



**PROPOSED AMENDMENTS 2018/19**

Proposed by the Executive Board

1: **New Rule 3.9:** All team member replacements or additions must be approved by majority vote of the Executive Board before being added to the official team roster. This approval may be obtained by the Secretary via any means of communication available and does not need to be done at a monthly Board meeting.

Proposed by Taylor Jones

2: **Insert into existing Rule 5.7:** *Any team that fails to show for three (3) regular scheduled nights, or shows up for three (3) regular scheduled nights with only three (3) players during the season without the express permission of the Executive Board, or has given notice to the League Secretary of withdrawal from the League, shall be disqualified from further League participation by the Board and be given proper notice of such (Rule 5.6) for disciplinary action (10.4) applies.*

Proposed by Rob McCrae

3: **Insert into existing Rule 6.5:** During this 10 minute break, captains will have the opportunity to exchange their respective second half line-ups. No changes are required but are allowed during this time. Visiting team captain will put forward their line-up if they wish to make changes and home team captain will fill out their line-up if they wish to make changes.

Proposed by the Secretary

4: **Change Rule 6A.6 from:** *Only during League competition and Format team tournament (not including Format tie-breakers), tournaments, trophies, singles, doubles play shall the score of 180 be recognized. This feat will be reported by the team captain of the player who has shot the one hundred and eighty (180) score. This score will be reported online following Rule 5.1.*

**Change Rule 6A.6 to read:** A score of one hundred and eighty (180) will be recognized



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on all regular League nights and League tournament nights of play for League members registered for the current season. If this feat is performed during a League tournament night it is to be reported to the convenor or written on the round robin sheets otherwise this score will be reported online by the team captain following Rule 5.1.

Proposed by the Secretary

5: **Insert into existing Rule 6A.8:** A team may not add more than one (1) spare player to their team without approval from the tournament convenor(s). The spare player must currently play in the same format or lower than the team picking up the spare player unless approved by the tournament convenor(s).

Proposed by the Secretary

6: **Change Rule 6C Spring Trophy from:** *This is an optional night and may be held in the later part of the season, if it is not needed as a “makeup” playing night due to a cancellation because of weather or if Remembrance Day falls on a Thursday night. Spring Trophy tournament format is a team (4 players) tournament with a 25-point handicap per format (Max 100 Points).*

**Change Rule 6C Spring Trophy to read:** LDMDL Open Tournament: This is an optional night and may be held in the later part of the season, if it is not needed as a “makeup” playing night due to a cancellation because of weather or if Remembrance Day falls on a Thursday night. The LDMDL Open Tournament will be an open tournament open to men and women and it is not a requirement to be a League member. The format of this tournament will be dependant upon the amount of players registered and will be decided at the convenors discretion at the close of registration.



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7: **Change Rule 7.2.1 from:** *In the Premier Elite format. line-ups for all night's matches (singles/doubles) will be exchanged prior to the night's start (8:15 deadline). A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit three (3) singles matches and four (4) doubles matches. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are player's names inserted for play, (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result, entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting Captain/Co Captain must offer the opportunity to play Singles/Doubles to all team players in attendance each night. No player may play more than three (3) singles matches and cannot play in more than three (3) matches in the same format (301/501). No player may play more than four (4) doubles matches and cannot play more than twice with the same partner. Nights play (singles /doubles) are to be played simultaneously on two (2) boards, in order that follows. Rule 6.5 (Break Rule) may be invoked after first round of singles/doubles matches are completed. The night's results will be two (2) points for a win (11 matches/games or greater won), one (1) point for a tie (10-10) and zero (0) points for a loss (9 matches/games or less won). In the event two (2) or more teams are tied in points at season's end (Rule 7) is used.*

**Premier Elite Format**

*Singles X 6 sets (sets 2 of 3 games) 501 straight in double out*

*Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out*

*Break (Rule 6.5)*

*Singles X 6 sets (sets 2 of 3 games) 301 double in double out*

*Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out*

**Change Rule 7.2.1 to read:** *In the Premier Elite format line-ups for all night's matches (singles/doubles) will be exchanged prior to the night's start (8:15 deadline). A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up*



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exchanges. If a team only has three (3) players, then that team must forfeit three (3) 501 singles matches, one (1) 301 singles match and four (4) 601 doubles matches. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are player's names inserted for play, (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result, entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting Captain/Co Captain must offer the opportunity to play Singles/Doubles to all team players in attendance each night. No player may play more than three (4) singles matches and cannot play in more than three (3) matches in the same format (301/501). No player may play more than four (4) doubles matches and cannot play more than twice with the same partner. Nights play (singles /doubles) are to be played simultaneously on two (2) boards, in order that follows. Rule 6.5 (Break Rule) may be invoked after first round of singles/doubles matches are completed. The night's results will be two (2) points for a win (13 matches/games or greater won), one (1) point for a tie (12-12) and zero (0) points for a loss (11 matches/games or less won). In the event two (2) or more teams are tied in points at season's end (Rule 7) is used.

**Premier Elite Format**

Singles X 6 sets (sets 2 of 3 games) 501 straight in double out  
Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out  
Singles X 2 sets (sets 2 of 3 games) 301 double in double out  
Break (Rule 6.5)  
Singles X 2 sets (sets 2 of 3 games) 301 double in double out  
Doubles X 4 sets (sets 2 of 3 games) 601 straight in double out  
Singles X 6 sets (sets 2 of 3 games) 501 straight in double out



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Proposed by Rob McCrae

8: **Add to Rule 7.1:** Rename 6 Game Format to 5<sup>th</sup> Division.

Proposed by Dan Riley

9: **Add to Rule 7.2.1:** Rename Premier Elite Format to Premier Format.

Proposed by Rob McCrae

10: **Add to Rule 7.2.1:** Rename Premier Elite Format to Premier Division.

Proposed by Dan Riley

11: **Add to Rule 7.2.2:** Rename Premier Format to 20 Game Format.

Proposed by Rob McCrae

12: **Add to Rule 7.2.2:** Rename Premier Format to 1<sup>st</sup> Division.

Proposed by the President

13: **Delete Rule 7.3:** *In the 18 Game Format line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges . If a team only has three (3) players, then that team must forfeit three (3) singles matches and three (3) doubles matches. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event, there are player's names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting*



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*Captain/Co-Captain must offer the opportunity to play singles and doubles matches to all team members in attendance each night. No player may play more than three (3) singles matches and cannot play three (3) matches in the same format (301/501). No player may play more than three (3) doubles matches and cannot play more than twice with the same partner. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Rule 6.5 ( Break Rule) may be invoked before the second sets of doubles games are started. The night's results will be two (2) points for a win (10 matches/games or greater won), one (1) point for a tie (9-9) and zero (0) points for a loss (8 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) is used.*

***18 Game Format***

*Singles x 4 sets (2 of 3 games) 501 straight in double out  
Doubles x 2 sets (2 of 3 games) 601 straight in double out  
Singles X 4 sets (2 of 3 games) 301 double in double out  
Break (Rule 6.5)  
Doubles x 4 sets (2 of 3 games) 601 straight in double out  
Singles x 4 sets (2 of 3 games) 501 straight in double*

Proposed by Rob McCrae

14: **Add to Rule 7.3:** Rename 18 Game Format to 2<sup>nd</sup> Division.

Proposed by Rob McCrae

15: **Add to Rule 7.4:** Rename 16 Game Format to 3<sup>rd</sup> Division.

Proposed by Taylor Jones

16: **Change Rule 7.4 from:** *In the 16 Game Format line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team must forfeit two (2) singles matches and two (2)*





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*doubles matches. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are player's names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting Captain/Co-Captain must offer the opportunity to play singles and doubles matches to all team members in attendance each night. No player may play more than 3 singles matches and cannot play 3 matches in the same format (301/501). No player may play more than 2 doubles matches and cannot play more than twice with the same partner. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Rule 6.5 (Break Rule) may be invoked before the third 301 game is started. The night's results will be two (2) points for a win (9 matches/games or greater won), one (1) point for a tie (8-8) and zero (0) points for a loss (7 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) is used.*

### **16 Game Format**

*Singles X 4 sets (2 of 3 games) 501 straight in double out*

*Doubles X 2 sets (2 of 3 games) 601 straight in double out*

*Singles X 4 sets (2 of 3 games) 301 double in double out*

*Break (Rule 6.5)*

*Doubles X 2 sets (2 of 3 games) 601 straight in double out*

*Singles X 4 sets (2 of 3 games) 501 straight in double out*

**Change Rule 7.4 to read:** In the 16 Game Format line-ups for all night's matches (singles/doubles) will be exchanged prior to nights start (8:15 pm deadline), except team game (s), it can be made out at team play time. A team that only has three (3) players must disclose all games that are to be forfeited prior to line-up exchanges. If a team only has three (3) players, then that team **must forfeit three (3)** singles matches and two (2) doubles matches. Once the line-ups are exchanged NO alterations will be allowed for any reason. In the event there are player's names inserted for play (singles/doubles) and that player is not in attendance when called to play, then that match is forfeited (by the offending player). All matches/games must be completed and have a result entered on the score sheet (win or loss), forfeited matches/games are marked as a loss. The acting



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Captain/Co-Captain must offer the opportunity to play singles and doubles matches to all team members in attendance each night. No player may play more than 3 singles matches and cannot play 3 matches in the same format (301/501). No player may play more than 2 doubles matches and cannot play more than twice with the same partner. Team play will consist of 4 players. Nights Singles and Doubles must be played simultaneously on two (2) boards, in order of play (according to the formats). If a third game is required, Rule 6B.1 will be used to determine who starts. Rule 6.5 (Break Rule) may be invoked before the third 301 game is started. The night's results will be two (2) points for a win (9 matches/games or greater won), one (1) point for a tie (8-8) and zero (0) points for a loss (7 matches/games or less won). In the event 2 or more teams are tied in points at season's end (Rule 7) is used.

### **16 Game Format**

Singles X 4 sets (2 of 3 games) 501 straight in double out  
Doubles X 2 sets (2 of 3 games) 601 straight in double out  
Singles X 4 sets (2 of 3 games) 301 double in double out  
Break (Rule 6.5)  
Doubles X 2 sets (2 of 3 games) 601 straight in double out  
Singles X 4 sets (2 of 3 games) 501 straight in double out

Proposed by Casper Koevoets

### **17: Change Rule 7.5 from:**

#### ***12 Game Format***

*Singles X 3 sets (2 of 3 games) 501 straight in double out  
Doubles X 2 sets (2 of 3 games) 601 straight in double out  
1 X Teams games 1001 straight in double out.  
Break (Rule 6.5)  
Singles X 3 sets (2 of 3 games) 501 straight in double out  
Doubles X 2 sets (2 of 3 games) 601 straight in double out  
1 X Teams games 1001 straight in double out.*





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**Change Rule 7.5 to read:**

**12 Game Format**

**Singles X 4 sets (2 of 3 games) 501 straight in double out**

Doubles X 2 sets (2 of 3 games) 601 straight in double out

1 X Teams games 1001 straight in double out.

Break (Rule 6.5)

**Singles X 2 sets (2 of 3 games) 501 straight in double out**

Doubles X 2 sets (2 of 3 games) 601 straight in double out

1 X Teams games 1001 straight in double out.

Proposed by Rob McCrae

18: **Add to Rule 7.5:** Rename 12 Game Format to 4<sup>th</sup> Division.

Proposed by the Executive Board

19: **Change Rule 8.2.2 from:** *If both players agree, missed matches may be made up at any time during the season at a location and time decided upon by both players. Matches must be played at a League sanctioned location and only on boards approved by the League. Reporting of scores for made up matches must be done by both players involved and clearly state the original night of play being made up. Failure to report the scores by one or both of the involved players will result in '0' (zero) being awarded to both players for the original night of play.*

**Change Rule 8.2.2 to read:** If both players agree, missed matches may be made up **by the next scheduled make-up night** during the season at a location and time decided upon by both players. Matches must be played at a League sanctioned location and only on boards approved by the League. Reporting of scores for made up matches must be done by both players involved and clearly state the original night of play being made up. Failure to report the scores by one or both of the involved players will result in '0' (zero) being awarded to both players for the original night of play.



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Proposed by Rob McCrae

20: **Insert into existing Rule 8.2.3:** The player that is removed will not be allowed to register for the Singles League for the following season.

Proposed by Paul Moran

21: **New Rule 8.4:** Players registered in the previous season for the Singles League will be the first ones given the opportunity to register for the new season of the Singles League.

Proposed by Rob McCrae

22: **Change Intermediate Format from:** *Eight (8) games of 501 single in, double out; six (6) games of 301 double in, double out; four (4) games of cricket- total of 18 games.*

**Change Intermediate Format to read:** Eight (8) games of 501 single in, double out; six (6) games of 301 double in, double out; **four (4) games 701 single in, double out** - total of 18 games.

Proposed by Rob McCrae

23: **Change Intense Format from:** *Twelve (12) games of 501 single in, double out; eight (8) games of 301 double in, double out; four (4) games of cricket- total of 24 games*

**Change Intense Format to read:** Twelve (12) games of 501 single in, double out; eight (8) games of 301 double in, double out; **four (4) games 701 single in, double out** - total of 24 games



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Proposed by the Executive Board

24: **Change Rule 11.1 from:** *The Directors positions will be elected for a one (1) year term, President, Vice President, Secretary, Treasurer and Scorekeeper will be elected for a two (2) year term. All honorariums will be still based on a yearly basis as determined by the membership.*

**Change Rule 11.1 to read:** The Directors positions will be elected for a **two (2)** year term, President, Vice President, Secretary, Treasurer and Scorekeeper will be elected for a two (2) year term. All honorariums will be still based on a yearly basis as determined by the membership.

Proposed by Dan Riley

25: **Insert into existing Rule 11.1:** The institution of term limits for all executive board members be limited to three (3) terms or six (6) years for the following board members: President, Vice President, Secretary, Treasurer and Scorekeeper if they keep the same position for the duration (3 terms or 6 years) of their office. The Directors will be limited to six (6) terms or six (6) years if they keep the same position for the duration (6 terms or 6 years) of their office. If a board member changes offices (positions) at a following election, the term limit for that member is reset back to his first year of service to the league in his new office.

Proposed by the Secretary

26: **Change Rule 11.5 from:** *The Convener shall call for nominations from the floor for each position(s). He will call three (3) times before closing the nominations. Voting shall be by way of distribution of a ballot slip to each member. The same ballot slip may contain four (4) positions. Any ballot not clearly written and legible to the Election Committee shall be deemed to be spoiled. However, misspelling of the name shall not be deemed to spoil the ballot.*



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**Change Rule 11.5 to read:** Members wishing to run for an Executive position must submit their intent in writing on the designated form which must be received by the Secretary not less than twenty (20) days before the Annual meeting. A member may only run for a maximum of two (2) positions. Should the member be successful in obtaining the first position they have run for they will automatically be withdrawn from running for the other position. A list containing all Executive positions and the members that have filed their intent to run for those positions will be published to the League website and posted at the Victory Legion not less than fourteen (14) days before the Annual meeting. This list will be supplied to the Convenor who will read off the names and the position being voted on. Voting shall be by way of distribution of a ballot slip to each member including the Convenor and Scrutineers. The same ballot slip may contain four (4) positions. Any ballot not clearly written and legible to the Election Committee shall be deemed to be spoiled. However, misspelling of the name shall not be deemed to spoil the ballot.

Proposed by the Secretary

27: **New Rule 11.16:** Executive positions will be voted on at the Annual meeting in the following order: Four (4) Directors, Scorekeeper, Secretary, Treasurer, Vice President, President.

Proposed by Director Dave

28: **New Rule 17.3:** Amendments that impact a particular format may only be voted on by members present at the AGM that played in that format for the current season. If there are less than three (3) members present from that format then the current Executive Board will vote on the amendment with the exception of the President who will act as a tie-breaking vote if required.