

2025/26

Hamilton Veterans Dart League

Any changes will be made at the discretion of the Executive.

RULES OF PLAY

1. Playing Area

- a) All boards, lighting and areas of play are to be approved by the Executive.
- b) The height of the boards is to be 5'8" to the center of the bull.
- c) The front edge of the dartboard should be 7'- 9-1/4" from the oche (toe-line) which can also be measured as 9' - 7-3/8" on a diagonal line from the center of the bullseye to the oche.
- d) The scoreboard must be in plain view of the thrower.

2. Team Organization and Changes

- a) A maximum of 12 men to be signed by each team, plus one non-playing Captain (if desired).
- b) No player(s) to be signed in the last 10 weeks of the season or playoffs.
- c) One weeks' notice is to be given for any player additions. Money must be received by the Monday prior to the next game.
- d) Player transfers must be authorized by the Executive and both team Captains.
- e) The secretary is to be notified of any Captaincy changes.

3. Matches, Forfeits and Games

- a) Cancellation of games for any reason including bad weather can only be done by the President or Vice-President (if the President cannot perform this duty).
- b) Games to start no later than 8:00 p.m. (unless otherwise agreed by both Captains).
- c) A team unable to field at least 4 players by 8:00 p.m. will forfeit the night and receive a score of 0. The "winning team" will receive the average winning score for that night within their own Division. "Winning team captain is to fill-in and submit a score sheet (by photo text message to the Results Secretary) for their own line-up and the "winning team" players will receive credit in the standings for their "wins".
- d) Matches to consist of;

Four (4) Triples, Six (6) Doubles (601), Six (6) Doubles Cricket, Six (6) Singles (501) Singles are played as Best of Three Legs in Division "A" only and Six (6) Singles 1 game for all other divisions, and Four (4) Triples (701).
- e) Players may play a maximum of;

Two (2) Triples, Two (2) Doubles, Two (2) Triples, and One (1) Sines game. In exception of playoffs for the addition Triple in the event of a tie.
- f) All players listed on the results card must play a minimum of three (3) games

g) A team with only 4 men will forfeit:

Two (2) Triples, Two (2) Doubles, Two (2) Cricket and Two (2) Singles.

h) A team with only 5 men will forfeit:

One (1) Triple, One (1) Double, One (1) Cricket and One (1) Single.

i) Any team forfeiting 3 Matches during the season must give just cause to the Executive.

j) Captains may post names in any position in lieu of byes but cannot play a man whose name is not posted for that portion of the match.

k) The same player combination may only be used once in Doubles, Cricket or Triples.

l) Players will throw from or behind the toe-line.

m) Visiting team to throw for bull first. The winner of the bull toss will throw first for score. Singles Matches will begin with a coin toss with the winner of the toss throwing for score in the first leg and the loser of the toss throwing for score in the second leg. When a third leg is played, the winner of the ORIGINAL coin toss chooses whether to shoot first or second for the BULL. The winner of the bull will shoot first.

4. Scoring / Markers

a) Each team will supply markers for boards, and the said marker will face the board at all times.

b) All darts to be checked by the marker and pulled by the thrower.

c) The Marker, when asked by the thrower, may tell a thrower what they have scored and what score they have left (in 01 games). Markers may not tell a player what to throw next.

d) Anyone, other than the marker, may tell a thrower what to shoot, when asked, in the singles. Partners only may confer in doubles, cricket and triples, and in either case only if the thrower steps back from the line.

e) When the score has been marked, it may not be changed after a further six (6) darts have been thrown AND pulled from the board.

5. Results Card and Submission of Results

a) The winning team supplies results cards by sending a photograph of the Scorecard via text message to the Results Secretary no later than midnight on the Wednesday after the game. Failure to do so will result in loss of aggregate points.

b) Two (2) points to be awarded for each match won and One (1) point for each match tied.

6. Smoking Rule

a) Smoke only when not playing or when a smoke break has been called, which in general will be after each round of play (e.g. after doubles cricket is completed and so on).

- b) Any abuse of this rule will result in the forfeit of games which are delayed as a direct result of players not being available due to smoking.

7. Playoff Qualification

- a) Players must play at least six (6) regular season Matches to be eligible to play in any playoff games.

8. Tournaments

a) Organization

- 1.1. The Tournament Chair will be responsible for the organization, registration, entry fee collection, drawing and conduct of all League tournaments.
- 1.2. The 4-person Open blind draw at the start of each season is open to anyone, male or female.
- 1.3. The Cricket Tournament will be blind draw and is only open to registered members of the HVDL.
- 1.4. Triples and Doubles Tournaments will be played as "Bring-Your-Own Partners" but each member of the Triples/Doubles must be a member of your Branch/Club. Private Bars can form teams only from registered HVDL players from their own bar.
- 1.5. All tournaments will be Round Robin Format
- 1.6. The finals of all tournaments will be best 2 of 3 format
- 1.7. Prizes for Triples, Doubles, Cricket, and Singles Tournament will all be paid out at the end of season, and prize amounts to be determined at the discretion of executive and tournament director.
- 1.8. First and second place finishers will be paid out at the end of the season except for the 4-Person Bind Draw which is paid on the night of the tournament

b) Registration and Start of Play

- 1.1. Registration for all evening tournaments will close at 7:15pm sharp
- 1.2. Play will begin at 7:30pm

c) Rules of Play

- 1.1. All games to be double in double out. (except Cricket)
- 1.2. Players who are on a "bye" are encouraged to mark games, especially during tournaments, to help speed up play. Please use sportsmanship at all times.

9. Legion and Military Associations Etiquette

Royal Canadian Legions ask all members and guests to observe a few rules that relate to remembrance / respect for the fallen and general housekeeping. Please observe these rules when visiting any Legion, military association (Veterans Services League (VSL), 447 Wing) as a courtesy.

- a) Hats, of any form, are forbidden inside a Legion.
- b) Obscene language / images on shirts / jackets are not allowed.
- c) Legions ask all guests (including members of other Legions) to sign-in using a guest book which is usually located near the entrance or bar area. Please ask the bartender where the guest book is and sign-in.
- d) All members and guests are asked to return empty bottles and glasses to the bar area - there is no table service, and many club bar staff are volunteers not paid employees.
- e) The HVDL began as a veteran's dart league involving members of Hamilton area Legions and military associations. While the League is open to all bars today, we continue to pay respect to our past. All AGM's and League Tournaments will begin with a Moment of Silence and this Remembrance which will be read:

*"They shall not grow old as we that are left grow old:
Age shall not weary them, nor the years condemn.
At the going down of the sun and in the morning
We will remember them."*

All present then reply:

"We will remember them"

Thank you for participating in this important part of our history!