

BY-LAWS OF THE American Legion Post 129 Soft-Tip Dart League

BOARD OF OFFICERS:

President: Bob Wilson
Vice President: Al Terrell
Treasurer: Annie Anderson
Secretary/Statistician: Rich Hansberg
Team Captains

ARTICLE I - NAME

Sec 1: The name of the organization shall be the 'AMERICAN LEGION POST 129 SOFT-TIP DART LEAGUE' (hereinafter referred to as '129STDL').

ARTICLE II - OBJECTIVE

Sec 1: The objective of the 129STDL is to promote soft-tip darts in American Legion Post 129.

Sec 2: Have fun.

ARTICLE III – PLAYER ELIGIBILITY/INELIGIBILITY

Sec 1: Any person who is at least 21 years of age and is an active member of the American Legion, American Legion Auxiliary, or Sons of the American Legion is eligible to play in the league.

Sec 2: Any person who the officers of the league deem to be detrimental to the objectives of this league will be deemed ineligible to play in this league. The following (but not limited to) is a list of the types of behavior that can get a player ejected from the league and/or deemed ineligible to play in the future:

- A.** Chronic lateness or absenteeism
- B.** Drunk and disorderly conduct
- C.** Poor sportsmanship
- D.** Fighting

SEC 3: Persons deemed ineligible to play will be barred to play in the league for a period of two years for 1st offense. For 2nd offense, the player will be barred for life.

ARTICLE IV - OFFICERS & CHAIRPERSONS

Sec 1: Elected Officers - The elected officers of the 129STDL shall be a member of the American Legion family and an active participant in the league. The offices shall be as follows: President, Vice President, Treasurer and Secretary/Statistician.

Sec 2: Chairpersons - The President as needed may appoint Committee chairpersons.

ARTICLE V - ELECTIONS OF OFFICERS

Sec 1: Elections shall be held at the beginning of each year to elect a President, Vice President, Treasurer and Secretary/Statistician.

Sec 2: The term for each office shall be one year from date of election of that office.

Sec 3: In the event the President is unable to complete the term of office, then the Vice president shall automatically assume the office of President.

Sec 4: In the event any elected officer, other than the President, is unable to complete their term of office, this office shall be filled as follows:

- A.** If the term of office is less than 1/2 of current year, then the office shall be filled by appointment of the President, subject to the approval of the Board.
- B.** If the term of office is greater than 1/2 of current year, then a special election shall be held to fill this office.

Sec 5: In the event an elected office is not filled during a regular election, the President shall appoint such officer or officers.

ARTICLE VI - VOTING

Sec 1: General Rules of Voting:

- A. To be eligible to vote in any matters pertaining to this league, one must be a rostered member of the league.
- B. At any meeting of the 129STDL, the total number of eligible voting members present shall constitute a quorum.
- C. In all matters of the 129STDL that require a vote, a simple majority shall prevail. A simple majority is half of the total plus one.

ARTICLE VII - DUTIES OF OFFICERS, CHAIRPERSONS & TEAM CAPTAINS

Sec 1: Duties of Elected Officers:

A. President:

The President shall:

1. Preside at General Membership meetings.
2. Be the executive officer of the 129STDL.
3. Appoint committees as deemed necessary.

B. Vice President:

The Vice President shall:

1. Serve as President during the President's absence.
2. Act as coordinator of tournament events and generally assist other officers in the smooth operation of the league.

D. Treasurer:

The Treasurer shall:

1. Collect dues.
2. Receive all 129STDL funds and maintain them in a bank or savings institution.
3. Maintain an accurate account of all moneys collected and disbursed with a supporting file of bills and invoices.
4. Submit a written financial report at the meeting following the end of each league season.
5. Be responsible for purchasing all awards and trophies of this organization.

E. Secretary/Statistician:

The Secretary/Statistician shall:

1. Register members.
2. Keep the minutes of the meetings.
3. Develop the schedule for the season.
4. Receive score sheets.
5. Tabulate team and individual standings.
6. Distribute weekly reports.
7. Report to the President the final standings of teams and individuals at season's end.

Sec 2: Duties of Appointed Chairpersons: The duties of any appointed chairperson shall be determined by the President at the time of the appointment of the chairperson.

Sec 3: Duties of Team Captains:

The Team Captain shall:

1. Collect team individual dues from team members and submit these dues to the Treasurer.
2. Submit pertinent team member information to Secretary/Statistician.
3. Be responsible for attending or arranging for a team member to attend all meetings.
4. Be responsible for the smooth running of a match.
5. Be responsible for designating the line-up on the score sheets for each match.
6. Be responsible for recording the statistical data required for ranking of players.
7. Be responsible for providing substitutes or arrange for team members to provide their own substitutes in a proper manner.

8. Be responsible for providing the score sheet for the night's match to the Secretary/Statistician.

ARTICLE VIII - DUES

Sec 1: Team dues are \$20.00 per match and payable prior to each match.

Sec 2: Each active player on the team is responsible for \$5.00 dues per match, weather they play or not. If a substitute player is used, then the substitute will pay that week's dues for the person they are substituting for.

Sec 3: In the event a substitute or substitutes cannot be obtained, or the team forfeits a match the team is still responsible for \$20.00 for that weeks match.

Sec 4: If a team does not pay the \$20.00 prior to the match completion they will forfeit that match.

Sec 5: Failure to submit dues by the next week of league play will result in a team being declared ineligible to play for that season.

Sec 6: Individual and team dues are not refundable or transferable under any circumstances.

ARTICLE IX - LEAGUE FORMAT

Sec 1: This is a mixed league of all levels of players. Each team will consist of four players, in any combination of women and men on each team. The league shall consist of no more teams than room for dart machines will allow. Each team will play each other twice during a full season. One time as the home team and one time as the visiting team. The number of teams signed up will determine the length of the season.

Sec 2: Choosing Teams: Persons who were active players the previous season shall have first priority on entering the league for the new season. Persons who played as subs the previous season will have second priority. The names of new persons wishing to join a team will be put in a hat and the needed amount of players will be drawn from this pool. Teams are then formed by the method chosen by the league officers.

Sec 3: The season starting date, day of week, and starting time, will be determined by the league officers.

A. Any match not started by 15 minutes past the starting time is subject to forfeiture.

B. Any match rescheduled through the MUTUAL consent of the concerned team captains **MUST** be played prior to the next regularly scheduled match.

Sec 4: A player may not sign up on one team and then "resign" from that team to play on another team during the same season.

Sec 5: League Play:

A. No later than 30 minutes before match time, the board must be cleared and warm-up allowed for the players in that days match.

B. A player has five (5) minutes from the call of his or her match to be present when his turn comes up or the game is forfeited.

C. The visiting team must decide upon a line-up without benefit of the knowledge of the home team's line-up. No adjustments are allowed in the team line-up once the score sheet has been filled out (unless agreed upon by both team captains).

D. Players running late: If a team has a player running late for the match, one of the following three procedures will need to be followed:

1. Both teams wait for the late person to show up before they start.

2. The sheet is filled out with the late person's name and the matches that do not include him/her will be played first until he/she shows up. Then the matches that involve that person can be played. As is stated in the bylaws, matches **DO NOT** have to be played in order, they just have to be played. If all the matches have been played that do not include the late person and he/she has still not shown up then either a sub will need to be used or the matches will be played without that person.

If, after this, that person does show up, he/she can not play in a game that has already started. They will have to wait for the next game before they can throw.

3. If the team with the late person chooses, they can use one of their subs for that person until he/she shows up. If the late person shows up while the sub is playing for them, they can not take the sub's place in that game. They can not start playing until the next match they are scheduled to play in.

E. Playing with a missing (Blind) player: Set missing player's score to 150 points (in 301 games). To win, the other player must go out before being frozen. In Cricket, skip over Blind's turn.

F. Player requests a sub: If a rostered player asks for a sub and shows up to play anyway, the sub has the priority to play the match if they so choose.

1. Scoring: How the games are scored, and how the match is scored cannot be changed or altered. Some of the areas that can be changed:

a. Allowing a lineup to be changed or redone anytime during a match. (ie. someone has to leave or somebody comes in late)

b. Changing the order the games are played in.

c. Changing the start time or allowing for a long break between games. If both team captains cannot agree, then the by-laws are to be followed. If another team dislikes this decision, they can file a protest. This protest will be brought before the board of officers.

Sec 6: Scoring on the Electronic Dart Machine (Some of the rules have been adopted from the rules of play by the National Dart Association).

A. The score recorded by the machine is the score that the player receives. The player accepts that **the machine is always right**. The only exceptions will be on the "Last Dart-Winning or Dart-Losing Dart" as long as the machine was displaying the "Throw Darts" message and all other rules were followed.

1. The "Last Dart-Winning Dart" will end the game even if the dart machine does not record the score as long as the dart is sticking in the board.

Example: Player's score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart", that player/team wins the game.

2. The "Last Dart-Losing Dart" will end the game even if the dart machine does not record the score as long as the dart is sticking in the board.

Example: Player reaches zero when frozen but the board does not recognize the game is over. Then, no matter, the other player/team will be credited with the win in that game.

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B. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.

C. If there is any question as to whether the machine is scoring or working properly, stop the game. Do not remove any darts or touch the "Player Change". The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, you will need to move the match to an available board. Scores will be reentered and play will continue.

D. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

E. Foot faults: Foot faults should be reported to the team captain, who, in turn, shall inform the offending player. One warning per game by the opposing team captain shall be considered

sufficient before invoking this rule. Should a player have any portion of his feet or shoes over the hockey (foul) line for a second time during a throw in the same game, the game will be defaulted and the win will be awarded to the opposing team.

F. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

G. If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

a. If the player has thrown less than three darts the machine is advanced to the correct position by use of the "PLAYER CHANGE" button and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.

b. If the player throws all three darts on the opponents number before the infraction is noticed, the player's turn is completed then the machine is returned to the proper order (the opponent's number) and the game proceeds normally.

H. Manually Scored Points/Marks

a. On an opponent's score constitutes a foul. Advance "PLAYER CHANGE" button to the correct player position and continue play except that the player that committed the foul loses their next turn.

b. On player's own score constitutes a foul. Advance "PLAYER CHANGE" button to the correct player position and continue play except that both players from that team lose their next turn.

c. If a player reaches zero in 301 or completes a cricket game by manually scoring points or marks, the team loses the game.

I. If a player throws when the machine is displaying the player's partner's number, this constitutes a foul.

a. If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

b. If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

c. If the player reaches zero in 301 or completes a cricket game while shooting on their partners number, the team loses the game.

J. If a machine resets due to power failure or other reasons beyond control, the game will be started over (replayed from the start).

K. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.

L. It is not required for a player to throw all three darts on every turn. A player may pass or throw less than three darts.

M. Darts on the board may not be touched until the turn is over, and either the "Player Change" button is pushed, or the machine recognizes that the turn has ended (for those machines that automatically does the player change).

Sec 7: Equipment

A. Players may use their own darts if they meet the following specifications:

1. They must be plastic-tip darts

2. Darts may be any length as long as they don't exceed 8" in the total length. Flights may be no wider than 3/4", as measured from the shaft to flight edge, and may not have more than four wings.
3. Complete darts may not exceed 20 grams in weight.
4. Darts may not have broken or cut off tips.
5. Darts will be inspected upon request.

Sec 8: The Freeze Rule:

- A. This rule will apply in all 301 matches. This is how it works. Player A has 16 points left and it is his/her turn. His/her partner has 100 points left and their opponents have 26 and 30 points left respectively. Player A cannot go out because his/her partner has more points than the combined score of their opponents (100 is greater than 56). If player A goes out anyway, the win is awarded to their opponents. Player A can try to lower their score or they can pass on their turn.
- B. If it was their partner's throw instead, then he/she could go out since 16 is less than 56. If your partners score equals the combined score of your opponents, you can go out. Your partners score must be greater than, not equal to, the combined score of your opponent before you are frozen.
- C. If a team that is frozen does take the game out anyway, the other team gets a point for the win but nobody on the other team gets credit for the win (no all star point is awarded for the win).

Sec 9: Forfeiture:

- A. A forfeit will be declared for the failure of a team to attend a match.
- B. The use of ineligible players shall cause a forfeiture of all win points involving such players. Team captains are responsible for the integrity of their team rosters. Forfeitures of points may be appealed, but will stand unless malfeasance by an officer created the situation.
- C. A team forfeiting three consecutive matches during a league schedule will be suspended from play for the remainder of that season.
- D. All forfeits will be scored as follows:
 1. The forfeiting team/players shall receive zero (0) points in all categories (wins, losses, etc.)
 2. The team forfeited to shall receive the maximum amount of ten (10) win points.

Sec 10: Playoffs:

- A. Final order of finish: The team with the most wins and fewest losses at the end of the season wins first place. The team with the second most wins and fewest losses wins second and so on.
- B. In case of ties, where two teams have identical win/loss records, there shall be a one-match tiebreaker. This tiebreaker will consist of a two out of three game format. The first two games of 301 or 501 and a third game of Cricket if needed to break a tie. This match shall be played on or before the next Tuesday night.

Sec 11: Awards, Trophies and Distribution of Funds:

- A. Trophies, pins and monetary awards if any, and the distribution of league funds shall be determined at a meeting prior to the start of the next league season.

Sec 12: Player Eligibility/Substitutes:

- A. Each team can have a maximum of four (4) permanent players.
- B. Each team can use up to 3 substitutes for a match provided that there is one (1) rostered player present.

- C. A current team member may be removed from the roster if they miss three (3) weeks of play in a half season.
- D. A substitute player can be added to the team roster if:
 - 1. A current team member is removed from the roster.
- E. New substitutes are only allowed passed the 5th week of play if no other subs are available.
- F. “A” subs can sub for the person with the highest average on a team twice per half season.
- G. “B” subs can sub for A and B players.
- H. “C” subs can sub for anyone on a team
- I. Any win points made by an incorrect sub will be given to the opposing team.
- J. Substitute players must have had substituted three (3) times during the season to attend the awards banquet for free. They may play in the banquet tournament if there is room on the tournament roster.
- K. Guests of permanent and substitute players who attend the banquet will be charged a \$10.00 donation fee.

Sec 13: Protest Procedure:

- A. Any league member may file a protest IN WRITING to the Board of Officers.
- B. The details of the protest must be in writing, separate and apart from the score sheet to maintain a valid protest.
- C. Details must be submitted in writing to a League officer no later than five (5) days after the alleged infraction took place or the protest shall be considered invalid.
- D. Appeal of the decisions shall be assigned to a panel of neutral captains whose decision will be final.
- E. In the event that an officer is on one of the teams involved in a protest, that member will not be allowed to discuss the protest at the protest meeting without a representative of the opposing side present and given the opportunity of responding.

ARTICLE X - AMENDMENTS

Sec 1: The Board of Officers or the Voting Membership may amend These Policies, as it deems necessary.

These By-Laws were last reviewed and updated on:

Jan 20th 2009

Noted new President and Vice President

Added Article III Sec. 2 & 3