

# **FRASER VALLEY EAST DART LEAGUE**

## **CONSTITUTION**

### **ARTICLE I**

#### **PURPOSES**

The purposes of this League shall be:

1. To protect the mutual interests of its member teams and their individual players.
2. To promote throughout the entire League:
  - a. The best interests and true spirit of the game.
  - b. The observance of the rules and ethics of the game.
3. To establish and enforce uniformity in the rules of the game, to establish a representative legislative authority and to act as a court of reference and final authority in matter of controversy.
4. To establish, control and conduct League play and playoffs.

### **ARTICLE II**

#### **MEMBERSHIP**

1. Membership in this League shall be confined to properly organized dart teams and spares.
2. Any eligible team or spare may be admitted to the membership, subject to payment of registration fees in full by the registration deadline established by the Executive.

### **ARTICLE III**

#### **OBLIGATIONS AND DISCIPLINE**

1. Admittance to membership in this League shall obligate each member to abide by the Constitution, By-Laws and Rules of the League.
2. Refusal or neglect by any member belonging to this League, or comply with the Constitution, By-Laws or Rules of the League, or with the rulings of the Executive, render such teams liable to suspension or expulsion (see 3) by two-thirds vote of the Executive, from whose decision an appeal may be taken to a special meeting of the Executive or the members at the next general meeting of the League.
3. No team shall be suspended, expelled or deprived of any of its privileges without due notice from the Executive of formal charges, with specification, having been made in writing from the Executive and an opportunity having been given to be heard within a thirty (30) day period, at a special meeting, in its defence.
4. Should a member in this League be guilty of conduct prejudicial to the best interests of the League, he/she may be barred from the League by a two-thirds vote of the Executive, provided that:
  - a. such team member shall have an opportunity for a hearing, and

- b. each Executive member be notified in writing for a meeting to act thereon, and the penalty shall be decided by the Executive, but will not exceed one year from the date of suspension.

## **ARTICLE IV**

### **OFFICERS**

The officers of this League shall be: President, Vice President, Secretary, Treasurer, Statistician, Member-at-Large, and Past President. These officers shall be voted in by the members of the League at the Annual General Meeting of the League.

## **ARTICLE V**

### **GOVERNMENT**

1. Each officer of this League shall be a member of this League, and shall be in compliance with the Liquor Control Board age limit.
2. The total Executive shall be elected for a term of two years and each shall be eligible for re-election without any limitation upon the number of consecutive terms.
3. The Executive shall have the power to fill all vacancies within the Executive that might occur among the officers.
4. Each year the Executive shall hold their first meeting within thirty (30) days after the election and thereafter shall meet at the call of the President, provided however that the President must call a meeting upon the request of any three (3) members of the Executive, provided however that an Executive meeting may be held immediately following the Annual General Meeting without such notice.
5. At all Executive meetings each member (except President) shall have one vote, and in the case of a tie vote, the President shall have the deciding vote.
6. Executive shall have an executive meeting once a month during the dart season.
7. At all Executive meetings four (4) officers shall constitute a quorum.

## **ARTICLE VI**

### **DUTIES AND LIMITATIONS**

#### **PRESIDENT**

1. The President shall preside at all meetings of this League and Executive. He/she shall have general supervision over the affairs of this League.
2. The President shall arrange to have the Treasurer set up an account in a recognized banking institution in the name of the League. The President, Vice-President, and Treasurer will be given cheque signing authority, and two (2) signatures will be required on all cheques.
3. At the close of the fiscal year, he/she shall prepare a written report to be presented to the members at the Annual General Meeting.

4. The Vice-President, in the absence of the President, shall perform the duties of the President. He/she shall assist the President when help is requested.
5. The Past-President shall assist in all activities of the Executive when requested.

### **SECRETARY**

1. The Secretary shall attend all meetings of the League and of the Executive, given the required notices for all such meetings and properly record the minutes of all such meetings. He/she shall keep copies of all records, books, and correspondence belonging to the League.
2. In addition to keeping the minutes of meetings and other duties required, the Secretary shall furnish each team captain with a copy of the Constitution, By-Laws, and Rules.

### **TREASURER**

1. The Treasurer shall collect all membership fees. He/she shall establish an account in a recognized banking institution at the request of the President as outlined in the duties of the President. He/she shall keep accurate records of all financial transactions of the League to the satisfaction of the executive and produce the same for inspection when required.
2. When receiving moneys, he/she provide a receipt, and keep on file a duplicate of each.
3. He/she shall prepare an annual report, giving the receipts and disbursements for the year, in detail.

**NOTE:** The positions of Secretary and Treasurer may be combined if advantageous.

### **STATISTICIAN**

1. The Statistician will maintain an accurate account of games played, wins, losses, and points for each team and player, and will make standings available to each captain on a regular (not greater than monthly) basis, except for the last six (6) weeks of play, where no team stats (positions) be given.
2. He/she shall also pass on information from the Executive to the captains and members via the regular standings sheet.

No member of this League shall borrow any money in the name of the League, nor commit the League to any expenditures or indebtedness in excess of estimated receipts for the current fiscal year.

No member of the Executive shall personally liable any debts, receipts, neglects, or defaults of any other member of the Executive, nor for any loss or expense of whatsoever nature incurred by this League, unless this be the result of his/her own dishonesty.

The Executive will be responsible for scheduling of all games throughout the regular season and the play-offs.

## **ARTICLE VII**

### **FISCAL YEAR**

The fiscal year of this league shall end as of May 31st each year.

### **REGISTRATIONS**

All teams to pay registration fee in full, with their registration.

The registration date to be the second (2nd) Saturday in August by 5:00 pm.

The registration fee to be determined at each Annual General Meeting.

Any team(s) not paid in full by the registration deadline will not be allowed to play that year.

When an individual player is registered on a team, but drops out before playing any games, a registration fee is not required for a new player. The original card must be turned into the Treasurer before a new card will be issued for a new player.

All members of the League must be in compliance with the Liquor Control Board age limit.

## **ARTICLE VIII**

### **ANNUAL MEETING**

1. The Annual General Meeting of the League for election of Officers and for transaction of such other business as may properly come before the meeting shall be held within one (1) month of play-off date and at such time and place as the Executive shall designate.
2. Notice of the Annual General Meeting shall be by written notification on the final standings sheet as issued by the Statistician or by notification by the Secretary to individual team captains, and posted on the bulletin boards of sponsors.
3. This notification is to be given no less than two (2) weeks and no greater than one (1) month prior to the date of the meeting.

### **SPECIAL MEETINGS**

1. Special meetings of this League may be called by the President, and he shall call a special meeting when requested by a majority of the Executive, or upon written request of members or teams.
2. The purpose for which such special meetings is called, must be set forth in the notice of meeting, which shall be delivered to each team captain not less than one (1) week prior to the date of the meeting.

### **QUORUM**

At any meeting of the League, any member and at least four (4) Executive members shall constitute a quorum.

## **VOTING**

A majority vote of all votes cast in person shall decide all questions at meetings of the League.

Each registered team and its members shall have the right to attend, speak, and be heard at any General or Special meeting(s) of the League.

At all meetings, each member shall be entitled to cast one (1) vote.

Any motion pertaining to game Format or Rules must pass two (2) consecutive General meetings before being accepted by the league. Constitution and By-Laws may be accepted in one meeting.

All other motions can be passed at one (1) General or Special meeting.

**AMMENDMENTS** to this constitution may be made at any Annual or Special meeting by affirmative vote of at least two-thirds of all votes cast, provided that written notice of proposed amendment shall have been delivered to each team captain and Executive Officer at least one (1) week prior, and posted on sponsor bulletin boards.

## **BY-LAWS**

### **ORDER OF BUSINESS**

The following order of business shall be observed at each Annual General Meeting:

1. Call to order and/or roll call
2. Reading of minutes of previous meeting
3. President's report
4. Treasurer's report
5. Reports of other committees
6. Old business
7. New business
8. Elections

### **DISPUTES**

All disputes or complaints between teams, or members, of the League shall be decided by those members of the Executive who are in no way connected with the disputants.

### **PLAY-OFFS**

Each year play-offs for the divisional championships shall be held under the jurisdiction of the League. Trophies emblematic of such victories shall be awarded to the winners. The Executive shall determine the dates and details of these play-offs.

The Executive of the League may, on behalf of the League, hold other competitions and award such prizes as may deem advisable, and shall determine the dates and details of all such competitions.

## **ELIGIBILITY**

1. No player or team shall be able to compete in this League or in the play-offs for this League unless he/she is a registered member of a team or spare.
2. All members (and guests) must be in compliance with the Liquor Control Board age limit.
3. Teams to consist of not less than six (6) players, and not more than eight (8) players. A minimum of six (6) players is mandatory to register a team. A team must play all games with a minimum of five (5) players.
4. A player can be registered with one team only. They must be able to produce their membership card upon demand. Card is to be marked with the name of their team.
5. No registration of new players will be accepted six (6) weeks before the end of the season, unless it can be proven that the team is in jeopardy. Players must be taken from the spare board, if available. The team captain will meet with the Executive to discuss the situation, which must be submitted in writing.
6. Any player leaving the League will not receive a refund. Any new player can take his/her position without paying a new fee, provided the old card has been turned in.
7. New players are eligible to play right away, but must be able to produce a membership card. They are not eligible to play in games that were postponed before they joined. Players must receive card before they play.
8. The membership card is to be returned to the team captain when a player quits.

All League play, play-offs, and competitions held under the jurisdiction of the League shall be played strictly in accordance with the Rules set forth by the League and/or in accordance with the Rules of the game of darts as approved by the B.C. Dart Association and the National Dart Federation Canada.

The Executive shall exercise absolute discretion in the interpretation and enforcement of the By-Laws for the purpose of safe guarding the best interests of the game of darts, and shall have the power to inflict such penalties, as the circumstances of each case in their judgment justify, subject always to the provision of the constitution of the League.

## FRASER VALLEY EAST DART LEAGUE

### RULES AND FORMAT

1. The dart board must be 1.73m (5'8") high from the floor to the center of the bull.
2. The toe line must be well marked and be 2.37m (7' 9 1/4") from the front of the board, straight out and down from the center of the board. 2.83m (9' 7 1/2") down on the diagonal.
3. The dart segment 20 must be in black.
4. Bulls-eye 50 will be used as double 25.
5. Home team captains to insure venue provides proper lighting and regulation dart boards in good condition.
6. Home team captains are to ensure tables and chairs are set up for visiting teams.
7. Visiting teams will put names on board(s) first.
8. Games will start at 8:00 pm, but with a 1/2 hour deadline. (This deadline does not apply to the play-offs).
9. Home team (player) will shoot first in first game, visiting team (player) will shoot first in second game. If a third game is required, home team (player) will have option to throw first or second for the bull to determine start.

10. Scoring: A total of 13 points will be awarded each night. 1 team point for each set won.  
Individual 1 point will be taken for each double out in all games. (When a player has played twice to make up the sixth player, no personal points are awarded, only 1 point for team, if game is won).
11. Format: Triples - 4 sets. Best two out of three 701. Open start, double out.  
Doubles - 3 sets. Best two out of three 501. Open start, double out.  
Singles - 6 sets. Best two out of three 301. Double in, double out.
12. Rotation of players at the captains discretion.
13. When a team fields only five (5) players, the opposing team captain must select the (6th) player before you start play in a set, and must change players after every set. (You can't pick the same player twice). This must be done prior to putting names on the board. (No personal points will be awarded to this player, 1 team point for a win only).
14. Home team captain to have the score card handed into the statistician drop boxes within 48 hours.
15. Any team unable to field a team on a night of play must notify the opposing team captain no later than 6:00 pm on the night of play. (Remember to use the spare board, if available).
16. A scheduled game may only be postponed by mutual agreement of both team captains.
17. Postponed games must be played by the last date on the schedule. If not, the faulting team will not be allowed to play in the play-offs.
18. Any team that will deliberately loose or throw a game to end up in a lower division, will be put into the division they were in prior to that game. This is for positioning going into the play-offs.
19. No defaults will be allowed, and games must be played by the end of the dart season or the faulting team will not be allowed to play in the play-offs. The showing team will be responsible to set three (3) dates with times within two (2) weeks from the scheduled game. If the faulting team does not honor these dates, then the Executive will choose a fourth (4th) and final date. Failure to show up for play will automatically eliminate the faulting team(s) from the play-offs.
20. Registered players only are allowed to play. Any team playing an unregistered player will cause a fault. Captains are responsible for detecting such players. In doubt, ask to see their card.
21. Only three (3) such faulting situations are allowed to each team per season. More, and that team will not be allowed to play in the play-offs.
22. If a game is in progress and a player "has" to leave, leaving a team with only four (4) players, the points and games will be honored to that point, and the remaining games will be played at a later date, under the terms mentioned above. (#19)
23. Team captains are responsible for players advancing to the toe line. No player is allowed over the toe line to throw a dart. No player other than the chalker is allowed ahead of the toe line. All



least three players not shooting, with the exception of the captain or designated coach must stand at (3) feet behind the toe line, wherever possible. Non players are not allowed in the play area, unless chalking.

24. The captain may designate a coach, but the opposing captain must be advised. If a team has a designated coach, the captain is not allowed to coach. When either is chalking, they are still permitted to coach.

25. The chalker may tell the number scored and what is left. The captain or coach may tell the player how to finish the game.

26. If a player throws out of turn, the resulting score will not count and the proper rotation is assumed.

27. Darts must be left in the board until the chalker has tallied the score and ascertained the same.

When there is no chalker, the score is to be marked on the board prior to that player removing the darts. No dispute shall be entered into once the darts have been removed from the board. Any questions on the score subtracted must be corrected before that side or team throws again. Mistakes of 100 may be corrected at any time.

28. All chalking shall be left to right, left to right.

29. If a dart falls to the floor on your way to the board, it does not count, even if the chalker has tallied them. They will only count if left in the board, or player can hold the sagging dart.

30. When a player has sat out a game, he/she has the right to throw nine (9) warm up darts before the next game begins. Only this one player.

31. Any player not attending three (3) consecutive game nights without a valid reason, can be suspended by the team captain.

32. No one is allowed to practice on any open boards while a league game is in progress unless agreed upon by both team captains.

33. Each team captain will be given a list with the team name, phone numbers and venues for each team, along with the names of all team players.

34. The play-off format shall be triples. Each team will put up two sets of three (3) players and each set will play all three (3) at games of 701. One point for each game won. Captains will flip a coin to determine home and away team. Loser of the toss is away team and will put names on board first.

35. Teams may play with five (5) players at the play-offs if no spare is available. In this case, one player will be chosen by the opposing team, prior to putting the player names up, who will then play back and forth between both boards. (Rule # 13 will also apply).

36. To determine the play-off position in case of a tie, the team with the most wins over the season goes ahead of the team with less wins. If there is an equal number of wins, the teams involved will play best of three (3) at 701.

37. Teams will be divided into play-off sections: Championship, A, B, C, (or at discretion of the Executive).
38. The registration time for play-offs is 9:30 - 10:00 am. Toe line is 10:30 am. (Or at the discretion of the Executive as a General Meeting is held prior to start of play-offs).
39. The Executive will make up League schedules at their discretion.
40. All trophies are to be returned to the Executive, in the same condition as was awarded, one month before the end of regular League play. The cost of repairs will be the responsibility of the team that had the trophy.

expects that it's  
the highest ethics  
particular emphasis on  
always reflect

The Fraser Valley East Dart League  
members will, at all times, maintain  
of the sport of darts, and have  
their personal conduct, which should  
the finest in sportsmanship.

September, 2011