

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



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

PHONE: 905-841-7999

FAX: 905-841- 9992

November 2019

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.
3. Appropriate clothing and footwear must be worn for all levels of Legions Sports.

SENIORS

3. To be able to participate in a Dominion Seniors Sports Championship, the member must be 55 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 125 members in any one Zone may join with another Branch within the same Zone for all sports for the year.

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 2018, they must have been a member of their new Branch as of 31st. January 2017 (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 Legion 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 team 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. No team shall be represented by a coach or manager.
- 10. Four person teams to replace a maximum of two (2) players, but cannot replace the whole team. Replacement players must come from the previous level of play, If no players are available from the previous level of play, replacement players must come from the Branch.
For Doubles – may only replace one (1) player. For Singles – goes to the next qualifier.
 - 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.

TEAM COMPOSITION FOR 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.

ENTRY FEES

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

ELIGIBILITY TO COMPETE IN PROVINCIAL COMMAND SPORTS EVENTS

COMPETITORS

1. As defined in the General By-Laws of the Royal Canadian Legion, all members shall be allowed to participate in sporting activities, providing dues are paid by January 31st. The member 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 Rules that do 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 2019 and the qualifying round at Zone or District level is held in 2018, a 2018 membership card will suffice.)
3. Teams, Doubles or Singles competing in Provincial Sports must produce a letter signed by the Branch President and Membership Chairman, certifying that all participants are members in good standing. Competing members must produce their current membership card or receipt, upon request.
4. If a Branch has a No Show for a Legion Sports Event that player(s) will not be allowed to play in that Sport in the current and the following Sports year at all levels.
5. 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 accepted by the Executive and Members of a Branch at a General Membership Meeting, have paid their dues and per-capita tax has been paid to Dominion Command.)
6. 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 or 2.
7. 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.)
8. Any Branch and player, 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 for the current year and 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)
9. The following Dress Code has been established for Sports events at all levels up to and including Ontario Provincial Command at the discretion of the convening Sports Chairman:
No open toe or exposed heel footwear
No ripped or torn jeans/pants
No profane language or offensive logos on clothing

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 Convenor or Host Branch will furnish it.

SENIORS

For Seniors Darts - all players must be Legion Seniors – members must be 55 years of age prior to January 1st of the year in which the Championship is being held.

For Seniors Golf - group is subdivided as Seniors 55 - 69 years old and Super Seniors 70+ years of age.

All Super Seniors members must be 70+ years of age prior to 1st January of the year in which the Championship is being held. Super Seniors will not be hosting any level of tournaments as they are part of the Seniors Division.

ENTRIES

All Entries Must be on proper Legion Sports entry forms. All entries for all Sports must be made by cheque not cash.

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 Convenor appointed for that specific sport, within the specified time limit, (Two (2) weeks prior to the date of the tournament).

ALL ENTRIES MUST BE RECEIVED BY THE DEADLINE.

When two teams from the same Branch compete 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, the second (2nd) 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 Convenor.

Any changes to the entries must have a **NEW** Registration Form signifying the changes to be made and signed by the President and/or Membership Committee Chairman.

Any Branch and player, 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 for the current year and 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)

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 Convenor was notified prior to commencement of play.

If a player / team does not complete all of their matches in Round Robin Play, all future games against that player/ team shall become BYES and any completed games against that player/team wins or losses shall

revert to BYES.

If any team, single, or double withdraws from a tournament **after** starting it **or** does not show up,, **without just cause, and/or** does not notify the Convenor, **or** District Sports Officer, the Convenor or District Sports Officer will forward a letter to the President of the Branch concerned, within seven (7) days, the player(s) shall be suspended from participating in this Sport for the current and the following year at all levels.

HOSTING OF PROVINCIAL FINALS:

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 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.

Hosting Format for Youth Darts is on a rotational basis – each District Sports Officer is to determine the Host Branch for their District.

The Host Branch or Provincial Champions from the previous year do not have the privilege of defending its championship **UNLESS** they qualify in the District play-offs.

When Branches have hosted Provincial Tournaments for two (2) consecutive years, the Provincial Tournament **must be moved to the next qualifying Branch**. i.e. cannot be of the same Branch.

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

The Host Branch will supply a pacer team in Cribbage, Euchre, and Golf. Should there be a last minute ‘no show’ this pacer team will take the entry of the “no show” and would be eligible for prizes **ONLY**. (Should this team win the Provincial tournament – the second (2nd) place team would Host the following year and represent the Province in the Dominion Tournament).

CONVENOR RESPONSIBILITIES:

At the discretion of the Convenor, when numbers dictate, they may deviate from the format in the Manual as they see fit to run their Event.

It shall be the responsibility of the Host Convenor 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. All Reports and District schedules must be sent to Provincial Command three weeks prior to the Provincial Sports Meeting being held on the 4th Saturday in September.

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 Convenor throughout the day and it is further requested that the President or Vice-President be in attendance to welcome the participants.

The Convenor 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.

Convenor to advise players at the beginning of the tournament to turn cell phones to vibrate, not to use iPods, headphones, etc. during play.

If it is deemed necessary by the Convenor a time limit may be placed on any or every game, either before or anytime during the tournament.

If 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 or Darts or 8 Ball 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 email within 7 days of the incident, with the Provincial Sports Chairman, District and Zone Sports Officer, whichever is applicable, the Convenor of the play-off and the defending team. The Protesting Team, along with a copy of the protest must post a fee of \$50.00 made payable to Provincial Command; fee shall be refunded, if the protest is successful. The result of the protest will be determined by the combined decision of the above Sports Officers.

Where a protest is against the Convenor 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, Senior, and Ladies, depending on the number of entries in each category, with the exception of all two person teams for Provincial play-offs. See addendum for further information.

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

NOTE: No Provincial Tournaments shall be conducted on the long weekend of Easter or the weekend in August of CNE Warrior's Day Parade, usually the third Saturday.

The Provincial Sports Program is intended to 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.

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

PROVINCIAL SPORTS MEETING:

The annual Provincial Sports Committee meeting shall be held at the call of the Provincial President.

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 Convenor 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.
2. 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.
3. 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.
4. 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.
5. 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. i.e. (No trump in his hand)
6. ALL cards must be played face up and ALL CARDS MUST BE PLAYED.
7. 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.
8. It is the responsibility of all players to see that the scores are properly marked and maintained at all times. Scoring method is at the discretion of the Convenor.
9. RENEGES, or throwing in the cards before the hand is completed, will result in the opposing team receiving four (4) points for a lone hand and two (2) points when playing together, as a PENALTY against the offending team.
10. 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.
11. 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.

12. 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 Convenor, 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.
13. No games will commence prior to the call from the Convenor, anyone doing so will be warned and game restarted, any re-occurrence will result in loss of game by offender.
14. Team Captain is responsible for the conduct of his team and is the only person who may approach the Convenor.

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.

If a situation arises and is not covered under Legion Rules of Play, follow the National Shuffleboard Rules.

The Host Branch will be required to make available, minimum five (5) boards for a Provincial Tournament, Standard 14' (playing surface) Shuffleboards for all tournaments; if a Branch can supply six (6) boards, the more the better. 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.

Playoff: Play one (1) game of twenty-one (21) points- Knockout. Teams to be Drawn

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

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

SHUFFLEBOARD RULES OF PLAY

1. Hanger will cancel a Hanger.
2. Short foul line rule is in effect.
3. If there is no score in a frame, the hammer switches.
4. If the leading weights in a frame are tied, (regardless of whether there are any other weights on the board), there is no score and the hammer changes.
5. Any weights in question will be called by a minimum of three people, and five people in the money rounds or in a game deciding situation.
6. Any weights in danger of falling off the end of the board may be made safe by an official at the request of any of the players involved. If a weight is made safe, any weight of the opposite color which subsequently out distances it will not count.
7. You may wax dry spots on the rails up to the foul line, out of the containers only, only on the end of the board you are shooting, only when it is your shot, and only prior to the end of the frame. All other re-waxing shall be done by the officials or by mutual agreement only.

8. No drinks or any other foreign objects in hands or mouth while shooting.
9. Flip for choice of hammer or color prior to the beginning of the game. For two out of three events, the loser of the flip has choice in the second game, flip again in game three, if necessary.
10. If the player who has the hammer shoots first, they lose that privilege and must complete the frame in the same rotation.
11. Players shall be allowed to use their own weights, which must have red and blue caps. Switching caps is not allowed. You do not have to offer your opponent the option of using your weights. However, all weights are subject to inspection by the tournament officials, who have the right to disallow weights that do not meet accepted tournament standards.
12. Players may walk to the opposite end of the board to examine the position of the weights.
13. No coaching of a player in a singles event by anyone. In doubles, advice may be given by a person's partner only. One warning, one point penalty per infraction thereafter. Team captains may offer advice to any member of their team.
14. The following criteria must be met for a shot to be a legal delivery: one foot must be on the ground, both feet must be behind the deuce line when the shot is delivered. Penalty for violation shall be the loss of that shot. Any weights that have been knocked off or moved shall be replaced.
15. All contestants shall show respect for the players on the board next to them.
16. No blasting on a clear board, no warning, one point penalty.
17. If the object weight has wax on the side which may result in a "soft" or "mush" hit, you may have an official wipe it off and re-spot it.
18. No double release shots shall be permitted.
19. Players shall stand behind their opponent while opponent is shooting, one warning then a one point penalty thereafter.
20. No physical or verbal harassment, no warning, two point penalty.
21. Changing house weights from one board to another shall result in automatic disqualification.
22. No tampering with or altering of weights, wax, or boards. Violations shall result in automatic disqualification.
23. For events that are single game, double elimination. First available board, first available game format shall be used. Two out of three and five out of nine events shall have pre-designated boards and starting times.
24. No meetings at the middle of the board are allowed until one team reaches eleven points. Maximum of one meeting per frame thereafter. Maximum of one minute per meeting.
25. Before an event starts, you may practice on any board. Once an event starts, you may not practice on the board you are scheduled to play on next.

26. Any player not present when they are scheduled to play, will be given a five minute grace period and then be assessed a one point per minute penalty. For doubles, if one player from a team is present, he/she will be allowed their team's practice time.
27. More than 30 seconds between shots shall constitute slow play and result in a one point penalty per offense.
28. All generally accepted rules of good sportsmanship shall apply.
29. All decisions by the Convenor are final; any player who makes a scene concerning a Convenor's decision or verbally abuses the Convenor or tournament officials is subject to disqualification.
30. Every player should consider it his or her responsibility to report any violation of these rules to a tournament official.

REGULAR/SENIOR/LADIES HORSESHOES:

Horseshoes is not to be played on asphalt.

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 - Regulars. Note: Persons aged 65 and older will be allowed to throw from the thirty foot (30') line if they choose. For Senior teams play, both members **must** be age 65 and both **must** use the thirty foot (30') line.

LADIES DIVISION

Ladies have the option to throw from the thirty foot (30') line.

Note – If one player chooses this option – then both players **must** throw from the thirty foot (30') line.

If a mixed team - both players throw from the forty foot (40') line unless the woman is of eligible seniors' age.

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.

Order of play: Singles first and then Teams

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

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

Six (6)--Two (2) Person teams and six (6) Singles will be allowed from each District to enter the Provincial Play -Off. Any combination of either Regular, Seniors, Ladies 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 play 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.

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

If a situation arises and not covered under Legion rules of play Canadian Horseshoes Pitchers Association Rules will govern play. Hook the shoe or 6" measure stick.

REGULAR/SENIOR/SUPER SENIORS/LADIES GOLF: (TWO PEOPLE)

The District Chairman in co-operation with the Host Branch for a Provincial Golf Tournament, must make arrangements for the use of two (2) eighteen (18) hole golf courses of at least 5800 yds. in distance. One for Regulars and one for Seniors, Super Seniors, and Legion Ladies, and all played on the same day with the same tee off time.

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.

For Seniors Golf - it is subdivided as Seniors 55 - 69 years old and Super Seniors 70+ years of age.

The group called Super Seniors will be allowed to tee off from the forward tees. Both players must be Super Seniors.

All Super Seniors members must be 70+ years of age prior to 1st January of the year in which the Championship is being held.

Super Seniors will not be eligible to hosting any level of tournaments as they are part of the Seniors Division. Unless they win Seniors Division in the year that Seniors host.

If a Super Senior is playing with a Senior, only the Super Senior can play from the forward tees, but this does not apply to a Regular and Super Senior.

For Legion Ladies Golf Division – Both players must be women and members of the Branch. Lady Golfers must tee-off from the forward tees in this division.

Each District will be allowed to enter twelve (12) Regular two-person teams as well as a combination of senior/super/seniors/ladies teams to a maximum of twelve (12) two (2) players per team.

Teams made up of Regular and Senior Players shall be classified as a Regular Team.

The "Best Ball" format is to be used - Each player on the team plays his/her own golf ball throughout the round, and on each hole the low score - or "best ball" - of the group serves as the team score.

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

Host Branch must make arrangements for use of two (2) eighteen (18) hole golf courses of at least 5800 yards in distance, if one (1) course cannot accommodate all of the entries for Seniors, Ladies and Regulars. Golf play-off will be either simultaneous or shotgun start at discretion of Convenor. Lady golfers may tee-off from the forward tees.

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

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 Convenor to decide "Sitting" and "Moving" teams. Please indicate any Team that must be "Sitting" on the Registration Form. 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.

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 the 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 Convenor 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 Convenor 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 Convenor or his assistant. Play must be suspended at your table until the offender has been removed.
10. If it is deemed necessary by the Convenor, a 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 Convenor, anyone doing so will be warned and game restarted, any re-occurrence will result in loss of game by offender.
12. Team Captain is responsible for the conduct of team and is the only member who may approach the Convenor.

SNOOKER:

Rules of play adopted from the WPBSA Official rulebook.

The host Branch will be required to make available a minimum of three (3) Full Size Snooker 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.

All games must be played. All played with 10 red Balls.

“When the last red ball is pocketed or any time after the last red ball is pocketed, should the opponent’s points’ difference be two (2) snookers plus one (1) point greater than the total number of points on the table – The game is deemed over.”

Concede game on coloured balls when there’s no chance to win.

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

No prize paid for high run in snooker.

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

DARTS:

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

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.

If a situation arises that is not covered under Legion Rules of Play, follow the National Darts Federation of Canada Rules.

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

Play will be FOUR (4) FLIGHTS (A,B,C,D) one game round robin in all flights, with the top 2 in each Flight advancing to the KNOCKOUT round. (Ties for first place will be broken by rollback to set 1st and 2nd place in flight). If more than 2 are tied for 1st place, see Breaking of Ties further in manual. Ties for 2nd place will be by Breaking of Ties as in the manual.

Playoff rounds are 2 out of 3 with the winner in each round advancing to the next round until the final to determine Champion.

Knockout format is A1-B2, C1-D2, B1-A2, D1-C2

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

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

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

TEAMS: ---- 701 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'-9 1/4" 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.

The starting of all darts; regular darts, mixed darts, senior darts and youth darts. For a single game such as in round robin play, flip coin for choice of bull. When it is three games flip a coin and the winner of the flip starts the first game. The loser of the flip starts the second game. If the third game is necessary the winner of the flip has choice of bull.

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

MIXED DARTS:

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

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.

Ladies Auxiliary not eligible to play unless they have dual membership.

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.

If a situation arises that is not covered under Legion Rules of Play, follow the National Darts Federation of Canada Rules.

The order of play is DOUBLES then TEAMS on the completion of Doubles.

Play will be FOUR (4) FLIGHTS (A,B,C,D) one game round robin in all flights, with the top 2 in each Flight advancing to the KNOCKOUT round. (Ties for first place will be broken by rollback to set 1st and 2nd place in flight). If more than 2 are tied for 1st place, see Breaking of Ties further in manual. Ties for 2nd place will be by Breaking of Ties as in the manual.

Playoff rounds are 2 out of 3 with the winner in each round advancing to the next round until the final to determine Champion.

Knockout format is A1-B2, C1-D2, B1-A2, D1-C2

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

TEAMS: ---- 701 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'-9 1/4" 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.

The starting of all darts; regular darts, mixed darts, senior darts and youth darts. For a single game such as in round robin play, flip coin for choice of bull. When it is three games flip a coin and the winner of the flip starts the first game. The loser of the flip starts the second game. If the third game is necessary the winner of the flip has choice of bull.

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

SENIORS DARTS:

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

The Host Branch shall have a minimum of sixteen (16) playable boards.

Team Composition – All Teams must be Legion Seniors – **members must be 55 years of age** prior to 1st January of the year in which the Championship is being held.

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.

If a situation arises that is not covered under Legion Rules of Play, follow the National Darts Federation of Canada Rules.

The order of play is the SINGLES, followed by DOUBLES and TEAMS on the completion of Doubles.

Play will be FOUR (4) FLIGHTS (A,B,C,D) one game round robin in all flights, with the top 2 in each Flight advancing to the KNOCKOUT round. (Ties for first place will be broken by rollback to set 1st and 2nd place in flight). If more than 2 are tied for 1st place, see Breaking of Ties further in manual. Ties for 2nd place will be by Breaking of Ties as in the manual.

Playoff rounds are 2 out of 3 with the winner in each round advancing to the next round until the final to determine Champion.

Knockout format is A1-B2, C1-D2, B1-A2, D1-C2

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

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

TEAMS: ---- 701 Games- Straight 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'-9 1/4" minimum measured along the floor from face of board.

Player throwing dart must be BEHIND the 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.

The starting of all darts; regular darts, mixed darts, senior darts and youth darts. For a single game such as in round robin play, flip coin for choice of bull. When it is three games flip a coin and the winner of the flip starts the first game. The loser of the flip starts the second game. If the third game is necessary the winner of the flip has choice of bull.

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

YOUTH DARTS:

JUNIOR – AGES 11 – 16 years

SENIOR – AGES 16 -18 years

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

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

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

If a Junior Youth has started the first qualifying tournament in their area, and turns 16 before the next qualifying tournament; they will be allowed to continue on to the next level. e.g. Branch to Zone, Zone to District, and District to Provincial.

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. e.g. Branch to Zone, Zone to District, and District to Provincial.

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 advancement.

All entries must be on the proper Youth Dart Registration forms.

Format of play – (4) Four divisions – Top team in each division advancing to play providing we have a minimum of 20 teams. If less 2 divisions of which top two (2) advance.

Order of play – Singles/Doubles/Teams

Format of play the same as Darts and Mixed Darts (see page 14 and 15)

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. Bust rule prevails.
6. Nine darts warm-up is maximum allowance per player.
7. 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.
8. The order of play will be determined by a coin toss.
9. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
10. 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.
11. 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).
12. 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.
13. **Time Limit – For Junior Only** - When players are down to double one, a five 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.
14. 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 Convenor whose decision on all matters, including the interpretation of the rules, shall be final and binding. **“No after the fact protest”** will be accepted.
15. **Good sportsmanship should be the prevailing attitude throughout each tournament. Bad sportsmanship is cause for ejection for the tournament and possible disciplinary action.**
16. When a match is won, it must be reported **immediately** by the winner to the Section Leader or Control desk.
17. Dress code (respectable attire at all times) will be in effect and strictly enforced. No open toe footwear when playing darts for safety.

8- BALL: (TWO PERSON TEAMS)

Host Branch to have minimum (3) three 8 Ball tables. All (3) three 8 Ball table sizes acceptable.

Each District will be allowed to enter 4 teams. Doubles are 2 person teams. Teams will split into 2 divisions and play will be 1 game round robin. (If we have 24 or more entries, 4 divisions will be the format).

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

WORLD POOL-BILLIARD ASSOCIATION (WPA) Rules

WPA Representative for CANADA - Canadian Billiards & Snooker Association (CBSA)

The CBSA has exclusively recognized the Canadian Cue Sports Association (CCS) as the Official Sanctioning Organization for Amateur League Play and Related Championships within Canada. These WPA – WORLD STANDARDIZED RULES are used at all CCS Championship Events.

OBJECT OF THE GAME

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing either group first and then legally pocketing the 8-ball wins the game.

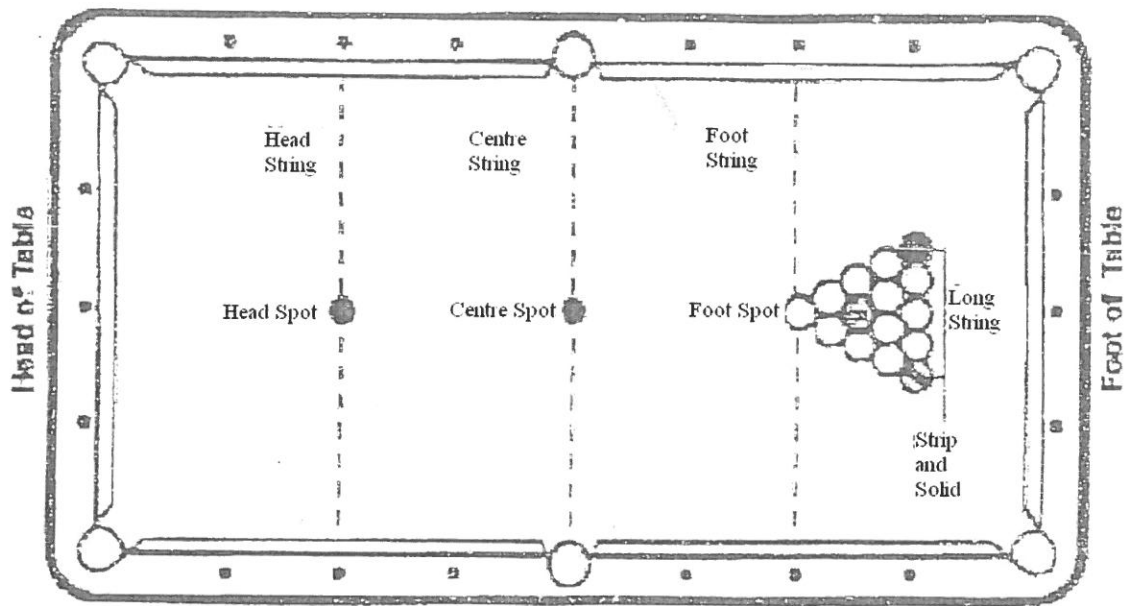
CALL SHOT

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

ORDER OF THE BREAK

Winner of the lag has the option to break. In 8-Ball the winner of each game breaks in the next unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance: (a) Players alternate break. (b) Loser breaks. (c) Player trailing in game count breaks the next game.

8 Ball Racking Diagram



LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 4.8), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

OPEN TABLE

(Defined) 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. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favour of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

LEGAL SHOT

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

"SAFETY" SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination. Should such contact occur on the 8-ball, it is a foul.

ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favour of the shooter controlling that specific group of balls, solids or stripes.

OBJECT BALLS JUMPED OFF THE TABLE

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not respotted.

JUMP AND MASSE SHOT FOUL

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

LOSS OF GAME

A player loses the game by committing any of the following infractions: 1. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed on The Break). 2. Pockets the 8-ball on the same stroke as the last of his group of balls. 3. Jumps the 8-ball off the table at any time. 4. Pockets the 8-ball in a pocket other than the one designated. 5. Pockets the 8-ball when it is not the legal object ball. Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.

WASHER TOSS:

Washer Toss is not to be played on asphalt.

Equipment: Minimum of 12 to 14 Boxes

2 x 6 boards, base ½ inch plywood

One foot square – **INSIDE** dimension

Two 6 inch ABS or PVC pipes – four inch diameter – angle iron to secure pipe to base

Pipe needs to be Flush with the top of the box

Boxes are 20' apart – measured from front edge of pipe to front edge of pipe

Washers (6) – 2 ½” inch diameter - two sets of two different colours

Washers must be Steel with a 1 inch hole

Each box can have a pad in the bottom to stop washers from bouncing out or at the discretion of the Convenor.

At the Provincial Event Washers will be provided by Provincial Sports Committee

Tournament Order of Play

Singles first and then teams.

Advancement from District to Provincial

Four (4) singles per District

Four (4) two person teams per District

Order of Play

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

Play will be FOUR – (4) flights one game round robin in all event, with the winner of each flight advancing to the Semi-Finals. (Ties for first place in flights must be broken first).

Flight winners draw for opponents, each pair plays one game of 35 points. The two winners from each playoff will play each other to declare a winner. This will be a 35 point game.

Breaking of ties will follow the same as used for Horseshoes.

WASHER TOSS RULES

1. Flip a coin to decide which team tosses first.
2. Player #1 will toss his/her three washers first then player #2 will toss his/her three washers until all six washers are in play. Both feet must remain behind front edge of the box during a toss.
3. Points – 5 in the pipe, 2 in box. Washers outside of box do not score. Washer landing of edge of box does not score.
4. If you have a dead end, person or team that tossed last shall shoot first.
5. First team or single to reach 21 or more points wins game.
6. Teams play round robin in flights of four/five teams. Four flights only.
7. Top team in each flight advance to semi- finals to determine which two players/teams advance to the championship game and host for next year.
8. Winner of each flight draw for opponents.
9. Playoffs consist of one game to 35 points.

10. Winners of each playoff, play each other to determine champion and host for next year.

11. Cancellation Rule Apply: Example: Team A has a washer in the pipe and two washers in box - Team B has a washer in the pipe and one washer in the box – Team A scores 2 points for that end. Only one team can score points during an end. If both teams score same number of points in an end, the score remains the same and the team that scored the last point tosses first in the next end.

SINGLES: Singles follows the same rules: except that players move to opposite box for next toss.

Games to 21 points

All washers inside the box and/or centre pipe shall count. Bounce in from the front counts for points. See Cancellation Rule.

If you have a dead end (no score) the person that shot last will shoot first on the next end.

Six (6) washers are used during the game, three of each colour. Colours may not be changed during the course of the game.

All participants and non-participants must stay behind and at a safe distance from the playing field

No person should be between a player and the target at any time.

All players and non-participants should always be attentive and observe the game at **ALL** times in order to avoid injury caused by miss-thrown washers and other such hazards.

TO PLAY SINGLES

Opposing players throw from the same end of the playing field, ensuring both feet must remain behind front edge of the box during a toss.

Player will toss his/her three washers first then the second player will toss until all six washers are in play. Both feet must remain behind front edge of the box during a toss.

After all 6 washers have been thrown, the end is over and the points are tallied.

Once all the washers have been thrown players shall switch ends and continue playing until one of the players has reached 21 points.

TO PLAY DOUBLES

A player from each team is stationed a safe distance from the target at the opposite end of the playing field. After playing your end, your partner will now play from the other end until one team reaches 21 points.

SAFETY RULES

All players cannot wear open toed shoes or sandals.

All participants and non-participants (including pets) must stay behind and at a safe distance from the playing field.

No person should be between a player and the target at any time.

All players and non-participants should always be attentive and observe the game at **ALL** times in order to avoid injury caused by mis-thrown washers and other such hazards.

Washer Toss is not to be played on asphalt.

UNSPORTSMANLIKE CONDUCT ALL LEVELS OF SPORTS

Bad sportsmanship conduct will not be tolerated; disqualification will be at the discretion of the Convenor.

Two basic types:

- a. One warning before disqualification.
- b. Immediate disqualification

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) Convenor 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.

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

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.

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 Retrogression:

If the winner of a tournament is the golfer with the lowest score after playing 18 holes, then logically, a tie for that spot should be broken by determining who was lowest after playing 17 holes, then after 16 holes and so on until the tie is broken. That's "Retrogression".

Example 1: If player 1 and player 2 are tied after 18 holes with scores of 70 each, and player 1 made a bogey 5 on the 18th hole and player 2 made a par 4 on the 18th hole. Player 1 wins because they were at 65 after playing the 17th hole and player 2 was at 66 after playing 17th hole.

Example 2: Player 1 and player 2 are each tied with 70 on the 18th hole. Both player's score a 4 on 17th hole to stay tied at 66, then both score a 4 on the 16th hole to stay tied at 62. Then on the 15th hole, player 1 scores a 4 and player 2 scores a 5. Player 2 wins because on the 14th hole they were leading going to the 15th hole where Player 1 would have been sitting with a score of 54 making their score on the 15th hole a 58, and player 2 would have had a score of 53 making their score on the 15th hole also a 58. From then on they both stayed tied for the rest of the game. (See example below)

Player 1	Hole #	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
	Score	4	4	4	4	4
	Total Score	54	58	62	66	70
Player 2	Hole #	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
	Score	4	5	4	4	4
	Total Score	53	58	62	66	70

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) two teams are still tied each team to play one game to decide winner. If (3) three teams 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) two Teams, Doubles, Singles are tied in Round Robin play. A one (1) Game tiebreaker will take place. (No increase of Points)
- If (3) three 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.
- Seniors Darts: If (2) two Teams, Doubles or Singles are tied in Round Robin play, a one (1) Game tiebreaker will take place. (No increase of Points)
- If (3) three 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.
- Washer Toss: Wins count, then points scored in games lost. If (2) teams or singles are tied play one (1) extra 21 point 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.

NO SPORT IS TO BE PLAYED ON ASPHALT.

ADDENDUM

<u>Entry Fee at Provincial Level:</u>	<u>YY/MM/DD</u>
Shuffleboard - \$50.00 per team (2 person)	17/09/23
Snooker -\$80.00 per team.	17/09/23
Cribbage- \$40.00 per team	17/09/23
Assessment at District level -\$4.00 per person (Cribbage)	88/09/24
Euchre -\$40.00 per team.	17/09/23
Darts- \$40.00 per team, \$20.00 per double, \$10.00 per single	17/09/23
Assessment at District level -\$4.00 per player per event (Darts)	88/09/24
Horseshoes \$40.00 per team, \$20.00 per Single	17/09/23
Youth Darts \$5.00 per player per event.	07/09/22
Mixed Darts \$40.00 per team, \$20.00 per doubles.	17/09/23
Seniors Darts \$40.00 per team. \$20.00 per doubles. \$10.00 per single	17/09/23
Washer Toss \$40.00 per team (2 person), \$20.00 per single	17/09/23

8-Ball	\$40.00 per doubles.	17/09/23
Assessment at District level - \$4.00 per player (8-Ball)		11/09/24

Golf Entry Fee to be established by Convenor.

The Provincial Sports Committee will determine Entry Fees and Assessments annually.

When Ladies Teams show a significant increase in their number of players, it will be reviewed by the Committee for Hosting Rights.

PRIZE STRUCTURE – ALL SPORTS

1ST Prize - Team - \$60.00 per person

2nd Prize – Team - \$40.00 per person

Additional Prizes:

Youth Darts - Medals to be awarded to winners

Financial Reporting:

Zone and Districts:

Zone Sports Chairman are to complete an accurate Financial Statement (Finance Report Form 2014) right after hosting a Zone Event. It should be submitted within ten (10) days of the Tournament to the Zone Commander and a copy to the District Commander. Send all monies and expenses with the Financial Report Form.

District Sports Chairman are to complete an accurate Financial Statement (Finance Report Form 2014) right after hosting a District Event. It should be submitted within ten (10) days of the Tournament to the District Commander. Send all monies and expenses with the Financial Report Form.

Keep accurate financial records and provide a yearly audit to the Zone/District Commander. Make financial records available to the Zone/District Commander or his/her representative upon request and to present them at Zone/District Convention.

Have Financial Records audited at the end of each fiscal and provide a copy to the Zone/District Commander and Zone/District Secretary for their files. Three (3) people need to review and sign their Approval of the Financials.

Sports Manuals

The Ontario Command Sports Manual and all Forms are available for downloading and printing from the Ontario Command Website at (www.on.legion.ca) The Manual can be ordered through the Supply Department at Ontario Command.

The Dominion Command Sports Manual is available on the Dominion Command Website at www.legion.ca.

Legion Officer's Manual – Item No. E33102 can be ordered through Ontario Command.