1. NAME

The league shall be known as the “Nanaimo Mixed Dart League” and shall hereinafter be known as “the League”.

1. OBJECTIVES

The objectives of the League shall be to encourage and administer the game of darts in the Nanaimo area, between Cedar and Lantzville, and promote good sportsmanship in that endeavor.

1. ADMINISTRATION

The League shall act through its elected executive officers consisting of a President (Chairman), First Vice President, Second Vice President, and immediate past President, Secretary and Treasurer.

1. Additional officers may also be elected.
2. Each member in good standing registered in the League will be accorded one vote in any League matter.
3. Team representatives shall have the power to make any decision affecting the Leagues administration, other than amendment of the rules during a season, which can only be carried out at a Special General Meeting called for that specific purpose.
4. Other than the President, all executive officers shall have a vote at all meetings. The President, should a deciding vote be required, will be accorded a deciding vote.
5. At any League meeting, the functions of the Chairman will fall to the President, or in his/her absence, the first Vice President, or in his/her absence the Second Vice President, or in his/her absence the Secretary. In any case no League meeting shall commence with fewer than three Executive Officers present.
6. Executive Officers shall be elected to a one-year term, such elections to take place at the annual awards banquet.
7. Eligible voters for the above elections will be team members of the League who were registered and in good standing at the end of the season just completed.
8. Vacancies on the Executive shall be filled by a vote of all players in good standing as and if they arise.
9. General League meetings and League Representative meetings shall be held as frequently as directed by the Executive officers. A Special General Meeting may be called on the majority vote of Team Representatives attending a duly convened meeting of those Team Representatives. The business to be discussed at such Special General Meeting will be only that for which the purpose of the meeting was called. The quorum for all meetings will be equal to, five percent (5 %) of the league membership for all regular meetings and ten percent (10%) for special meetings and AGMs, and within that number, at least one half plus one (1/2 + 1) of all league teams represented, of voting members in good standing. No formal meeting will be conducted with less than a quorum present.
10. Proxy votes may be allowed for AGM’s and Special General Meetings in extenuating circumstances for members to vote by emailing the [nanaimodarts@gmail.com](mailto:nanaimodarts@gmail.com) email no later than 1 hour prior to the scheduled meeting.
11. Unless otherwise stipulated in the League Constitution, Robert’s Rules of Order shall be the guiding administrative principles for the League.
12. Unless otherwise stipulated in the League Constitutions and Rules of Play, The National Darts Federation of Canada (NDFC) Rules, Regulations and Constitution shall be the guiding principles for the League.
13. DUTIES OF OFFICERS
14. President

Shall preside over and be responsible for the conduct at all League meetings. He/she shall sign all minutes of meetings, when necessary he/she will prepare an agenda prior to a meeting.

1. First Vice President

Shall act for the President in his/her stead when absent and shall conduct the registration of teams and players and be responsible for league statistics and game play scheduling.

1. Second Vice President

Shall be responsible for all trophy purchases, updating, and recording; and shall act for the First Vice President in his/her stead when absent.

1. Secretary

Shall record the minutes of all meetings; conduct the general correspondence of the League, and pass on to the Treasurer, all monies received by him/her on behalf of the League. He/she also, in absence of President and Vice President, chair such meetings.

1. Treasurer

Shall receive and keep a current account of all monies received and pay into the Leagues bank account all monies belonging to the League. He/she shall

prepare and submit a financial statement to the team representatives when called upon to do so. He/she shall also furnish periodical interim financial statement when required to do so. He/she with such other executive officers as may be determined, receive all cheques and obtain receipts for all payments made by him/her.

1. Immediate Past President

Shall maintain continuity in the league and assist the executive in all matters.

1. Members at Large

Serve as a liaison to bridge the gap between the General membership and the executive.

1. FINANCES
2. Each team will, before or on the date established by the league, submit to the Secretary or Treasurer or registration officer entry fees in the amount determined annually by the league.
3. These fees are non-refundable except in extenuating circumstances and when agreed upon by a majority vote at a duly convened League meeting.
4. In addition to entry fees, the League may also require that additional monies be paid by registered teams, the amount and frequency of such payment to be determined at a duly convened League meeting prior to the start of each seasons play.
5. Failure to submit these monies by the stipulated date will result in discipline as laid out in the NMDL Rules and Regulations.
6. No elected official shall receive monetary compensation from the League, other than reimbursement for monies spent on league business, for which receipts must be provided before such reimbursement is paid.
7. TEAMS
8. Teams will be comprised of both male and female players, the minimum and maximum of which will be determined by the League prior to the commencement of League play.
9. A player registered with one team, may not play for another team in the League, unless such change of teams is carried out in accordance with the League rules.
10. Unless otherwise decided by a majority vote at a duly convened League meeting, prior to the commencement of play for a season, no player who was not registered with the League by the last two weeks of team play in that season, will be eligible for registration, other than in exceptional circumstances. Make up games do not count for the last two weeks of play
11. Each registered player, in good standing, shall be accorded voting rights at all League Meetings.
12. No team player shall be registered with more than one team at any given time.
13. All players registered to the League must complete nine (9) legs before the end of regular season play in order to be eligible to play in playoffs.
14. If a player transfers from one team to another after December 31st, such transfer has to be approved by a majority of captains in said division, and the Executive.
15. ARBITRATION
16. The Executive shall appoint various team representatives to a special committee to rule in cases of dispute or protest brought to the Executive by individuals or teams.
17. The dispute or protest may be submitted in writing and must be submitted within seven days of alleged infraction and must be relative to either the rules of play or the League schedule.
18. The decision of such committee will be final, and no appeal will be considered by either the Executive Officers or the team representatives.

**STANDING ORDERS**

1. Quorum

The quorum for all meetings will be equal to, five percent (5 %) of the league membership for all regular meetings and ten percent (10%) for special meetings and AGMs, and within that number, at least one half plus one (1/2 + 1) of all league teams represented, of voting members in good standing. If, ten minutes after the time appointed for the meeting to commence, a quorum is not present, the meeting shall be dissolved.

1. Order of business

An agenda shall be drawn up by the Chairman or Secretary and all items thereon shall take precedence over all other business. Any member desirous of introducing business for the consideration of the meeting may do so after the agenda business has been completed.

3. Minutes

The Secretary shall read the minutes of the previous meeting, but no motion or discussion shall be allowed on the minutes except regarding their accuracy. After the confirmation of the minutes, they shall be signed by the Chairman and the members shall then be at liberty to ask questions regarding matters arising from them. Such questions shall be allowed for purposes of information only and no debate on the policy outlined in the minutes shall take place.

4. Selection of Speakers

Every member shall stand when speaking and shall address the Chairman as” Mr. Chairman” or “Ms. Chairman”. When more than one member rises to speak, the first shall get precedence, the decision resting with the Chairman. The member who rose after the first one shall have the right to speak next.

5. Chairman’s Ruling

If the Chairman rises to call a member to order, for any other purpose connected with the proceedings, the member speaking shall resume his/her seat and no other member shall speak until the chair is resumed. The ruling of the Chairman on any question understanding orders or on points of orders or explanation, shall be final, unless challenged by no less than four members and unless a majority of the members present vote to the contrary.

6. Interruption

If any member interrupts another whilst the later is addressing the meeting, or uses abusive or profane language, or causes a disturbance at any meeting and refuses to obey the chairman when called to order, he/she shall be expelled from the meeting and shall not be allowed to return until an apology satisfactory to the meeting is given. No member shall leave any meeting before its conclusion without permission of the Chairman.

7. No item in this constitution may be altered or amended except at an annual general meeting. Or special general meeting called for the specific purpose and for which League members must be given 14 days notice (via e-mail, text message or phone call).

Constitution adopted and effective November 2001. updated August 2023

**DEFINITIONS AND RULES**

These rules may only be amended at a Special General Meeting called for that purpose, or at an Annual General Meeting

1. League: Shall refer to the Nanaimo Mixed Dart League.
2. Player: Is an individual registered with a league team and is in good standing with the league.
3. Team: Refers to league registered dart players and shall consist of at least 6 and no more than 10 players, at least 2 of whom shall be female, and at least 2 of whom shall be male.
4. Leg: Is a single competition. In triples the leg is completed when a score of 601 is exactly reduced to zero by a player on a team of three players. In doubles and singles the leg is completed when a player exactly reduces the score to zero from 501.
5. Game: Will consist of the best of 3 legs.
6. Match: Will consist of 11 games- all games to be played.
7. Event: Refers to either triples, doubles, or singles.
8. Oche: Is the throwing line place at 7ft 91/4 in (2.37m) from the face of the dart board. Diagonally the distance from the centre of the bull ring to the front of the oche is 9ft 71/2 in (2.93m). Where the oche is raised, the player must toe the oche, not step on it. Where the oche is a white line or tape NO part of the payer’s foot shall be closer to the board than the front of the line or tape.
9. Hand: Is the term formally used to refer to the throwing of three darts.
10. Rookie: A player who is playing his/her first year as a registered player in Nanaimo Mixed Dart League. Player abilities can be assessed by the League executive and a by a majority vote can deem the assessed player as not eligible for Rookie Status.
    1. Rookie of the Year: This is to be determined by a tally of the game stats for the season (Wins and Losses – High scores may be considered in the case of a tie.)

**RULES**

1. Matches will be played at the HOME TEAM VENUE as per schedule. Play will commence at 7:00PM on Tuesdays, unless otherwise MUTUALLY agreed upon by both teams. Games will not be forfeited until 7:30PM.
2. Team representatives will, in advance of each event, complete their match record sheet with a list of the players playing in that event and will provide that list to the opposing team representative.
3. A player entered on a sheet may not be replaced by another player. Except in extenuating circumstances and upon agreement by both team captains.
4. Order of play for each match: Triples (2) Doubles (3) Singles (6). Play will begin with an OPEN or STRAIGHT start and conclude by doubling out. Scoring shall be by subtraction.
5. The home team choses who will throw at the bull first. Winner of the BULL throw shall throw first in the match and all subsequent “odd numbered legs” which will also include the “tie-break” leg if required. Loser of the BULL throw shall throw first in all “even numbered legs”. If the dart enters the “25” or “BULL” sector it must be removed before the opponent takes his/her throw. Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the “25” ring.  A re-throw shall be in the reverse order of the previous throw.  The player who throws nearer the center of the dartboard shall throw first in the match.
6. If a player throws out of turn that hand will not count and the correct order shall be resumed.
7. Should a team play, in any event in the match, with insufficient minority gendered players: i.e. if they have no minority gendered player present, that team will forfeit that game or games concerned. The NON-forfeiting team shall be awarded an 11-0 score. A team with less than 5 players shall forfeit the match 11-0. If only 1 minority gendered player present, the minority gendered player present must play one triple, one double, and one single.

**GHOST RULE**: Applies only in situations where a team has 5 players or only 1 minority gendered player without 24 hours’ notice. The ghost may be used as your second minority gendered player.

*The ghost in triples play will score 26 points per turn until the teams score reaches 100 points or less. Once the score is 100 points or less, the ghost will score 0 points per turn. No player will score in place of the ghost during triples play.*

*The ghost in doubles play will score 26 points per turn until the team score reaches 100 points or less. Once the score is 100 points or less, the partner of the ghost will score in place of the ghost. The ghost in singles play will forfeit the game. The captain with the ghost player has the right to place the ghost anywhere in the lineup.*

1. A hand consists of three darts unless a leg is concluded in less. Scoring darts may only be withdrawn by the player. NO darts may be re-thrown and only those darts whose points are in or touching the dart board will count. Darts MUST be in or touching the board when the caller (Chalker) calls the score or that score will not count.
2. Score keeping shall be done by writing scores LEFT to RIGHT only on both sides of the score board.
3. Both teams are equally responsible for chalking games and should chalk ½ of the available games per team each night of play, whether at home or visiting.
4. It is the responsibility of the player to check his/her score BEFORE his/her darts are removed. The player must ensure that the Chalker correctly subtracts the score. An error in subtraction found PRIOR to that players next turn shall be corrected. Such error if found after that players next turn, shall NOT be corrected. Scores not totaled by the shooter and chalker shall be ignored.
5. Assistance from team members:

a. A thrower may request assistance from his/her team members, but only after deliberately stepping back from the oche.

b. If a thrower is called, touched or coerced in any way by a member or supporter of his/her team to step back off the oche, that throw shall be deemed completed.

1. If the number required to finish a leg is exceeded in the course of a hand, or the score obtained makes it impossible to finish on a double, the score in that hand shall not count and the number required before the hand was commenced shall remain the number required.
2. Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at the time that the required finishing double is scored.
3. A non-scoring dart, partially obstructing a desired number, shall not be moved or removed to provide easier access to desired number.
4. A team shall be credited with ONE (1) match point for each match won.
5. Should 2 or more teams be tied in match points and the end of league play, matches won between those teams shall determine the final order of finish. Should those teams still be tied, games won between those teams shall be deciding factor. Where this method of deciding the final order still produces a tied order, the league executive will arbitrate a mutually acceptable solution.

a) In case of dispute or protest the match shall be played: The protesting team through its representative, shall lodge its concern in writing, within seven (7) days with the rules committee. The committee shall require the non-protesting team to submit its views, through its representative, in writing prior to its consideration of the matter. Where both teams have knowledge of the nature of the protest at the time of the match, both teams’ representatives shall lodge their views of the matter within the seven (7) day limit in writing with the rules committee.

b) It is the duty of the rules committee to advise the secretary of the initial complaint, upon receipt of documentation, and the final decision made

1. The rules committee decision on any matter is FINAL and no appeal shall be considered by the executive, team representative, or general membership.
2. The executive and the rules committee shall have the power to decide which division, where there is more than one division, a new player will compete in, based on the assessed abilities of that team or players.

If a team refuses to accept promotion or regulation, where there is more than one division, that team will not be allowed to play in the league, at the sole discretion of the executive and the rules committee.

20. The first half of the season will be played with a full league round robin to determine placement. If more than 12 teams are registered, then the league will be slit into A & B divisions at the halfway point of the season. If 11 or less teams are registered the league will continue in a one division round robin format. Should a team find that it will be unable to play on the scheduled date in the first half of the season, they must provide 24 hours’ notice (Minimum) to the other teams’ representative. Those teams will be required to play a make-up game.

1. If in the first half of the season (entire league round robin) you have one make-up game, that game can be made up during the designated week for make-up games mid-season prior to teams being designated to either A or B division. Should a team have more than 1 make-up game, those games shall be made up on an agreed upon date between both team captains prior to the end of the first half of the season. If either team fails to agree on a date the executive will assign a date and time for the game to be made up. If either team cannot make the date assigned that team will be declared loser, with the other team receiving one (1) point and an 11-0 score.
2. If a team has a make-up game in the second half of the season you may choose to play for double points the next time you face that team or to play during the designated week for Make-Up games at the end of the regular season prior to playoffs. If you do not face the team again prior to the end of the season and already have a make-up game scheduled for the designated week at the end of the season the executive will assign a date and time for the game to be made up. If either team cannot make the date assigned the non-conforming team will be declared loser, with the other team receiving one (1) point and an 11-0 score.

21. Rule 20 shall NOT apply to extenuating circumstances such as inclement weather.

22. A player wishing to leave his/her team to transfer to another team MUST give written notice at least seven (7) days in advance to his/her team representative. Except in extenuating circumstances, no transfers can be made after December 31st.

23.A team representative wishing a player to leave his/her team must give that player seven (7) days notice in writing.

**FINANCE**

1. Annual registration fees shall be $10.00 per player. A player is deemed to be registered and in good standing when his/her registration fee is paid. This fee must be paid in full at the end of four weeks from the start of any season of play.
2. Tournament Fees are $20.00 per player and paid before the start of each tournament.
3. A $4.00 match fee shall be paid by each player taking part in a match.
4. Team representatives are required to pay the treasurer all match fees collected, on a monthly basis, at or before the team representatives monthly meeting (see General Rule 1 below).
   1. Failure to pay dues and/or Team Registration fees in full within the allotted time frames shall result in the following fines and disciplinary actions:
5. 1st Week: Suspension of Team Representative from ALL League Games.
6. 2nd Week: Full Night Forfeit resulting in an 11-0 loss for the team in question.
7. $10 fine per week that dues are not paid charged to the team representative.
8. Re-Instatement of game play to commence at such time as ALL dues and fines are paid in full and Statistic Sheets are turned in.

**GENERAL RULES**

1. General League Meetings will be held once a month on a date determined by the executive at the beginning of the season. All meetings will begin at 7:30 pm unless otherwise notified (14 days minimum). Fee payment, urgent league business, financial reports and tournament information are the major agenda items at these meetings although team members may raise any competent matter for discussion.
2. The Home Team is responsible to ensure that the game sheet is completed and sent, via electronic means, to the League Statistician for both teams. The picture sent shall be a clear and readable copy of a legible completed game sheet. Each team captain, by signing the game sheet, indicates that all the pertinent information for their team has been entered.
3. No new player shall be registered after the last two weeks for the remainder of that season, unless such player addition is otherwise approved by the rules committee and executive.
4. Should a team withdraw from the league during the seasons schedule, all matches played against that team shall be void, including match points and game scores. Teams scheduled to play the withdrawn team shall have a bye. All monies payed to the treasurer involving games played by or with the withdrawn team shall be retained by the league.
5. A player NOT in good standing shall have his/her league membership privileges suspended.
6. The treasurer shall provide a financial statement at each team representative meeting.
7. Electronic Decorum – Swearing, bullying or abusive language shall not be used on the League’s Facebook page or website. Those deemed to be doing so will have their privileges for access to these sites revoked. To be reinstated, the member will have to formally apologize to the League and then only by a majority vote by the League Executive shall their access privileges be reinstated.

**SCOREKEEPING 10 COMMANDMENTS**

1. Thou shalt not - talk while keeping score.

2. Thou shalt not – move about. **Stand still!**

3. Thou shalt not – look at the shooter. Face the board.

4. Thou shalt not – call out the score of darts, unless asked.

5. Thou shalt not – tell a shooter what to shoot.

6. Thou shalt not – tell a shooter what combination to shoot for.

7. Thou shalt not – change a player’s score if the opponent has begun to

throw.

8. Thou shalt not – lean out to see a dart, or follow the darts with either head

or body movement.

9. Thou shalt not – show any emotional displays while scoring.

10. Thou shalt not – accept a choice of score from any player other than the thrower.