

Dart Players Association of the North Shore Rules & Regulations

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MISSION STATEMENT

The Dart Players Association of the North Shore (DPANS) is a competitive dart league operated by its members. The Dart Players Association of the North Shore (DPANS) is operated by enlisting its members to serve as league officers who meet throughout the year to discuss and vote on league issues.

The purpose of this dart league is to allow players of all skill levels an opportunity to compete for trophies and awards. This dart league will do its best to provide competitive and safe matches, while at the same time, allow players to voice their opinions regarding league function, match play, rules and by-laws. The league will function under a set of rules and by-laws voted upon by its members. The league will operate with the following positions: president, vice-president, secretary, treasurer, captain's liaison, pub liaison, statistician, and a board made up of ALL league captains.

CODE OF CONDUCT

ALL PLAYERS WILL CONDUCT THEMSELVES IN A MANNER THAT DEMONSTRATES GOOD SPORTSMANSHIP, FAIR PLAY AND RESPECT OF THE GAME, PLAYERS, LEAGUE AND SPONSORS. ALL PLAYERS SHALL CONSIDER THEMSELVES REPRESENTATIVES OF THEIR TEAMS, SPONSORS, THIS LEAGUE AND OF THE GAME OF DARTS IN TERMS OF THEIR GAME-PLAYING CONDUCT. ANY AND ALL ACTIONS VIOLATING FAIR PLAY SHALL BE HANDLED BY THE TEAMS' CAPTAIN OR LEAGUE OFFICERS. THE OFFICERS OF THE LEAGUE RESERVE THE RIGHT TO DISCIPLINE TEAMS AND/OR PLAYERS WHO VIOLATE THE INTEGRITY OF THE GAME OR FAIR PLAY AS DEEMED NECESSARY. THE LEAGUE RESERVES THE RIGHT TO TAKE DISCIPLINARY ACTION WITHIN ITS CONTROL, INCLUDING BUT NOT LIMITED TO EXPLUSIONS, BANS, SANCTIONS, SUSPENSIONS AND THE REMOVAL OF PRIOR ACHIEVEMENTS IF SUCH ACTIONS ARE WARRANTED, AS DECIDED BY THE LEAGUE OFFICERS.

IT IS EXPECTED OF ALL PLAYERS THAT WHILE PLAYING MATCHES FOR THIS LEAGUE, EVERY PLAYER WILL AVOID DISCRIMINATION, CHEATING, VIOLENCE, THREATS AND ANY OTHER ACTION THAT MIGHT HARM ANY OTHER PERSON. SHOULD ANYPLAYER NOT ABIDE BY THIS CODE OF CONDUCT, A STRONG STANCE WILL BE TAKEN BY THE LEAGUE. PLAYING IN ANY MATCH OR TOURNAMENT SPONSORED BY THIS LEAGUE SHALL BE CONSTRUED AS AN UNDERSTANDING AND AGREEMENT TO THIS CODE OF CONDUCT AND ALL RULES CONTAINED WITHIN THIS HANDBOOK.

AMERICAN DART ORGANIZATION (ADO) RULES WILL BE FOLLOWED FOR ANY RULES NOT COVERED HERE IN.

PLAYER MEMBERSHIP

1. Each team shall be required to submit a roster of its playing members by the 3rd week of each season. This roster shall consist of at least five players and not more than ten. A player may play on only one team per season. *This roster is to be considered final.*

2. The team captain's main contact number and email address must be listed with the league, not the bar number. If the team captain cannot be reached, the co-captain shall make decisions for that team. *Each team must have a captain and co-captain.*

3. The names of all players on the original roster are considered to be permanent members. Any request for a roster change (additions or deletions to a team's roster) MUST be submitted, IN WRITING, before they play any match. Any additions to a team's roster must have the approval of the league BEFORE that person can participate in a match. NO CHANGES ARE AUTOMATIC. No changes will be allowed after the third week, except as covered by in point 4 of this section. If a team uses a player who does not have prior approval by the league (an unregistered player), penalty point(s) deduction will be imposed. In addition, all points won in any game(s) played by an unregistered player will be deducted from that team's score and credited to the opposing team, except when both teams use an unregistered player in the same game, then neither team gets the point(s).

4. In the event that the roster of a team falls to five or less members, that team shall be permitted to submit to the league the name or names of individuals who they would like to add to their roster, subject to *league* approval.

5. Any player who, after playing at least one game, quits his team will be ineligible to re-register with another team during the current season. However, if a player is dropped from his team's roster any time during the current season may request to join another team for the remainder of the current season. The eligibility of this player to play for another team will be determined by the league. *This must occur before final rosters are due.*

6. *All players who played at least 50% + 1 of the matches are qualified for the playoffs. (IE: In a 14 week season a player needs 8 weeks to qualify).*

7. DEFINITIONS OF PLAYERS:

a. Unregistered Player - A person who plays without being on a roster in the league.

b. Illegal Player - A person who plays using another person's name.

NOTE: All players must carry ID. Any player challenged and cannot produce ID thenight of the match will be considered an illegal payer.

c. Ineligible Player -

1. A person who has played at least one game for a team then quits and wants to join another team or a player that is under the age of 21 years old.
2. A person with insufficient match credits to compete in the play-offs

NOTE: The on duty home team's bartender is automatically eligible to play if needed as long as they are not on any other roster, however, is only eligible to play during playoffs if they meet the 50% requirement for a single team.

8. Heckling or other harassment is strictly forbidden. Overly loud and constant cheering or yelling is also forbidden. It is BOTH teams' responsibility to maintain the best of order during league play.

9. The repeated use of foul and/or insulting language and/or resorting to physical violence shall be considered just cause for the penalizing of the offender and/or the team. The penalty imposed will depend on the seriousness of the offense, and will be decided by the league.

10. A visiting team has the prerogative of requesting the jukebox be lowered and/or any TV to be kept to a tolerable level. The leagues definition of tolerable is when the scorer can hear the caller or player clearly in a normal tone of voice.

11. Divisions will be determined with consideration of skill level and positioning.

A. All 1st and 2nd place teams may be moved up one division based on schedule needs.

B. The last place team and second to last place teams may request to move down one division.

C. Final division placement will be at the discretion of the league.

EQUIPMENT

1. All league competition, including tournaments and playoffs, will be conducted on a standard 18" English style bristle 20 point *clock-faced* dartboard.

2. Dartboards will be placed 5 feet 8 inches from the floor to the center of the bulls eye with the #20 wedge at the top center.

3. The throw line will be 7 feet 9-1/4 inches from the face of the dartboard measured along the floor and will be not less than 36 inches long, 18 inches to each side of the center. The throw line, (also known as the “toe line or foul line”) will be considered to be the edge of the tape closest to the dart board.

4. The sponsoring establishment will be responsible for supplying and maintaining the playing area, which must be deemed acceptable to both home and visiting teams.If there is more than one board, the home team will determine which board will be used for match play.

5. The dartboard wires must be intact and the double and triple rings must be within a tolerance of 1/32" of the usual space of 3/8".

6. All league play dartboards will be firmly anchored and *well-illuminated*.

7. The sponsoring establishment will be responsible for supplying and maintaining a scoring surface upon which the scorer will record in writing the score of each round of darts. This scoring surface must be well lighted, unobstructed, and located in such a position that a score may be easily read by the thrower, players and spectators without distraction to the thrower.

8. Darts used in league play will not exceed an overall maximum length of 30.5cm (12 in.) nor weigh more than 50gm per dart. Each dart will consist of a recognizable point, barrel and flight. Split tip darts are illegal and are not to be used.

9. League rules, regulations, and schedules *should be present during each match.*

MATCH PLAY & STRUCTURE

1. All matches are scheduled for Tuesday nights. Starting time for the first game of a scheduled match is 8:15 P.M. A match not underway by 8:30 P.M. is subject to forfeit. The league must be notified immediately.

2. If a team captain knows that his team will be unable to attend a match, he MUST NOTIFY the opposing team PRIOR TO 4:00 P.M. ON THE NIGHT OF THE MATCH with the intent to reschedule the match. The captains must agree on a reschedule date. The rescheduled match must be played before the second to last week of the season. The league must be notified of the cancellation of the match and the rescheduled date.

3. Each match consists of a total of 21 points. In order for a team to win a match, they are required to win at least 11 points.

4. All 401 games are single player, *single* start, double finish. Each game won is worth one (1) match point.

5. All 301 games are single player, double in, double out. Each game won is worth one (1) match point

6. All single cricket games are worth one match point. All cricket games will be of the 20 through 15 plus cork format. All cricket games are played with points.

7. All doubles cricket games should be played with two players (or one player, if necessary). Each game won is worth two (2) match points regardless of how many players have played.

8. All 501 games are two person teams, double in, double out. This game should be played with two players (or one player, if necessary). Each game won is worth two (2) match points regardless of how many players have played.

9. One game of 601, three person teams, double in, double out. Winning team of this game will receive three (3) match points. This game can also be played with fewer players, but is still worth three (3) match points.

10. The start of each game is predetermined on the team score sheets and is indicated by an asterisk on the side of the score sheet.

11. A team MUST have three members present for a match to be played. A team with two or less members present is subject to forfeit. If a team has only two players at the time the lineup is prepared, but the team captain is reasonably certain that one or more players will arrive in time to play the match, and then the names of those players can be placed on the score sheet. If a third player does not arrive before the end of the first exchange then the match will be forfeited. If the remaining missing players do not arrive in time for the start of their game, then those games will be forfeited AND THOSE PLAYERS NAMES CROSSED OUT. Playoff credit will not be given to a player whose name is placed on the score if they are of the forfeiting team and do not play the match. Playoff credit will be given to a player whose name is on the score sheet if they are ready to play their match but are forfeited against.

12. The playing lineup for each set of games must be completed before each set, without the opposing team being present.

13. All ten (10) registered members of a team can be used in any order in any spot in their team's lineup, but only once in each set of games.

14. Match play for each set of games begins when the playing lineups for that set of games are exchanged. An exchange takes place when the playing lineup for a single set of games is completely written on each of the competing teams score sheets AND is READY to be VIEWED by a member of the opposing team for the purpose of writing said lineup onto their score sheet.

15. A team which has only three players at the time of the match MUST play the match, forfeiting only those points of the games that cannot be played because of the lack of players.

16. Each team should be allowed to practice before the match commences. Before or during each set, only players participating in that set may warm up. Before each game, players are allowed four rounds of three darts each for practice.Practicing on ANY board while you are playing a game is FORBIDDEN.

17. The captains of each team are responsible for the smooth running of the match. Any dispute that arises during the course of play must be settled in private conference by the team captains.

18. The home team must keep score for the entire match. ANY discrepancies should be worked out and adjusted to show proper score prior to the next turn.

19. Players should leave their darts in the board until proper score is calculated. It is the players' responsibility to properly and accurately call their score or darts marked prior to the removal or darts. If a player needs help determining what they have scored, they may as the scorekeeper for assistance.

20. All rescheduled matches must be played before the 2nd to last week of the regular season.

21. All bars hosting more than one team must provide all of the above for each of those teams separately.

22. The home bar will, as a courtesy, provide food for both team's players at a reasonable time during both the regular season and playoff matches. The home team captain must ensure equal treatment for both teams.

23. Captains must be ready to exchange line-ups within five (5) minutes of completed sets. Players must be ready to play immediately after line ups are exchanged.

24. Please plan ahead for any bathroom or smoke breaks. Continuous play is needed to make the night enjoyable for everyone.

25 Any players who desire to eat/drink may do so during match play. There are no designated food/drink breaks.

SCORE REPORTING

1. Both teams are responsible for providing a score recorder who will tend to the evening's entries on the score sheets. No match credit or All-Star points will be given to players of teams whose score sheets contain only first names or nicknames. Both Captains are responsible for having someone check the score sheet entries as they are made to see that information and names are correct. ALL STAR POINTS must be entered immediately after they are scored.

2. Both teams MUST e-mail in their evening's score sheets as soon as the match is over. Only those score sheets signed by BOTH team captains will be considered valid. A score sheet must be filled out completely.

3. ALL SCORE SHEETS MUST BE RECEIVED WITHIN 24 HOURS OF THE MATCH DATE. Teams whose score sheets are not received will forfeit All-Star points for that match. The receipt of score sheets is mandatory for determining playoff eligibility.

4. Individual records - Wins, losses and All-Star points must appear on both team score sheets and be identical.

5. To receive match credit, a player MUST play at least one game in a match.

6. The All Star sheets must be filled in with all players' first and last names. Each week, a player must be listed even if he / she is not playing in that night's match. If first and last names are not listed on the All Star sheets each week, no all star points will be awarded.

RULES OF PLAY

1. All darts must be thrown by, and from, the hand.

2. A player must have both feet behind the foul line for each throw. Should a player have any portion of their feet or shoes over the foul line during a throw, all darts so thrown shall be counted as part of that throw, but any score made by said darts shall be invalid and not counted. One warning by the caller or scorer shall be considered sufficient before invoking this rule. A player wishing to throw a dart, or darts, from a point either side of the foul line, must keep his feet behind an imaginary straight line extending from either side of the foul line.

3. A "throw or round" shall consist of three darts, unless a game is completed in a lesser amount. If the darts are touched in any way or removed before the third dart is thrown, whatever those darts scored will be recorded as a complete turn.

4. Any dart bouncing off, or falling out of the dartboard, shall NOT be thrown again.

5. For a dart to score, it must remain in the board until the thrower removes it after the third or final dart. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted for score.

6. No dart shall be touched or removed by the thrower, another player, scorer or spectator, prior to the decision of the scorer.

7. The home team captain will provide a "scorer", a person responsible for recording the score of the game. The opposing team captain may (but not normally needed) provide a "caller", a person responsible to call the score of the darts thrown in each round of a game. However, IT IS THE RESPONSIBILITY OF THE PLAYER TO VERIFY HIS SCORE AS WRITTEN BY THE SCORER BEFORE REMOVING THE DARTS FROM THE BOARD. THE SCOREKEEPER **MUST NOT** LEAVE THE SCORE BOARD UNTIL THE WINNING DART IS THROWN.

8. The team that is starting each individual game is indicated on the scoresheet with an asterisk. The scorer will indicate on the scoreboard which team started each game with an asterisk as well.

9. *The home team's score must always remain on the left side of the scoring surface, no matter which team begins the game.*

10. The score remains as written if one or more darts has been removed from the board. In '01 games, an error in arithmetic must stand as written, unless corrected prior to the beginning of that player's or teams next round. If a winning double is hit before the error is detected, the game is over. In cricket games, NO score shall be written by the scorer until the third or final dart of that a round has been thrown and NO changes in any scoring may be made after the next player has thrown his first dart.

11. In doubles/team events, no player may throw until each teammate has completed their throw. The FIRST player throwing out of turn shall forfeit such turn.

NOTE: The shooting order MUST be followed exactly as written on the score sheet.

12. The scorer may inform the thrower what he has scored and/or what has left. He MAY NOT inform the thrower what he has left in terms of number combinations. In lay terms, no scorekeeper shall provide any player with an "out" or strategy for either team. It is the responsibility of the shooter to know each dart that is thrown. Please do not rely on the scorekeeper.

13. In 01, the game is concluded at such time as a player hits the "double" required to reduce the remaining score to zero.

14. In cricket, game is concluded when player first closes all numbers and corks with highest amount of points. In the event no points are recorded by either player, the first player to close all numbers and corks wins.

ALL-STAR SCORING & PERSONAL AWARDS

The following categories are All-Star points that will be accumulated throughout the season. It is the responsibility of the thrower to report his or her All-Star points immediately following the round to their Captain to insure they are recorded properly. At matches end, All-Star points between teams will be compared and agreed upon before sending sheets in to the league statistician. Discrepancies will be handled by the league statistician. At seasons end, the league will present a plaque to the leader of each of the following categories:

'01 Games (301, 401, 501 & 601)

1. HIGH IN (Cumulative) – Starting with a required double and totaling 90 or above in one round of darts. This only applies to 301, 501, and 601 games; NOT 401. Scoring: Total of the double and darts thrown AFTER the double in requirement is met.

2. HIGHEST IN – Starting with a required double and totaling 90 or above in one round of darts. This only applies to 301, 501 and 601 games.

3. HIGH OUT (Cumulative) – Winning the game with a required double and totaling 75 or above in that round of darts. Scoring: Total of the double and darts thrown BEFORE the double is taken out.Applies to all '01 games.

4. HIGHEST OUT – Winning the game with the required double and totaling 75 or above in that round of darts. Applies to all '01 games

5. BEST '01 GAMES:
   301 - A complete 301 game in 15 darts or less.
   401 - A complete 401 game in 15 darts or less.

A plaque will be awarded to the player with the least amount of darts in a completed game.

6. BEST '01 GAMES – The most amounts of completed 301 or 401 games in 15 darts or less.

7. 95 and UP (Cumulative) – Three darts totaling 95 or more in one round of darts, once a player has successfully doubled into that game.

Cricket Games

1. BEST SINGLE CRICKET GAME – Lowest amount of darts needed to complete a single cricket game (18 darts or less).

2. BEST SINGLE CRICKET GAME (Cumulative) – The most completed single cricket games in 18 darts or less

3. C – SECTIONS - C-6, C-7, C-8, C-9- When scoring all-star points in cricket, any combination of threedarts in one round that would total six, seven, eight or nine singles providingthat they count toward closing of a number and/or scoring of points

   NOTE: Hitting a triple 20 when you already have two and your opponent has 20's closed counts only as a single 20; and so on for other darts.

4. CORKS – Three or more corks in one round of darts. (If the opponent has corks closed and you proceed to hit the necessary 3 or 4 to close it, you would still get credit for hitting three or more corks) NOTE: If you have a cork from a previous turn and need two more to win the game and hit single cork, then double cork, it will count as three. A C6 or C7 which includes 3 or 4 corks is scored as a C6, C7, 3 Cork or 4 Cork – it will not be counted in both categories.

5. PERSONAL ACHIEVEMENT AWARDS
Three darts in one round consisting of any three triples which total 171 or above in any '01 game; a C9 or 6 Corks in any cricket game will automatically earn the thrower a league plaque.This achievement award can be acquired in any seasonal match. Awards will only be given to players who meet the play-off eligible criteria. All All-Star points are recorded during in-season play. During playoffs, no All-Star points will be recorded.

6. 1st place Division winners will receive a team plaque.

7. The winner of the Playoff Championship will receive a team plaque. The team who finishes second place in the Playoff Championship will also receive a team plaque.

PROTESTS & FORFEITS

1. The captain of any team may file a protest for any irregularity during a match.
THE OPPOSING TEAM MUST BE NOTIFIED AT THE TIME OF THE PROTEST that the game/match from that point on will be played under protest. THE MATCH SHOULD BE PLAYED TO CONCLUSION. The PROTEST must be filed with the league IN WRITING and on the score sheet. It must also be called into the league within 24 HOURS of the match in question to the Captains Liaison. The score sheets must be handled the same way as a score sheet that is not under protest.

2. The league will gather information regarding the match under protest from the written complaint as well as from both captains. The league will make a decision that is in the best interest of both teams as well as the league. Every circumstance is different and there is no pre-determined outcome.

3. While the league has rules, it asks that all matches are played civilly and under the pretense that "you treat those as you would want to be treated."

4. Forfeit adjustments will be calculated as follows:
A. THE TEAM THAT WINS BY FORFEIT WILL RECEIVE A MATCH WIN AND 13 POINTS.
B. THE TEAM THAT FORFEITS AN ENTIRE MATCH RECEIVES A MATCH LOSS & ZERO POINTS.

5. A forfeit occurs when a team does not have the necessary number of players to continue the match by 8:30pm. It is under both teams' Captains own prerogative to continue a match with less than the three required players and the league will not intervene.

5. Use of illegal players will result in the delinquent team receiving no points for the match. The eligible team will receive their score and all points won in any game(s) played against an illegal player.

6. Players winning any particular game within a match by forfeit may shoot for All-Star points as follows:

A. 401 – 15 darts
B. 301 – 15 darts (Double in requirement must be met)
C. Cricket - 15 darts - without carrying points into the next turn. Once a number is closed during a turn, points can be scored on that number only during that turn. Corkmay only be thrown at for 2 turns.

7. All Star points for individual game forfeits within a match must be shot in the presence of the opposing captain. A player may choose not to shoot for All Star points. No substitutions are allowed.

8. There is no shooting for All Star points for a forfeited doubles game.

PLAYOFFS

1. The top 4 teams will make playoffs. 4 @ 1 and 3 @ 2.

2. Higher seeded teams host playoff matches.

3. First team to 11 points in EACH round will advance.

4. The highest number of wins will determine the highest seed (1), the second highest number of wins the second seed (2), the third highest number of wins the third seed (3) and the fourth highest number of wins the fourth seed (4).

5. In the event there is a tie between the number of wins, the tiebreakers will be as follows:
    a. Head to Head record
    b. Points in Head to Head match
    c. Overall Points in the league
    d. Coin Flip

6. All players who played at least 50% + 1 of the matches are qualified for the playoffs. (IE: In a 14 week season a player needs 8 weeks to qualify).

7. No playoff matches may be rescheduled, unless under extreme circumstances. League approval is necessary for any changes during the playoffs.

8. All matches should be underway by 8:15 PM. Any match not underway by 8:30 PM is subject to forfeit.

9. If a team is short players, they will be allowed to play with the number of players they have who are eligible at the time of the games.

10. Immediately at the conclusion of a match, the winner must be called in to the league that night.

11. All other league rules and regulations apply to playoff matches; including scorekeeper, food provided, etc.

12. No All-Star points will be recorded during the playoffs.

LEAGUE FEES &DISCLAIMER

1. Each Sponsor establishment is required to pay the league fees at registration to ensure the team or teams place on the schedule. If a team has not paid by the 3rd playing week of a season, they will be placed on probation. The league fee per season per team is $125.00.

2. The league fee of $125.00 is used for the following expenses:

a. Dart Board – each team that plays will receive a new dart board at the beginning of each season.
b. Throwing Line
c. Match Sheets
d. Rules & Regulations Handbook
e. Personal Achievement Awards (All-Stars)
f. Championship plaques
g. Copying expenses
h. Stipend for League Statistician
i. Stipend for League Secretary
j. Website fees and maintenance
k. Emergency funds

3. ASSUMPTION OF LIABILITY:

THE DART PLAYERS ASSOCIATION OF THE NORTH SHORE DOES NOT ACT IN A SUPERVISORY CAPACITY WITH RESPECT TO ASSOCIATION, COMPETITIONS OR EVENTS. NO REPRESENTATIVES WILL BE SENT TO ANY MATCHES TO ENSURE THAT PROPER SAFETY PRECAUTIONS ARE TAKEN BY MEMBERS AND PARTICIPANTS. BY PARTICIPATING IN MATCHES, MEMBERS ARE ACKNOWLEDGING AND AGREEING THAT THEY ARE FULLY RESPONSIBLE FOR THE PROPER SUPERVISION OF DART TOURNAMENTS AND OF ANY PARTICIPANTS, SPECTATORS, PATRONS, BAR EMPLOYEES AND OTHERS PRESENT AT THE BAR OR LOCATION OF ANY LEAGUE COMPETITION OR EVENT, AND DO FURTHER INDEMNIFY AND HOLD THE LEAGUE, ITS OFFICERS AND DIRECTORS FREE AND HARMLESS FROM ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COSTS, ETC.) TO ANY PERSON AND PROPERTY FOR INJURIES SUSTAINED BY ANY PARTICIPANT, SPECTATOR EMPLOYEE OR PATRON.

THE LEAGUE ASSUMES NO LIABILITY FOR INJURIES TO PERSON OR PROPERTY, OR THE CONDUCT OF HOME OR VISITING TEAM MEMBERS OR OTHER PATRONS, PARTICIPANTS OR SPECTATORS AT ANY LEAGUE COMPETITION OR EVENT. THE LEAGUE ASSUMES NO LIABILITY FOR THE PROVIDING OF ALCOHOL CONSISTENT WITH THE LAWS OF NEW YORK STATE, INLCUDING BUT NOT LIMITED TO THE MINIMUM DRINKING AGE. ALL PARTICIPANTS IN THE LEAGUE ARE THEMSELVES PERSONALLY RESPONSIBLE TO THE LAWS OF NEW YORK STATE INCLUDING BUT NOT LIMITED TO, TRAVELING TO AND FROM MATCHES.

THE PARTICIPANTS IN THE LEAGUE SHALL HOLD THE OFFICERS, DIRECTORS AND THE LEAGUE ITSELF HARMLESS FOR ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COSTS, ETC.) DUE TO THE PARTICIPANTS' INVOLVEMENT IN ANY CRIMINAL OR CIVIL VIOLATION OF THE LAW. THE LEAGUE CONDEMNS DRINKING AND DRIVING AND DOES NOT PROMOTE OR CONDONE OR MANDATE ANY PARTICIPANTS IN THE LEAGUE TO DRINK.