

MANITOBA AND NORTHWESTERN ONTARIO COMMAND
OF
THE ROYAL CANADIAN LEGION

PRIDE IN OUR PAST - FAITH IN OUR FUTURE



MEMBER PARTICIPATING SPORTS



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MEMBER PARTICIPATING SPORTS

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ELIGIBILITY TO COMPETE

As per the Dominion Sports Guide (Page 3)

- 1) **202.** To be eligible, members must be in good standing and should have their membership card for the year in which the championship is being held in their possession at the site of the championship.
203. New Members (defined as Ordinary, Associate and Affiliate) in good standing are eligible to participate at all levels of competition immediately.
204. Reinstated members are able to participate in Legion Member Sports immediately, provided they are members in good standing.
- 2) Members who transfer out, of their own free will, to be eligible, must have been members of their branch as of 31 January of the year preceding the year of the championship. In other words, in order for the member to participate at a Provincial championship to be held April 2013, he must have been a member of their branch as of 31 January 2012.
- 3) 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 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) 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 Provincial sports events providing the member can, on demand, provide proof that the transfer was initiated by the employer, the member was a member of a branch at his former place of residence on or before 31 January of the year preceding the year in which he competition is to take place, and the member changes his permanent place of residence.

GENERAL INFORMATION

1. Words indicating the masculine import the feminine.
2. All entries must show Names, initials and membership numbers exactly as shown on the member's Legion card for each level of play. **DO NOT USE NICKNAMES.**
3. Because of the variations in the number of Branches and Zones in each District, District Council may decide the format to be used in deciding the representatives at District Sports Playoffs. Districts are permitted to dispense with Zone Playoffs.
4. It is the individual participant's responsibility to ensure they make their own arrangements for travel and accommodations, to and including participation, in sports at Provincial Command level.

Provincial Command will NOT accept any financial responsibility for participants in any sports, to and including, Provincial Command competitions.
5. Use of spares in Cribbage or Darts in the Doubles or Singles is NOT permitted. The Runners Up will be used in these circumstances.
6. Spares are not permitted at Dominion level.
7. All entries and entry fees must be in Command office at the close of the business day on the deadline date or post stamped no less than five days prior to the deadline date. **“LATE ENTRIES WILL NOT BE ACCEPTED”**. Entry form and cheque shall be returned to the branch. Entry forms shall indicate **schedule of fees and deadline date**.
8. **THERE WILL BE NO REFUNDS OF ENTRY FEES.**
9. Zones are not allowed to schedule their playoffs prior to the 'Final Date for Branch Registration'.



COMMAND CRIBBAGE CHAMPIONSHIPS

The general regulations pertaining to the competition are as follows:

1. Effective immediately all entries and entry fees must be in Command office at the close of the business day on the deadline date or post stamped no less than five days prior to the deadline date. **“LATE ENTRIES WILL NOT BE ACCEPTED”**. Entry form and cheque shall be returned to the branch. Entry forms shall indicate **schedule of fees and deadline date**.
2. Each Branch shall make its own arrangements for selecting entries and may be allowed a maximum of FOUR entries in each event at Zone level. Zone Commanders shall arrange for Zone Playoffs and submit the names of the winners to the District Commanders immediately following the Zone playoffs. Each Zone may be allowed a maximum of FOUR entries in each event at the District level, number of entries to be determined by District Council.
3. Each DISTRICT shall be allowed FOUR (4) Singles, TWO (2) Doubles and ONE (1) Team in each event at the Command Playoffs.
4. **DISTRICT COMMANDERS** shall arrange to have the District Playoffs completed by the **DEADLINE DATE** and shall notify the Command Office and Host Branch of the names of the winners in each event, and the names of the runners up in each event by the **DEADLINE DATE**. This information shall be forwarded immediately following the District playoffs.
5. District winners will compete in the Command Playoffs. The winner of each event will advance to the Dominion finals. Branches will be advised of date, time and place of each event.
6. At the Command playoffs the THREE events will consist of the following:
 - (a) The singles event consists of FOUR Players from each District and such players may also be a member of the doubles.
 - (b) The doubles event shall consist of TWO Doubles from each District and the players in each double must be from the same Branch.

- (c) The team event shall consist of TWO Teams of Doubles making a FOUR person team and the players in each team must be from the same Branch.
7. Immediately before play begins players from each District shall draw to determine playing position, i.e. Sitter or Mover. **NOTE:** Players having injury or illness which handicaps their movements shall have preference to be sitting players.
 8. Players from the same District shall play against each other at the first game, except in Team play.
 9. The number of games played will be round robin format to a total of 12 games. *I.E. should there be only 9 tables in use there will be only 9 games played and at no time will the 12 game total be exceeded.*
 10. Scores shall be actual holes pegged. Winner will receive an extra FIVE (5) points for a skunk and an additional extra FIVE (5) points for a double skunk.
 11. In the Team event the total points of the TWO (2) teams of Doubles shall be the winner. The next highest team shall be the runner-up.
 12. As Branches and Zones are responsible for making arrangements for selecting entries it is recommended that the maximum amount of games played is TWELVE (12) eliminating the A and B sides for singles and doubles and playing round robin to a total of twelve games.
 13. **SPARES**
 - a. A spare may be carried by a team. The spare must be from the same Branch and have the required eligibility. (Doubles **DO NOT** constitute a Team)
 - b. The spare may only be used due to injury or illness and their use must be approved by the committee before entering play.
 - c. The player for whom the substitution has been made may not re-enter play without permission of the committee.
 - d. Following Provincial Championships, spares are no longer authorized to accompany Teams to Dominion Finals.
 - e. Use of spares in Cribbage Doubles or Singles is NOT permitted. The Runners Up will be used in these circumstances.

CRIBBAGE - RULES OF PLAY - SINGLES

1. Players will cut the pack 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 pack to be cut. Cards will be dealt one at a time until each player has been dealt six cards. The pack will then be placed on the table and not touched by anyone until both players have discarded two cards each to form the crib.

The Dealer will then offer the pack to his opponent to cut. After the cards have been cut, the dealer will take the top card only off the portion of the pack still remaining on the table and the cutter will then replace the portion of the pack that he cut, the dealer will then place the one card face up on top of the pack. 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 dealer may call this a misdeal and the dealer may then deal the cards over again. A penalty of two points will be imposed against the cutter of the cards.

3. Standard counting procedure will apply. A "Jack" turned up on the cut will count two 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 pegging of score at all times. Any irregularities 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 dealer's opponent and ends with the dealer who will count both his hand and the crib.
5. Sitting player is responsible for properly filling in the score cards. Moving player must check for correctness and each player to initial opponents score card at end of each game.
6. A player, who calls "GO" when able to play, may not correct his error after the next card is played. A Player who gains a "GO" and fails to play additional cards when able to do so, may not correct his error after the 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 or peg with them. This player will be subject to a two point penalty.
7. The Convener or his 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 his opponents regardless of the score at the time of this rule's infraction.

9. At no time will anyone be allowed to watch the play at any table or to interfere with the play at any table. If this is being done, you are required to notify the Convener or his Assistant. Play must be suspended at your table until the offender has been removed.
10. If it is deemed to be necessary by the Convener, a time limit may be placed on any or every game, either at the start or at any time during the Tournament.

CRIBBAGE - RULES OF PLAY - DOUBLES AND TEAMS

1. One player from each pair will be designated to keep score. The other players will then cut the pack of cards to determine who deals first. The player cutting the lowest card will deal first (Ace is Low).
2. The Dealer will then shuffle the cards and offer the pack to be cut, to the player on his right. Cards will be dealt one at a time starting with the player on the left of the dealer until each player has been dealt five cards. The pack will then be placed on the table and not touched by anyone until all four players have discarded one card each to form the crib.

The Dealer will then offer the pack to the player on his left to cut. After the cards have been cut, the dealer will take the top card only off the portion of the pack still remaining on the table and the cutter will then replace the portion of the pack that he cut, the dealer will then place the one card face up on top of the pack. 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 this a misdeal and the dealer may then deal the cards over again. A penalty of two points will be imposed against the cutter of the cards and his partner.

3. Standard counting procedure will apply. A "Jack" turned up on the cut will count two 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 pegging of score at all times. Any irregularities 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 both his hand and the crib.
5. Sitting pairs are responsible for properly filling in the score cards. Moving pairs must check for correctness and one member of each pair to initial opponents score card at end of each game.
6. A player, who calls "GO" when able to play, may not correct his error after the next card is played. A Player who gains a "GO" and fails to play additional cards when able to do so, may not correct his error after the 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 or peg with them. This player will be subject to a two point penalty.

7. The Convener or his 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 his opponents regardless of the score at the time of this rule's infraction.
9. At no time will anyone be allowed to watch the play at any table or to interfere with the play at any table. If this is being done, you are required to notify the Convener or his Assistant. Play must be suspended at your table until the offender has been removed.
10. If it is deemed to be necessary by the Convener, a time limit may be placed on any or every game, either at the start or at any time during the Tournament.

COMMAND DARTS CHAMPIONSHIPS



The general regulations pertaining to the competition are as follows:

1. Effective immediately all entries and entry fees must be in Command office at the close of the business day on the deadline date or post stamped no less than five days prior to the deadline date. **“LATE ENTRIES WILL NOT BE ACCEPTED”**. Entry form and cheque shall be returned to the branch. Entry forms shall indicate **schedule of fees and deadline date**.
2. Each Branch shall make its own arrangements for selecting entries and may be allowed a maximum of THREE entries in each event at Zone level. Zone Commanders shall arrange for Zone Playoffs and submit the names of the winners to the District Commanders immediately following the Zone playoffs. Each Zone may be allowed a maximum of three entries in each event at the District level, number of entries to be determined by District Council.
3. **DISTRICT COMMANDERS** shall arrange to have the District Playoffs completed by the **DEADLINE DATE** and shall notify the Command Office and Host Branch of the names of the winners in each event, and the names of the runners up in each event by the **DEADLINE DATE**. This information shall be forwarded immediately following the District playoffs.
4. **Each District shall be allowed one entry only in each event at the Command Playoffs**.
5. District winners will compete in the Command Playoffs. The winners of each event will represent this Command at the Dominion Playoffs. Branches will be advised of date, time and place of each event.
6. At the Command playoffs the three events will consist of the following:
 - (a) The **singles event** consists of one player from each District and such player may also be a member of the doubles and four person's team.
 - (b) The **doubles event** shall consist of two players from each District and such players must be from the same Branch and may be from the four person team.
 - (c) The **four person team event** shall consist of four players from each District, with one spare permitted. All five players must be from the same Branch.

GENERAL RULES FOR DARTS

1. If an uneven number of districts are entered in the event, a bye shall be scheduled into the round robin play. This change adheres to Dominion rules.
2. Suggested order of play :
 - i. **Doubles Event**
 - ii. **Singles Event**
 - iii. **Team Event**
3. Team play score will be**701**
Doubles play score will be**501**
Singles play score will be**301**
4. All events at Provincial Command level will be round-robin. Branches, Zones and Districts may use alternate methods of determining their winners, i.e. straight knock-out, double knock-out, etc.
5. All games are to be governed by an official referee appointed by the tournament chairman. He must not be a member of a participating team.
6. All protests must be made in writing by a team captain.
7. Tournament shall be under the supervision and control of a tournament chairman appointed by the Host Branch.
8. Branches not using raised toe-line markers may use line spotters to ensure no violations to the toe line rules. (#3 on next page).
9. An Appeals Committee, comprised of a representative of the Host Branch and of, dependent on level of play, Zone, District or Provincial Command, shall be the deciding factor in any disputes or deviation from rules, or any unforeseen circumstances.
10. Each team, at Zone, District or Provincial Command level must be the same at **all** levels.
11. **Spares**
 - (a) A spare may be carried by a team. The spare must be from the same Branch and have the required eligibility. (Doubles **DO NOT** constitute a Team).
 - (b) The spare may only be used due to injury or illness and their use must be approved by the committee before entering play.
 - (c) The player for whom the substitution has been made may not re-enter play without permission of the committee.
 - (d) Following Provincial Championships, spares are no longer authorized to accompany Teams to Dominion Finals.
 - (e) Use of spares Darts in the Doubles or Singles is NOT permitted. The Runners Up will be used in these circumstances
12. Rotation of players may only be changed after completion of a game (three legs).

TECHNICAL RULES FOR DARTS

1. Dart board shall be fastened so that the centre is 5'8" high.
2. Minimum throwing distance shall be 7'9 1/4" from the face of the board.
3. Toe line shall be clearly marked and be at least 18" long. Players must toe the line, or stand behind it. Toe line must not be trodden on. Entire throw will be lost if this rule is infringed.
4. "Starting Play" - Toss of a coin to establish which team throws the first dart. Team whose dart is closest to the bull starts the first leg of the game. If the first dart hits the bull, it must be removed before the next dart is thrown. Loser of the first leg starts the second leg. To start the third leg, repeat procedure governing the first leg.
5. Any normal darts may be used. Scoring by deductions.
6. A throw consists of three darts, except where a leg finishes in less.
7. No darts may be re-thrown and only darts, the points of which are in the board, will count. A dart counts from point of entry. Darts must be in the Board when the marker calls the score.
8. A player may be told by the marker what number he has scored and what number he requires, but not how to get it. Team captain, on the request of the player, may advise the player the double he requires to finish.
9. If the number required is exceeded in the course of a throw, the throw ceases and no account is taken of the score obtained during the throw.
10. When a player is throwing for a double to finish, no player or spectator shall be allowed within three feet of the player, nor will any person be permitted to pass any remarks about the play, except the team captain.
11. All games start and finish on a double, (the bull (50) counts as double 25 for start and finish purposes).
12. Any player showing unsportsmanlike conduct shall be banned from further participation.
13. Players will throw alternately from each team and it is the duty of the marker to see that the rotation is maintained.
14. A game shall consist of three legs with one point awarded for each leg won.
15. In the event of a playoff, games shall be decided by one game, i.e. 2 out of 3 legs.
16. Three darts in a double or triple space will not count as a leg.
17. Chalkboards will be use for scoring.
18. Neutral markers will be provided by the host committee.

COMMAND REGULAR AND SENIOR GOLF REGULATIONS



1. Effective immediately all entries and entry fees must be in Command office at the close of the business day on the deadline date or post stamped no less than five days prior to the deadline date. **“LATE ENTRIES WILL NOT BE ACCEPTED”**. Entry form and cheque shall be returned to the branch. Entry forms shall indicate **schedule of fees and deadline date**.
2. Branch, Zone and District to arrange their own playoff dates. District Commanders to submit names of winning teams to Command Office by the **DEADLINE DATE**.
3. Upon receipt of a copy of entry forms from the Branches, the Zone Commander shall immediately organize the Zone Playoffs.
4. District Commanders shall submit to Command Office by the **DEADLINE DATE** the names of the FOUR (4) winning teams **INCLUDING TEAM MEMBERS NAMES**, who will represent their District at the Tournament. Teams to be listed as No's 1, 2, 3 and 4. He will also send a copy to the Branches involved.
5. Wherever possible in the Regular and Senior Golf, the Command and the Host Branch may form a Golf team to play in the tournament. This team shall not be eligible for trophies, or incur any expenses to Command.
6. It is the individual participant's responsibility to ensure they make their own arrangements for travel and accommodations, to and including participation, in sports at Provincial Command level.
7. Provincial Command will NOT accept any financial responsibility for participants in any sports, to and including, Provincial Command competitions.
8. **THERE WILL BE NO REFUNDS OF ENTRY FEES.**

REGULAR AND SENIOR GOLF RULES

1. Each Branch may enter 3 - four man teams.
2. Each Zone may enter 3 - four man teams.
3. Districts are permitted to dispense with Zone playoffs where desired.
4. Each District may enter FOUR (4) - four man teams for play into the Provincial Command Playoffs providing they qualify at district level.
5. Only Life, Ordinary, Associate and all Affiliate members are eligible to compete at any level. Each participant must be in possession of a fully paid up Legion membership card for the current year of play.

TO PARTICIPATE IN SENIOR GOLF, MEMBERS MUST HAVE REACHED 60 YEARS OF AGE PRIOR TO JANUARY 1ST OF THE YEAR IN WHICH THE PLAYOFFS ARE HELD.

6. (a) At Branch level, the manner of selecting players will be left in their hands; however, no competitor, having entered either the Regular or Senior Golf is permitted to switch to the other competition.

(b) Because of the variations in the number of Branches and Zones in each District, District Council may decide the format to be used in deciding the representatives at District sports playoffs.

(c) The player for whom the substitution has been made may not re-enter play without permission of the committee.
7. All members of a team must belong to the same Branch, except where Branches with less than **100 members each** in any one Zone may join with another Branch, within the same Zone to form a team.
8. All playoffs will be team play.
9. R.C.G.A. rules will govern, with local ground rules in effect - this includes the use of Ladies' Tee-Blocks.
10. Medal play - no handicaps.
11. In the case of a tie there will be a count back, starting with the 18th hole, of all members of the teams concerned, until one team has the lowest total score of the holes counted back.
12. All recommendations for changes in the rules, pertaining to next year's tournament, shall be submitted to the Command Sports Chairman.

13.
 - (a) Substitutes must belong to the same Branch, except where Branches with less than **100 members each** in any one Zone may join one another to form a team.
 - (b) A maximum of TWO (2) substitutes at Branch, Zone and District levels, to be drawn from the leading runner-up in the particular level of play.
 - (c) In the event of a team defaulting (where more than TWO (2) players drop out), the next highest team from the District playoffs shall be allowed to play in the Provincial Command playoffs.
 - (d) If a team has a spare with them, qualified under the rules and drawn from the leading runners-up, he or she will be used; otherwise substitutions will be decided upon, at Provincial level by the Provincial Command Representative and Host Branch Chairman (at other level by corresponding rep) under the following guidelines:
 - 1) No substitution allowed if the teams strength was obviously only THREE (3) members prior to proceeding to the tournament.
 - 2) Substitutes may be permitted if, while enroute or immediately prior to leaving home, or at the tournament, a member is incapacitated due to injury, illness, etc.
 - 3) Maximum substitutes to be TWO (2).
14. The Host Branch may enter a team without participating in Branch, Zone or District tournaments and their participation will **NOT** decrease their Districts participation. All other rules re: substitutions, etc. are applicable. If the Host Branch participates in Zone or District tournaments and does **NOT** qualify as a District representative, they may still attend as qualified participants.
15. The Provincial Command Champions from the previous year (same individual players) may participate at the Provincial Command tournament to defend their title. Rule No. 14 applies in this instance except where the team does **NOT** participate in Zone or District tournaments; they will then be entitled to only one substitute.
16. Each golfer must register individually and produce his Legion membership card at the date and times established for registration. No exception to this rule will be permitted except where **prior arrangement** is made with the Host Chairman.

OFFICIAL SPORT DATES

Sport Dates Official	Golf	Crib	Darts	8-Ball
Rules & Registration to Branches	1st week in April	1st week in October	1st week in October	1st week in October
Final Date for Branch Registration**	3rd Tuesday in June	2nd Tues in November	2nd Tues in November	2nd Tues in November
District Winners to Command	1st Tuesday in August	2nd Tuesday January	1st Tuesday in February	1st Tuesday in February
Provincial Command Playoffs	Last 3 Sundays in August	1st or 2nd week in February	1st or 2nd week in March	4th week March
Dominion Command Playoffs	n/a	April	May	May

**Zones are not allowed to schedule their playoffs prior to the 'Final Date for Branch Registration'.

Amended April 2022