**SUMMER DARTS LEAGUE RULES SEASON 2016/17**

1.1 The aim of the league is to foster friendship between pubs and clubs and to improve the standard of darts in the district during the winter months.

1.2 Each team captain will be responsible for the behaviour of his players and supporters and any player found to be not behaving in the spirit of the league will be banned.

1.3 Any player persistently not behaving in the spirit of the league shall receive a lifetime ban sanctioned either at the end of season meeting or special meeting called.

1.4 Any venue owner that fails to comply with the spirit of the league shall have any venue where they have a financial interest refused entry into the league.

1.5 The league reserve the right to exclude any venue or person from the league should they feel it or they will cause disruption to the running of the league.

1.6 Food will be provided by the home team and shall be split in two with one half to the opposition and the other to the home team.

2. PLAYER REGISTRATION.

2.1 Captains must complete a registration form, and submit it to the league.

2.2 During the season a player may transfer from one team to another providing they have a release form signed by their existing captain, or landlord if the captain is involved.

A player may be refused a transfer should it be felt that the player has been approached by another team to play for them. The LEAGUE should be informed, in writing, and action will be taken against the offending team should it be proven.

2.3 Out of season players may transfer from one team to another without restrictions.

2.4 Teams shall consist of no less than six players on a match night.

3. MATCH RULES.

3.1 All games to be played on a standard size brush board with doubles, trebles, semi bull and bull. Height of the board shall be 5' 8" (1.73 metres) from centre of the bull.

3.2 Boards are to be of a good playing standard.

3.3 The length of throw shall be 7' 9.25" (2.37 metres) the oche shall be at least 1 metre wide marked with a raised metal strip or moveable oche. A surround must be fitted to boards. A mat or board put down to prevent damage to darts. Score screens to be positioned in front of players.

3.4 The home team shall supply a scorer and each score is to be written down and deducted on scoreboards in a prominent position. The scorer must announce the score achieved after three darts have been thrown. Each team will be responsible for nominating a checker for each game and this person may ask for the score to be checked. From 170 down the last score and the previous balance should be struck through to leave the balance required only and must be expressed as e.g.. 32 and not 2x16. The last six scores must be recorded and retained on a computer so that the captains can view and decide when a shootout is required

3.5 No darts are to be removed from the board until the scorer has called the score.

3. 6 A minimum of 24 hours must be given for any match cancelled. Any team that cancels a match will forfeit the match 0-11 plus 3 points win bonus. They will not receive a point.

3.7 Should an away team cancel a match at short notice in the first half of the season then the corresponding fixture shall be reversed. Should this happen in the second half of the season then a fine shall be imposed. Should a team not pay a fine by the due date they shall be deducted two points for each week overdue.

3.8 A game may be postponed due to e.g.:- a religious reason if notified to, and approved by the league 14 days before the proposed match was due to take place.

4 LEAGUE RULES.

4.1 The actual day of play shall be a Tuesday and teams are to arrive by 19..00 for a 19.30 start.

4.2 A fixture list will be supplied to all teams.

4.3 Each match shall be played as follows:-

Two threes, three pairs and six singles best of one game

\*\* Order of play: - 2 x threes. - 701

\*\* 3 x pairs. - 601

Break for refreshments.

6 x singles. – 501

**\*\* Players involved in these may advise each other during their match.**

4.4 The start of a match will be determined by the throwing of a dart (home team first) nearest bull and the winner can decide if they wish their team or the opposition to start. The scorer will remove any semi or bulls eye from the board. Teams will then start alternately.

4.5 The home team shall always be on the left of the monitor or scoreboard.

4.6 All games will be a straight start with double finish and the bust rule will apply.

4.7 A number of players to make a match are five

4.8 For a team playing with less than six players the following shall apply:-

4.9 A team with 5 players shall play one triples game 6 darts to 8 and one doubles 3 darts to 6 and forfeit the singles

4.10 Listing of games singles matches will be drawn before or after the doubles have been completed.

Triples and Pairs. Each captain will select their teams and the team and place them on their score sheet in the order they wish and then meet the opposing captain and merge the two sheets.

Singles. Each captain will list the six players they wish to play in the singles on their score sheet and then meet the opposing captain and merge the two sheets.

A captain may ask the opposing captain to play a player out of order due to the player’s commitments\*. No reasonable request may be refused.

\* A player may be listed in any position so that the opposing team can’t manipulate their team and it is a true random draw.

4.11 Result sheets must be signed by both captains and emailed to vic.hemming@cytanet.com.cy by midday on the Thursday of the match week.

4.12 Any alterations to the score sheet must be initialled by both team captains. Failure to do this will make alterations invalid.

4.13 It is the responsibility of the home team captain to make sure that the LEAGUE receives the result sheet by the time specified.

4.14 Should a team withdraw from the league then all their games will be cancelled and will be recorded as a 0-11 defeat plus a 3 point win bonus.

4.15 Should a singles game become protracted and both captains agree that the players cannot finish after equal darts have been thrown, the game can be finished with nearest to the bull.

**\* The maximum amount of darts in a singles match that can be thrown before a shoot- out shall be 75**

4.16 Should a doubles or triples game become protracted and both captains agree that the players cannot finish after equal darts have been thrown , the game can be finished with nearest to the bull with the first player in order of play throwing.

**\* The maximum amount of darts in a doubles match that can be thrown before a shoot- out shall be 96**

**\* The maximum amount of darts in a triples match that can be thrown before a shoot- out shall be 111**

**\* This is the maximum but captains may agree to go to a shoot- out before this is reached.**

4.17 Two bonus points are awarded for a win and one bonus point for a draw.

 PLAYERS

5.1 Players will conduct themselves in a proper manner and to maintain the aims of the league.

5.2 No member shall smoke anywhere near the oche while a dart match is in progress.

5.3 Players will reasonably assist in calling, scoring and checking matches.

 TEAM CAPTAIN

6.1 Register players (3.1 )

6.2 Study and know the rules and have a copy available for reference near the dartboard.

6.3 Controlling the behaviour and actions of his players and supporters ( 1.9 ) (1.8)

6.4 Make sure match sheets are completed clearly and correctly with full names and that any alterations are initialled by both captains and return to the league by the required date.