

Glenrothes District Darts League

Rules

1. THE BOARD

The dartboard to be used shall be a standard board with doubles, trebles, 25 and 50. It will measure 5ft 8 from the bull to the floor, the throw shall be 7ft 9 1/4 from a straight line (bull to floor) to the oche. the board shall also be in good condition

2. OCHE LINE

The oche should not be less than two feet long and one inch and a half in height with the centre in line with the bull. It must be toes and not stood on during the game, the oche indicates the playing area.

3. Darts may be of any recognised pattern not more than 12ins long.

4. A score board capable of accommodating the scores of both teams must be provided. A chalk score must be kept and all scores must prominently be displayed in front of the players so that he may have a clear view of his score.

5. FIXTURES

Shall be drawn up and circulated prior to the start of the playing season and should be strictly adhered to. However fixtures may be transferred to the away premises in special circumstances provided three clear days notice is given. The match secretary must be advised of any such change.

6A. TEAMS

To consist of 8 players and 4 reserves. The pairs may be altered and the 4 reserves may be used if desired. six players being the lowest number of players to contest a game as a team. Any team failing to have the right amount of players shall be fined and deemed to have lost the game by default two points will be awarded to their opponents who will be considered to have won 12-0. Any Team defaulting any more than 3 times in a season will be subject to expulsion from the league, subject to ratification from a meeting where the offending team can put forward to as why they should be allowed to stay in the league.

6B. TEAMS

Doubles can be played by single player provided the team has an odd number of players E.g.: five or seven players

7. MARKER AND CHECKER

The home team shall provide markers and the visiting team a checker (if deemed necessary)

8. REGISTERED PLAYERS

All participating players shall be registered with the league. Players must play for one team only. They may be registered with any other league on any other night (Friday being the exception). New players shall be allowed to play if they have been registered with the league 72hrs before the game.

9. THE REGISTRATION FEE

The registration fee per player shall be £2.00

10. CONDUCT

The conduct of the players shall be the responsibility of the respective team captains, who may report any player to the league committee should his conduct so warrant. The committee will discipline the player. Players have the right to appeal against any decision taken.

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11. PROTESTS

Before the start of a game the respective captains should mutually agree that all is in order. If not all reasonable steps should be taken to ensure that is so. Should it be found that it is not possible to correct the cause of dissent the dissenting team should indicate their intention of protesting.

All protest must be in writing and must be made within three days of the game concerned. A fee of £5.00 should accompany the protest. Members of the committee who are involved in a protest shall take no part in the hearing though they may state their clubs attitude towards the same

12. PENALTIES

Penalties for infringements may be levied by the committee to extent of a fine and the loss of match points.

13. THE GAME

The game shall consist of 8 set's each being the best of 3 legs 501, and 4 doubles of 1 leg 701. one leg shall be given for each set won.

Teams shall be awarded two points for a win and one point for a draw

Only one toss of the coin/draw of lots will decide the order of throw the team who wins will throw first in all odd numbered legs

13b

In the event of two separate division one and two division one will play the best of 5 legs 501, and 4 doubles of 1 leg 701. One leg shall be given for each set won.

13a

A leg count will be applied if the teams are equal on points.

If any teams involved in a count back on legs have had a walk over, the following shall be applied the team having a walk over shall be awarded two points, the team having played the extra game shall have all legs from that game removed and two points awarded only.

14. TIMES OF GAMES

The board shall be cleared 10 minutes before a game to allow practice darts. There must be a full team listed before the game commences at 8.00pm.

15. COMPETITONS

Competition fee per team will be set at the annual general meeting

The names of all players participating in these events must be on the registration sheet for the event. No substitutions will be allowed after the draw

15A.

The registration sheet for competitions must be used for entry and no alterations shall be allowed after the draw has taken place.

15B.

All competition entry's to be in by the closing date for them to be included in the competition draw. No late entry's shall be accepted

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15C.

Competition qualifiers to be returned to match secretary by the following Thursday
All players to be on draw sheet (team sheet) returned after match including reserves.

Failure to return competition draw sheet (team sheet) will result in disqualification,

Failure to include reserves on returned draw sheet (team sheet) will deny that team the right to add players for next round of the competition.

16. TRANSFER AND REGISTRATION

A player may sign for only one team. Any player who signs for more than one team will be liable to a suspension for one season. A player wishing to transfer to another team should approach his present and proposed club captains and indicate his intentions. Applications for transfer must be before second half of season, a charge of one pound shall be made.

17A. RESULTS

Results must be submitted to the match secretary by 6.00pm on the Saturday evening after the game. Failure to do so will result in a fine set at the A.G.M.

17B. RESULTS

All team sheets returned to match secretary by the following Thursday. Failure to do so will result in a fine set at the A.G.M.

18. WITHDRAWALS

Any team defaulting on two successive games will be assumed to have withdrawn from the league.

19. ORDER OF PLAY

The formation of the teams and order of play at the start of any game shall remain unaltered throughout the game, unless by mutual agreement of the two captains.

20. GENERAL RULES

Clubs must be represented at meetings, failure to do so will result in a fine. Any team missing three consecutive meetings without just cause shall be expelled from the league for two seasons.

21. COMPETITION RULES

League division one singles will be the best of five legs 501 throughout competition. The throw will be decided by one toss of the coin.

League division two singles will be the best of three legs 501 throughout competition. The throw will be decided by one toss of the coin.

21A.

League doubles will be the best of three legs 701, until the last eight which will be the best of five legs 701. The throw will be decided by one toss of the coin.

21B

League foursome will consist of four singles best of three legs 501 and two doubles one leg 701 and 1001 if required. The order of play to be written down, one substitute will be allowed provided the name is on the registration sheet.

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21C

League three's will consist of 5 sets , a triple of 701, 1 leg, a double of 601,1 leg, and three singles 501, best 3 legs, first to three winning. order of play triple, doubles and singles written down prior to start of game. order of throw will be decided by toss of coin.

21D.

Format of league cup shall be nine players playing three legs first to fourteen.

21E.

Format of consolation cup shall be nine singles playing best of three legs 501 and 4 Doubles 701. The four bottom teams of the league 1st and 2nd division included shall be eligible to take part in the competition.

21F.

Knock out cup format shall be nine singles best of three legs 501 and four doubles one leg 701 first to seven.

21G.

All team events must have right amount of players for the event. Failure to comply will result in team being eliminated from the competition.

21H.

Six person team playing 2 triples, 3 doubles, format triple 801,double 701,first to win three legs.

21J.

Roll call for all competitions shall take place at 7.45pm games commence at 8.00pm. All teams/players will be allowed completion of first round before being eliminated from the competition.

21K.

All teams to be represented at the competition draws any team not represented at the draw, will be levied a fine which will be set at the A.G.M.

21L.

Ballot pairs will be best of three legs 701,

22.

All League Trophies to be returned to the Secretary at the meeting prior to the Dance and all trophies are to be in a clean and presentable state , A fine will be set at the A.G.M. for late return and dirty trophies.

23.

Anything not covered by Glenrothes darts league local rules, B.D.O rules apply.

A.G.M. June 2006