



Proposed Amendments 2026/2027

1. Proposed by Luke Thomson

Change to rule 6B.1: In League play, the home team chalks all odd numbered games and the visiting team will chalk all even numbered games. In the event of a 3rd game, the team who started game 1 will start the 3rd game. In tournament play with an uneven amount of games (e.g. two (2) out of three(3), shooters will shoot for closest to the bull. In the event of both teams scoring a red bull, the shooters will shoot again with the second shooter shooting first. A tie breaking game will be started in the same method. All games will begin with the first shooter in the lineup. It is the Captain's responsibility to assure his lineup order is marked on the scoreboard prior to game start. No changes can be made after the game has started.

Change to:

6B.1: In League play, the home team chalks all odd numbered games and the visiting team will chalk all even numbered games. Games being marked do not need to be on a set board. For the start of the game flip a coin and the winner of the flip chooses a choice of bull. Each player shall throw at the bull and closest to the bull starts leg 1 and 3 with the loser starting leg 2. In the event of both teams scoring a red bull, the shooters will shoot again with the second shooter shooting first. Red bull can be pulled on 2nd shooters request. In the event of both hitting red bull then both can be pulled. A tie breaking game will be started in the same method. All games will begin with the first shooter in the lineup. It is the Captain's responsibility to assure his lineup order is marked on the scoreboard prior to game start. No changes can be made after the game has started.

This will speed up game play as we don't have to wait for both games to end before the next begins as there is no home board and away board. And it sets out for equal chalking and no favoring of 1 board all night where that player has the advantage of starting every game.

2. Proposed by LDMDL Executive

Original Rule:

7.1: 5th Division play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double, (except Premier to 4th Division see 7.2 to 7.5). The team with the most games four, five, or six (4, 5 or 6) will be awarded two (2) points, and record a win. The losing team will not receive any points. In case of a tie three (3) games each, both teams will receive one (1) point.

Change to:

7.1: 5th Division play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double, (except Premier to 4th Division see 7.2 to 7.5). **For 5th Division only, each team will receive one (1) point for every game won. Example: If a team wins four (4) games, then that team will be awarded four (4) points and the opposing team will receive two (2) points. Should one team elect to not play all six (6) games, then the unplayed games (and points) will be awarded to the opposing team. The end of season final results will be determined by a team's accumulated points.**



3. Proposed by Rod Owens

Rule 7.15

5th Division play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double, (except Premier to 4th Divisions see 7.2 to 7.5). The team with the most games four, five or six (4,5 or 6) will be awarded two (2) points, and record a win. The losing team will not receive any points. In the case of a tie three (3) games each, both teams will receive one (1) point.

Change to :

5th Division play shall consist of six (6) games of one thousand and one (1001) with a straight start finishing on a double. The team with the most games won – four, five or six (4,5 or 6) and receive two (2) points and record a win. Each team will receive one(1) point for each game won.

IF Amendment #2 is passed, then amendments 5 & 6 will need to be voted on afterwards.

4. Proposed By Dave DeGroot

Rule 5

All League team play shall commence on Thursday Night at 8:00 p.m. If a team with a minimum of three (3) players does not show up at the proper starting time, play commencement may be delayed no later than 8:15 pm If a team with a minimum of three (3) players has not shown up by 8:15 pm, the points for the night may be claimed at the discretion of the offended team. No League games shall be scheduled when the night of play coincides with November 11th (Remembrance Day). All League Thursday tournaments will start at 7:30 pm (7:45pm). The Executive has the right to hold tournaments on a Saturday to promote the League.

Change To:

All League team play shall commence on Thursday Night at 7:30 p.m. If a team with a minimum of three (3) players does not show up at the proper starting time, play commencement may be delayed no later than 7:45 pm If a team with a minimum of three (3) players has not shown up by 7:45 pm, the points for the night may be claimed at the discretion of the offended team. No League games shall be scheduled when the night of play coincides with November 11th (Remembrance Day). All League Thursday tournaments will start at 7:30 pm (7:45pm). The Executive has the right to hold tournaments on a Saturday to promote the League.

5. Proposed by LDMDL Executive

Original Rule

5.2: Failure to comply with any of the above directives will result in the offending team being penalized for any and all games won and points that the offending team will have earned from the night of play in question. In the event that a team fails to show or forfeits the night,



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the opposing team Captain or his delegate, will report in the resulting default as a 'No-Show' or as 'Forfeit' not as all of the games for their Division as games won. The offended team will be awarded only the exact number of games required for a win in their division (e.g. In 2nd Division, ten (10) games will be awarded) and two (2) points for the night. Failure to report the default as a 'No-Show' or 'Forfeit' will result in zero (0) being awarded to the opposing team.

Change to :

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6. Proposed by LDMDL Executive

Original Rule

Rule 7: The following method applies to all divisions. Each individual game for or against will be recorded and used if necessary to decide a tie breaking situation in the League standings. Should two (2) or more teams be tied on points at the end of the scheduled season, the following method and order will be used to decide the winner(s): total games won, total games for and against and best record for and against when teams played against each other.

Change to:

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