

11/16/86

Bill Tace

KNIGHTS OF COLUMBUS
DART LEAGUE RULES
1986--1987

1- MAKE-UP OF LEAGUE:

The MONDAY, K. OF C. DART LEAGUE, will be made up of (13) teams, a TREASURER, and a SECRETARY.
Each of the (13) teams will elect a TEAM CAPTAIN.
DUTIES of the TREASURER, SECRETARY, and the TEAM CAPTAINS are described in the next section.

1-A- DUTIES OF THE TREASURER:

The treasurer will be responsible for the collection of all league fees, the collection of all 50-50 receipts, and the collection of all monies for the league banquet. Furthermore, he will be responsible for the purchasing of all league materials, such as, dart boards darts, and any other materials the league needs to function properly. Also, he will pay out all money prizes and buy all awards. He will also pay off all bills connected with the league banquet. He may delegate, at any time, any of his duties to another person or persons, but he is still accountable for all monies collected and paid out.

The treasurer may call a meeting, at any time, regarding money matters. Most importantly, he MUST keep a BALANCED budget each year.

1-B- DUTIES OF SECRETARY:

The secretary will be the OFFICIAL score keeper, record keeper and average keeper. He will be responsible to keep all rules, averages, records, and standings up to date. He must be able to produce these records, upon request, at any time.

He will give all teams a copy of the league rules and regulations. He will be responsible to have score sheets, and average and standing sheets present during all match nights.

He will also keep records of high average, high game, high team handicap and high team scratch. He will also keep a record of the most improved shooter. These records MUST be kept diligently because there are awards for these categories.

He will keep a record of all team captains phone numbers so that he can inform them of impending meetings.

He may call a meeting, at any time (preferably during a match night) regarding rules and regulations or league records.

11/16/86# 1- MAKE-UP OF LEAGUE: (Cont.)1-C- DUTIES OF TEAM CAPTAINS:

The team captains will be responsible for turning in, to the secretary, a roster of his team with all team members names spelled correctly, NO LATER THAN THE START OF THE (4th) WEEK OF PLAY, OF EACH HALF

Each captain is responsible for turning in their score sheets, to the secretary, at the end of each weeks matches.

He will make sure ALL RULES AND REGULATIONS are adhered to.

He will make sure all team members averages, the handicap points, and the final scores, are correct.

Each TEAM CAPTAIN will have (1) VOTE, PER TEAM, at all league meetings.

The CAPTAINS will vote on ALL RULES, to be included in, or omitted from the K. OF C. DART LEAGUE RULES.

The captains will also vote on whether or not an infraction to a documented rule has been committed, and if so, then they will vote on the penalty, if any, to be assessed to the individual or team in question.

The team captains will be responsible for collecting the league fees from the members of their team, and turning it in to the treasurer.

They will also collect, (\$10.00), from each team member planning to attend the league banquet, by date set by TREASURER. (This is an assessment, and may be returned under certain conditions, described later, under BANQUET ASSESSMENT).

At all meetings, a team is entitled to (1) VOTE, but ONLY if the captain or a team representative is PRESENT at the meeting.

CAPTAINS! YOU ARE THE PEOPLE RESPONSIBLE FOR THE FUTURE OF THE LEAGUE! SO PLEASE TAKE PRIDE IN IT!!!

1-D- RESPONSIBILITIES OF TEAM MEMBERS:

Shooters should be considerate of other shooters at all times.

Shooters (members) will respect the property of the K. OF C., the property of the other members, and the property of the league at all times.

Shooters will respect the bartender at all times.

Yelling, cheering, swearing, arguing, etc., are all tolerable to a certain degree, but there is a point at which they can be carried too far, at which point they will not be tolerated.

FIGHTING WILL NOT be tolerated at all, and may necessitate a decision on whether or not to let the person or persons involved, continue to shoot in the league. This has never occurred, and hopefully it never will.

This league is for your enjoyment, and these rules have been set forth to assure your enjoyment for many years to come.

YOUR CO-OPERATION IS APPRECIATED!

1-E- MEETINGS:

Meetings will be held prior to the beginning of each season and after each season ends. The secretary will notify the team captains or representatives of the meeting date and time.

11/16/86**# 1- MAKE-UP OF LEAGUE: (Cont.)****1-E- MEETINGS: (CONT.)**

Any team choosing not to attend a meeting, for any reason, loses its team vote, and a **PROXY VOTE WILL NOT BE ACCEPTED.**

The treasurer will be present so he may report on the financial status of the league, and answer any questions that may need to be answered regarding financial matters.

The secretary will be present to clarify any of the documented rules and to answer any questions regarding scores or averages, and standings of the teams.

Together, the treasurer and secretary will organize and conduct the meeting in a smooth manner. Their input at the meetings may be accepted, but neither the treasurer nor the secretary will be permitted to vote.

The treasurer may call a meeting, at any time, regarding financial matters.

The secretary may call a meeting, at any time, regarding rules or to have the team captains vote on a ruling (in this case the meeting should be held as soon as possible).

1-F- LEAGUE FEES:

Each team will pay \$12.00 dues, each week.

It is the responsibility of the team captain to collect his teams league fee from his team members.

It is the responsibility of the treasurer to collect the league fee from the team captains.

This money is used to buy all the materials needed to run the league smoothly and properly, to fund **YOUR** league banquet and as prize money.

1-G- FIFTY-FIFTY TICKETS:

ALL teams will be responsible for selling 50-50 tickets. Each team is listed on the schedule by number. It will be the teams responsibility to sell 50-50 tickets on the week that matches your teams number. If for any reason your team can not sell the tickets on the week it is your turn to do so, you must make sure that you have someone else do it for you. Every effort should be made to sell the tickets before the start of the 3rd game. **REMEMBER**, all money received from the 50-50 is used to defray league costs, including the banquet at the end of the season.

1-H- BANQUET ASSESSMENT:

An assessment of \$10.00, per person planning to attend the league banquet at the end of the season is unfortunately necessary.

It is the responsibility of the team captain to collect this money and turn it in by the last night of the regular dart season. You then have up to the free night to change your mind and if so have your money returned to you. If you decide to attend the banquet and do so, your money will then be returned to you. But if you do not attend the banquet, you will forfeit the \$10.00 assessment.

11/16/86**# 2- MAKE-UP OF TEAMS; REGULAR SEASON:**

The league will be made-up of (13) teams.
To enter the league a team must have AT LEAST (5) MEMBERS, but NO MORE THAN (8) MEMBERS.

The members of each team will select a team captain or representative. The team captain will make up a roster, to be turned in to the secretary, with the names of all his teams members. All names should be spelled correctly.

2-A- NEW SHOOTERS:

All new shooters will start with a (30 AVERAGE). A shooter will be considered a new shooter, if he did not shoot in the K. OF C. dart league, the prior half or the entire previous year. Once a new shooter has shot two games he will acquire his true average. Once a shooter has shot two games in either half, and has acquired his true average, he will not be considered a new shooter the next season. But if he does not enter the league again for two years then he is again considered a new shooter, as is anyone else is under these same circumstances.

2-B- AVERAGED SHOOTERS:

Averaged shooters are those shooters who are returning from either the previous half or the previous season, and who had acquired a true average, (SHOT (2) GAMES). These shooters will start this year or this half with the average he ended up with last half or last year.

All shooters averages will be computed from week to week and NOT after each game.

2-C- FINAL ROSTERS:

Each team MUST submit an OFFICIAL ROSTER PRIOR TO THE START OF THE (4th) WEEK OF PLAY IN EACH HALF.

This roster will be submitted to the official score keeper and will be a matter of record. After an official roster has been placed on record, NO new shooters may be added to any team, unless a team drops (BELOW) (6) shooters. Then and ONLY THEN may that team add a shooter or shooters, and then, only until they have (6) shooters.

FOR EXAMPLE: If a team starts the season with (8) shooters and they lose (3) of them, they will then have only (5) shooters. They may only add (1) SHOOTER, which will then give them (6). If they started with (8) shooters and lost (4), they could add (2) shooters.

3- METHOD OF ACTUAL PLAY; REGULAR SEASON:

Each week, and for (13) consecutive weeks, (12) teams will pair-up and compete against each other, according to the pre-planned schedule, prepared at the beginning of the season by the secretary. Each week (1) team will have a bye, pre-determined by the number of their team. This method will be followed twice, once, each half of the season.

11/16/86# 3- METHOD OF ACTUAL PLAY; REGULAR SEASON: (Cont.)

After the regular season ends, the following week will be the semi-finals and finals shoot. The surviving team will come back the following week, to shoot for the 1st or 2nd half championship. This will take place once in each half. After the 1st half championship the league will break for the holidays. After the 2nd half championship, the 1st half and 2nd half champions will meet the following week to shoot for the K. OF C. League Championship. This is the last night of the season.

3-A- TEAM MATCHES; REGULAR AND CHAMPIONSHIP SEASONS:

Each match will consist of (4) games. Three games actually shot and (1) game awarded to the team that accumulated the most total points in the (3) games shot, including the handicap points. Each team MUST shoot (5) shooters, each game. Each team MUST have at least (3) men from it's own team to shoot each game, otherwise the team will be forced to forfeit that game. If a team has (3) of it's own shooters but less than (5), the team must borrow shooters from another team or teams, if available.

3-B- BORROWING SHOOTERS; REGULAR SEASON:

When a team must borrow shooters, it must add (10%) to the shooters average while figuring out the handicap. If his average is (.4) or less, you use the lower figure. If it's (.5) or higher you use the next higher figure. FOR EXAMPLE: A (34.4)=(34)---A (34.5)=(35). A team MUST ASK ALL roster shooters present, to shoot for their team, before that team will be allowed to shoot blind.

3-C- SHOOTING BLIND; REGULAR SEASON:

When a team has at least (3) of it's own members, but is unable to borrow enough other shooters, the team must shoot blind. The blind shooters average will be (35), when figuring out the teams average and the game handicap. The team shooting blind will then receive the lowest score/scores from the other team at the end of the game.

3-D- HANDICAP; REGULAR AND CHAMPIONSHIP SEASONS:

This is an (80%) handicap league. The team with the lower team average receives (80%) of the difference between the two teams.

3-E- SHOOTING LINE; REGULAR AND CHAMPIONSHIP SEASONS:

The shooting line will be at a distance of (6'-10"). A shooter MUST NOT CROSS the shooting line during the act of shooting. If a shooter does cross the line in the act of shooting, the DART, IF SHOT, is FORFEITED and WILL be REMOVED from the board. If a player is called for crossing the line, the matter will be resolved by the team captains.

11/16/86# 3- METHOD OF ACTUAL PLAY; REGULAR SEASON: (Cont.)3-F- SHOOTING THE WRONG INNING; REGULAR AND CHAMPIONSHIP SEASONS:

If a shooter shoots the wrong inning, he may NOT RE-SHOOT the darts already thrown.

3-G- PRACTICE DARTS; REGULAR AND CHAMPIONSHIP SEASONS:

Once the team captains decide to start play, there will be NO MORE practice darts thrown. A player that sits out a game may throw practice darts before the next game starts, but NOT a player that has shot the previous game.

3-H- TIED, AFTER 9 INNINGS; REGULAR AND CHAMPIONSHIP SEASONS:

If there is a tie after regulation play (9-innings), the teams will shoot an extra inning or until the score is not tied at the end of a full inning. The points scored in extra innings WILL NOT, count towards the teams totals, nor will they count towards the shooters averages. The extra inning will only decide the winner of that particular game. As far as the totals game award is concerned the tied game, remains a tie, and the other games will decide totals award. This formula will be used to decide all ties, including tied games during playoffs and championships.

The shooters averages are computed at the end of the regulation (9) innings, extra innings will NOT count towards shooters averages.

4- TIE BREAKER FOR PLAYOFF POSITION:

If two teams are tied for the 1st or 5th playoff position, they will shoot a one game tie breaker. If it's for 1st place, then the team who wins the tie breaker will get 1st place and the bye. If it's for the 5th playoff position then the winner of the tie breaker will get the 5th playoff position, and the losing team does NOT make it into the playoff round.

The regular handicap format is used in this instance.

If more than two teams are tied, for 1st or 5th place, then all the tied teams will shoot against each other on the same board. The team with the highest team average will give handicap points, (If called for), to the other (2) teams.

The team that gives the handicap points will shoot last, the team receiving the most handicap points will shoot first with the other team shooting second.

BUT MOST IMPORTANT OF ALL IS THAT, TO SHOOT IN A TIE BREAKER MATCH, A TEAM MUST FIRST OF ALL BE PRESENT ON THE LAST NIGHT OF THE REGULAR SEASON WHEN THE TIE WOULD NATURALLY OCCUR, AND MUST HAVE (5) OF IT'S OWN ROSTER SHOOTERS, OTHERWISE IT WILL BE CONSIDERED A FORFEIT!!!

THERE IS ABSOLUTELY NO BORROWING OF SHOOTERS AND NO SHOOTING BLIND AND NO POSTPONING OF GAMES TO ACCOMMODATE WHATSOEVER!!!

11/16/86**# 5- COIN FLIP RULE; REGULAR AND CHAMPIONSHIP SEASONS:**

The two team captains will flip a coin before the 1st game and the winner of the coin flip will decide if his team wants to shoot 1st or last in the first game. The loser of the coin flip will then have his choice in the second game. Before the beginning of the 3rd game, the team captains will flip again, with the winner having his choice of first or last in the third game.

6- PLAYOFF ROUND; 1ST AND 2ND HALVES:

The first (5) teams in the official standings at the end of each half, will make the playoffs.

The team finishing in 1st place at the end of each half, will get a bye in the 1st round of the playoffs. The other 4 finishers in each half will play each other. To determine which teams will play each other, the names of the 2nd, 3rd, 4th, and 5th place teams will be drawn in a blind drawing, by a neutral party.

The teams will then play a best of 3 game series, with the team that has the most regular season wins going last in the 1st and 3rd games. If both teams should happen to have the same number of regular season wins then the coin flip rule will prevail. In a 3 game series the winner of the flip will have his choice of 1st or last in the first game, with the loser getting his choice in the second game. The captains will flip again before the third game with the winner getting his choice.

The winning team in each series will then shoot each other in another 3 game series. Again the team with the most regular season wins will go last in the 1st and 3rd games. If regular season wins are equal then the coin flip rule comes into effect.

The winner of this series will then come back the following week to shoot the 1st place team for the half championship.

REMEMBER TEAMS ARE NOT ALLOWED TO BORROW SHOOTERS OR SHOOT BLIND IN ANY OF THE PLAYOFF ROUNDS. IN THE PLAYOFF ROUNDS YOU MUST HAVE YOUR OWN 5 SHOOTERS OR IT IS A FORFEIT!!!

6-A- PLAYOFF LOCATIONS; 4 TEAM PLAYOFFS: CHAMPIONSHIP SEASONS:

ALL 4 game playoffs will be played along the James St. wall. Which ever board is not used for the first two 3 game series WILL be used for the final 3 game series.

7- SHOOTERS AVERAGES; PLAYOFFS AND CHAMPIONSHIPS:

Shooters averages will stay where they were at the end of the season. Playoffs games do not effect shooters averages.

8- SHOOTERS ELIGIBILITY; PLAYOFFS AND CHAMPIONSHIPS:

A player must have shot at LEAST 5 WEEKS, in a half to be eligible to shoot in any playoff or championship series or game.

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9- CHAMPIONSHIP ROUNDS; HALFS AND LEAGUE: NO BORROWING AND
NO SHOOTING BLIND:

9-A- CHAMPIONSHIPS; HALFS:

The winners of the playoff series, IN EACH HALF, will play the 1st PLACE TEAM, of their RESPECTIVE HALFS, for the championship, of their RESPECTIVE HALFS. This series will be a, BEST OF 5 GAMES and will be played on the STATE STREET WALL.

The team which had the MOST WINS during the regular season, will have their, choice of, 1st or last, in games, #1, #3, and #5. If both teams WINS, WERE EQUAL, then the COIN FLIP RULE WILL PREVAIL. ALSO, RULES OR PARTS OF RULES, NUMBERS 1, 1D, 3, 3A, 3D, 3E, 3F, 3G, 3H, 4, 5, 6A, 7, 8, 9, AND 9A WILL BE IN EFFECT!!!

9-B- LEAGUE CHAMPIONSHIP SERIES:

The CHAMPIONS OF EACH HALF will shoot for the LEAGUE CHAMPIONSHIP. This will be a BEST OF 5 GAME SERIES.

The team that had the MOST REGULAR SEASON WINS, DURING THE HALF THEY WON, will get the choice of 1st or last, in games #1, #3, and #5. IN OTHER WORDS, THE WIN RECORD OF THE 1ST HALF CHAMPS DURING THE 1ST HALF, AGAINST THE WIN RECORD OF THE 2ND HALF CHAMPS DURING THE 2ND HALF.

IF THE WIN RECORDS PROVE TO BE EQUAL, THE COIN FLIP RULE WILL PREVAIL. RULES OR PARTS OF RULES, NUMBERS 1, 1D, 3, 3A, 3D, 3E, 3F, 3G, 3H, 4, 5, 6A, 7, 8, 9, 9A, AND 9B WILL ALSO BE IN EFFECT!!!

The LEAGUE CHAMPIONSHIP SERIES WILL BE PLAYED ON THE STATE ST. WALL.

10- PRIZE MONEY:

Each team will be awarded \$2.00 for EACH GAME THEY WON in the REGULAR SEASON. This prize money will be awarded after each half.

The teams winning the HIGH TEAM SCRATCH AND HIGH TEAM HANDICAP, IN EACH HALF WILL BE AWARDED \$5.00 EACH.

11- TROPHY AWARDS:

A shooter MUST SHOOT 50% of the games scheduled for his team to qualify for the HIGH AVERAGE AWARD in either half. A shooter MUST SHOOT 5 WEEKS in a HALF to qualify for the HIGH SINGLE GAME AWARD. The DICK HANLON AWARD will be given to the MOST IMPROVED SHOOTER. The winner of this award will be determined by the committee.

AWARDS WILL BE GIVEN AS FOLLOWS:

OVER ALL CHAMPIONSHIP: 1.

RUNNER-UP: 1.

HIGH AVERAGE: 1.

HIGH SINGLE GAME: 1.

DICK HANLON AWARD: 1.

*JOHN RASE AWARD
F14-P9*

96/97

*THE ALAMBRA AWARD
1ST HALF HIGH SINGLE*

*THE JOE FLANIGAN SR AWARD
FOR 2ND HALF HIGH SINGLE*

THESE RULES HAVE BEEN APPROVED BY THE TEAM CAPTAINS AND ARE INTENDED TO HELP THE LEAGUE TO RUN AS SMOOTHLY AS POSSIBLE. ANY QUESTIONS ON THE RULES HERE-IN WILL BE ANSWERED CORDIALLY BY ANY OF THE COMMITTEE!!!

AMMENDMENTS TO THE K OF C DART RULES WRITTEN 11/16/86

THESE CHANGES WERE BROUGHT UP, DISCUSSED, VOTED ON, AND ACCEPTED BY THE CAPTAINS PRESENT AT THE LEAGUE CAPTAINS MEETING, HELD AUGUST 24, 1987.

TEAMS PRESENT AT MEETING:

BULLSHOOTERS	SIXSHOOTERS
COBRAS	B-TEAM
BUFFALOS	SHAMROCKS
EDDINGTON	BARRACUDAS
RED LION	NEWPORT
ROOKIES	

TEAMS NOT PRESENT AT MEETING:

SHARPSHOOTERS	MORRELL
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RULE CHANGES #1 & #2:

CHANGE RULE #10 ON PAGE #8 TO READ:

EACH TEAM WILL BE AWARDED \$3.00 FOR EACH GAME THEY WON DURING THE REGULAR SEASON.

PLUS

CHANGE SAME RULE TO ALSO READ:

TEAMS WINNING THE HIGH TEAM SCRATCH AND HIGH TEAM HANDICAP AWARDS, IN EACH HALF, WILL RECEIVE \$15.00 FOR EACH.

RULE CHANGE #3:

ADD TO RULE #11 ON PAGE #8:

THAT THE MOST IMPROVED SHOOTER AWARD (DICK HANLON) WILL BE DECIDED SOLELY ON THE AMOUNT OF POINTS A SHOOTERS FINAL AVERAGE IMPROVED OVER AND ABOVE HIS STARTING AVERAGE.

AND ALSO

SHOULD THERE BE AN EQUAL TIE AMONGST TWO OR MORE SHOOTERS, THEN ALL WILL GET AWARDS.

THESE RULES WERE PUT INTO EFFECT AS OF 8/24/87!!!!!!

AMMENDMENTS TO THE K OF C DART RULES WRITTEN 11/16/86

THESE CHANGES WERE BROUGHT UP, DISCUSSED, VOTED ON, AND ACCEPTED BY THE CAPTAINS PRESENT AT THE LEAGUE CAPTAINS MEETING, HELD MAY 9, 1988.

TEAMS PRESENT AT MEETING:

BULLSHOOTERS	ABLE LURES	ROOKIES
COBRAS	B-TEAM	RED LION
MORRELL	SHAMROCKS	SHARPSHOOTERS
EDDINGTON	BARRACUDAS	BUFFALOS

TEAMS NOT PRESENT AT MEETING:

SHARPSHOOTERS

RULE ADDITIONS:

ADD TO RULE #3-3A1; ON PAGE #5: FORFEIT TIME RULE:

1st GAME OF ALL REGULAR, PLAYOFF, AND CHAMPIONSHIP MATCHES IS TO BEGIN AT 8 P.M. WITH A 15 MINUTE GRACE PERIOD BEING PERMITTED. IF FOR ANY REASON A TEAM IS STILL SHORT OF THE REQUIRED NUMBER OF SHOOTERS TO PLAY GAME THEN THE OTHER TEAM'S CAPTAIN MAY FORCE THEM TO FORFEIT THAT GAME. AT THIS TIME THE FORFEITING TEAM LOSSES THAT GAME AND TOTALS. FORFEIT TIME FOR GAME #2 AND GAME #3 WILL BE 8:45 P.M.

ADD RULE #12: FOREIGN SUBSTANCE RULE:

NO FOREIGN SUBSTANCE, WHICH COMES IN CONTACT WITH BARREL OF DART, MAY BE USED DURING PLAY, WITH THE EXCEPTION OF SALIVA. IF ANY SHOOTER IS CAUGHT USING ANY FOREIGN SUBSTANCE THAT IS COMING INTO CONTACT WITH BARREL OF DART HE WILL BE DISQUALIFIED FOR THAT GAME AND HIS TOTAL SCORE FOR THAT GAME WILL BE A (0) ZERO.

ADD TO RULE #11: TROPHY AWARDS:

ONLY TROPHIES OR PLAQUES WILL BE GIVEN AS AWARDS. NO CASH AWARDS WILL BE PERMITTED.

NEW RULE: RULE #12:

RULE #12 TO READ; FREE NIGHTS ARE FOR MEMBERS ONLY. PAST MEMBERS ARE PERMITTED BUT ONLY IF INVITED BY A PRESENT MEMBER AND AT A COST OF \$5.00.

THESE RULES ARE IN AFFECT AS OF 05/09/88 !!!!!

AMMENDMENTS TO THE K OF C DART RULES WRITTEN 11/16/86

THESE CHANGES WERE BROUGHT UP, DISCUSSED, VOTED ON, AND ACCEPTED BY THE CAPTAINS PRESENT AT THE LEAGUE CAPTAINS MEETING, HELD AUGUST 14, 1989.

TEAMS PRESENT AT MEETING:

BULLSHOOTERS
ROOKIES
RED LION
EDDINGTON
SHAMROCKS

SIXSHOOTERS
B-TEAM
ABLE LURES
SHARPSHOOTERS

TEAMS NOT PRESENT AT MEETING:

COBRAS
BUFFALOS

MORRELL
BARRACUDAS

RULE ADDITIONS:

ADD RULE #2A1 AFTER RULE #2A ON PAGE #4:

RULE #2A1 READS:

IF A SHOOTER FROM THE WEDNESDAY NIGHT LEAGUE JOINS OUR MONDAY NIGHT LEAGUE, HE WILL ENTER THE MONDAY NIGHT LEAGUE WITH HIS ESTABLISHED AVERAGE.

ADD RULE #2C1 AFTER RULE #2C ON PAGE #4:

RULE #2C1 READS:

ONCE A SHOOTER HAS SHOT FOR A TEAM AS A TEAM MEMBER, HE MAY NOT SHOOT FOR OR JUMP TO ANY OTHER MONDAY NIGHT LEAGUE TEAM FOR THE REMAINDER OF THE ENTIRE LEAGUE YEAR.

CHANGE RULE #3E, LINE #1, ON PAGE #5 TO READ:

THE SHOOTING LINE WILL BE AT A DISTANCE OF 7 FEET FROM THE FACE OF THE DART BOARD.

UNDER RULE #11, TROPHY AWARDS, THE AWARD FOR HIGH AVERAGE WILL BE KNOWN AS "THE JOHN RASE AWARD" FROM THIS YEAR ON.

THESE RULES WERE PUT INTO EFFECT AS OF 8/14/89 !!!!!

SEPT 6 1991

AMMENDMENTS TO THE K OF C DART RULES WRITTEN 11-16-86

THIS CHANGE WAS BROUGHT UP, DISCUSSED, VOTED ON, AND ACCEPTED BY THE CAPTAINS PRESENT AT THE LEAGUES CAPTAINS MEETING, HELD AUGUST 26, 1991.

THE ONLY TEAMS NOT PRESENT AT THE MEETING WERE THE BARRACUDAS & THE BULLSHOOTERS.

RULE ADDITION

ALL PLAYOFF GAMES START AT 7:30 PM.

ALL CHAMPIONSHIP GAMES START AT 7:30PM

THESE RULES WERE PUT INTO EFFECT AS OF 8-26-91.

JFG 9-6-91