e.g. Royal Canadian Legion) are responsible for submitting their own payment. These clubs, associations, etc. are exempted from submitting full registration fees because of their non-profit status.	
4.7.4.	<u>October 6, 2009</u> . Sponsor Team Fees will not be refundable after this date.	

4.8. TEAM Fee:

		TUES \$ / Team
4.8.1.	:	\$60.00
4.8.2.	:	\$60.00
4.8.3.	Payment of this fee is solely the responsibility of the each team and not the MDL Sponsor.	
4.8.4.	<u>October 6, 2009</u> . Team Fees will not be refundable after this date	

5. TEAM REGISTRATION AND INDIVIDUAL PARTICIPATION

- 5.1. Each MDL Team must register a minimum of six (6) to maximum of nine (9) MDL Members to start the season.
- 5.2. **Six (6) out of nine (9) players of a registered team** must meet the criteria outlined in the section, PLAYOFF ELIGIBILITY, QUALIFICATIONS AND REQUIREMENTS in order for the Team to qualify to participate in the playoff section of the League's current season. There will be absolutely no exceptions to this rule.
- 5.3. **TUESDAY JANUARY 19, 2010.** This first off date where any team can add a NEW player to their roster who can qualify to participate in the playoff for the remaining weeks of the current season:
 - 5.3.1. **All new players added on this date cannot miss any of the remaining regular league nights** in order to be counted as one of their Team's six qualifying players.
 - 5.3.2. All new players added after this date will not be considered eligible for playoffs unless their Team has six (6) other players who meet the requirements to participate.
 - 5.3.3. There will be absolutely no exceptions to this rule.
- 5.4. **THURSDAY FEBRUARY 25, 2010.** This is absolute and final cut off date any team can add a NEW player to their Team Roster.
 - 5.4.1. **All new players added on this date will not be considered eligible for playoffs** unless their Team has six (6) other players who meet the requirements to participate.
- 5.5. It is the prime responsibility of each Team Captain to submit the following information for each member of the Team:
 - 5.5.1. Person's Full Name (with correct spelling);
 - 5.5.2. Person Shirt Size;
 - 5.5.3. Person's Phone Contact Number (preferably Cell phone number);
 - 5.5.4. Person's Email Address (Optional)

5.6. LIMITATIONS AND PENALTIES

- 5.6.1. MDL Team Captains (or their designates) who fail to supply all of the necessary information for a new player are subject to the following limitations AND penalties every week until such time the missing information has been submitted and received by the Markham Dart League Executive:
 - 5.6.1.1. No recording and accumulation of personal points for the individual whose personal information is missing or incomplete.
 - 5.6.1.2. Recording of individual stats will be resumed going forward from the date of receipt of the missing information by MDL Executive and any missed personal stats for the period will not be re-entered into the League Records.
 - 5.6.1.3. There will be a Team Point penalty deduction for the Team every week the issue remains outstanding.
 - 5.6.1.4. There will be a Personal Point penalty for the Team Captain every week the issue remains outstanding.
- 5.6.2. During the season, each MDL Team may have no more than **nine (9)** players registered at any one point in time. No exceptions
- 5.6.3. If a MDL Team has **nine (9)** registered players and wishes to add another player, then the Team Captain has to "drop" i.e. replace one (1) of the currently registered nine (9) players before they can add the new player.
- 5.6.4. "DROPPED" PLAYERS
 - 5.6.4.1. Any player who is dropped from a Team and wishes to play with another MDL Team is eligible to do so.
 - 5.6.4.2. "Dropped" players are subject to the eligibility requirements for playoffs.
 - 5.6.4.3. Personal points for any player dropped from a Team are automatically retained and carried over with them to their new Team. This will not affect Team and/or Individual standings. In other words, personal points are independent of Team points and / or Team standings.
- 5.6.5. NEW PLAYERS
 - 5.6.5.1. MDL Teams wishing to add new players must submit the following written information about the new person on the game sheet or a separate MDL Player Registration form:
 - 5.6.5.1.1. Person's Full Name (with correct spelling);
 - 5.6.5.1.2. Person Shirt Size;
 - 5.6.5.1.3. Person's Phone Contact Number (preferably Cell phone number);
 - 5.6.5.1.4. Person's Email Address (Optional)
 - 5.6.5.2. If it is necessary to "drop" current players, then this

information must also be written on the same game sheet as well.

- 5.6.5.3. MDL Team Captains (or their designates) who fail to supply all of the necessary information for a new player are subject to the limitations AND penalties outlined above and every week until such time the missing information becomes available to the MDL Executive.

6. COMMUNICATION

6.1. EMAIL

- 6.1.1. This will be used as the primary method of communication to announce tournaments, the banquet date or league wide announcements;
- 6.1.2. Changes to the schedule, bar closings and team specific information will be sent to the affected teams and ONLY to the Teams' Captains;
- 6.1.3. We will treat all personal information with respect, and promise not to overload anyone with emails;
- 6.1.4. Please remember to add mdl@markhamdartleague.com to your email address book, so we don't get identified as spam.

6.2. WEB SITE <http://www.markhamdartleague.com>

6.3. FACEBOOK

6.4. NOTICE BOARD @ PARTICIPATING VENUES (BARS);

7. CAPTAINS MEETINGS

- 7.1. Captains' meetings may be held at various times throughout the season and **are MANDATORY**;
- 7.2. If a Team Captain is unable to attend then it is the Team Captain's responsibility to elect another MDL Member of the Team to attend in their absence. In other words, each MDL Team MUST have at least one their players present at all meetings, either the team Captain, Co-Captain or a designate. Captains will be given a minimum of one (1) to (2) weeks notice, under normal circumstances and time permitting.

SEASON SCHEDULE

8. OVERALL SCHEDULE

8.1. **Tuesday September 15, 2009**, the season will begin and will include:

8.1.1.	TOTAL SEASON Duration:	<u>43 WEEKS;</u>
8.1.2.	CAPTAIN'S MEETING	1
8.1.3.	Regular Tuesday Night League	27
8.1.4.	Alternate Thursday Night League ***	3
8.1.5.	Special Tournaments:	4
8.1.6.	Holidays, OFF DAYS, etc.	5
8.1.7.	Playoffs:	3
8.1.8.	Banquet:	1

8.2. **As per the Captain's Meeting on September 1, 2009**, it was unanimously decided by all of the Captains that selection of the A and B Divisions for this season will be determined by Team rankings at the end of the first half of the season. In other words, for the first half of the season, the League will consist of one (1) Division. Each of the sixteen (16) Teams will play one (1) match against each other. At the end of the first half of the season, the single division will be split into two (2) separate divisions with teams ranked from 1 to 8 of the single division forming Division A and teams ranked from 9 to 16 forming Division B.

8.3. **Alternate Thursdays.** This is an extra day has been added to the current schedule in order to allow all sixteen (16) Teams registered for the current season to play each other in the first half of the season. In other words, for the first half of the season, each team is supposed to play fifteen (15) matches and there are only fourteen (14) Tuesdays available. For the second half of the season, inclusion of this day will not be necessary for now because Family Day is on Monday February 15, 2009.

PLAYOFFS

9. PLAYOFF ELIGIBILITY, QUALIFICATIONS AND REQUIREMENTS

- 9.1. **Six (6) out of nine (9) players** from each Team must **attend and participate** in **15 out of 30 (50%) regular Tuesday Night League matches (including the alternate Thursday nights)** in order to be eligible to participate in the playoff section of the current season.
- 9.2. MDL Teams who do not meet these requirements will not be eligible and will forfeit their playoff status including all trophies and entitlements.
- 9.3. There will be no exceptions.

10. PLAYOFF FORMAT

- 10.1. Depending on the number of participating Teams, normally the Top 8 teams from each division are eligible for playoffs
- 10.2. THE FINALS will consist of ONLY 1 at HOME match. The team finishing higher in the standings will host the FINALS, unless there a scheduling conflict.
- 10.3. Scheduling conflicts between the two divisions during playoffs will be resolved by the toss of a coin. The winner of the coin toss will have choice of bar.
- 10.4. **RECYCLING OF PLAYERS WILL NOT BE PERMITTED DURING PLAYOFFS.**
- 10.5. If both teams have 6 or 7 players only the first 3 matches in both doubles sections will be played out. In other words, the playoff round for this scenario will be a "Best of 12 Format" instead of the standard "Best of 14 Format".
- 10.6. Additionally, if one team has 8 players and the other team has only 6 or 7 players, the 4th game in both doubles sections are automatic wins for the team with 8 players present. With this scenario, teams cannot "stack" or recycle their better players because there is no recycling of players. A team with only 6 (or 7) players will forfeit only 2 games if they are playing against a team with 8 players.

11. TOURNAMENTS

- 11.1. **SATURDAY October 17, 2009 SALVATION ARMY TURKEY SHOOT**
~~SATURDAY October 24, 2009 SALVATION ARMY TURKEY SHOOT~~
- Venue: Colonel Mustard's
Time: 4:30PM
Entry FEE: Per Player = \$5.00 + THREE (3) CANNED FOOD ITEMS + \$7.00
- OR -
Per Player = \$10.00 DONATION + \$7.00
*** Volunteers, additional food and prize donations not refused ***
- 11.2. SATURDAY December 19, 2009 CHRISTMAS SHOOT
*** TOYS FOR KIDS ***
- Entry FEE: Per Player = \$20.00 VALUED TOY ITEM + \$7.00
- OR -
Per Player = \$20.00 (MDL buy and supply the Toy) + \$7.00
*** Volunteers, additional donations not refused ***
- 11.3. SATURDAY January 09, 2010 Tournament #3
NEW YEAR SHOOT
- Entry FEE TBA
- 11.4. SATURDAY March 20, 2010 Tournament #4
NEW YEAR SHOOT
- Entry FEE: TBA

12. START TIMES

- 12.1. **GAME NIGHT HAS A START TIME OF BETWEEN 7:45PM AND 8:00PM.**
- 12.1.1. The **MINIMUM** number of players that have to be physically present at the scheduled venue **to start the night is four (4) players per Team.**
- 12.1.2. Players **MUST BE** physically present at their scheduled location within this time frame to be eligible to play in Section 1.
- 12.1.3. Players cannot phone ahead and be included in any section, they must be physically present at their scheduled location at that point in time when Captains create the player schedule for the Section.
- 12.1.4. If fewer than four (4), i.e. three (3) or less team members are present to start Section 1, at 8:00PM, the Team with the less than four (4) players will forfeit the night of games.
- 12.1.5. THERE WILL BE NO EXECPTIONS.
- 12.2. **More than three (3) forfeits will result in team suspension.**

13. CANCELLATIONS

- 13.1. **MDL TEAM CAPTAINS ARE RESPONSIBLE FOR NOTIFYING THEIR HOME BARS AND TEAM MEMBERS OF ANY CANCELLATIONS.**
- 13.2. MDL EXECUTIVE IS RESPONSIBLE FOR NOTIFYING MDL TEAM CAPTAINS OF ANY LEAGUE CANCELLATIONS DUE TO INCLEMENT WEATHER OR ANY UNFORESEEN EVENTS WHICH MAY OCCUR ON THE SCHEDULED TUESDAY NIGHT LEAGUE.

14. NON-EXECUTIVE ROLES OF THE EXECUTIVE ON REGULAR LEAGUE NIGHT OF PLAY

- 14.1. Unless there be extenuating circumstances or serious breeches to the Code of Conduct, Captains are advised to refrain from addressing the MDL Executive with issues that can be reviewed and addressed by the MDL Executive at a later date.
- 14.2. ALL MDL members can send their notes, suggestions, questions and comments via email to the MDL Executive at:

mdl@markhamdartleague.com

MATCH FORMAT

15. NUMBER / TYPE OF GAMES

- 15.1. Section 1: x4 Games of Doubles 501, Straight In, Double Out
- 15.2. Section 2: x4 Games of Doubles Cricket
- 15.3. Section 3: x6 Games of Singles 501 Straight In, Double Out
- 15.4. Each game will be the best of three legs, with the winner being the first team or individual to win two legs, i.e. 'Best of Three' format.

16. ORDER OF PLAY

- 16.1. As per the Captain's meeting dated Wednesday October 7, 2009, the Order of play for ALL games will be decided by "DIDDLING".

17. DIDDLING

- 17.1. Diddling for Doubles 501 and Singles 501
 - 17.1.1. **Game 1: Home Team has choice of bull**, meaning they can elect to throw for the bull first or opt for the away team to throw first.
 - 17.1.2. **Game 2: Loser of the first diddle will start the second game.**
 - 17.1.3. **Game 3 (if necessary): Away Team has choice of bull**, meaning they can throw for the bull first or opt for the Home Team to throw first.
- 17.2. Diddling for Doubles Cricket
 - 17.2.1. There shall be **diddling for all cricket games.**
 - 17.2.2. **Game 1: Home Team has choice of bull**, meaning they can elect to throw for the bull first or opt for the away team to throw first.
 - 17.2.3. **Game 2: Away Team has choice of bull**, meaning they can elect to throw for the bull first or opt for the away team to throw first.
 - 17.2.4. **Game 3 (if necessary): A coin toss will decide who has the "choice of bull"**, meaning the winner of the coin toss can elect to throw first for the bull or then can opt for the opposing team to throw first.
- 17.3. If the first dart of "the diddle" from the first player rests within the double bull area, the second player of the opposing team diddling has the option of asking the dart be removed from the board,
- 17.4. **Darts resting in the single bull area must remain in the board AND cannot be pulled.**
- 17.5. In the event that a dart falls out of the board, or is knocked out by an opposing player's attempt at diddling, the dart that fell must be reshot.
- 17.6. When diddling, players must always alternate shots at the bull. At no time may 2 consecutive shots be taken by the same person at the Bull when diddling.

18. CALL OUTS / PERSONAL CHALLENGES

- 18.1. Call outs or personal challenges between players are permissible only if it is mutually agreed up both Team Captain and/or their delegates and the players involved in the call out.

19. FORFEITS

- 19.1. **If a Team does not have a minimum of four (4) players to start at 8:00PM**, the opposing Team will automatically be awarded a 14-0 win.
- 19.2. **As of Tuesday September 1, 2009**, there **will be no individual personal point deductions levied against the losing Team's players**. This means that Players on the Winning Team will not receive any individual / personal points for a Win. In other words, the Win will count as a 14-0 Team win.
- 19.3. **As of Tuesday October 13, 2009**, unless there are extenuating and/or unforeseeable circumstances beyond the control of anyone, a deliberate forfeit of any game night by any MDL Team will be viewed as a serious breach to the Code of Conduct and will receive the attention of the MDL Executive. For example, a Team walking out after starting the evening.

20. CHALKING

- 20.1. **Chalking duties must be split amongst all available players on both teams.**
- 20.2. All players from both Teams are expected to take their turn chalking including smokers.
- 20.3. Persons chalking cannot suggest finishes, but can indicate what has been scored and the total score remaining, if asked.
- 20.4. All disputes are to be decided by the person chalking and must be registered and resolved before the next team throws.
- 20.5. Any player can reasonably request a change of the person chalking the game. This request must be phrased politely and if possible done by a Captain (or designate) to the other teams Captain (or designate).
- 20.6. The Captain and chalker should comply with this request without comment. Failure to do so may result in the forfeiture of the match and may also be eligible for more serious consideration as unsporting behaviour.
- 20.7. Chalker must announce each players score.
- 20.8. Darts are NOT to be removed from the board until the person chalking has confirmed the score.
- 20.9. For those games whereby a Player at the line receives "coaching" from their Team member, the person chalking will not be held exclusively accountable or liable for unintentional scoring errors during course of the game.

21. COACHING

- 21.1. **As of Tuesday October 13, 2009**, coaching will be permitted throughout the night.
- 21.2. Accordingly the following guidelines will be used to govern "coaching":
 - 21.2.1. Players on the line (or oche) **MUST FIRST** step off the line (or oche) before they ask for assistance or "coaching" from their Team.
 - 21.2.2. It is the responsibility of the Player being "coached" and other Team members who are "coaching" them to validate the accuracy of their score at all times. This rule is extremely important for '01 games whereby Players on the line are being coached by their Team for Game Outs / Finishes.
 - 21.2.3. For ALL games whereby the Player at the line receives "coaching" from their Team:
 - 21.2.3.1. The person chalking will not be held exclusively accountable or liable for unintentional scoring errors during course of the game.
 - 21.2.3.2. If the person chalking accidentally calls out or writes the wrong score on the chalkboard (or scoring device) and it is not detected by the player and/or their "coaches" before the player steps back onto the line and throws their darts, the score called out by the person chalking stands unless both Captains from their respective teams agree to use the correct score.

22. SMOKE BREAKS

- 22.1. In order to ensure that flow of the night is continuous smoke breaks may only be taken between matches (i.e. between 501 and Cricket and then between Cricket and singles).
- 22.2. Smoke breaks taken at any other time may result in game forfeiture.

23. RECYCLING OF PLAYERS

23.1. For Regular League Night Scheduled Matches:

- 23.1.1. **Recycling of players is permissible as a kind gesture of good faith and in the spirit good sportsmanship between all and should not be viewed as a strategic planning tool that can be used in the scheduling section games.**
- 23.1.2. If a Team has enough players physically present to complete the Section, then recycling for that Team will not be necessary and will not be allowed.
- 23.1.3. Selection of the player to recycle for the Section is at the total discretion of the Team Captain.
- 23.1.4. "Recycled" Players can ONLY appear on the bottom half of any section. In other words, for doubles, they can only appear in the 3rd and 4th games and for singles they can only appear in the 5th and 6th games.
- 23.1.5. Captains will denote that a player has been recycled on the score sheet by writing the letter **"R" in brackets = "(R)"** next to the player's name. See example below.
- 23.1.6. Recycling example,

VALID LINEUP w/ RECYCLED PLAYERS

John Part
Mike Hunt

Joe Blow
Ian Smart

John Part (R)
Joe Blow (R)
Mike Hunt (R)
Ian Smart (R)

Recycled Players appear in the lower half of the section.

INVALID LINEUP w/ RECYCLED PLAYERS

John Part
Mike Hunt (R)

Joe Blow (R)
Ian Smart

John Part (R)
Joe Blow

Mike Hunt
Ian Smart (R)

Recycled Players **CANNOT** appear in the top half of the section.

- 23.1.7. **The first game and only the first game that any player plays in a section is the only game that will count towards their personal and All Star / Special points.** In other words, "Recycled" Players cannot

accumulate PERSONAL and All Star points. Their game "wins" can only be counted as Team "wins" and not personal "wins". All high scores, high finishes and other special all star points scored will not be recorded for a player playing a game as a "Recycled" player.

23.1.8. As of Tuesday October 13, 2009, **recycling of players will ONLY be allowed for Double 501 and Double Cricket Sections** of a regular league night of play.

23.1.9. As of Tuesday October 13, 2009, **recycling of players will not be allowed for Singles 501 Section** of a regular league night of play.

23.2. For League Playoffs Scheduled Matches:

23.2.1. AS PER A UNANIMOUS DECISION BY THE EXECUTIVE AND CAPTAINS OF THE LEAGUE, THERE WILL BE NO RECYCLING OF PLAYERS DURING PLAYOFFS.

POINTS

24. TEAM POINTS

- 24.1. One team point will be awarded for each game won, regardless if it is a 2-0 win or a 2-1 win. Therefore a combined total of fifteen (14) points will be awarded to the two teams for the match. These points will be accumulated over the regular season.
- 24.2. Should a team forfeit play for the match 14 points will be awarded to the opposing team.
- 24.3. Teams tied in game wins at the end of the year, will be resolved by the totaling of all scores when both teams faced each other.

25. INDIVIDUAL POINTS, ALL STARS & BONUSES

25.1. 501 GAMES

25.1.1.	Win	2
25.1.2.	Loss	0
25.1.3.	Forfeit	0
25.1.4.	Penalty	-1
25.1.5.	High Score 131 to 169	1
25.1.6.	High Score 170 to 180	3
25.1.7.	High Finish 69 to 100	1
25.1.8.	High Finish 101 to 120	2
25.1.9.	High Finish 121 to 167	3
25.1.10.	High Finish 170	9
25.1.11.	High Finishes will only be counted as high finishes and not as high scores;	

25.2. Cricket Games

25.2.1.	Win	2
25.2.2.	Loss	0
25.2.3.	Forfeit	0
25.2.4.	Penalty	-1
25.2.5.	7 Count (x1T x1T x1S) (x1T x1D x1D) (x1T x1T x1SB)	1
25.2.6.	8 Count (x1T x1T x1D) (x 1T x1T x 1DB)	2
25.2.7.	9 Count (x1T x1T x1T)	5
25.2.8.	4 Bulls (x2SB x1DB) (x2DB)	2
25.2.9.	5 Bulls (x2DB x1SB)	5
25.2.10.	6 Bulls (x3DB)	9

- 25.3. **The first game and only the first game that any player plays in a section is the only game that will count towards their personal and All Star / Special points.** In other words, "Recycled" Players cannot accumulate PERSONAL and All Star points. Their game "wins" can only be counted as Team "wins" and not personal "wins". All high scores, high finishes and other special all star points scored will not be recorded for a player playing a game as a "Recycled" player.

SCORE SHEETS

26. COMPLETION OF SCORE SHEETS

- 26.1. Score sheets are two (2) part forms.
- 26.2. Home Team Captains are responsible for the submission of the original white copy to the MDL Executive via email or fax or the web site.
- 26.3. Each home and visiting team will keep a copy of the score sheet for reference purposes and in the event of a discrepancy.
- 26.4. On Match night, Team Captains will complete score sheets one section at a time.
- 26.5. Home Teams will write down the names of the players who will play in each game of the section.
- 26.6. The form must then be folded down the middle and the Away team will write down the names of the players who will play in each game of the section.
- 26.7. All players should have both their first and last names PRINTED on the score sheet for their first game each night.
- 26.8. Print clearly and DO NOT use nicknames.**
- 26.9. All players listed in a set must be present at the start of their match. The Captain cannot enter names of individuals who are "expected to arrive shortly." Team members who arrive after the games in a section have been assigned are only eligible to play in games of subsequent sections. Once players are listed for a set, no substitutions are permitted.
- 26.10. Team Captains are responsible for verifying the accuracy of bonus points and totals for both teams.
- 26.11. Both Team Captains are responsible for signing the score sheets at the end of the evening.
- 26.12. Once the sheets are signed and separated, then all results stand and cannot be altered, without the lodging of a formal protest.
- 26.13. Always indicate Names and Last initials for all players. Spell out the full name of any new players.

27. RECORDING OF RESULTS

- 27.1. Game Results
 - 27.1.1. Results of each leg must be indicated in the centre column of the score sheet. **"W"** marked for games won, and **"L"** for games lost.
- 27.2. Bonus Points
 - 27.2.1. Individual Bonus Points should be indicated in the spaces provided on the score sheet with the players first and last names.
- 27.3. Recording Match Results
 - 27.3.1. At the end of the match, total Team points should be added and the totals recorded on the bottom of the score sheet.

28. SUBMISSION OF SCORE SHEETS

- 28.1. The Home team is responsible for submitting the white copy of the score sheet via email to stats@markhamdartleague.com.
- 28.2. Score sheets must be submitted no later than Friday at 5:00 pm, if they are received later then a 5 point late penalty will be awarded to the home team.**
- 28.3. In the event that the home team does not submit the score sheet, the away team will be required to submit their copy in order to receive any individual points.

CODE OF CONDUCT

The Code of conduct has been put in place to ensure that everyone enjoys their night out. The Markham Dart League has always promoted itself as a place to place that is both fun and fair. We all need to do our part as members to ensure we never lose site of what makes us different.

29. MINOR BREACHES OF THE MDL CODE OF CONDUCT

- 29.1. In general, any minor incident and/or unsporting behavior may be addressed and remediated either by the captains involved, or, only if absolutely necessary, by referral to the MDL Executive.
- 29.2. These include but are in no way limited to:
 - 29.2.1. Leaving the play area during a match;
 - 29.2.2. Refusing to chalk;
 - 29.2.3. Stepping over the line;
 - 29.2.4. Practicing on another board while playing in a match;
 - 29.2.5. Repeated swearing, or other similar aggressive behavior;
 - 29.2.6. Not returning as expected from smoke breaks;
 - 29.2.7. Taking an unreasonable amount of warm-up darts;
 - 29.2.8. Looking at the oppositions side of the scoresheet before your side has been filled out;
 - 29.2.9. Distracting players while at the oche;
 - 29.2.10. Anything else that is not in the spirit of fun and fair play;
- 29.3. When noticing these violations MDL Members are responsible for reporting them to their Team Captain who in turn will address the issue with the opposing Team Captain.
- 29.4. If both Team Captains are unable to mutually agree upon an appropriate and corrective action then a protest can be filed with the MDL Executive within 48 hours or else the dispute will not be heard.
- 29.5. The MDL Executive will address any and all disputes with both teams involved and will work to reach an appropriate resolution. This may result in game or match forfeiture, in cases where there has been no wrongdoing determined or where the violation is found to be accidental, standings will be adjusted accordingly.

30. SERIOUS BREACHES OF THE CODE OF CONDUCT

- 30.1. Serious breaches to the code of conduct MUST be reported to the Executive Committee immediately.
- 30.2. Such Incidents will be dealt with by the MDL Executive along with the Team Captains and all other parties involved in the incident.
- 30.3. In instances where an MDL Executive member is involved the "active" Past President of the MDL will become part of the disciplinary committee.
- 30.4. The MDL Executive is of the opinion that a hard-line approach is necessary to act as a deterrent for any serious offences occurring in suspensions, forfeiture of points, matches or even evictions from the league.
- 30.5. ANY member of the MDL found guilty of committing a serious breach of the MDL Code of Conduct will not be considered as being in good standing with the MDL and therefore will not be eligible for any role within the MDL and/or event requiring the presence and formal representation of the MDL for a minimum of one (1) year.
- 30.6. Any member of the Markham Dart League banned from a MDL Sponsor's Venue or Establishment, will also be banned from participating in any MDL event and all related events requiring the presence and formal representation of an MDL member.
- 30.7. Fighting. *** FIGHTING WILL NOT BE TOLERATED BY ANY MDL MEMBER ***
All participants will receive a minimum one-year suspension, NO exceptions.
- 30.8. THROWING OF DARTS WIDLY IN ANGER.
Due to the materials used in the construction and manufacture of darts, MDL members are strictly prohibited from throwing a dart wildly in anger, including at the board.
- 30.9. Verbally abusing anyone including guests, teammate, chalker, opposing player, etc. will not be permitted by any member of the MDL.
- 30.10. Exhibiting excessive intoxication or engaging in excessive rowdy behavior, etc. will not be permitted by any member of the MDL. The MDL does not wish or have any desire to limit players' enjoyment during scheduled League nights and/or events. However, every MDL Member has a responsibility to other players, staff, management, and other patrons of the establishment where the game is being played to conduct themselves in a manner that is cordial and respectful to everyone around them.
- 30.11. DELIBERATING FALSIFYING SCORES AND/OR SCORESHEET
Any marker, player or captain found to have intentionally falsified a score or score sheet will be subject to disciplinary action commensurate with the offense, the minimum being forfeiture of match.
- 30.12. Deliberately and falsely accusing others of cheating. This includes both formal protests and any remarks disparaging other league members.
- 30.13. Unless there are extenuating and/or unforeseeable circumstances beyond the control of anyone, a deliberate forfeit of any game night by any MDL Team or MDL Individual will be viewed as a serious breach to the Code of Conduct and will receive the attention of the MDL Executive. For example, a Team walking out after starting the evening.

31. MDL MEMBER RESPONSIBILITIES

- 31.1. Have fun and be sociable.
- 31.2. All players from MDL are expected to display very sportsmanlike conduct at any event whereby their presence and attendance constitutes a representation of the Markham Dart League as players, captains, or volunteers.
- 31.3. Refrain from engaging themselves in any unnecessary or negative confrontations with others that may result in a serious breach to the code of conduct.
- 31.4. Promote the League.

32. CAPTAIN RESPONSIBILITIES

- 32.1. Act as a Team Leader and lead by example.
- 32.2. Captains have always had the right to put together their teams as they wish. As such they are responsible for their Team conduct.
- 32.3. Captains whose team members breach of the code of conduct of the MDL will also be subject to the attention and review by the MDL Executive.
- 32.4. Any reported abuse of the position of Captain or Co-Captain will receive the attention and review of the MDL Executive.
- 32.5. Prohibited from using players that are not in good standing with the MDL. This includes anyone who is barred and/or suspended from the MDL or any MDL Venue.
- 32.6. Attending any disciplinary meetings where called upon.
- 32.7. Addressing any unsportsmanlike behavior with their team member(s).
- 32.8. Reporting any serious breach to the league executive, even if it involves other members of their team.
- 32.9. Treating everyone with respect and maintaining decorum at all MDL events and related MDL events whereby their presence signifies a representation of the MDL as players, captains, or volunteers.
- 32.10. Directing their issues with the MDL Venue and/or MDL Sponsor to the MDL Executive.

33. MDL SPONSOR RESPONSIBILITIES

- 33.1. ALL MDL Sponsors (bar, restaurant, location, non-profit organization, etc.) are obligated and responsible for the following:
 - 33.1.1. Submitting all League fees and any additional charges agreed upon to the MDL Executive.
 - 33.1.2. A minimum of two (2) good quality dart boards per home team;
 - 33.1.3. A minimum of two (2) manual or electronic chalkboards per home team;
 - 33.1.4. Adequate lighting including a minimum of two (2) spotlights per board;
 - 33.1.5. Complimentary light snacks or "cutters" for both the home and visiting teams;
- 33.2. MDL Executive can and will ask any MDL Sponsor to replace poor quality dartboards, chalk boards or inadequate lighting. Failure by an MDL Sponsor to take corrective action may result in the relocation of the MDL Team to another venue or location;
- 33.3. MDL Sponsors are obligated and responsible for directing their issues with the League, Teams and individual MDL Members to the MDL Executive.

34. MDL EXECUTIVE RESPONSIBILITIES

- 34.1. Show impartiality to all teams and league members
- 34.2. Make decisions based on what is best for the league and not what is best for their teams.
- 34.3. Review all complaints seriously and communicate the outcomes to all persons involved
- 34.4. Treat everyone with respect and maintaining decorum at any event including meetings whereby they presence and attendance constitutes a representation of the Markham Dart League as Executive, Players, Captains, or Volunteers .
- 34.5. Have a transparent accounting system, reviewable, in person, upon request by any captain

35. NON-CONFIDENCE VOTE

- 35.1. Disciplinary action/complaints against the MDL Executive and/or individual members of the MDL Executive will be reviewed and administered by the "active" Past President of the Markham Dart League.
- 35.2. Captains wishing to initiate a non-confidence vote must communicate and direct their intentions to the person recognized as the "active" Past President of the Markham Dart League.
- 35.3. Any breach of the above MDL Executive Responsibilities outlined in previous sections of this handbook can result in a vote of non-confidence.
- 35.4. If the MDL Executive and/or individual members of the MDL Executive receive a non-confidence vote they will be removed from the league executive and may incur a league suspension.
- 35.5. A non-confidence vote can only be called by the "active" Past President of the Markham Dart League after their review of the request and must be seconded by a minimum of three (3) active captains within the Markham Dart League.
- 35.6. Captains who are under suspension and/or barred from the Markham Dart League cannot call a non-confidence vote
- 35.7. A vote of non-confidence must be held with 75% of all captains present, along with the MDL Executive.

MDL AND DARTS ONTARIO

For the 2009-2010 season, the MDL has renewed its membership in Darts Ontario at \$2.00 per player. This will provide opportunities for all our members to participate in events and to compete against some of Ontario's top dart players.

36. ONTARIO CHAMPIONSHIPS LEAGUE REPRESENTATIVES.

- 36.1. The MDL has the right to send 3 Men and 2 ladies straight to the Ontario championships on Easter Weekend. We will host 2 tournaments, one in October and one in November to decide these positions. The COMBINED totals of each player will decide the winners.
- 36.2. If a player participates, but does not attend then they will not be eligible to participate the following year. If a player participates in order to manipulate the outcome without intention to go, we will not send ANY of the players found involved.
- 36.3. Please note, during these events, NO ELECTRONIC BOARDS are used.

37. AFFILIATE TEAM SHOOT.

- 37.1. Each February Darts Ontario hosts team affiliate shoots at ALL skill levels. Our goal this year is to submit a minimum of two mens and one ladies team. Besides the honour of winning, the winning team gets to host the event the next year, generating funds for the league, The MDL will pay all entrance fees on behalf of any team that participates.
- 37.2. A team consists of a minimum of 9 players plus a non-playing captain.

38. AFFILIATE DOUBLES AND SINGLES SHOOT.

- 38.1. All league members are invited to participate. Any fees need to be paid by the players.
- 38.2. More information about all these Darts Ontario opportunities can be found on the Darts Ontario website.

League Schedule 2009 -2010

Item	Week	Date	DAY	Notes
1	1	09/01/2009	Tue	CAPTAIN'S MEETING
2	1	09/15/2009	Tue	Regular League Night
3	2	09/22/2009	Tue	Regular League Night
4	3	09/29/2009	Tue	Regular League Night
5	4	10/06/2009	Tue	Regular League Night
6	5	10/13/2009	Tue	Regular League Night
7	1	10/17/2009	Sat	TURKEY SHOOT
8	6	10/20/2009	Tue	Regular League Night
9	7	10/27/2009	Tue	Regular League Night
10	8	11/03/2009	Tue	Regular League Night
11	9	11/10/2009	Tue	Regular League Night
12	10	11/17/2009	Tue	Regular League Night
13	11	11/24/2009	Tue	Regular League Night
14	12	12/01/2009	Tue	Regular League Night
15	13	12/08/2009	Tue	Regular League Night
16	14	12/10/2009	Thu	Regular League Night
17	15	12/15/2009	Tue	Regular League Night
18	2	12/19/2009	Sat	Tourney #2
19	1	12/22/2009	Tue	Xmas Holidays (NO DARTS)
20	2	12/29/2009	Tue	Xmas Holidays (NO DARTS)
21	16	01/05/2010	Tue	Regular League Night
22	3	01/09/2010	Sat	Tourney #3
23	17	01/12/2010	Tue	Regular League Night
24	18	01/19/2010	Tue	Regular League Night
25	19	01/26/2010	Tue	Regular League Night
26	20	02/02/2010	Tue	Regular League Night
27	21	02/09/2010	Tue	Regular League Night
28	22	02/16/2010	Tue	Regular League Night
29	23	02/23/2010	Tue	Regular League Night
31	24	03/02/2010	Tue	Regular League Night
32	25	03/09/2010	Tue	Regular League Night
33	26	03/16/2010	Tue	Regular League Night
34	4	03/20/2010	Sat	Tourney #4
35	27	03/23/2010	Tue	Regular League Night
36	28	03/30/2010	Tue	Regular League Night
37	29	04/06/2010	Tue	Regular League Night
38	1	04/13/2010	Tue	PLAYOFFS - TOP8
39	2	04/20/2010	Tue	PLAYOFFS - TOP4
40	3	04/27/2010	Tue	FINALS
41	4	05/04/2010	Tue	NOPLAY
42	5	05/11/2010	Tue	NOPLAY
43	1	05/15/2010	Sat	BANQUET

TEAM REGISTRATION

DATE: _____

DIVISION:

PRIMARY VENUE SELECTION #1:

NAME: _____

ADDRESS: _____

PHONE: _____

ALTERNATE VENUE SELECTION #2:

NAME: _____

ADDRESS: _____

PHONE: _____

TEAM NAME: _____

DIVISION:

	C A/C	PLAYER NAME	PHONE	SHIRT SIZE	EMAIL ADDRESS
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

C = Captain, A/C = Alternate Captain Shirts Gender Sizes: Men Women, Small, Medium, Large, XL = Extra Large, XXL, XXXL