



BYLAWS

Date of last amendment: 02 September 2026

1. OBJECTIVES

- 1.1** The Region of Halton Dart League, referred to in these bylaws as RHDL, is a non-profit organization dedicated to promoting friendly competition in the Town of Halton Hills.
- 1.2** The principal office of the RHDL is located at:
636 Sellers Path
Milton, Ontario
L9T 0P4
- 1.3** The address of the principal office may be changed from time to time by the Executive Committee.

2. MEMBERS

- 2.1** Membership in RHDL is open to all residents of Halton Hills and the surrounding areas who meet all eligibility requirements and pay the applicable membership fees.
- 2.2** Up to four (4) more players (maximum twelve (12) may be added by December 31st).
- 2.3** Only a team in danger of folding may apply in writing to the Executive Committee at rhdlinquiries@gmail.com for additional players after the cut-off date.
- 2.4** Membership in RHDL is one complete playing season and renewable each year.
- 2.5** Members in good standing shall be entitled to one vote on each matter submitted to a vote of the members.
- 2.6** Membership in RHDL may be terminated at the discretion of the Executive Committee if a member violates these bylaws, refuses to abide by an Executive Committee decision, or acts in a manner likely to bring disrepute to RHDL.
- 2.7** Any member may resign by notifying their captain who will inform the Executive, but such resignation shall not entitle the member to any refund of dues.
- 2.8** Players must be a minimum age of nineteen (19) years.

3. EXECUTIVE COMMITTEE

- 3.1** The Executive Committee shall consist of a President, Vice President, Treasurer, Secretary, and Statistician.
- 3.2** The term of office is two years.
- 3.3** The Executive Committee may appoint voting members-at-large to assist the committee.
- 3.4** The President and Executive Committee have authority to make decisions concerning the welfare of the league.
- 3.5** The Executive Committee is responsible for setting dues and collecting them.
- 3.6** A quorum shall consist of seventy-five (75) percent of the Captains for the Captains' meetings.
- 3.7** Amendments to the constitution may be considered and proposed by the Executive but must be accepted by the team Captains or team representatives.
- 3.8** Election of Executive Committee members
 - 3.8.1** All elections shall be held prior to the end of the playoffs in election years or if a special election is called due to an Executive member being unable to fulfill their duties.
 - 3.8.2** Any member in good standing is entitled to vote.

- 3.8.3 Any member may nominate or be nominated for office using the RHDL Executive Nomination Form.
- 3.8.4 Any member wishing to run for President must have played for a minimum of two (2) complete years in the REGION OF HALTON DART LEAGUE and be a member in good standing.

4. OFFICERS

4.1 President

- 4.1.1 Shall preside over all Executive and league meetings.
- 4.1.2 Shall always have a deciding vote in the event of a voting deadlock.
- 4.1.3 Shall not vote unless required.
- 4.1.4 Shall attend a minimum of seventy-five (75) percent of the Captains and Executive Meetings.
- 4.1.5 Shall host or attend disciplinary meetings by Zoom should issues arise.
- 4.1.6 Shall represent the league professionally at all times.
- 4.1.7 Shall meet with all bar owners in the off season and confirm commitment for the RHDL to play in each establishment for the next season with a signed agreement between the league and each establishment.
 - 4.1.7.1 President can delegate obtaining signed agreements to other members of the Executive.
- 4.1.8 Shall respond to calls, messages, and emails from members and bar owners; address questions, comments, or issues that arise; and communicate relevant matters to the Executive Committee.
- 4.1.9 Shall maintain the Instagram account and have an active role as an administrator with the RHDL Facebook group and continue to promote positivity.
- 4.1.10 Shall organize and accept nominations for the Bob Downie award and present the nominations to the Executive to cast their vote.
 - 4.1.10.1 Organize with vendor to have the Bob Downie award winner engraved on the plaque.
- 4.1.11 Shall take an active role in recruiting new members.
- 4.1.12 Shall assist with organizing the year-end banquet and consult with the caterer and deejay.
- 4.1.13 Shall assist in purchasing prizes for the banquet.
- 4.1.14 Shall place order with vendor for banquet tickets and assist with the design.
- 4.1.15 Shall order dart equipment from suppliers as needed.

4.2 Vice President

- 4.2.1 In the absence of the President, assumes all duties of the President.
- 4.2.2 Shall attend a minimum of seventy-five (75) percent of the Captains and Executive Meetings.
- 4.2.3 Shall vote together with the other members of the Executive on league issues.
- 4.2.4 Shall host or attend disciplinary meetings by Zoom should issues arise.
- 4.2.5 Shall support other members of the Executive committee when needed and assist where required.
- 4.2.6 Shall assist in purchasing prizes for the banquet.

4.3 Treasurer

- 4.3.1 The treasurer shall be responsible for all the league's financial affairs.
- 4.3.2 Shall maintain an accurate record of all disbursements and present a regular financial report to the Executive committee.
- 4.3.3 Shall make a full and complete annual financial statement available to the membership.
- 4.3.4 The Treasurer shall act as sole signing authority and shall hold and balance the bank account and petty cash.
 - 4.3.4.1 Changed to a single signing authority to allow for e-transfers for registration and streamlining the incoming and outgoing monies.



- 4.3.5 Shall attend a minimum of seventy-five (75) percent of the Captains and Executive Meetings.
- 4.3.6 Shall vote together with the other members of the Executive on league issues.
- 4.3.7 Shall host/attend disciplinary meetings (zoom) should issues arise.
- 4.3.8 Shall support other members of the Executive committee when needed and assist where required.
- 4.3.9 Shall assist in purchasing prizes for the banquet.

4.4 Secretary

- 4.4.1 Shall maintain a record of all minutes of Executive and Captains Meetings.
- 4.4.2 Shall maintain a master list of all teams and their registered players.
- 4.4.3 Shall post summary of meeting minutes on social media page.
- 4.4.4 Shall post reminder for Captain's Meetings at least 24 hours prior to meeting on social media.
- 4.4.5 Shall update and maintain Bar Agreements and assist with bar negotiations.
- 4.4.6 Shall be primary responder to the RHDL Inquiries email account (rhdlinquiries@gmail.com) and will notify fellow Executive members of activity with this account.
- 4.4.7 Shall attend a minimum of seventy-five (75) percent of the Captains and Executive Meetings.
- 4.4.8 Shall vote together with the other members of the Executive on league issues.
- 4.4.9 Shall host/attend disciplinary meetings (zoom) should issues arise.
- 4.4.10 Shall assist in the creation of other flyers/documentation needed for RHDL functions.
- 4.4.11 Shall support other members of the Executive committee when needed and assist where required.
- 4.4.12 Shall assist in purchasing prizes for the banquet.

4.5 Statistician

- 4.5.1 Shall record all team wins and losses on RHDL website.
- 4.5.2 Shall record all individual player's personal points on RHDL website.
- 4.5.3 Shall post above results weekly on website prior to the next week of play.
- 4.5.4 Shall keep a record of all final standings for the season.
- 4.5.5 Shall maintain electronic copy of all submitted match sheets.
- 4.5.6 Shall post league related announcements in News section on the RHDL website.
- 4.5.7 Shall attend a minimum of seventy-five (75) percent of the Captains and Executive Meetings.
- 4.5.8 Shall vote together with the other members of the Executive on league issues.
- 4.5.9 Shall host/attend disciplinary meetings (zoom) should issues arise.
- 4.5.10 Shall support other members of the Executive committee when needed and assist where required.
- 4.5.11 Shall assist in purchasing prizes for the banquet.

5. REGISTRATION

- 5.1 The Executive committee may determine from time to time the amount of membership fees payable to RHDL.
- 5.2 Membership dues for pub and player are payable prior to the beginning of each playing season and must be paid in full before participating in any competitive dart games.
- 5.3 All membership dues are Non-Refundable.

6. MEETINGS

- 6.1 Team Captains' meetings shall be held during the playing season at the frequency, time, and place determined by the Executive Committee. A Captains' Meeting Schedule for each season will be created before the season begins and posted on the RHDL website and RHDL Facebook page.



- 6.2 Any member in good standing can attend these meetings but only the captain or the team representative can vote.
- 6.3 Each team must have (1) one voting representative present, and signed in.
- 6.4 Special meetings of the RHDH members may be called by the President, the Executive committee, or not less than one tenth of the RHDH members having voting rights.
- 6.5 A quorum shall consist of minimum of three (3) officers for an Executive meeting, seventy-five (75) percent for a Captains' meeting and a minimum of ten (10) percent, of the total RHDH members entitled to vote, at all other meetings.
- 6.6 Where RHDH officers or the Executive committee are to be elected by RHDH members, such elections may be conducted by email, video chat or in such a manner as determined by the Executive committee.

7. PROTESTS

- 7.1 All disputes will be conducted in an orderly manner between the team captains or co-captains.
- 7.2 All point protests must be submitted in writing by the team captain to the Statistician at rhdweeklystats@gmail.com within two weeks of the date the games were played.

8. AMENDMENTS TO BYLAWS

- 8.1 These bylaws may be altered, amended, or repealed and new bylaws adopted by a majority vote of the captains at monthly Captains' Meetings.

9. BOB DOWNIE AWARD

- 9.1 Bob Downie demonstrated extraordinary team play and spirit, both in his approach to the game and his attitude towards his teammates. Bob brought positivity and laughter around with him wherever he went. Bob displayed honesty, integrity and was a real ambassador to our league.
- 9.2 The recipient of the Bob Downie Award will be chosen each year by the Executive Committee after reviewing recommendations submitted by league players toward the end of the season.
- 9.3 The recipient will retain possession of the Plaque until March of the following year.
 - 9.3.1 In the case of the recipient not returning to play in the RHDH the season after winning the award, the Plaque will be returned to a member of the Executive Committee prior to the start of the new season in September.

10. PLAY FORMAT

- 10.1 All teams will respect the individual host location's smoking policies.
- 10.2 Each team will be allowed to register (12) twelve players, of which all can play on any given night.
- 10.3 Who actually plays is up to the Team Captain.
 - 10.3.1 The Executive encourages all Team Captains to ensure their players are playing as an even number of games as much as possible. All players pay their league fees and should not have limited play due to any reason.
- 10.4 Starting time will be 7:00 p.m. No later than 7:15p.m. both teams must present their starting line-up. However, in unusual circumstances the team captains, if mutually agreed upon, may make other arrangements.
- 10.5 If this has not been done and the first line up has not been presented by 7:15 p.m., then the game will be forfeited and (2) two points, will be awarded to the team present unless captains agree to move match down and begin with the second match.



- 10.6** In the case of inclement weather, if the league is not cancelled, captains ~~can~~ **must** reschedule their match if one or both locations are adversely affected. (Amended 2026 Sept. minutes)
- 10.7** No player may play more than once in each format.
- 10.8** The order of play may vary if both captains agree, if not, then the normal format will be played which is Cricket Doubles, Singles 501 and Doubles 601.
- 10.9** A minimum of (5) five players must be present to avoid a forfeiture of ~~(9) nine~~ **(12) twelve** points. (Amended 2026 Sept. minutes)
- 10.10** All games must be as follows – (Best 2 of 3)
- 10.10.1** Four doubles cricket
 - 10.10.2** Eight singles 501, straight in double out.
 - 10.10.3** Four doubles 601, straight in double out.
- 10.11** All line-ups will be done by a blind draw. Players will be matched number for number on weekly game sheet.
- 10.12** Home team starts first game, Away team starts second game, third game will be started by the winner of a diddle for the bull with Home team deciding who throws at bull first.
- 10.13** All darts in the (25) twenty-five ring or bulls eye can be pulled before the second player shoots. It is the second player's choice.
- 10.14** Three (3) darts in a bed count as actual score.
- 10.15** Player receives count for a dart if the point is touching the board. Dart count
The dart scores from its point of entry.
- 10.16** Players may finish on a bulls eye if (50) fifty is required. The marker must observe N.D.F.C. Etiquette rules while chalking.
- 10.17** The marker must observe N.D.F.C. Etiquette rules while chalking.
- 10.17.1** **Position and Posture**
 - 10.17.1.1** Stand facing the board, slightly to the side by the scoreboard.
 - 10.17.1.2** Maintain a clear view of the board and incoming darts at all times.
 - 10.17.1.3** Stand completely still; do not fidget, lean, or move your head to follow the flight of the darts.
 - 10.17.1.4** Never face or look back at the thrower while they are at the oche.
 - 10.17.2** **Communication and Scoring**
 - 10.17.2.1** Remain silent during the throw. Do not talk, eat, or drink.
 - 10.17.2.2** Do not call out individual dart scores or total scores unless the player explicitly asks.
 - 10.17.2.3** Never coach, offer advice, or suggest out-shot combinations to a player.
 - 10.17.2.4** Record and update the score accurately and clearly, ensuring it remains visible to both players at all times.
 - 10.17.3** **Interacting with Darts and Discrepancies**
 - 10.17.3.1** Do not touch a player's darts in the board unless they ask you to remove a dart (such as a middle dart in the bullseye during a cork-call).
 - 10.17.3.2** Do not alter a written score arbitrarily. If a score correction is needed, make sure it is addressed and agreed upon by both players or team captains before the next throw. (Amended 2026 Sept. minutes)
- 10.18** To help speed up the play at the end of the game, the 9 Dart Rule is in effect. Captains may agree to not comply to implement this rule. This agreement should be decided upon before the situation occurs and if captains are not in agreement the 9 Dart Rule will stand.
- 10.18.1** The 9 Dart Rule is: once the second player reaches double 1, the first player has 1 more throw. After which each player has 9 darts each at regular dart rules to obtain double 1. After

which each player has 3 darts at double 1 where only the double 1 dart will count (no busting on the first 2 darts). This continues until double 1 is obtained.

10.18.1.1.1 Example: Player A reaches double 1. Several throws later player B reaches double 1. Player A has one more throw at double 1. Starting Player B (the second player to reach double 1) each player gets nine darts (3 at a time) to obtain double 1. Still not successful, Player B gets 3 darts to hit the double (say 1, 20 and a miss). Player A gets 3 darts (say 18, 1 and double 1). Since no busts can take place, Player A has won.

10.18.2 If a 501 or 601 game has been stuck on double one following 9 Dart Rule above, the Captains can agree to ending match by having players throwing at the bulls-eye with closest to the bull winning game. (Amended 2026 Sept. minutes)

10.19 (1) One team point is awarded for every match won with (16) total match points available each night.

10.20 No player may be assisted while standing on the oche except by the chalkers who may only announce what is scored or what is remaining. When a player feels assistance is needed (during either Cricket, Doubles or Singles), the player must step back from the oche before receiving any assistance. Any person may be asked to give assistance except the chalkers.

10.21 Proper dart etiquette is required of all RHDL members. Non-playing members must not call out scores, math corrections, or other instructions to the chalkers or players.

10.22 The chalkers can request assistance if they need it and one player should be chosen to help as required. (Amended 2026 Sept. minutes)

11. CRICKET FORMAT

11.1 No later than 7:15p.m. Four (4) two-player teams must be declared for the Cricket games.

11.2 Only (1) one dummy can be used in the case of 5 or 7 players available on a team. If you have an even number of players, no dummy is to be used.

11.3 The game will be played as such:

11.3.1 5 players and 1 Dummy for a total of 3 doubles and 1 forfeit.

11.3.2 7 players and 1 Dummy for a total of 4 doubles and no forfeits.

11.4 The dummy must be placed last in the line-up.

11.5 When it is the Dummy's turn, the Dummy automatically receives one hit for the highest number from 20 to 15 that does not already have three hits for that team. When numbers 20 to 15 all have three hits, no hit is marked. The Dummy does not receive hits for the Bull and does not score points. For example, if 20s are closed, 19s are open for the Dummy's team, 18s are open for the opposing team, and the opposing team has more points, the Dummy is marked as hitting an 18. If the Dummy's team has everything open or closed except Bulls, the Dummy loses the turn and no hits are marked.

11.6 If a player comes in before it is their turn to shoot, they may do so. However, if they come in and their shot has gone by and a dummy is used for them, they cannot play in the set which consists of the best 2 games out of 3 games.

11.7 Home team starts first game, Away team starts second game, third game will be started by the winner of a diddle for the bull with Home team deciding who throws at bull first.

11.8 Points – 2 points will be awarded to the individual winners.

11.9 Bonus points - 1 bonus point will be awarded for a 7 hit count, 2 bonus points for an 8 hit count and 3 bonus points for a 9 hit count. Also, 1 bonus point for 4 bulls, 2 bonus points for 5 bulls and 3 bonus points for 6 bulls. For example: 1 bonus point for T20, T19 and a single 18. 2 bonus points for T16, T16 and a double 16. 3 bonus points for 3 triples. When mixing bulls and other numbers, count single bulls as 2 hits and double bulls as 3 hits. For example: 1 bonus point for 2 double bulls and a



single 20 (7 hits) and 2 single bulls and T20 (7 hits). 2 bonus points for a double bull, single bull and T20 (8 hits) and 3 bonus points for any combination of triples and double bulls when all hits count (9 hits).

- 11.10** If you win your cricket match playing with a Dummy against two players, one bonus point will be awarded. (Amended 2026 Sept. minutes)

12. SINGLES 501 FORMAT

- 12.1** Eight (8) players must be declared for singles.
- 12.2** Missing players must be placed at the bottom of the singles line-up.
- 12.3** Captains should have their players ready for their game or forfeit beyond a maximum of 5 minutes of being called. If a singles player has not arrived by the time of their singles game, then the game is forfeited and the win (1) One match point is awarded to the opposing team and (3) Three points to the opposing player. Alternatively, captains can agree to move that match down in the sequence and begin with match 2.
- 12.4** Home team starts first game, Away team starts second game, third game will be started by the winner of a diddle for the bull with Home team deciding who throws at bull first.
- 12.5** Points – 3 points will be awarded to the individual winners
- 12.6** High Score Bonus points – 1 bonus point will be awarded for scores of 121 – 139. 2 bonus points will be awarded for scores of 140 – 167. 3 bonus points will be awarded for scores of 180, 177, 174, 171 & 170.
- 12.7** High Finish Bonus points – 1 bonus point will be awarded for a finish of 100 or more. Note high finish of 100 or more on weekly game sheet in section provided. If a high finish is 121 or above, note that score in the appropriate section on game sheet.

13. DOUBLES 601 FORMAT

- 13.1** Only (1) one dummy can be used in the case of 5 or 7 players available on a team. If you have an even number of players, no dummy is to be used.
- 13.2** The game will be played as such:
- 13.2.1** 5 players and 1 Dummy for a total of 3 doubles and 1 forfeit.
- 13.2.2** 7 players and 1 Dummy for a total of 4 doubles and no forfeits.
- 13.3** The dummy must be placed last in the line-up. (Amended 2024 Sept. minutes)
- 13.4** The dummy score will be (25) twenty-five until (100) One Hundred. At this point the team using the dummy score will lose a turn every time the dummy turn comes around.
- 13.5** Home team starts first game, Away team starts second game, third game will be started by the winner of a diddle for the bull with Home team deciding who throws at bull first.
- 13.6** Points – 2 points will be awarded to the individual winners.
- 13.7** High Score Bonus points – 1 bonus point will be awarded for scores of 121 – 139. 2 bonus points will be awarded for scores of 140 – 167. 3 bonus points will be awarded for scores of 180, 177, 174, 171 & 170.
- 13.8** High Finish Bonus points – 1 bonus point will be awarded for a finish of 100 or more. Note high finish of 100 or more on weekly game sheet in section provided. If a high finish is 121 or above, note that score in the appropriate section on game sheet.
- 13.9** If you win your Doubles 601 match while playing with a Dummy against two players, one bonus point will be awarded. (Amended 2026 Sept. minutes)
- 13.10** Dead Dart - No new dart match will begin past 11:00pm. If a game is in process and surpasses the time, the game may be finished. If there are games not started past the 11:00pm cut off time,

these games will not be played, and zero points will be scored for the team and for the players assigned to games.

14. INDIVIDUAL HIGH POINT AWARDS

- 14.1** When finalizing individual high point awards at the end of the regular season, all points earned in matches against no-show opponents on other teams will be deducted when determining winners and runner-up awards for Men's and Ladies High Points.

15. PLAYOFFS – ELIGIBILITY

- 15.1** If a player has not played a minimum of one third (33%) of a regular season, they are ineligible to play in that season's playoffs.
- 15.2** An email will be sent to all captains with list of ineligible players for the playoffs based on criteria established above.

16. PLAYOFFS – DIVISIONS

- 16.1** The Executive will, at its discretion, decide when, or if the league will split into different Pools such as Pool A, Pool B, Pool C, etc. for the playoffs. This can be done at the halfway mark of the regular season or at the end of the regular season using overall team points standings.
- 16.2** For two Pools, the top 50% of the league based on regular season team points will be designated as Pool A and the remaining teams will be designated as Pool B.
- 16.3** For three Pools, the top third of the league based on regular season team points will be designated as Pool A, the middle third will be designated as Pool B and the bottom third will be designated as Pool C.
- 16.3.1** If teams are tied for points, the tiebreaker will be based on the winner of the head-to-head meeting(s) during regular season.
- 16.4** If teams are split into Pool A and Pool B at the end of the regular season, teams in Pool A will play against Pool A teams and Pool B will play against Pool B teams, etc.
- 16.5** Additional Pool(s) may be added at the Executive's discretion based on the total number of active Teams in each season.

17. PLAYOFFS – ROUND ROBIN

- 17.1** If a Round Robin is included in the playoffs, teams in Pool A will play other teams in Pool A, teams in Pool B will play other teams in Pool B, and, if required, teams in Pool C will play other teams in Pool C.
- 17.2** Game format played in the Round Robin shall be the same as the regular season.
- 17.3** The top four teams in each Pool will advance to that Pool's Semi-Finals.
- 17.4** Depending on number of teams in the Pools, this can be changed to have a quarterfinal round prior to the Semi-Finals.
- 17.5** The winning team for each Pool will host the last-place finisher in Round Robin (if played). The second-place team for each Pool will host the next to last place finisher.
- 17.6** In case of a tie, the first tie breaker is the winner of the head-to-head match in the Round Robin.
- 17.6.1** If the tie-breaker was also a tie, the second tiebreaker will be based on the winner of total team points scored in the head-to-head meetings during the regular season.

18. PLAYOFFS – QUARTER-FINALS, SEMI-FINALS AND

- 18.1** Games played in the Quarter-Finals, Semi-Finals, and Finals are the same as the regular season. The match is over when the first team reaches nine (9) points. The winners of the Semi-Finals will meet in the Finals for each Pool.
- 18.1.1** In the event of a tie of 8-8 after all games are played, there will be one game of 1001 SIDO (straight in and double-out) played in three versus three format.
- 18.1.2** Diddle for bull to determine who starts the game with home team deciding who throws first.
- 18.2** The host of the Finals match for each Pool will be the highest point finisher in the Round Robin (if played) or the highest point finisher in the regular season.
- 18.3** If the highest finisher in different Pools play at the same home bar with only two boards, the team with the highest number of points in their respective Round Robins (if played) or the regular season, will have choice to play at their home bar or to choose an alternate location.
- 18.4** If the tiebreaker is also a tie, the second tiebreaker will be based on the winner of total team points scored in the head-to-head meetings during the regular season.

19. PLAYOFFS – PLAYER PERFORMANCE

- 19.1** On game sheets, for Cricket games, record all 6 Bulls and 9 Counts thrown. For 601 & 501 games, record all high scores of 170, 171, 174 177 & 180 and high finishes of 121+. These accomplishments will be recognized at the year-end RHDL Banquet.

20. CODE OF ETHICS

A player who registers for or participates in any Region of Halton Dart League sanctioned activity accepts and agrees to abide by the RHDL Code of Ethics and to accept the consequences for failing to uphold these standards.

20.1 Our Goal

- 20.1.1** The Region of Halton Dart League (RHDL), its member dart bodies, associates and Executive aim to promote the highest possible ethical values within darts.
- 20.1.2** The RHDL is fully committed to the fundamental values and principles of good sportsmanship.
- 20.1.3** The RHDL Executive have adopted this Code of Ethics based on the values, principles and rules expected when engaged in competitive sport.
- 20.1.4** This Code of Ethics applies to all members, including Executive Committee members, participants, establishment staff, guests within the facility, and any other persons attending weekly events.

20.2 Equality and Dignity

- 20.2.1** Under no circumstance shall there be any discrimination between the participants based on their race, gender, ethnic origin, religion, philosophical or political opinion, marital status, sexual orientation, mental or physical injuries or illnesses.
- 20.2.2** Any form of harassment toward members, guests, patrons, or employees at a darts event, whether verbal, physical, or sexual, is strictly prohibited and may result in disciplinary action or termination of membership.
- 20.2.3** Being an RHDL member goes beyond physically playing in weekly league games, meetings, tournaments, or outside sanctioned darting events. Being a member also includes interactions and discussions of any kind within the context of social media platforms, emails, text messages or any other kind of interaction.
- 20.2.4** All RHDL members shall demonstrate leadership, good sportsmanship, and respect for others at all times. Confrontational behaviour, verbal or physical abuse, derogatory comments or

actions, belittling conduct, or other conduct that undermines a respectful league environment may result in disciplinary action or termination of membership.

- 20.2.5** Players who wear earbuds during matches must limit use to one earbud so they can communicate with opponents and teammates during play.
- 20.2.6** If drinking alcohol or partaking of other substances, please enjoy responsibly. Know your limits. Any disruptive outbreaks, loss of emotional control or public intoxication will not be tolerated. Intoxication will not be accepted as an excuse for inappropriate behaviour.
- 20.2.7** During match play players must not use offensive language or “mouth” any offensive language or be seen to be making offensive gestures.
- 20.2.8** Players must not recklessly throw their darts at any time.
- 20.2.9** Every invited guest at a darts event is the responsibility of the respective member or player who may be held accountable for the guest’s behaviour regardless of whether the member or player is with the guest at the time of any inappropriate behaviour by the guest.
- 20.2.10** Each player shall perform and compete to the best of their ability in each match and/or darts event in which they compete and will complete all matches. A player who concedes a match when it can still be won will be in breach of this rule.

20.3 Integrity

- 20.3.1** All members shall commit to eliminating all forms of cheating and shall follow all necessary measures to ensure the integrity of dart competitions.
- 20.3.2** Each player shall participate in all darts events in a fair and sporting manner and shall cooperate with the RHDL and any other affiliated organisation or home bar to promote and develop the sport of darts.
- 20.3.3** Players may not, before or during a darts event, make an agreement to produce a particular score or situation within a match or to share prize money between those players irrespective of the result.
- 20.3.4** Where the behaviour of a player or guest who is taking part in a darts event breaches the RHDL rules or is disruptive to the running of a darts event, the captain may instruct the person to immediately vacate the premises and may advise the person when and if they might return. In such circumstances the player will be referred to the Executive for consideration as to any disciplinary action.

20.4 Implementation / RHDL Ethics Commission

- 20.4.1** The RHDL shall see to it that the principles and rules of the Code of Ethics are applied.
- 20.4.2** To maintain the ethical standards set out in the Code of Ethics, RHDL will request a volunteer to serve as Player Liaison and communicate issues surrounding incidents.
 - 20.4.2.1** The Player Liaison is available to be contacted if a player for any reason desires assistance in bringing forward an issue to the Executive.
 - 20.4.2.2** The Player Liaison will acquire all the facts and to the best of their abilities clearly communicate the issue to the Executive.
 - 20.4.2.3** The Player Liaison to attend any meeting between the player and the Executive to assist in resolving the issue if the player requests them to do so.
- 20.4.3** Every effort has been made to account for a variety of circumstances. However, situations could arise not covered in the Code of Conduct. Members must use their best judgment in all situations and adhere to the guidelines to the best of their ability.
- 20.4.4** The RHDL may, from time-to-time, supplement, amend or vary these rules. Such changes shall be deemed to be effective and binding on each player as from the date of publication of the changes.