

OFFICIAL RULES AND REGULATIONS

S.C. UPSTATE DART LEAGUE, INC.

P.O. BOX 16415

GREENVILLE, S.C. 29606

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BY THE RULES & GRIEVANCE COMMITTEE

DARTS.....

The sport that begins
and ends with a

HANDSHAKE.....!

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TABLE OF CONTENTS

	PAGE
PREFACE.....	1
SECTION I GENERAL.....	2
SECTION II EQUIPMENT.....	2
SECTION III TEAM PROFILE.....	3
SECTION IV INSTRUCTIONS TO TEAM CAPTAINS & CO-CAPTAINS	4
SECTION V SCORING.....	6
SECTION VI FORFEITS AND PROTESTS.....	7

SECTION VII	A.D.O.	7
SECTION VIII	SPORTSMANSHIP/PERSONAL CONDUCT.....	8
SECTION IX	FORMAT.....	10
APPENDIX A	DUTIES OF OFFICERS:	
	PRESIDENT.....	11
	VICE PRESIDENT.....	11
	SECRETARY.....	11
	TREASURER.....	11
APPENDIX B	AWARDS.....	12
APPENDIX C	ALLSTAR POINT SYSTEM.....	12
APPENDIX D	SCORE SHEET FORM.....	13
APPENDIX E	DART BOARD SETUP.....	14

THE S.C. UPSTATE DART LEAGUE, INC.

RULES AND REGULATIONS

PREFACE

THE RULES AND REGULATIONS OF THE S.C. UPSTATE DART LEAGUE COMPRISE THE FOUNDATION UPON WHICH THE SPORT OF DARTS WILL BE ORGANIZED AND DEVELOPED AS A TEAM SPORT IN THE UPSTATE AREA. THEIR ACCEPTANCE AND ENFORCEMENT ARE ESSENTIAL TO THE GROWTH OF THE GAME OF DARTS.

THE S.C. UPSTATE DART LEAGUE, INC. IS A NON-PROFIT ORGANIZATION FORMED TO PROMOTE DARTING AS A SPORTING, RECREATIONAL AND SOCIAL ACTIVITY.

THE RULES AND REGULATIONS OF THE ASSOCIATION ARE BASED UPON THE RULES OF DARTS, **GOOD SPORTSMANSHIP, AND COMMON SENSE**. TO ABIDE BY THE RULES IS TO IMPROVE THE GAME, NOT TO DETRACT FROM IT OR DAMAGE IT. ADHERENCE TO THE RULES WILL SERVE TO PLACE ALL PLAYERS AND ALL TEAMS ON AN EVEN GROUND. ADHERENCE IS TO THE ADVANTAGE OF ALL PLAYERS, TEAMS, AND ALL PUB OWNERS OR SPONSORS.

COOPERATION AND SPORTSMANSHIP ARE PREFERABLE TO ENFORCEMENT. ENFORCEMENT, WHEN NECESSARY, IS THE RESPONSIBILITY AND THE SOLE FUNCTION OF AN ELECTED RULES AND GRIEVANCE COMMITTEE. THE COMMITTEE WILL INTERPRET, ENFORCE AND REVISE THE RULES AND REGULATIONS OF THE SCUDL. CONTINUE TO REPRESENT THE ASSOCIATION IN A FAVORABLE FASHION AND CONTINUE TO SERVE THE BEST INTERESTS OF THE ASSOCIATION AND ITS MEMBERS.

A COMPLETE SET OF OFFICIAL RULES AND REGULATIONS AND WAIVERS ARE TO BE PROVIDED TO EACH TEAM CAPTAIN AND SPONSOR AT THE BEGINNING OF EACH SEASON, WHEN THEIR ROSTERS, SPONSOR FEES AND DUES ARE TURNED IN. THESE RULES APPLY TO ALL LEAGUES IN THE S.C.U.D.L.

SPONSOR FEES ARE: \$100.00 FOR EACH TEAM PER SEASON.

INDIVIDUAL DUES ARE: \$24.00 PER SEASON, PER PLAYER (MEMBERSHIP DUES INCLUDE: BANQUETS AND MEMBERSHIP INTO THE NATIONAL ORGANIZATION: THE AMERICAN DART ORGANIZATION, OF WHICH THE S.C. UPSTATE DART LEAGUE, INC. IS AN AFFILIATE). THESE SPONSOR FEES AND DUES ARE TO BE PAID BEFORE ANY PLAY BEGINS, NO EXCEPTIONS.

PLAYERS WHO WISH TO PARTICIPATE IN THE TEAM AND SINGLES LEAGUE(S) WILL BE ASSESSED AN ADDITIONAL \$12.00 FOR EACH EVENT PLAYED IN A SEASON. THESE FEES MUST BE PAID PRIOR TO PLAY. A NON-ACTIVE MEMBER IS A NON-PLAYING, PAID QUALIFIED MEMBER, ELIGIBLE FOR ALL LEAGUE FUNCTIONS. NON ACTIVE MEMBER DUES ARE \$20.00 PER YEAR. **ASSOCIATE MEMBERS ARE NON-PLAYING, NON-VOTING MEMBERS WITH RIGHTS AND PRIVILEGES AS DETERMINED BY THE BOARD OF DIRECTORS.**

1

S.C. UPSTATE DART LEAGUE OFFICIAL RULES & REGULATIONS

SECTION I - GENERAL

1. The S.C. Upstate Dart League will have the following Officers (Board of Directors) who will serve an elected office. Elections are held annually at the end of the Spring Season.

President
Vice President
Secretary
Treasurer
Rules & Grievance Chairperson
Special Events Chairperson
Scorekeeper

A Rules & Grievance Committee of 10 people, 9 from various divisions and a chairperson will also be elected at the end of the Spring Season.

The following Committees are by volunteers, non-elected:

Advertisement Committee
Trophies
Banquet Committee

S.C. Upstate Dart League, Inc. year runs from January 1st to December 31st.

2. Captain's Meetings are held monthly for the length of the season on the first Thursday night of each month. A "1" point bonus will be given for each team's captain or representative attending these meetings.

3. Addressed envelopes are to be provided to each captain at the beginning of the season as it is the responsibility of the **Winning Team Captain** to mail in the score sheets following each match. The scores are to be telephoned in by **Wednesday** to the Scorekeeper and score sheets to confirm scores are to be received in the P.O. Box indicated by **Monday** following the match. **A "-1" point penalty will be given to the winning team for no score sheet received on Monday following the match. A "-5" point penalty will be given to the winning team for a score sheet TWO WEEKS LATE, and a "-13" point penalty will be given to the winning team for a score sheet THREE WEEKS LATE.** (Postponed matches must be reported to the Secretary, and/or Scorekeeper). These penalties will be included in the loss column of that week's standing sheet and noted as such.

SECTION II - EQUIPMENT

1. The sponsor is responsible for providing facilities and equipment and maintaining it to a standard acceptable to the S.C. Upstate Dart League, Inc. (The Rules & Grievance Committee will inspect each sponsor's set-up before each season.)

2. All league competition shall be conducted on a standard English bristle, 20 point, clock faced dartboard.

3. Dartboards shall be placed five feet eight inches (5'8") from the floor to the center of the bull's eye, with the 20 bed at top center. This wedge shall be dark colored.

4. The foul line shall be seven feet, nine and one quarter inches (7' 9 1/4") from the surface of the board and must be clearly marked. The length of the foul line should be at least 24" across the front of each board. When using an elevated foul line, the player must be able to place his foot firmly against the

2

elevated line. When using tape, the player shall be able to place his toe on the tape; the front edge of the tape being the 7' 9 1/4" mark.

5. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.

6. The dartboards should be positioned so that they are readily available to the players without distraction to the throwers.

7. Scoring surfaces must be provided and located in such a position that the score may be easily read by both players and spectators.

8. One board is required for every 1 1/2 teams per sponsor.

SECTION III - TEAM and SINGLES PROFILE

1. Each team consists of a minimum of four members, and a maximum of 6 members.

2. Each team will have one member elected or chosen to be team captain. (For the team captain's responsibilities see Section - IV.

3. Each player must pay individual dues as determined by the league before participating in any match subject to R&G Committee approval. ***Non payment of dues with first match played will effect a forfeit of those games in which he/she participated.*** Send information and dues in with the score sheet on the form provided in the captain's package.

4. Dues are non-refundable. Dues include membership into the American Darts Organization.

5. Players may be added to a team at any time during the season, but they must pay their dues ***before playing in their first match.*** New players may not be added during the last 3 weeks of play for teams which play more than a 10 week schedule. New players may not be added during the last 2 weeks for teams which play a 10 week or less schedule.

If a team is one player short, but has less than 6 members signed up on the roster, another player may be recruited for that match who is: a non-active member [not previously on another team during the current season]; a non-active member who has played for one team during the season **but the team disbands**; or a person who is not a current league member. This player must pay the league membership fee before joining the team as it's fourth player and the money collected should be mailed in with the score sheet by the winning team captain. A new player must qualify before their second team match. The Team Captain should call the R&G Chairperson when they sign up a new player for a qualification date before the next scheduled match. Only R&G Committee Members and Ex-officio Board of Director Members are allowed to qualify and approve qualifying document. Any player is allowed to compete with the individual (s) who is (are) qualifying. Disbanding a team requires written notification to the Secretary with names of each team member. **ALL ADDITIONS TO TEAMS ARE SUBJECT TO APPROVAL BY THE R & G COMMITTEE.**

No player may be added if they move your team rating above the top team's rating in your division excluding A Division. Any match points won by a player who plays in a match before approval by R&G are subject to forfeit upon disqualification. Minors are allowed to play under the supervision of an

adult team member subject to the limitations of the sponsoring pubs. A player who has played for one team during the season is ineligible to play for another team during that season, unless the original team disbands.

If a player is unable to play on a team, a letter of resignation by that captain or that team player should be sent in before you sign up a new player to your team, if your team has 6 players. The Team Captain should call and inform the R&G Chairperson and the Secretary.

Divisions are determined by seeding procedures of the R & G committee. Team ratings are determined by averaging the ratings of the top four players on each team. Team ratings will be used to

3

form the division structure, which is determined seasonally by the committee according to the number of teams signed up. Teams may "request" a divisional placement by noting such on the sign-up sheet at the beginning of a season; however, and under no circumstances may a team be assigned to a lower division than is indicated by its ratings. All new players must play a qualification as determined by the R&G committee. A new player being added to an "A" division team after team rosters and seeding activities have been completed by the R&G Committee shall be exempted from the qualification requirement. All lower division player additions remain subject to the qualification process. If the aforementioned player should become eligible for transfer to a second team within that season as directed in Section III, Rule 5, his rating shall be derived from actual play results. If that player has not played a minimum of three 501 matches to that point, he will be required to qualify prior to play with his new team.

Previously qualified members may re-qualify one time only per season if they desire on a specific date set by the R & G committee.

Team rosters are compiled from sign-up sheets and teams are seeded accordingly. Changes of team membership for seeding purposes must be effected before the last qualification. Once the roster has been published, an individual may not play for another team except as directed in Section III, rule # 5.

After 2 seasons of winning the same division, move a team up one division if it consists of 4 of the original players, even if their team rating doesn't put them in that division. **EVERY PLAYER MUST HAVE ESTABLISHED A RATING FOR EACH PARTICULAR LEAGUE** (singles, team, etc.) within the past 6 seasons (3 years), via player profiles, or must play a qualification round.

6. League play is divided into two seasons: Fall (September thru December) and Spring (February thru May) followed by an awards banquet at the end of each season. This Facilitates a season where each team plays every team twice, once at home and once away. Although officers are elected to serve for two seasons (one calendar year), teams are only required to remain a team for one season (players are free to form new teams at the end of each season).

7. CITY CUP CHALLENGE PROCEDURE

A. The top 2 winning teams of each division [league consisting of 4 divisions] qualify to participate

in the City Cup Challenge.

B. The top 3 winning teams of each division [league consisting of 5 divisions] qualify to participate.

C. Number of wild card teams to be determined by the Rules and Grievance Committee.

8. In the event at the end of regular season play, two teams in any division tie for the 1st, 2nd, or 3rd place, a play off must be held to determine the team that is awarded sole place for 1st, 2nd, or 3rd for their respective division.

The playoff format will be the format that was played during that particular regular season.

This playoff must be completed prior to the City Cup so that the proper teams will be represented.

In the event of a tie, the team captains must call the President or Vice-President to alert them and give them the date and time the playoff will be held. Location should be at a neutral location, meaning not at either location that the teams involved in the playoff played during the regular season.

SECTION IV -INSTRUCTIONS TO TEAM CAPTAINS and CO-CAPTAINS (INCLUDING SINGLES PLAYERS)

1. Prepare team rosters complete with names, addresses (including zip codes), phone numbers and prior experience of each player. Members with incomplete addresses will not receive the newsletter or other correspondence. All communications between league officials (Board of Directors, R&G Committee, Scorekeeper or Treasurer) and an individual member or team shall be conducted via telephone with all due haste. If contact is not made within an eight day period, the league shall communicate with the member or team via US Mail addressed to the last known address according to league records, no later than 10 days after said

4

business was first known to have existed by league representatives. Include with the rosters the membership dues and sponsor fees all to be turned in to SCUDL by the published date.

2. Provide each team member with a copy of the season's schedule and their SCUDL membership card.

3. Prior to the season opener, advise your team of important rules and regulations (especially new players) and of the format of a match.

4. Select the players as you think best, as long as a player does not play more than once in each category, you may use any combination of players. Determine who should play and in what order **ONE GAME AT A TIME**, then transfer this to the score sheet. This is in effect a blind draw. In general, once a player has played with one team they are not allowed to transfer to another team until the next season.

Matches are scheduled to start at 7:30 p.m. prompt. However, a 15 minute grace period is allowed, if necessary.

5. The winning team captain is responsible for calling in the scores and mailing in their original score sheet and the losing teams carbon score sheet in the envelope provided in the Captain's package. The losing captain should verify scores, Allstar points and other information listed on the sheet before signing it. **(A 1 point penalty will be given to the winning team if scores are not called in by 11 pm Wednesday.)**

6. It is the team captain's responsibility to:

- a. Represent (or send a representative) your team at the Captain's meetings. (+1 bonus point will be given to teams represented.)
- b. Register any complaints, protests or suggestions from their team **in writing**.
- c. Collect and send in with your score sheet any new members dues.

7. Try to settle any disputes on the spot. If this is not possible, mark the sheet "**UNDER PROTEST**" and continue playing the matches. It will be resolved at a Rules & Grievance Meeting. If you have any questions regarding rules or procedures, it is your responsibility to contact the Chairman of the Rules & Grievance Committee for clarification.

8. It is your responsibility to ensure sportsmanlike conduct amongst your team members.

9. It is your responsibility to provide a chalker each time it is your team's turn to score.

10. Please continually check the weekly standings to be sure your scores are correct. Contact the scorekeeper immediately in the case of discrepancies.

11. Do not fail to list any Allstars hit during a match.

12. It is your responsibility to keep track of and record the TOTAL number of darts thrown for each of your players in every 501 game of each season. If your player loses, the remaining score must also be recorded. (See sample score sheet)

13. It is your OPTION to complete a Player Profile Form for EACH player on your roster and verify the individual ratings with the scorekeepers ratings in the newsletter at the end of the season. If you will record the information after each week's match, it will only take a moment to finalize it. (See Player Profile forms for instructions). This option is for Team Captains and single players.

14. Weekly Standings are compiled, printed and mailed or e-mailed to each captain or team

representative and Sponsor. Penalties and Bonuses are included in the loss and win column respectively and will be indicated as such.

SECTION V - SCORING

1. Players must cork before each game, the option of corking first is decided by a toss of a coin. The thrower of the dart closest to the bull has the option of shooting first. If both darts hit single or double bull, a tie results and both corkers throw again, but in reverse order. If a dart does not stick, another dart is thrown. If the first thrower hits a bull, the dart may be removed before the second thrower shoots. Should the second thrower dislodge the dart of the first, a re-throw will be made with the second thrower now throwing first. Loser of the first leg has the option of corking first for the second leg. Loser of the original coin toss has the option to cork first in the last leg.

2. The order in which players shoot may be changed between legs.

3. When scoring, darts **SHOULD NOT BE PULLED** from the dart board until the score is recorded or that throw will be forfeited. **One warning is sufficient.** The thrower must verify with chalker that the written score is correct prior to removing darts from the board.

4. Chalkers should mark the points scored before subtracting from the remaining score. It is the responsibility of the player to verify his/her score before removing darts from the board. The score remains as written if one or more darts has been removed from the board. If darts are pulled before the score is written, no points will be awarded for that throw. **One warning is sufficient.** Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In the case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team. This rule does not apply to obvious errors, such as subtracting from 301 when the game is 501, etc.

5. No player who is participating in a match will be allowed to practice on any other board while their match is in progress.

6. Chalkers are permitted to give the score remaining upon the request of the shooter, however, the ultimate correctness of the score is the shooters' responsibility. The chalker may inform the thrower what he has scored and/or what he has left. He may not inform the thrower what he has left in the terms of number combinations. It is permissible for a partner, teammate, or spectator to advise the thrower during the course of a match. A chalker may be relieved by the request of a thrower during a match and a new

chalk installed.

7. A player must have both feet behind the foul line for each throw, otherwise that throw is invalid. **ONE WARNING IS SUFFICIENT.**

8. Regardless of the darts thrown afterward, a game is over when a dart hits the correct out.

9. For a dart to score, it must remain in the board 5 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as score. The value of the dart's score is determined by the value of the segment on the side of the wire where the dart strikes the board, regardless of the visible location of the tip of the dart.

10. If a player throws out of turn, the opposing team has the option of having the round rethrown or allowing the round to stand as thrown. In the latter case, the player who should have thrown misses their turn and the sequence of the players will revert to what it was at the start of the match.

11. Team Captains have the option to play more than four players in the team game.

SECTION VI - FORFEITS AND PROTESTS

1. Any team being dropped from the league or withdrawing will forfeit all match points. Other teams will also drop all points both for and against that team, as if the match or matches had not been played. A team will automatically be dropped from the league if team attendance drops below three players for three matches out of the season. A forfeit will be declared if a team has no players in attendance.

2. Any team at the end of the 15 minute grace period that has fewer than 3 players shall forfeit the match or may reschedule at the option of the opposing team.

3. If a team has less than four players, one player may play two in 301, Cricket, and three may play in 701/1001. However, the games must be played as if the missing player was present, but scores "zero" on each throw.

4. Any dispute including if a scoreboard is prematurely erased (without consent of involved players and team captains) during a match where scores are disputed, should be settled, if possible, by the team

Captains on the spot. If this cannot be done, the game should be stopped and declared Under Protest and the score sheet marked "**UNDER PROTEST**". The teams should then proceed to the next set in the match, and forward to the R&G Chairperson a formal letter of protest noting the nature of such. Disputes will be resolved by the Rules and Grievance Committee.

5. Should both teams show up for a match (at the end of the 15 minute grace period) and have less than the required four players, the captains must agree on ONE of the following three options:

A. Rescheduling - The match may be rescheduled as long as the Secretary is notified.

Matches must be rescheduled to be played at the site of the ORIGINAL MATCH.

B. Play games with players present, placing " 0 " in each missing player's spot on the score sheet.

C. BOTH forfeit (BOTH receive 0-13 score on sheet).

D. If both team captains agree to play match at the unscheduled sponsor's location, it is **mandatory** for the next scheduled match between the same two teams to be played at the other sponsor's location. If this is not honored team who does not honor this procedure will forfeit 13 points.

6. A match may be rescheduled prior to time of play.

7. Rescheduled matches must be played within two weeks of the original match date or by the end of the season, whichever comes first. Matches not played will be scored as a forfeit (0-13) for both teams.

SECTION VII - AMERICAN DARTS ORGANIZATION (ADO)

1. ADO dues will be paid from the league treasury on a calendar year basis, at the end of each calendar year.

2. The ADO representative (Vice President) will receive and report to the league on all national and regional ADO business.

3. The ADO representative will also make tournaments available for league members who wish to compete in the ADO Regional Tournaments. Separate events will be held for the Men and Women. An ADO shoot must have a minimum of 3 participants per gender per shoot.

ADO Representative Duties and Guidelines:

a. Write receipts for all monies accepted for entry fees, donations, etc from ADO receipt book.

b. Turn over all monies, receipt copies and paperwork from ADO shoots held within 48 hours to the Treasurer, Secretary or President **ONLY**.

c. Maintain a detailed report of extra monies collected from raffles, etc. Turn in with receipts and monies.

d. ADO receipt book is subject to audit at any time by the Board of Directors.

4. For every 10 entries, the league will make-up the shortage in entry fees ***up to \$55.00 per gender per local ADO qualifier*** to send our representatives to the ***ADO Regional***.

Example 1: Local ADO qualifiers for representatives generates \$286.00 toward entry fees (26 darters). League will contribute \$44.00 to fund (if entries are \$110.00 each) [so that three darters can go to regional playoff].

Example 2: Local ADO qualifiers generate \$341.00 toward entry fees (31 darters). Then \$11.00 reverts to the league treasury (if entries are \$110.00 each) [three darters go to regional playoff, one entry fee banked to be used for the next ADO qualifier].

SECTION VIII - PERSONAL CONDUCT

As a member of the SCUDL and the ADO, you are expected to behave as an ambassador for SCUDL and the sport of darts at all times. Membership may be challenged by any other member or sponsor by filing a written grievance with the R&G Committee.

It is your responsibility to maintain current contact information with the League secretary. Failure to do so will not delay the business of the R&G Committee.

It is the responsibility of any, and all, players to conduct themselves in a responsible, respectable manner. Heckling and/or harassment, including foul or insulting language by any league member is strictly forbidden. If a proper verbal warning is given by any league member participating in a league event and or any league hosted/sponsored event at the same venue and is ignored, a grievance **must** be filed with the R&G Committee in writing.

These warnings should be handled in a professional manner by the Captains of each team member(s) involved and/or an official [Board of Directors member] of the league. If the Captain does not address the issue in a timely manner with the Captain of the guilty player, the Captain (of the guilty player) will receive a one match suspension from play.

First offense is subject to the suspension from 2 matches, at the discretion of the Committee. Second offense will result in suspension from all league play for the remainder of the season, and may be carried over to the next season of play.

Any Member, who knowingly instigates or participates in a physical altercation (other than reasonable self defense to be determined by the R&G Committee) in **ANY** function sponsored by the SCUDL, will be immediately suspended from all activities, and membership revoked by the R&G for the balance of the season. Subsequent Membership application must be reviewed by the R&G Committee, subject to approval by the Board of Directors and *if* approved, is subject to any restrictions imposed by the Board.

It is every team's responsibility to maintain the best order during league play.

The team is responsible for any individual on their team. If any team member or singles league member willingly or knowingly slings a dart in any direction other than at the **board of play**, the game is forfeited and that player cannot play the remainder of that night's match and will receive an additional two match suspension.

If any SCUDL member knowingly throws a dart, or darts toward a person or gallery, that person is banned from play permanently. Dues are not refundable.

8

Should any of the above instances occur during an ADO Event, the ADO Bylaws will govern the situation. This will be handled by the League ADO Representative and Special Events Chairperson* (*when deemed necessary. This would occur at events such as the Foothills Fling (not ADO Qualifiers as this is the sole responsibility of the League ADO Representative).

The R&G Committee reserves the right to impose disciplinary action it deems appropriate. Any mishandling of darts resulting in injury of another person will be subject to disciplinary action by the R&G Committee.

Grievances:

If a grievance is filed against a member of the dart league, he/she will have 48 hours to respond in writing to the R&G Committee and he/she will be given 24 hours advance notice to attend meeting pertaining to same. Any R&G member involved in an incident or a member of the team on which the player who has had the grievance filed against them, shall not be involved in any decision being made about said incident other than offering a statement with regard to same.

If a player is unable to attend the meeting, his/her written response will be used in determining the outcome of the grievance. If no response is received by said player, the R&G Committee's decision

will be based upon all information available.

Any instance **must immediately** be reported to the R&G Chairperson. All decisions by the R&G Committee will be final.

APPENDIX A - DUTIES OF OFFICERS

PRESIDENT

1. Organization & Promotion

- a. Encourage new sponsors
 - b. Promote and advance league in general area.
 - c. Represent area in ADO as League President.
2. Preside over meetings.
3. Prepare schedules.
4. Oversee and assist other officers.
5. General league business:
 - a. Visit as many matches as possible.
 - b. Aid in team formation and growth when possible.
 - c. Present trophies, plaques and certificates at Awards Banquet
 - d. Be intermediary between Captains and Officers and/or Committees, for the benefit of the league and its growth.

VICE PRESIDENT

1. Preside over meetings in President's absence.
2. Aid President at meetings.
3. General promotion of the league as ADO Representative. (refer to Section VII)
4. Coordinate Luck of the Draw Tournament at Awards Banquet.
5. Be available to help Captain's and other Officers for smooth operation of the league.

SECRETARY

1. Meeting Minutes are to be recorded at monthly league meetings. Bonuses for teams with representatives at meetings should be recorded and sent to Scorer to be included in the next standings.
2. Season Organization to be done at the beginning of each season.
 - a. Prepare Captain's package.
 - b. Prepare membership roster.
3. Maintain addresses for all members and sponsors for mailing of the newsletter, standings, etc.
4. Maintain league Post Office Box.
5. Maintain a copy of the Rules for reference, with any changes made after vote of the R & G Committee.
6. Maintain a notebook of all correspondence, newsletters, membership rosters and meeting minutes to be available at all meetings for reference.
7. Automatic voting member of the Rules & Grievance Committee.
8. Maintain an update chart of the weekly standings for any captain's inspection.
- 9.. Mail weekly standings to each sponsor.
10. Order any awards or certificates for special recognition.
11. To assist with any other duties required as stated in the Bylaws.

TREASURER

1. Collect money for dues and sponsor fees at the beginning of each season.
2. Collect money for any promotional sales.

3. Collect money from ADO tournaments and write checks for entries fees for players advancing.
4. Write checks for expenses and reconcile bank statements.
5. A financial report is to be reported at monthly meetings. Maintain a record of players paid.
6. File corporation taxes.

1

11

APPENDIX B - AWARDS

1. Individual awards/plaques/trophies become the property of the individual player. The league pays for 6 individual awards for first and second place teams. This includes singles league players and the City Cup Challenge.

2. Sponsor plaques and awards become the property of the sponsoring bar.

APPENDIX C - ALL STAR POINT SYSTEM

101 TO 139 points scored - 1/2 point

140 to 171 points scored - ONE point

172 to 180 points scored - TWO points

If any of the above is an IN SHOT in "301"- 1/2 point

If any of the above is an OUT SHOT in an "01" game - 1/2 point

4 Bulls (one throw) - 1/2 point

5 Bulls (one throw) -ONE point

6 Bulls (one throw) -TWO points

Cricket : 6 to 8 MARKS - ONE point

Cricket : 9 MARKS - TWO points

Individual All Star points accumulate in each league separately. All Star points accumulated in a match against teams subsequently disbanded are retained by the players.

