

Lakehead Dart League Rules and Regulations

1. Forward

The Lakehead Dart League will incorporate the NDFC Rules of Play into our Rules and Regulations. Any member of the Lakehead Dart League may contact our executive to request an interpretation of a rule or make suggestions for any matter not covered by these rules for possible inclusion into these rules.

2. Definitions

- 2.1 Masculine gender references apply equally to male and female.
- 2.2 Singular terms, apply to the plural, unless otherwise stated.
- 2.3 The following definitions are included for clarity:

“Crutches” – walking aids that include, but are not limited to, standard underarm crutches, forearm/elbow crutches, single point walking canes and quad-point canes.

“Designated Retriever” – an individual designated to retrieve darts from the board on behalf of the thrower, where a disability or height restriction may limit the thrower’s ability to retrieve their own darts. Any reference to the **“thrower”** shall equally mean the designated retriever for the purposes of touching or retrieving any dart.

“Executive” – a member of the Lakehead Dart League who has been elected to the position of President, Vice-President, Secretary, Treasurer, Statistician or Media Relations and is holding that position at the time.

“Gamesmanship” – use of aggressive, often dubious tactics, such as psychological intimidation or disruption of concentration, to gain an advantage over one’s opponent.

“Knock Out” – player is not eliminated until he has lost the required number of legs, matches or sets.

“Leg” – also known as a single game within a match.

“Match” – the total number of legs or sets being completed between two opponents.

“NDFC” – National Darts Federation of Canada.

“Oche” – pronounced (ah-kee) is commonly referred to as a toe-line and equally encompasses a flat or raised toe barrier behind which a player stands when throwing darts.

“Organizers” – person(s) appointed, or approved, by the Lakehead Dart League Executive to organize and administer a tournament.

“Player” - unless otherwise specified, means equally a single player or a team of any number of players.

“Program” - commonly referred to as the Tournament Poster, all published information pertaining to a specific event.

“Round Robin” – consists of all players entered in the event playing a match against every other opponent entered into that event.

“Scorer” – also known as marker or chalker, the person marking score during a match.

“Set” – an odd number of legs forming all or part of a match. (For example, a match might consist of 1 set of the best of 5 legs and the first player to win 3 legs wins the set and match.)

“Tournament Director” – an individual who is in charge, and who has final discretionary power, at any tournament.

“Venue” – the place in which the dart event is held.

“Walker” – a walking aid that includes, but is not limited to, standard walker frames with rubber tipped feet, 3-wheeled walker frames, 4-wheeled walker frames and combo frames with stationary and wheeled feet, all of which may or may not include a seated platform.

“Wheelchair” – a mobility device that includes, but is not limited to, manual or electric wheelchairs or mobility scooters.

3. Enforcement

- 3.1 The revisions reflected in this edition supersede any previous version and are now in force.
- 3.2 All dart events under the direct control of the Lakehead Dart League, must be played in accordance with these rules.
- 3.3 For any ruling not covered by the Lakehead Dart League Rules and Regulations, the NDFC Official Rules of Play shall apply.
- 3.4 The Executive’s interpretation of the Lakehead Dart League Rules and Regulations shall be final and binding.
- 3.5 Any protest must be lodged with the Executive, at the time of the alleged violation and a judgement shall be given before the leg, set or match is allowed

to continue. Any protest of an alleged violation made after the match has continued shall not be considered.

4. Code of Conduct

- 4.1 For any event advertised as being run by the Lakehead Dart League, completion of the entry or registration form shall be deemed as acceptance of these rules by the player or team named on the form, including any and all supplementary rules that may have been announced or published for that event.
- 4.2 All players or teams shall play under the supervision and direction of the Executive.
- 4.3 No player shall act in a manner which may reasonably be considered to discredit the sport of darts, including the use of offensive language or gestures.
- 4.4 All players and spectators shall refrain from any behaviour which may reasonably be construed as gamesmanship before, during or after any match or at any dart tournament. Players and teams are responsible for the behavior of their respective spectators and may be disciplined accordingly.
- 4.5 Any player found guilty of deliberately losing a leg, set or match in an event shall be disqualified from further play within that match or tournament.
- 4.6 Any player or team failing to comply with any of these rules or any supplemental rules may be disqualified by the Executive or Tournament Director from an event or tournament and subject to disciplinary action.
- 4.7 Any player or team may be subject to disciplinary action if he is involved in or causes any action considered to have brought the sport of darts into disrepute or which tarnishes the image of the sport or the Lakehead Dart League or its sponsor venues.

5. Dartboards and Lighting

- 5.1 All the wires forming the segments, doubles, trebles, inner and outer bulls, which together form the "spider", shall be affixed to the face of the dartboard in such a manner that they all lie flat on the face of the board.
- 5.2 The dartboard shall be fixed so that the vertical height from the floor to the same horizontal plane of the oche, to the centre of the bull, shall measure 1.73 metres (5 ft 8 inches). See Diagram 1 – Measurement "A".
- 5.3 The "20" segment shall be coloured black and centered at the top of the board.
- 5.4 A player or team captain shall have the right to request the changing, moving or rotation of a board. In the event that the home team captain does not agree, the matter shall be referred to the Executive.
- 5.5 A player or team captain has the right to demand that the height of the board be checked.
- 5.6 The checking, measuring and any subsequent replacement, moving or rotation of the board must be performed prior to the start of a match or between legs of a match.

- 5.7 All dartboards shall be adequately lit by a suitably positioned light fitted at each dartboard equivalent to a 100-watt spotlight.
- 5.8 All light fittings must divert direct light away from the player's eyes when standing at the oche.

6. Oches (Toe-lines)

- 6.1 The dimensions and rules given below shall apply to painted or taped oches. When such lines are used, the front of the line shall mark the minimum throwing distance.
- 6.2 The minimum throwing distance shall be in accordance with the following measurements:
 - 6.2.1 The front of the oche is 2.37 metres (7 feet – 9 ¼ inches) horizontally from the plumb line dropped from the centre of the board. See Diagram 1 – Measurement “B”.
 - 6.2.2 The diagonal distance from the centre of the board to the front of the oche, at floor level, shall be 2.93 metres (9 feet – 7 ½ inches). See Diagram 1 – Measurement “C”.
- 6.3 No player may tread on any area of the floor in front of the painted or taped line during play, unless otherwise stated in these rules.
- 6.4 No player shall deliver any dart with their feet in any position other than behind the oche or throwing line or extension thereto and both of the thrower's feet shall remain behind such line until the dart has left the thrower's hand.
- 6.5 Notwithstanding rules 6.3 and 6.4, if a player is required to use walking aids due to a disability or limited mobility, the following provisions apply:
 - 6.5.1 A mobility aid that has a single point of contact (e.g., a crutch or a single point cane) shall be considered a part of the player's foot and the point of contact for a crutch must be behind the oche until the dart has left the thrower's hand.
 - 6.5.2 Mobility aids with multiple points of contact are considered as follows:
 - 6.5.2.1 For canes with multiple points of contact (e.g., a 3- or 4- point cane) at least one of the points of contact must remain behind the oche until the dart has left the thrower's hand.
 - 6.5.2.2 The back wheels or legs of a walker or knee scooter crutch shall be considered a part of the player's foot and the point of contact for the back wheels or legs must be behind the oche until the dart has left the thrower's hand. The front wheel (s) or leg (s) of a walker shall be permitted in front of a painted or taped oche. See Diagrams 2a and 2b.
 - 6.5.3 The back wheels of a wheelchair shall be considered the player's feet for the purposes of these rules and the point of contact for the back wheels must be behind the oche until the dart has left the thrower's hand. The player's actual feet and the front wheels of a wheelchair shall be permitted in front of a painted or taped oche. See Diagram 3.

- 6.6 If a player wishes to throw one or more darts from a point at either side of an oche, an imaginary straight line shall be used on either side and considered part of the actual oche.
- 6.7 The Team Captains (in agreement) or Tournament Director may appoint a foot judge if a player is found to repeatedly breach any of rules 6.3 through 6.6, and the player will be advised of such.
- 6.8 If a foot judge is appointed, any subsequent dart thrown in breach of rules 6.3 through 6.6 shall not score and will be declared invalid. The foot judge shall not be required to warn a player prior to the delivery of any subsequent dart that the player is standing in breach of the rules, but the invalidity of the dart shall be declared immediately following the release of the dart.
- 6.9 A player or team captain has the right to demand that the oche distance be checked.
- 6.10 The checking, measuring and any subsequent adjustment of the oche must be performed only prior to the start of a match or between legs of a match.

7. Playing Area

- 7.1 Although Organizers or Venues may use tables, ropes or partitions, the playing area is typically defined as being from the dartboard and chalkboards to approximately 4 feet behind the oche.
- 7.2 Without prior consent, no person is permitted within the playing area other than designated individuals and the assigned players or teams.
- 7.3 A player's opponent (s) must stand at least 610 metres (2 feet) to the rear of the player at the oche.
- 7.4 Once a match has started, a player must remain in or near the playing area. With the consent of the opposing player or team, a player may leave the playing area between or during the course of a leg.
- 7.5 Only a designated individual or scorer shall be permitted in front of a player at the oche. Such persons must restrict their movement to a minimum during a player's throw.

8. Throw

- 8.1 A player must throw from a standing position, except when a physical disability or injury requires a player to adopt a non-standing position (e.g., a wheelchair or similar form of support).
- 8.2 All darts must be deliberately thrown, one at a time.
- 8.3 Unless the leg has been won or the player scores more than what he has remaining, each throw shall consist of three darts.
- 8.4 With the exception of rules pertaining to "bulling up", any dart bouncing or falling out of the dartboard shall not be rethrown.
- 8.5 If a player touches any dart in the dartboard during a throw, that throw shall be deemed complete.

9. Scoring

- 9.1 The scoring value of a dartboard shall be:
 - 9.1.1 The two larger segments shall score the value of that segment. See Diagram 4 – “A”.
 - 9.1.2 The inner narrow band shall score triple the value of that segment. See Diagram 4 – “B”.
 - 9.1.3 The outer narrow band shall score double the value of that segment. See Diagram 4 – “C”.
 - 9.1.4 The outer centre ring “outer bull” shall score 25. See Diagram 4 – “D”.
 - 9.1.5 The inner centre ring “inner bull” shall score 50 and shall count as a “double 25”. See Diagram 4 – “E”.
- 9.2 A dart shall only score if the point remains in or is touching the face of the dartboard until being retrieved by the thrower or designate.
- 9.3 The score counted is that segment which the point of the dart first entered and remained in (e.g., if the point passes under the wire into another segment, the score is that of the original segment, not the segment into which the point passed into).
- 9.4 The score attained and the score remaining shall be displayed on a score board, clearly visible and located in front of the players and scorer. The method of scoring, be it by chalk or by tablet, is at the discretion of the home team.
- 9.5 Once recorded, a score cannot be changed after the darts have been retrieved by the thrower or designate.
- 9.6 A subtraction error can only be corrected before the next throw of the player or team concerned.
- 9.7 At any time during the throw, a player is entitled to consult with the scorer on the amount scored or remaining. If asked for the remaining score, the scorer shall not provide any indication of the required “double” or any combination of scores required to finish.
- 9.8 The score obtained is that which actually remains after any points scored have been subtracted from the score shown on the score board.
- 9.9 If the scorer makes an error, providing a player either with the wrong score attained or the wrong remaining score, any dart thrown after the error shall be declared null and void, retrieved and re-thrown.
- 9.10 No coaching or prompting shall be permitted by any other player, spectator or designate.
- 9.11 In the case of a team match, a player may request coaching from his partner.
- 9.12 The first player or team to reduce the score requirement to exactly zero, by obtaining the required double, is the winner of the leg.
- 9.13 The use of a scorer must be agreed upon by both players or teams participating in the match.
- 9.14 Should any player be found to have thrown out of turn during a match, that score, and any additional scores recorded after that shall be considered null and void. The game shall continue, in the proper order of rotation, commencing with the player that should have shot prior to the error occurring.

- 9.15 All chalked scoring shall be marked from left to right.
- 9.16 When using a tablet for scoring, any option to show your outshot must be turned off.

10. Starting and Finishing

- 10.1 Unless otherwise stated in the playing format for a particular event, each leg shall be played with a straight start and the final dart being a double which reduces the score to zero.
- 10.2 If the player scores more than the amount remaining or one less than the amount remaining, that score shall not count. The throw shall be considered over, and the player's score shall remain at the score prior to his throw.
- 10.3 "Game shot" is valid only if the darts thrown achieve the required finish as shown on the score board and remain in the board until retrieved by the player. The player's opponent shall be afforded the opportunity to verify the called "game shot". In order to prevent a dart from falling out during that period, the thrower or designated retriever may hold the dart in the board by pressing on the end of the flight.
- 10.4 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.

11. Entry and Registration

- 11.1 Unless prior communication is received, the Executive shall not accept any registration after the published deadline date.
- 11.2 Entry fees are \$500.00 per team, payable by the venue or players.
- 11.3 A deposit of \$100.00 is required at time of registration.
- 11.4 Any outstanding entry fees must be paid on or before December 31st. Failure to pay outstanding fees will result in the team forfeiting the remainder of the season.
- 11.5 Unless deemed otherwise by the Executive, registration fees collected from players or venues are non-refundable, including if a player, team, or venue is expelled from the League.
- 11.6 All registered players must be of legal drinking age in Ontario. With the approval of the Executive, a player of 18 years may be registered on a team. However, that player must abide by any restrictions set out by any venue and be aware that they may not be able to play in a venue until legal drinking age is obtained. Failure to comply with such restrictions will result in immediate removal from the team.
- 11.7 Teams must register a minimum of four players.
- 11.8 Teams may register up to a maximum of 8 players. An additional spare may be registered with a specific team with approval from the Executive. Spares are not considered registered players and are ineligible to play in the playoffs. Spares may only be used in any weekly match if the team has less than 5 registered

players in attendance. There will never be more spares than registered players on a team during a league match.

- 11.9 To remain in your team's division from the previous year, you must register a minimum of three original players. If only two original players are registered, the team will drop one division from the previous year. If only one original player is registered, the team will drop to the bottom division.
- 11.10 Executive may not accept any registration that is not submitted with the required deposit on the completed registration form provided.
- 11.11 All players participating in any event shall play under their own name.
- 11.12 It is the team captain's responsibility to notify all other players named on the registration form of all communications, rules or formats provided to him by the Executive.
- 11.13 Unless otherwise specified, no player is permitted to register on more than one team.
- 11.14 After the close of registration, only the Executive has the authority to allow a substitution or addition of a player on a team. Such substitutions shall be provided in writing, by email or text message to the statistician at least 24 hours before the start of the next match. Such substitutions or additions will be allowed up to and including December 31st.
- 11.15 No new team registrations will be accepted after December 31st unless there is prior approval by the Executive (e.g., a new team entering the League).
- 11.16 Players will be allowed to transfer from one team to another up to and including December 31st provided that:
 - 11.16.1 The statistician is informed in writing, by email or text message at least 24 hours before the start of the next match and provided that:
 - 11.16.2 The players' original team captain and the receiving team's captain agree to the move. This may occur for such player only once per season.
- 11.17 Teams found to be playing with ineligible players will be penalized as follows:
 - 11.17.1 All legs played by the ineligible player will be rewarded as a win to the opposing team.
 - 11.17.2 In the event that the penalized team still records a winning score, the match will result in a win for that team.

12. Venue

- 12.1 There must be a minimum of two dartboards per registered team at any venue.
- 12.2 There must be adequate space for the playing area for each team registered at any venue.
- 12.3 There must be adequate lighting and a score board at each dartboard. Teams that use tablets for scoring must have a tablet holder at each board.
- 12.4 There must be an oche, either painted or taped, for each dartboard.
- 12.5 A player or team captain can request the Executive to check any of 12.1 through 12.4 to deem them appropriate.

13. Draws, Formats and Time Restrictions

- 13.1 The Executive may change the number of teams in each division dependent on the number of teams that register. Teams from the previous year will stay seeded how they finished that season and can only be moved either up or down a division depending on their order.
- 13.2 The Executive reserves the right to alter the scheduled start time and play format when deemed necessary, provided that the format continues to be in accordance with these or any subsequent rules and regulations.
- 13.3 Unless otherwise agreed upon, there will only be one match per night.
- 13.4 Format of play is as follows and is subject to change as per 13.1 and 13.2:
 - 13.4.1 A Division will play a total of 12 matches. In order, 3 matches, best of 3 legs for cricket, 4 matches, best of 3 legs for doubles and 5 matches, best of 3 legs for singles.
 - 13.4.2 B Division, and any subsequent division, thereafter, will play a total of 11 matches. In order, 2 matches, best of 3 legs for cricket, 4 matches, best of 3 legs for doubles and 5 matches, best of 3 legs for singles.
- 13.5 Unless otherwise agreed upon, matches will be played as per the schedule on Wednesday night and must start no later than 8:00pm.
- 13.6 Both teams are required to have at least three players at the scheduled venue no later than 8:15pm or 15 minutes after the agreed upon start time or the match will be forfeited, and the opposing team will receive a win.
- 13.7 Notice of a forfeit shall be received by the opposing team captain a minimum of 24 hours in advance of the match in question. The concept of uncontrollable circumstances shall apply in relation to this rule.
 - 13.7.1 All efforts shall be made to reschedule the match to an alternate night.
 - 13.7.2 Upon formal complaint to the Executive, any team that has forfeited multiple matches in a single session and has made no effort to provide adequate notification to the opposing team captain, and after review, such team may be subject to discipline.
 - 13.7.2.1 Three forfeits shall result in the team receiving a written warning from the Executive.
 - 13.7.2.2 Four or more forfeits shall result in loss of all accumulated points in that respective session and all matches played against said team will be scored as 0-0.
- 13.8 Match results must be reported weekly to the statistician at the number located at the bottom of the score sheet by both teams no later than 8:00pm on the day following the match. If no score is submitted in that time, the applicable team will be deemed in forfeit and will be given a score of zero for that week's match.
- 13.9 If a match is rescheduled, the date, time and venue must be agreed upon by both team captains and must also be reported to the statistician a minimum of 24 hours before the match begins.
- 13.10 Scoring for weekly matches are as follows:
 - 13.10.1 A win will be awarded 3 points, a tie will be awarded 2 points, a loss will be awarded 1 point, and a forfeit will be awarded 0 points.

- 13.11 Score sheets and a completed Captain's Stat Sheet must be submitted and a new schedule for the next session picked up (if applicable) at the end of each session on the scheduled drop off date, time, and venue by the team captain or designate.

14. Order of Play

- 14.1 The order of play shall be determined by a coin toss.
- 14.1.1 The winner of the toss will throw first in the first leg of the set, and alternate legs thereafter, except for the final leg of the set.
- 14.1.2 The loser of the toss will throw second in the first leg of the set, and alternate legs thereafter, except for the final leg of the set.
- 14.1.3 In the last and deciding leg of the set, the winner of the original toss shall have the option of throwing first at the bull or having the loser of the toss throw first at the bull. Each player, or if a team match one nominated player from each team, shall throw one dart at the bull. The player or team whose dart is closest to the bull shall throw first in the final leg of the set.
- 14.2 Whenever players are throwing at a bull to decide throwing order, the following shall apply:
- 14.2.1 Each player shall have one dart that stays in the scoring area of the dartboard.
- 14.2.2 If the first thrower's dart land in the inner bull (50), it shall be removed only if requested by the second thrower before the second thrower throws. This dart will be considered a dart that has remained in the scoring area.
- 14.2.3 Neither player shall have the option of having a dart removed from the outer bull (25).
- 14.2.4 A dart shall not be considered to have remained in the scoring area if the dart:
- a) Bounces out,
 - b) Falls out,
 - c) Lands outside the double wire, or
 - d) Is knocked out by the opponent's dart.
- 14.2.5 A dart shall be thrown again until both players have a dart that remains in the scoring area.
- 14.2.6 As the inner bull ring is not exactly centered in the outer bull ring on many boards, darts shall be judged as equal if each dart:
- a) Is outside of the outer bull ring and considered to be the same distance from the centre bull,
 - b) Is in the outer bull ring (25) regardless of the relative proximity to the wire of the inner bull (50), or
 - c) Is in or has remained in the scoring area of the inner bull (50).
- 14.2.7 If judged equal, the throw for the bull shall be repeated with the throwing order reversed.

- 14.2.8 When judging distance to determine the closest dart to the bull, darts shall not be touched, moved, or straightened and shall be judged by the point of entry into the dartboard.
- 14.3 The name of the player(s) will be submitted, in writing, by both teams to the opposing team prior to the start each individual match (e.g., singles, doubles, cricket).
- 14.3.1 Players may be substituted at the team captain's discretion only between matches.
- 14.3.2 Players may not be substituted once the opposing team players are known unless otherwise agreed upon by both team captains.
- 14.3.3 Players may be submitted one at a time, provided that the opposing team captain is made aware before the start of the match.
- 14.3.4 Names are to be submitted by each team simultaneously. There is no provision for the higher ranked/home team to see the oppositions' lineup first.
- 14.4 In team events where all players throw in rotation, the order of players throwing must be determined and recorded on the score sheet before the first throw of the leg, set or match as applicable.
- 14.5 A team with only 3 players, providing the opposing team has more than 3 players, shall forfeit one singles match and will determine where that forfeit will occur in the singles lineup. One player may play two singles matches.
- 14.6 No doubles matches shall repeat the same pair of players. A player may play with a "dummy" which scores 26 points on each turn until the game score remaining is below 100, then the dummy ceases to score and the player will throw their darts alternately with the opposing team's players.
- 14.7 No cricket matches shall repeat the same pair of players.
- 14.8 Matches shall be played on a minimum of two dartboards simultaneously. Flexibility of the order in which matches are played is allowed with the agreement of both team captains (e.g., when a team has only 3 players, a singles and doubles match can be played at the same time to save time).
- 14.9 Prior to the commencement of a match, each player is entitled to up to a maximum of 9 practice darts at the assigned dartboard. Additional practice darts shall not be thrown during that match, at any dartboard.
- 14.10 If a player does not complete all of the legs in a match, that match will be deemed a forfeit, and the win will be awarded to the opposing team. Also, that player will be unable to play in any further matches in that night.
- 14.11 No substitutes shall be allowed in any singles match.
- 14.12 Under extenuating circumstances and with the agreement of both team captains, a substitution may be made in a team match once play has started.

15. Tie Breaker Rules

- 15.1 When two or more teams are tied at the end of a session, pursuant to scoring as set out in 13.10, and one or more of the teams tied will be relegated or demoted, final position will be determined by:
- a) Total number of matches won per night in the relevant session,
 - b) Count-back, or head-to-head result between the team(s) affected.

16. Relegation and Demotion

- 16.1 The finishing order, after relegation or demotion, of all teams at the end of the last session before playoffs will be carried over to the first session of the next season, subject to changes in team status (e.g., a team does not return or re-enters the league pursuant to 11.9).
- 16.2 At the end of each session, relegation and demotion will proceed as follows, and is subject to change as per 13.1:
- 16.2.1 The bottom 2 teams from A Division will be demoted to the B Division. There will be no relegation in the A Division.
 - 16.2.2 The top 2 teams from B Division will be relegated to the A Division, and the bottom 2 teams from B Division will be demoted to the C Division. This will repeat for each subsequent division.
 - 16.2.3 The top 2 teams in the last Division will be relegated to the Division above. There will be no demotion in the last division.

17. Playoff Format

- 17.1 The top 8 teams in each division shall advance to the playoffs and the bottom 2 teams in each division shall advance to the consolation side. Pursuant to 13.1.
- 17.2 A player must have participated in a minimum of one third of the weeks in a total season in order to be eligible to participate in the playoffs.
- 17.3 All team players in attendance, and eligible to participate, must play a singles match before another player on the same team can play a second singles match.
- 17.4 Matches shall be played in the same order of that played on a regular season match night (e.g., cricket, doubles, singles).
- 17.5 A match will be deemed complete when one team has 50 + 1 percent of the wins needed (e.g., in a game of 11 total matches, only 6 wins will be needed to win the whole match).
- 17.6 All teams will play off within their own division as determined by the final standing results at the end of the last session of regular season.
- 17.7 Matches shall be played on two dartboards simultaneously until it is determined that the next singular match will result in a win.
- 17.8 Playoff format will be a straight knockout event. All losing teams in the first round of knockout will advance to the consolation side in their respective divisions and will play down to a winner in a straight knockout event.

18. Discipline

- 18.1 The Lakehead Dart League reserves the right to take disciplinary action against any person found in breach of these rules and regulations.
general consensus of the Executive after thorough investigation.
- 18.1.1 In the event that a conflict arises with a team that a current executive member plays on, the Past President of the league shall step in as a substitute to the current executive in resolving the conflict.
- 18.1.2 In the event that the Past President also plays on a team named in a conflict, the Past Vice-President, Past Secretary, Past Treasurer or Past Statistician, in that order shall step in as a substitute to the current executive in resolving the conflict.

19. Sexual Harassment Policy

- 19.1 The Lakehead Dart League is committed to providing a sport environment in which all individuals are treated with respect and dignity. Each individual has the right to participate in an environment which promotes sportsmanship and prohibits discrimination.
- 19.2 The Lakehead Dart League has adopted this policy to make clear that harassment will not be tolerated. Members found to have engaged in conduct constituting harassment/discrimination, may be disciplined and/or suspended from the
- 19.3 **Harassment:** Improper behaviour by any person towards another, which a person knows or ought to know would be unwelcome. This behaviour includes comments, conduct or gestures which are insulting, intimidating, humiliating, hurtful, malicious, degrading, or otherwise offensive to an individual or group of individuals or which creates an embarrassment, insecurity, discomfort, offense, or humiliation to another person or group, including, but not limited to:
- a) written or verbal abuse or threats,
 - a) physical assault,
 - b) unwelcome remarks, jokes, innuendos, or taunting about a person's body, sexual orientation, attire, age, marital status, ethnic or racial origin, religion,
 - c) displaying of sexual, racist, or other offensive or derogatory material,
 - d) practical jokes which directly or indirectly cause awkwardness or embarrassment or negatively affecting performance,
 - e) leering or other suggestive or obscene gestures,
 - f) intimidation, through threats of retaliation related to speaking out about harassment,
 - g) condescension or patronizing behaviour which undermines self-respect or adversely affects performance,
 - h) conduct, comments, gestures or contact of a sexual nature that is likely to cause offence or humiliation,
 - i) false accusations of harassment motivated by malice or mischief is considered harassment.
- 19.4 **Racism:** Examples of racism include but are not limited to:

- a) Interpersonal behaviour such as name calling, derogatory remarks, gestures, and physical attack,
 - b) Stereotyping language,
 - c) Discriminatory language which denotes a stereotyped view of a subject, or which has offensive overtones.
- 19.5 **Sexual Harassment:** One or a series of incidents involving unwelcome sexual advances, requests for sexual favours, or other verbal conduct of a sexual nature.
 - a) When such conduct might reasonably be expected to cause embarrassment, insecurity, discomfort, offense, or humiliation to another person or group,
 - b) When submission to such conduct is made either implicitly or explicitly a condition of a sport related activity
 - c) When such conduct has the purpose or the effect of interfering with a person's sport performance or creating an intimidating, hostile or offensive sport environment.
- 19.6 For the purposes of this policy, retaliation against an individual for having filed a complaint under this policy, or for having participated in any proceedings, or having been associated with a person who files a complaint or participated in any proceedings, will be treated as harassment, and will not be tolerated.
- 19.7 Members are jointly responsible to free their sport environment of harassment by not condoning the behavior and by attempting to stop incidents of harassment whether there is a complaint or not.
- 19.8 The Executive is responsible for the implementation of this policy.
- 19.9 The Lakehead Dart League recognizes that its members may be subjected to harassment by individuals that are not members of the League. In these circumstances, the Lakehead Dart League acknowledges its responsibility to do all it can within its authority to support and assist any person subject to such harassment.
- 19.10 **Confidentiality**
 - 19.10.1 It is understood that it can be difficult to come forward with a complaint of harassment and that it can be devastating to be wrongly accused of harassment. The Lakehead Dart League recognizes the interests of both parties in keeping the matter confidential.
 - 19.10.2 All records of complaints, including contents of meetings, interviews and other relevant material will be kept confidential.
 - 19.10.3 In all reported instances, a prompt, thorough, fair investigation will take place considering and protecting the rights and dignity of all people involved.

20. Complaint Procedure

- 20.1 A written account shall be prepared outlining the details of the incident(s) and the names of any witnesses. The account shall be dated and signed and delivered to the Executive.

- 20.2 Following receipt of a written complaint, the Executive, pursuant to section 18.1.1 and 18.2.2, will review and clarify the written complaint with both the complainant and the offender. The Executive will make every reasonable effort to protect the identity of the complainant.
- 20.3 The Executive has the duty to listen fairly to both sides and to reach a decision unaffected by bias.
- 20.4 as:
- a) The nature of the harassment,
 - b) Whether the harassment involved any physical contact,
 - c) If the harassment was an isolated incident or part of an ongoing pattern,
 - d) The nature of the relationship between the complainant and the offender,
 - e) Whether the offender had been involved in previous harassment incidents,
 - f) Whether the offender retaliated against the complainant.
- 20.5 If it is decided that disciplinary action is to be taken against the offender, said action may include, but is not limited to:
- a) A verbal apology witnessed by a member of the Executive,
 - b) A written apology,
 - c) Temporary suspension from the League,
 - d) Expulsion from the League,
 - e) A combination of actions outlined.
- 20.6 The Executive will then send a notice of the decision to the complainant and the offender.

21. Amendments/Additions

- 21.1 A player or team may request an amendment or addition to these rules and regulations as follows:
- a) All requests must be made in writing and delivered to the Executive.
 - b) All requests must cite the section and number of the rule in question as well as a brief description of the amendment or addition being requested.
 - c) All requests must be dated and signed by the player or team making the submission.

22. League Banquet

- 22.1 League members can purchase a banquet ticket for \$20.00. Tickets for non-league members will be whatever the rate per plate is at that time from the venue. Tickets are non-refundable.