


LEGION

**THE ROYAL CANADIAN LEGION
ONTARIO COMMAND
SPORTS' MANUAL**



**89 INDUSTRIAL PARKWAY NORTH
AURORA, ONTARIO
L4G 4C4**

PHONE: 905-841-7999

FAX: 905-841- 9992

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SPORTS MANUAL

The Rules and Regulations established shall be adhered to at
DOMINION, PROVINCIAL, DISTRICT, ZONE AND BRANCH LEVELS.

AIMS AND OBJECTS

To participate in Sporting events starting at Branch Level with the object of progressing forward to represent your Branch at Zone, District, Provincial and Dominion Levels.

COMPETITORS

1. The Dominion Sports Championships are open to ALL members as defined in the General By-laws of the Royal Canadian Legion.
2. Eligible members must have paid their membership dues and have their membership card for the year in which the championship is being held in their possession at site of the championship.

SENIORS

3. To be able to participate in a Dominion Seniors Sports Championship, the member must be 50 years of age prior to 1st.January of the year in which the championship is being held.

COMPOSITE BRANCH TEAMS

4. Members of a team shall belong to the same branch within their parent command. An exception to this criterion is as follows:
 - a. Any branch with less than 75 members in any one zone, or district where no zones exist, may join with another branch within the same zone or district.

TRANSFERS

5. A member, who has transferred or in the process of transferring, to be eligible, must have been a member of their new branch as of 31st. January of the year preceding the year of the championship. In other words, in order for the members to participate at a Dominion Championship to be held April 2006, they must have been a member of their new branch as of 31st. January 2005 (This is an Example as the years change)
6. It has been recognized that a rigid application of the above criteria can be unfair. Exceptions have been authorized to permit members in the following circumstances to participate.
 - a. An eligible member, in good standing, who is a member of a branch that was required to surrender its Charter to Dominion Command and the member has transferred to another branch, shall enjoy the same rights and privileges he would have enjoyed had the Charter not been surrendered and the Branch dissolved.

- b. New members (defined as Ordinary, Associate and Affiliate) in good standing are eligible to participate at all levels of competition immediately, this includes Reinstated members provided they are in good standing.
- c. A member, who retires or who has been transferred by his employer, or the member's personal circumstances dictate a change of employment, is eligible to participate at Dominion sports events providing the member can, on demand, provide proof that the transfer was initiated by the employer, the person was a member of a branch at his former place of residence on or before 31st. January of the year preceding the year in which the competition is to take place, and the member changes his permanent place of residence.
- d. Further to 6 (c) above, the member has one year of grace, from the effective date of retirement, change of employment and/or permanent residence, to transfer his/her membership to his/her new branch and be eligible to play sports immediately.
- e. Amalgamated Branches – As per Section 616 i. of the General By-Laws, all the members of the branches shall become members of the amalgamated branch as of the date of amalgamation. Therefore, the transfer rules will apply to any member who chooses to transfer to a different branch rather than maintaining their membership at the amalgamated branch.

TEAM COMPOSITION

- 7. Each command is invited to send one team to a Dominion Championship, if desired the doubles and singles players at the Cribbage and Darts Championship may be drawn from the team.
- 8. A rink shall consist of a minimum of four players to maximum of five players with the fifth person being at no expense to Dominion or Provincial Commands.
- 9. A Provincial Command rink is authorized to substitute players should a member of the rink be unable to attend the Dominion Championship due to injury, illness, or extenuating circumstances.
 - a. "EXTENUATING CIRCUMSTANCES" those that are beyond ones control, happening just prior to the Dominion Championships and certainly after the completion of the Provincial Command Championships. Playing in another tournament is not an extenuating circumstance.
 - b. If the Provincial Command Sports Representative is in attendance and is capable of participating in the sport, he will be permitted to play as a substitute; or
 - c. If a Provincial Command Sports Representative is not present or capable of participating, the host will provide the substitute as provided for in the Regulations and Technical rules of each sport.

ENTRY FEES

- 10. Competitors are not required to pay an entry fee at Dominion Sports Championship.

DOMINION CRIBBAGE

A four-person team shall represent Ontario in the Dominion Cribbage Tournament and the singles and doubles entries shall be selected from the team.

ELIGIBILITY TO COMPETE IN PROVINCIAL COMMAND SPORTS EVENTS

COMPETITORS

1. All members as defined in the General By-laws of the Royal Canadian Legion, which provides that members shall be allowed to participate in sporting activities, providing dues are paid by January 31st. Shall have the Right to compete in our Provincial Sports Program, subject to any eligibility rules listed herewith, also any Branch By-law or House rule that does not contravene any By-law or Regulation of a higher level of Command.
2. Members must have their dues paid and be in possession of their membership card or a receipt covering it for the year in which the event is held. (E.g. if a Dominion or Provincial tournament is held in 2006 and the qualifying round at Zone or District level is held in 2005, a 2005 membership card will suffice.)
3. Teams, Doubles or Singles competing in Provincial Sports must produce a letter signed by the Branch President and Secretary or Membership Chairman, certifying that all participants are members in good standing. Competing members must produce their current membership card or receipt, upon request.
4. New members (including Reinstated Members) who join a Branch after January 1st. in any year have the right to participate in all sports at all levels. (New Member is a person who has been duly proposed, seconded, accepted by the executive and members of a Branch at a General Membership Meeting, Initiated and paid their dues and per- capita tax has been paid to Dominion Command.)
5. Members who have or are in the process of transferring to another Branch are ineligible to compete in our Provincial Sports program, until they are members of their new Branch as of January 31st. of the year preceding the Championship. Unless they qualify under section 6-a, b, or c on page No.1.
6. Deprivation of clubhouse privileges means that for the time specified, except to attend General Meetings of the Branch, the member may not enter any branch premises nor participate in branch sports or social events. (Cannot represent branch because not a member in good standing.)
7. Any Branch, upon the examination of evidence presented, who is discovered to be using an ineligible player(s) in any Legion sport, shall be suspended from participating in that particular sport the following year in which the infraction occurred. The Branch in question shall be informed of this decision within seven (7) days. (An Administrative Committee decision)

NOTE

All other transfer rules are covered under paragraph six (6) Dominion Sports.

Spares are not authorized to participate in Provincial Tournaments at any level.

Where it is deemed necessary to provide a substitute, the convener or Host Branch will furnish it.

SENIORS

All non Dominion events are 55 years old at the day of the tournament to qualify for seniors.

ENTRIES

All entries must be submitted through your sports officer to the next level e.g. Branch to Zone to District and be in the hands of the Provincial Convener appointed for that specific sport, within the specified time limit, (Two (2) weeks prior to the date of the tournament).

When two teams from the same Branch competes in a play-off neither team shall be permitted to strengthen the remaining team when one of the teams is eliminated.

In the event of more than one "bye" being given in different sports, only one "bye will be given to each District, Zone or Branch, whichever the case may be, and the teams from the same District, Zone or Branch will not be matched against each other in the first round of elimination's where possible.

The host branch may be allowed to enter a team in Cribbage and Euchre events to make up an even draw should there be a last minute no show and that team will be eligible for prizes ONLY. (Entry fee must be paid. -- Should this team win tournament--second place team would HOST the following year if eligible, also represent the Province in a Dominion Tournament).

All cheques for Provincial Tournaments to be made payable to the host district and sent to the tournament convener.

Late entries will only be accepted at the discretion of the convener.

Entry Fees will NOT be returned to a Branch when an entry becomes a "No Show" on the day of the tournament. If a team reports to play after tournament has commenced this will be considered a "No Show" Unless convener was notified prior to commencement of play.

HOSTING OF PROVINCIAL FINALS:

Regular and Senior Golf

The District Chairman in co-operation with the host branch to a Provincial Golf Tournament, to arrange for the use of one (1) or two (2) 18 hole golf courses of competitive size not executive size, if two(2) courses are used, one for Regulars and seniors, and both tournaments shall be held on the same day.

Tournament Hosts-Provincial Level

Where Regular and Senior events are held together, the Regular tournament winners will host in the ODD numbered year and the senior in the EVEN numbered year.

The Branch winning the previous year shall host the Provincial finals in all sports IF THEY HAVE THE FACILITIES, OR CAN ARRANGE FACILITIES within a reasonable Distance and be in COMPLETE CONTROL OF HOSTING THE EVENT. (Accommodation, size of playing area, equipment in playing areas such as bowling lanes, golf courses, costs of it and time of availability are classified as Facilities on a whole) otherwise the hosting will go to the next Branch in order of finish who is capable of being able to HOST. With exception of Youth Darts; to be held on rotational bases through participating Districts A through K.

The Host branch or Provincial Champions from the previous year do not have the privilege of defending its championship UNLESS it qualifies in the district play-offs.

A format of what is required by Host branch will be given by the District Sports Chairman to the Branch Sports Officer and the Branch President.

CONVENER RESPONSIBILITIES:

It shall be the responsibility of the Host Convener to forward to Provincial Command, in time (three weeks prior to) for the Provincial Sports Meeting a copy of the circular to be made available to the members of the Provincial Sports Committee for circulation to the Branches of each Provincial Championship to be held in their area.

He or She will be required to convene the event, ensure that all participants are eligible to compete, register the players, purchase prizes and awards if necessary and to meet the needs or requirements (supplies) in order to conduct the tournament in question.

It will BE necessary to arrange with Host Branch that sufficient staffing is available to assist the convener throughout the day and it is further requested that the President or vice-president be in attendance to welcome the participants.

The convener will explain the rules governing the sport in question prior to commencement of play in order to clarify any possible misunderstanding or delays in the day's program.

Where it is deemed necessary to have a co-chairman in attendance at a Provincial Sports Tournament, the Zone Sports Officer shall act as same. (1987 Convention Mandate)

DISTRICT ASSESSMENTS re DOMINION SPORTS

Where a District fails to submit District Assessments in cribbage, darts and curling to the Provincial Sports Fund prior to the Provincial Tournament in question, the District entry shall be prohibited from participating in it.

PROTESTS

All protests must be filed within 48 hours by telephone, and in writing, by fax or "e" mail within 7 days of the incident, with the Provincial Sports Chairman, District and Zone Sports Officer, whichever is applicable, the convener of the play-off and the defending team. The Protesting Team, along with protest must post a fee of \$50.00 made payable to Provincial Command; fee shall be refunded, if the protest is successful. Result of protest will be determined by the combined decision of the above Sports Officers.

Where protest is against the convener at Zone, District or Provincial level, the protest shall be lodged with the Provincial Sports Chairman.

The relevant Senior Officer will determine the composition of the Protest Board.

PRIZES:

Provincial Command will provide prizes for 1st. and 2nd. Place Regular and Senior depending on the number of entries in each category, with the exception of all two people teams for Provincial play-offs. See addendum for further information.

Your Provincial Sports Committee will determine entry fees and assessments annually.

NOTE:

No Provincial Tournament shall be conducted on the weekend in August of Warrior's Day Parade, usually the third Saturday.

The Provincial Sports Program shall be self-supporting.

District Sports Officers will file their District Reports with Command Office three weeks prior to the date of the Provincial Sports Meeting.

District Sports Officers will not be reimbursed expenses for their attendance at a sports Banquet unless they are the guest speaker for the event in question and Provincial Command has approved the invitation.

Where possible SPORTS OFFICERS SHOULD NOT PARTICIPATE in any tournament of which they are convening. This safeguards arguments and any conflict of interest.

Provincial Sports Meeting:

The annual Provincial Sports Committee meeting shall be held on the 4th Saturday in September each year.

LAWN BOWLING:

Ontario Lawn Bowling Association rules to apply

Open entry, a branch may enter any number of teams. "OPEN PAIRS" Play fourteen (14) ends. Twelve (12) ends may be played under certain circumstances.

Percentage points used in scoring.

A Drawmaster is mandatory it shall be declared before play begins that each skip is allowed one (1) dead end and the last end left open. If "BOWL" is delivered illegally, i.e. off the end of the plastic mat, it is declared dead. (At discretion of Drawmaster)

It shall be at the discretion of Drawmaster as to whether a player will roll the "JACK" or place same.

Drawmaster to ensure that any "Ground Rules" are explained to the team captains prior to commencement of play.

All decisions of the Drawmaster are final.

EUCHRE: (9 GAMES)

Six (6) teams from each District are permitted to participate in the Provincial Finals.

The Snake system will be used when numbering the tables. The Convener will decide "SITTING" and "MOVING" teams.

Scoring will be by number of "WINS" plus points in games lost. If two teams tie with Wins and Points, each team shall choose two players to play ONE game to decide Championship.

LEGION RULES OF PLAY

1. One player from each team will be designated to act as counters. The other pair will cut for deal at the start of the game, highest card deals first (Ace high) and the deal will rotate to the left. A CUT MUST be offered each time to the player to the right of the dealer. Cards will then be dealt, ONE AT A TIME, starting with the player on the left of the dealer until five (5) cards are dealt to each player.

2. The remaining cards in the deck (four) will then be placed on the table and the top card turned face up by the dealer. If any of the remaining cards are exposed or looked at, the deal will be VOID and the cards reshuffled and dealt over again by the same dealer. (No Penalty) i.e. any flashed card, deal again no-penalty.
3. Starting with the player on the left of the dealer, players will indicate whether they will pass or order the dealer to pick it up. There must be no deviation from this rule. Players must say "PASS" or "Pick it UP" only. If ordering your partner to pick it up, you will say only "PLAY ALONE" and hand must be played without any assistance from your partner. Only the person playing the hand is permitted to draw in the tricks won, if partner touches cards it will result in a 2-point penalty and loss of hand. If the trump is turned down and then all pass again, the deal moves to the player on the left of the dealer. REMAINING CARDS TO STAY WITH THE DEALER.
4. Any player ordering the dealer to pick it up MUST have at least ONE TRUMP in their hand. Left bower is considered to be a trump. Dealer can pick it up on his nerve (No trump in his hand)
5. ALL cards must be played face up and ALL CARDS MUST BE PLAYED.
6. Counting will be scored as follows: Two (2) for a "Euchre" at any time, One (1) point for taking three or four tricks. Two points for taking five (5) tricks when a pair are playing together, Four (4) points for taking all five (5) tricks when playing alone.
7. It is the responsibility of all players to see that the scores are properly marked and maintained at all times. Each scorer using a two and three spot card will keep scores.
8. RENEGES, or throwing in the cards before the hand is completed, will result in the loss of points scored by team during that play in the game, 4 points for a lone hand and 2 points when playing together PENALTY against the offending team.
9. Failure to follow suit to the lead, when possible, is a RENEGE. If the player mixes up the cards so that a renege is difficult to prove, it will be deemed that the renege is proved and the penalty of value of the hand will be given to the opponents.
10. A game will consist of ten (10) points, unless a stoppage or delay of play is caused. If the game cannot be finished in time to move, the pair causing the stoppage or delay will forfeit the game.
11. Anything that may be questioned as a sign or indication to the value of the hand, such as, hitting the table with the hands, tapping of the feet or any unnecessary sounds or visual signs is strictly prohibited. Upon being brought to the attention of the convener, a verbal warning will be issued, and if repeated, the offending TEAM will be expelled from the tournament and all succeeding opponents will be granted one win in lieu of not playing against the expelled TEAM. Game results prior to expulsion will stand.
12. Captain is responsible for the conduct of his team and is the only person who may approach the convener.

SHUFFLEBOARD: (TWO PERSON TEAMS)

National Shuffleboard Rules will apply in all Provincial play-offs with each district limited to Four (4) entries. Two (2) Player Teams.

The host branch will be required to make available, six (6) boards for a Provincial Tournament, Standard 14' (playing surface) Shuffleboards for all tournaments. Bank Boards are prohibited.

Entries are divided into Flights number will depend on entries received. Winner in each flight will play one game 21 point's round robin or knockout with WINS and POINTS to decide Championship

Round Robin Tournament - One (1) Game-Fifteen (15) points per game.

Hanger will cancel a Hanger.

No player on the opposing team shall be within six (6) feet of the thrower.

REGULAR/SENIOR HORSESHOES:

It is to be noted that in senior horseshoes each player shall have attained the age of fifty-five (55) years and provides proof of same if required prior to commencement of tournament play.

A minimum of sixteen (16) pits is required by a branch to host the Provincial Championships. 40' Pin to Pin--minimum 14" in height.

Members who participate shall throw from the forty- (40) footmarks. Note: Persons aged 65 and older will be allowed to throw from the thirty foot (30') line if they choose. For team play, both members must be age 65 and both must use the thirty foot (30') line.

Teams will be divided into flights and will play a Round Robin series.

Flight winners will play one game 35 points against each other wins and points to declare winner.

Teams (Doubles) NOT WALKING: One (1) Game 35 points Round Robin, One (1) game 35 points in finals.

Singles: One (1) Game 25 point Round Robin, One (1) game 25 points in finals.

Four (4)--Two (2) Person teams and four (4) singles will be allowed from each district to enter the Provincial Play -Off. Combined number of either Regular or Senior Teams.

A senior may play in a Regular team and play in Senior Singles.

The three sectional winners will draw for a BYE. Bye to play loser of first game, remaining two teams who have not played each other will plays last game, in a Round Robin format. Winner will be determined by an accumulation of wins and losing points scored.

If a two-way tie for 1st. or 2nd. Occurs play one game to determine winner. If a three-way tie occurs play as above.

If a situation arises and not covered under Legion rules of play Canadian Horseshoes Pitchers Association Rules will govern play.

REGULAR /SENIOR GOLF: (TWO PEOPLE)

It is to be noted that in Senior Golf, each player must have attained the age of Fifty-five (55) and provide proof of age if required, prior to play commencing.

Each district will be allowed to enter 12 two-person teams in the Provincial Golf Play--Off.
(A combination of regular and senior teams to a maximum of twelve (12) 2 players per team.
Teams made up of Regular and Senior Players shall be classified as a Regular Team.

Host branch must make arrangements for use of Two (2) eighteen (18) hole golf courses of at least 5800 yds. in distance, if one (1) course cannot accommodate all of the entries for seniors and regulars. Golf play-off will be either simultaneous or shotgun start at discretion of Convener. Lady golfers may tee-off from Ladies' Tees.

Players must hole out ALL putts regardless of distance; there will be NO GIMMEE'S any infraction of this will lead to disqualification.

REGULAR/SENIOR 10 PIN BOWLING:

It is to be noted that in Senior 10 Pin Bowling, each bowler shall have attained the age of fifty-five (55) and provide proof of it if required prior to commencement of play.

The host branch must have a minimum of 30 ABC sanctioned lanes available to them in order to host a Provincial Tournament.

A maximum of eight (8) entries may be submitted from each district to the Provincial Finals. Teams to consist of five (5) players with all five (5) competing.

Three (3) games to be played in order to determine the winning team. Doubles will bowl three (3) games as a separate event; Singles Champion will be determined from team play. (Convener will determine which game prior to commencement of play that will count towards the singles).

Convener has the option to open doubles at time of tournament.

Seniors playing Regular Teams may compete in Senior Doubles.

REGULAR/SENIOR 5 PIN BOWLING:

It is to be noted that in Senior 5 Pin Bowling, each Bowler shall have attained the age of fifty-five (55) years and provide proof of it if required prior to commencement of tournament play.

The host branch must have a minimum of 24 ABC sanctioned lanes available to them in order to host a Provincial Tournament. (Can be made up with two HOUSES as long as no HOUSE has less than 8 lanes and must be within 15 minutes travelling distance of each event.)

The Foul Line Rule will apply only when Bowling Alleys are equipped with the Magic Eye Foul Line Controls.

Three (3) teams, three (3) sets of doubles and three (3) sets of singles per district will be allowed to participate in the Provincial play-offs.

Six (6) player teams with five (5) scores to count in team event, no substitute after game commences. FIVE (5) games to be played.

Doubles and Singles play only three (3) games.

Senior's playing in Regular team play are permitted to play in Senior Doubles or Singles.

A competitor may only participate in two (2) events, i.e. Team and doubles or team and singles.

CRIBBAGE (9 GAMES):

Six teams consisting of four (4) players each permitted to play per district will be eligible to compete in the Provincial Finals.

The Snake System will be used when numbering tables, the convener to decide "Sitting" and "Moving" teams. Teams will not compete against their own district

The number of wins, plus score on games lost will decide the winners. If finals are still tied then the Team Captain to pick one (1) pair to play to decide the winner.

Official score card only to be used and collected after each game.

Team Captain is responsible for the conduct of team and is the only member who may approach the convener.

PROVINCIAL CRIBBAGE TOURNAMENT - RULES OF PLAY

1. One player from each pair will be designated to keep score. The other players will then Cut the deck of cards to determine who deals first. The player cutting the lowest card will deal first (ACE is LOW).
2. The dealer will shuffle the cards and OFFER THE DECK TO BE CUT, to the player on his/her right. Cards will then be dealt one at a time starting with the player on the left of the dealer until five (5) cards have been dealt to each player. The deck will then be placed on the table and not touched by anyone until all four (4) players have discarded one card each to form the crib.

The dealer will then present the deck to the player on his left to cut. After the cards have been cut, the dealer will take the top card only from the portion of the deck still remaining on the table and the cutter will replace the portion of the deck that he cut, the dealer will then place the one card face up on top of the deck. At no time is the cutter of the cards allowed to flash or look at the bottom card of the portion that he picks up in cutting the cards. If the bottom card is flashed or looked at, the opponents may call a misdeal and the dealer would then deal he cards again. A penalty of two (2) points would be imposed against the cutter of the cards and his partner.

DECK REMAINS WITH THE DEALER:

3. Standard counting procedure will apply. A "Jack" turned up on the cut will count two (2) points for the dealer at any time and you can FINISH a game in this manner.
4. It is the responsibility of all players to check the scoring or the pegging of scores at all times. Any irregularity in score must be pointed out immediately before play resumes. Players must place their cards on the table when counting so that all may check. Counting begins with the player on the left of the dealer and revolves to the left ending with the dealer, who will count his/her hand and crib.
5. Sitting pairs are responsible for properly filling in scorecards. Moving pairs must check for correctness and one member of each pair must initial scorecards at end of each game. Any errors on scorecards after they are signed and turned into convener will stand as is, no matter what.

6. A player who calls a "GO" when able to play, may not correct his/her error after the next card is played. A player, who gains a "GO" and fails to play the additional cards when able to do so, may not correct his/her error after next card is played. In either case, the card or cards erroneously withheld are dead as soon as seen by the opponents and the offender may not play them nor peg with them. This player is subject to a two point Penalty. NOTE: All cards may be used when counting hands.
7. The convener or his/her appointed representative will call for the game to start and any player or players not present at this time will forfeit that game to their opponents.
8. Anyone deliberately causing the count to be confused by knocking the crib board to the floor, turning the board over so that the pegs fall out, or pulling all or enough pegs out so that the correct count is in doubt, will immediately forfeit the game to their opponents, regardless of the score at the time of the rule infraction.
9. At no time will anyone be allowed to watch the play at any table or to interfere with the play at any table. If this is being done, you are required to notify the convener or his assistant. Play must be suspended at your table until the offender has been removed.
10. If it is deemed necessary by the convener time limit may be placed on any or every game, either at the start or at any time during the tournament.
11. No games will commence prior to the call from the convener, anyone doing so will be warned and game restarted, any re-occurrence will result in loss of game by offender.

SNOOKER:

Rules of play adopted from the from the Brunswick-Balke Official rulebook.

The host branch will be required to make available a minimum of three (3) Full Size pool tables for Provincial Play.

Each District may enter two (2) teams in the Provincial Finals. Four (4) players per team. Each player must play a minimum of two (2) games. It is recommended that a neutral referee and scorekeeper be appointed. Winner based on wins and losses

If games are played in a POOL HALL, ALL costs of rental assessed to host Branch.

DARTS:

Each district will be allowed to enter four (4) teams, four (4) doubles and four (4) singles.

The host branch shall have a minimum of sixteen (16) playable boards.

In the Provincial play-off, teams of four (4) players to play. After the tournament commences no team will be permitted to substitute a player.

The order of play is the SINGLES EVENT, followed by DOUBLES EVENT and TEAM EVENT in that order.

Play will be FOUR- (4) FLIGHTS one game Round Robin in all events, with the winner of each flight advancing to the Semi-Finals. (Ties for first place in flights must be broken first--see Breaking Ties further in book.)

Flight winners draw for opponents. Each pair plays best two (2) out of three - (3) games knockout.

Final: 2 Semi - final Winners play best two (2) out of three (3) games to determine Champion.

TEAMS: ---- 701 Games-Double in and Double out.

DOUBLES: --501 Games-Double in and Double out.

SINGLES: -- 501 Games-Double in and Double out.

The bull (double 25) is considered to be a double.

Darts must be in board properly to count. Darts that fall out of board will not count.
Three (3) darts in a triple or double will not constitute a game. (Unless such score wins the game)

Darts boards must be set up so that the number twenty (20) is on the darkest color.
All dartboards must be 5'8" inches from the floor to the center of board or bull.

The toe line for Provincial play-offs will be 7'-91/4" minimum measured along the floor from face of board.

Player throwing dart must be BEHIND toe line to deliver darts.

When the player is throwing for a double to finish a game, no player or spectator will be allowed within five (5) feet of thrower, nor will any person be permitted to pass any remark regarding the play, except the team captain.

Any player trying to disrupt another player when he/she is at the board will receive one warning to cease if this is ignored and another warning to the same player or team is required then that TEAM will be disqualified.

Starting of ALL EVENTS will be by TOSS of coin with winner of toss to starting first game, if third game is necessary toss again to start.

MIXED DARTS:

Each district will be allowed to enter four (4) teams, four (4) doubles.

The host branch shall have a minimum of sixteen (16) playable boards.

Team Composition – Teams will make up their own lineup. Lineup must be altering man, woman, man, woman or woman, man, woman, man.

In the Provincial play-off, teams of four (4) players to play. After the tournament commences no team will be permitted to substitute a player.

The order of play is DOUBLES then TEAMS on the completion of Doubles.
Play will be FOUR- (4) FLIGHTS one game Round Robin in all events, with the winner of each flight advancing to the Semi-Finals. (Ties for first place in flights must be broken first--see Breaking Ties further in book.)

Flight winners draw for opponents. Each pair plays best two (2) out of three - (3) games knockout.

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Three (3) darts in a triple or double will not constitute a game. (Unless such score wins the game)

Darts boards must be set up so that the number twenty (20) is on the darkest color.

All dartboards must be 5'8" inches from the floor to the center of board or bull.

The toe line for Provincial play-offs will be 7'-91/4" minimum measured along the floor from face of board.

Player throwing dart must be BEHIND toe line to deliver darts.

When the player is throwing for a double to finish a game, no player or spectator will be allowed within five (5) feet of thrower, nor will any person be permitted to pass any remark regarding the play, except the team captain.

Any player trying to disrupt another player when he/she is at the board will receive one warning to cease if this is ignored and another warning to the same player or team is required then that TEAM will be disqualified.

Starting of ALL EVENTS will be by TOSS of coin with winner of toss to start first game, if third game is necessary toss again to start.

YOUTH DARTS:

JUNIOR – AGES 11 – 16 years

SENIOR – AGES 16 -18 years

TEAMS: ---- 701 Games-Straight in and Double out.

DOUBLES: --501 Games-Straight in and Double out.

SINGLES: -- 501 Games-Straight in and Double out.

If a senior youth has started the first qualifying tournament in their area, and turns 19 before the next qualifying tournament; they will be allowed to continue on to the next level.

Juniors can play in senior teams or doubles if required, but cannot go back down to junior.

Pacer team if required will not qualify for prizes or advance.

Format of play – (4) four divisions – Top team in each division advancing to playoff.

Best of 3 knockouts.

Order of play – singles/doubles/teams

PROVINCIAL YOUTH DARTS TOURNAMENT – RULES OF PLAY

1. No player will be allowed to enter event after registration for that event is closed.
2. All games to be straight start and double finish.

3. In doubles event, either person can shoot first.
4. Shooters and scorers only allowed inside play area.
5. Burst rule prevails.
6. There will be no smoking while playing or watching for participants or spectators.
7. Nine darts warm-up is maximum allowance per player.
8. Names and board assignments will be called three times only, (at three minute intervals) After which, a forfeit will be called should a player(s) not report to the assigned Board. No refund for a forfeit.
9. The order of play will be determined by a coin toss.
10. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
11. For a dart to score it must remain in the board for the duration of that player's throw, darts that do not remain in the board will not count. If the darts falls out of the board before the thrower retrieves them, they will not count.
12. The scorer may inform the thrower what they have scored and what remains but **not what is left in number combinations. No other coaching is allowed.** Team players may communicate with each other, as long as they are not at the oche (line).
13. It is the responsibility of the thrower to verify their score before removing their darts from the board. The score will remain as written by the scorer if one or more darts are removed from the board. Errors in arithmetic must stand as written unless corrected prior to beginning the players' next throw.
14. **Time Limit – For Junior teams Only** - When 2 teams are down to double one, a ten minute time limit will be imposed. The game will then be decided by having one designated person from each team throw (9) darts- total of score determines winner of the game.
15. Any disagreement (in case of protest, stop play immediately) between players which cannot be settled by those players involved and are not specifically covered in these rules, shall be settled by the Tournament convener whose decision on all matters, including the interpretation of the rules, shall be final and binding. **“No after the fact protest”** will be accepted.
16. Good sportsmanship should be the prevailing attitude throughout each tournament. Bad sportsmanship is cause for ejection for the tournament and possible disciplinary action.
17. When a match is won, it must be reported **immediately** by the winner to the Section Leader or Control desk.
18. Dress code (respectable attire at all times) will be in effect and strictly enforced. Proper footwear must be worn for safety.
19. The no smoking rule will be enforced.

8 BALL: (TWO PERSON TEAMS)

Host Branch to have minimum (2) two 8 Ball tables.

Each District will be allowed to enter 4 teams. Doubles are 2 man teams. Teams will split into 2 divisions and play will be 1 game round robin. (If we have more than 28 entries additional divisions will be formed at the discretion of the convener.)

Winners will be determined by games won and total aggregate on losses in divisions. Playoff winner(s) will be best of three (3)

Top Team from each will play a Best of Three. If more than 2 divisions required Top teams will play a Best of Three Knockout.

If teams are tied with wins and aggregate in a division, there will be a 1 game playoff to see who advances.

PROVINCIAL 8-BALL TOURNAMENT RULES OF PLAY

A. BALLS & RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the centre of the triangle, the first ball of the rack on the foot spot, a strip ball in one corner of the rack and a solid ball in the other corner.
3. The object of the game is to make one group of numbered object balls either stripes or solids, and then LEGALLY POCKET THE 8-BALL which then win the game.

B. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. On any open table, all pocketed balls remain pocketed. Choice can be made on the break, if ball from either group (solids or stripes) is pocketed by player making the break. Because we play using an aggregate. If the 8-ball is sunk on the break, ball will be re-racked and shot again.

C. PLAY

1. A player must nominate his designate group ball. If the ball nominated is not pocketed legally, the player loses his/her turn.
2. If a shooter inadvertently pockets his opponent’s ball, it remains down; however, if the shooter does not legally pocket one of his own group, he loses his turn.
3. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
4. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. However, if a player scratches the cue ball while shooting the 8-ball, he loses the game.

5. If any object ball is jumped off the table, it's a foul and loss of turn, unless it is the 8-ball, which it is loss of game. Any jumped object balls are spotted in numerical order.
6. The **8-ball must be called and made to a designated pocket** to win the game. On a called shot, the **8-ball must enter the pocket first** to win the game.
7. There will be no coaching by the partner or observers at any time.

D. LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail.

*(There are two groups of balls: stripes and solids).

Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.

E. FOULING

All fouls must be called and acknowledge before next shot is taken. (Exception: scratching)

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off the table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in ball, places behind the head string and shoots up table.
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball with the cue stick will be a foul, and it is not a legal shot.
5. Shooting without at least one foot touching the floor.
6. **Object Ball Frozen To Cushion or Cue Ball.**

This applies to any shot where the cue ball's first contact with a ball is one that is frozen to the cushion or the cue ball itself. After the cue ball makes contact with the frozen ball the shot must result in either:

- a) **A ball being pocketed, or;**
- b) **The cue ball contacting a cushion, or;**
- c) **The frozen ball being caused to contact a cushion attached to a separate rail, or;**
- d) **Another object ball being caused to contact a cushion with which it was not already in contact.**

Failure to satisfy one of these four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

7. Accidentally moving or touching any ball is not a foul unless: 1) the ball is the cue ball or 2) a ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (Exception to #3: If the 8-ball is jumped off the table or pocketed it is a loss of game if call be the opponent before the shot is taken.) Only your opponent may replace the ball moved to as closely as possible to where it was moved or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.
8. Picking up or shooting the cue ball while any balls are still in motion is a foul.
9. Pushed shots or double hits will be considered a foul.
10. With the cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
11. Jumping object balls off the table.
12. After a scratch on the legal break, if a player positions the cue ball completely and obviously outside in front of Head String and shoots is a foul.
13. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (Exception: scratching)
14. Illegal jumping of ball.

F. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives the cue ball in hand from anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except on the opening break or immediately after a foul break).
2. A player must stop shooting when a foul is called.

G. UNSPORTSMANLIKE CONDUCT

1. Bad sportsmanship conduct will not be tolerated; disqualification will be at the discretion of the convener.
2. Two basic types:
 - a. One warning before disqualification.
 - b. Immediate disqualification

“These are **Legion Rules** developed for play in **Legion Tournaments** and not C.P.A. Rules or any other rules” and passed by the sports committee.

BREAKING OF TIES

- Snooker: If game is tied respot black ball only. Toss for break. If two (2) Teams are tied, captains to select one (1) player from each team to play to declare winner. If three (3) convener after the Round Robin play the following will prevail: - each tied team will select (1) one player who will then lag one ball each from the BALK line to the top cushion and back to the BALK line. With the closest to the line without going over, getting a BYE into the final, the other 2 players will play (1) one game with the winning player then playing the player who got the BYE for the Championship.
- Darts: If (2) Teams, Doubles or Singles are tied in Round Robin play. A one (1) Game tiebreaker will take place. (No increase of Points)
- If (3) or more Teams, Doubles or Singles are tied in Round Robin play, a ONE- (1) game play-off will commence against Each other on one board to decide winner, with an increase of 200 points being added to the Teams, Doubles and Singles format.
- Cribbage: Wins count, then points scored in games lost. If finals are still tied after above, team captains to pick (1) pair to play to Decide winner. If three (3) teams are tied one game Round Robin wins and points to count. Cut cards for "BYE". Bye to play winner of first game, with winner being declared Champion.
- Euchre: Wins count, then points scored in games lost. If finals are still tied after above, team captains to pick (1) pair to play to Decide winner. If three (3) teams are tied one game Round Robin wins and points to count. Cut cards for "BYE". Bye to play winner of first game, with winner being declared Champion.
- Lawn Bowling: Draw master will break ties on game won and percentage Points on each 14 ends.
- 5 Pin Bowling: If (2) or more teams are tied play (1) complete game to decide winner.
- 10 Pin Bowling: If (2) or more teams are tied, play (1) complete game to decide winner.
- Horseshoes: Wins count, then points scored in games lost. If (2) teams or singles are tied play (1) extra game. If (3) teams or singles are tied, toss for Bye. Bye to play loser of first game, remaining two teams who have not played each other play last game.
- Golf: If (2) or more teams are tied after 18 holes, the team with the "Lowest score after the 17th Hole on score card" is the winner. If they are still tied keep going back hole-by-hole until tie is broken.
- Mixed Darts: If (2) Teams, Doubles are tied in Round Robin play. A one (1) Game tiebreaker will take place. (No increase of Points)
- If (3) or more Teams, Doubles are tied in Round Robin play, a ONE- (1) game play-off will commence against Each other on one board to decide winner, with an increase of 200 points being added to the Teams and Doubles format.

Shuffleboard: Wins count, then points scored in games lost. If (2) teams or singles are still tied each team to play one game to decide winner. If (3) teams or singles are tied, toss for Bye. Bye to play loser of first game, remaining two teams who have not played each other play last game.

Youth Darts: If (2) Teams, Doubles, Singles are tied in Round Robin play. A one (1) Game tiebreaker will take place. (No increase of Points)

If (3) or more Teams, Doubles, Singles are tied in Round Robin play, a ONE- (1) game play-off will commence against each other on one board to decide winner, with an increase of 200 points being added to the Teams, and Doubles format.

8-Ball: If teams are tied with wins and aggregate in a division, there will be a 1 game playoff to see who advances.

ADDENDUM

<u>Entry Fee at Provincial Level:</u>	<u>YY/MM/DD</u>
Regular/Senior curling -Entry fee to be established by Convener	91/09/28
Assessment at District level shall be \$50.00 per team (Curling)	01/09/29
Shuffleboard - \$40.00 per team (2 person)	98/09/26
Snooker -\$60.00 per team.	90/10/29
Cribbage- \$25.00 -per team	82/10/16
Assessment at District level -\$4.00 per person (Cribbage)	88/09/24
Euchre -\$25.00 per team.	82/10/16
Darts- \$25.00 per team, \$10.00 per double, \$5.00 per single	82/10/16
Assessment at District level -\$4.00 per player per event (Darts)	88/09/24
Golf Entry Fee to be established by convener.	
Five Pin Bowling Entry Fee to be established by convener.	
Ten Pin Bowling Entry Fee to be established by convener. Maximum eight (8) teams per District. Maximum eight (8) doubles per District Convener has option to "OPEN" doubles At time of tournament. Entry Fees to be collected at that time.	
Horseshoes \$30.00 per team, \$15.00 per Single	98/09/26
Lawn bowling \$30.00 per 2-person team.	03/09/27
Youth Darts \$5.00 per player per event.	07/09/22
Mixed Darts \$25.00 per team, \$10.00 per doubles.	07/09/22
8-Ball \$30.00 per doubles.	07/09/22

PRIZE STRUCTURE

1ST Prize - Team - \$60.00 per person
2nd Prize – Team - \$40.00 per person

Additional Prizes

10 pin Bowling - \$50.00 High Single
Golf - \$50.00 Low Gross

Youth Darts - Medals to be awarded to all participants