

RULEBOOK

Updated for the 2007-2008 Winter Season

GENERAL RULES

- 1 That the title be EXETER SPORTS CLUB DARTS LEAGUE.
- 2 That the competitions be open to teams connected with bona fide clubs and institutions. The room where matches are to be played to be inspected by the Executive Committee. Any match found to have been played in any room other than that authorised will be declared void and the offending teams face expulsion from the league.
- 3 That the league be divided into divisions according the number of entries.
- 4 The Annual General Meeting shall be held before July 31st each year for the election of an Executive Committee which shall comprise of a Chair, Vice Chair, registration secretary, fixtures secretary, treasurer and nine representatives of other clubs with power to add. Nominations for the committee to be forwarded to the secretary not later than 14 days before the AGM (one nomination per club only). The treasurer shall present an audited set of accounts at this meeting. The posts of registration secretary and treasurer may be held by the same person.
- 5 The executive committee shall have power to deal with all matters arising during the playing season and their decision shall be final. There is to be a quorum of seven.
- 6 The cost of team subscriptions to be fixed at the AGM. This is to cover up to 12 players' registrations and will not include entry fees for all other competitions. Any additional registrations over and above 12 players will pay a fee equal to one twelfth of the team subscription for each player so registered. Team fees to be paid, at the latest, by the first executive committee meeting held after the AGM when divisions will be formed. Failure to pay by the said date could result in teams not being accepted into the league but in any case late payment will render them liable to a fine not exceeding £10.
- 7 The competition shall be run on the league principle, each team playing home and away matches. The top two teams in divisions to be promoted and the bottom two teams relegated as circumstances permit and at the discretion of the executive committee.
- 8 That the championship in each division to be held by the team scoring the highest number of points. In the event of a tie, league positions will be decided by games won and lost.
- 9 That the trophies are held by the winning club for one season. Perpetual trophies not kept at home by individuals but displayed by the parent club.
- 10 Players' registration form to be sent to the registration secretary together with team subscription referred to in rule 6 at the latest by the first committee meeting after the AGM (no later than the third week in August). Any team not forwarding by this date could be left out of the league. Players may be

registered by individual forms after submission of the team registration form. Forms to be sent to secretary and registration fee (where applicable) within seven days or the player will be deemed unregistered and points deducted accordingly. Any players registered after submission of team registration form must send in registration form regardless of whether fee is applicable.

11 Closing date for registration of new players and transfers will be December 31, except by special permission of the executive committee. A player desirous of a transfer must make application to the secretary in writing and also forward confirmation from the captain that the captain has no objection to such transfer. The player will not be eligible to play for another team until they have been notified that the transfer has been granted. The player must then re-register for the new team and pay the appropriate registration fee.

12 Any team playing an unregistered player will be deducted two points for every match that the unregistered player has played in. In cases of promotion or relegation being affected, or a 5-4 win to the team playing an unregistered player the result will be reversed and the points awarded to the opposing team as well as 2 points deducted from the offending team. If the unregistered player wins regardless of final score his match result will also be reversed. A player who does not become a member of the club they play for at the earliest membership opportunity will be deemed unregistered,

13 There shall be a limit on the number of "county" players allowed to play in a team. There will be no limit on the number of "county" players who register but only four "county" players may play in any one match. A "county" player shall be defined as a player who represents their county at A or B team senior level during the current county season.

14 A rule may be altered at the AGM or at a special meeting called for the purpose. Fourteen days notice of such meeting to be given. A special meeting may be called at the request of five clubs in writing.

15 The executive committee shall arrange for the presentation of trophies and if possible shall provide suitable prizes for the winner and runner-up in each division.

16 All trophies that are the property of the league must be returned in good order to the Registration Secretary when requested to enable engraving to be done ready for the following season's finals night. The club shall be responsible for its return in good condition.

17 That the Executive committee be empowered to deal with all matters not covered by these rules.

18 Any team withdrawing after divisions have been formed and paperwork done will be fined £20. Such fine will be payable by the parent club.

19 If a team withdraws from the league players in that team may sign for another team provided that such team is in the same division or higher than the team that withdrew and that another registration fee is paid.

20 That at the AGM or any special meeting called as per General rule 14, voting shall be on the principle of one team one vote based on teams entered for the previous season, or, in the case of a special meeting, competing teams in the current season.

21 All games to be played at approved premises in accordance with league rules.

MATCH RULES

1 Teams to consist of nine players who must be members of competing clubs.

2 All games must be played on standard size 1-20 boards with doubles, trebles, bull and inner-bull. The board shall be hung 5ft 8in from the centre of the bull to the floor and the throw shall be 7ft 9 ¼ ins measured along the floor. The throw mark, oche, shall be of a fixed or permanent nature and players shall be allowed to stand where they choose behind the throw mark. The diagonal measurement should be 9ft 7in from the centre of the bull to the throw mark.

3 All matches to be played on the date fixed. All unfulfilled matches must be dealt with by the Executive Committee. Full details of any unfulfilled or unfinished matches must be sent by the home team to the Registration Secretary with the result card or, in the case of the home team defaulting, by the visiting captain. In the event of a team not turning up at all, their opponents to be awarded the game 9-0 and the offending team fined in accordance with the Committee's decision. In the event of both teams not having a ninth player, the Captains will nominate their last player (only if the score stands at 4-4 so as a result is obtained).

4 All boards must meet the requirements of the Executive Committee who will examine them regarding light and throw.

5 A game shall be the best of three legs, 301 up, double start and finish. Bull will count as double 25.

6 The player throwing nearest the bull starts, loser of the first leg to carry on. If a third leg is required nearest the bull starts. Should a player win the first two legs the third leg will not be played. In finishing any dart scoring less than the double counts. The visiting player shall throw first for the bull before the first and third legs.

7 The home team must provide a scorer who shall indicate the score remaining after each throw on a board provided. The board must be fixed near the dart board. The visiting team to provide a score announcer who shall call score at the end of three darts. A dropped dart counts if it has been called except in finishing when a dart must stick. All players to pull out their own darts.

8 The home player shall sign the result card first in each game. Visiting captain will match his/her players at his/her discretion. The captains shall be responsible for the good order of any company present during the playing of the match.

9 Matches to be played on Tuesdays and to start at 8.30 pm The away team captain to be responsible for advising the home team captain when he arrives at the club. If no one is present at 8.30 pm from either of the teams their opponents may claim the first game. Captain to request one of his/her players to sign the card and insert time on card where opponent would have signed. If still no opponent present at 8.40 the second game can be claimed and so on at 10 minute intervals. Players who have signed the card to claim games will not be allowed to play in the match.

Play must be continuous and any break of over 10 minutes will be subject to the same ruling. It therefore follows from this rule that there is no time limit for the arrival of players.

10 Result cards must be sent to the Fixtures Secretary and must reach him/her by first post on Thursday of the week of the match. Names must be printed clearly and players must sign their own name on the result card. The card must be posted by the winning captain. Points will be deducted for late result card.

11 Should a team withdraw from the league prior to completing the first half of the season, the team and all their points will be deducted from the league table and all remaining matches declared void. If any team withdrawing after completing over 50% of their matches their results for the first half of the season will stand and any results from the second half of the season will be deleted from the league table.

12 Any appeals must be lodged with the fixtures secretary within three days of the match.

13 A copy of these rules must be displayed in the room during the playing of all matches.

14 Any team failing to compete in three consecutive matches will be deemed to have withdrawn from the league.

TEAM KNOCKOUT COMPETITION

1 Open to bona fide clubs competing in any division of the league.

2 Winners and runners-up teams to hold the trophy for one season. Winners and runners-up to receive prizes at the discretion of the executive committee.

3 Matches to be decided by the bets of nine games, 301 up, best of three legs, start and finish on a double. Only registered league players are eligible to play.

4 Captains will toss coin for placing. Captain winning the toss shall have the choice of placing the first player or asking their opponent to do so, placing will be alternate for the rest of the game. This rule applies to all rounds of the competition.

5 The semi-finals and final to be played on neutral boards at the discretion of the executive committee.

6 The executive committee to have the power to deal with games not played.

7 Any other matters arising out of the competition shall be dealt with by or at the discretion of the executive committee.

8 Any player having played for a team in this competition and then transferring to another team will not be eligible to play for the team they have transferred to.

1001 PLATE COMPETITION

1 Competitors to be drawn from the knockout cup preliminary round losers and losers of the first round who did not win their preliminary knockout cup match.

- 2 Games to consist of one leg of 1001 per player per team.
- 3 Best of nine individual games.
- 4 Straight start, double finish.

BURNS ANDERSON CAPTAINS' CUP

1 Open to all team captains. Name on registration form should be endorsed "Captain". The person will be automatically entered and no alteration will be made (unless the registration secretary is advised in writing of the change of captaincy 14 days before the first round). Matches to be played as per match rules. Winner to receive Burns Anderson Cup to be held for one season. Winner and runner-up to receive trophies.

THE SPORTS LEAGUE PAIRS' COMPETITION

- 1 Open to bona fide registered members. Each pair to be members of the same club and if one player is transferred the pair will be declared void.
- 2 Winners to hold the trophy for one season. Winners, runners-up and semi-finalists to receive suitable prizes.
- 3 Entries to be made through club secretary.
- 4 Games to be decided by the best of three legs, 501 up, start and finish on a double.
- 5 The draw for each round to be made separately.
- 6 The executive committee shall have the power to deal with and games not played.
- 7 Roll call will be made at 8.30 pm at each venue and any player not present will be struck out of the competition. Players to report to officials upon arrival.
- 8 Any other matters arising out of the competition shall be dealt with by and at the discretion of the executive committee.
- 9 Closing dates for entries shall be decided by the executive committee.
- 10 Substitutes from the same club allowed in the first round only, provided they had not previously entered with a different partner in that same competition. Substitutes to continue playing if successful.
- 11 Entry fee will be £1.00 per player.

THE BERT SHOOTER CUP INDIVIDUAL COMPETITION

- 1 Open to bona fide registered members competing in any division of the league.
- 2 Semi-finals and final to be played on finals night.
- 3 Winner to hold trophy for one season. Winner, runner-up and losing semi-finalists to receive suitable prizes.
- 4 Entries must be made through club secretary.

5 Championship games to be decided by the best of three legs, 301 up, start and finish on a double.

6 The draw for each round shall be made separately.

7 The executive committee shall have the power to deal with any games not played.

8 Roll call will be made at 8.30 pm at each venue and any player not present will be struck out of the competition. Players to report to officials upon arrival.

9 Any other matters arising out of the competition shall be dealt with by and at the discretion of the executive committee.

10 Closing dates for entries shall be decided by the executive committee.

11 Substitutes from the same club allowed in the first round only. Provided they have not already entered the competition and to continue playing if successful.

12 Entry fee will be £1.00 per player.

WHITBREAD TEAM CHAMPIONS' CUP

1 Open to bona fide registered members.

2 Each team to select their own champion by whatever method they choose.

3 A player to turn up on the night of the competition.

4 Competition to be played down to qualifiers of divisions who will play on finals night.

5 Games to be played as per match rule 5.

6 Roll call will be made at 8.30 pm and any players not present will be struck out of the competition.

7 Winner to hold trophy for one season. Winner and runner-up to receive suitable prizes.

8 The draw for each division to be made separately.

9 Any other matters arising out of the competition shall be dealt with by and at the discretion of the executive committee.

CHARLIE KNIGHT TRIPLES

1 Open to all bona fide registered players.

2 Winners to hold trophy for one season, winners and runners-up to receive suitable prizes.

3 entries to be made on the night. Teams of three from the same club. Spare players who wish to play will be drawn into teams of three.

4 Sign in from 8 pm for 8.30 pm draw/start.

5 Games to be decided by the best of three legs, 701 straight start, finish on a double. Draw each round.

6 First named player of team of three will go first in each leg.

7 First team drawn will go for the bull first in legs one and three (if the third leg is required), loser of the first leg throws first in the second leg.

8 Any other matters arising from the competition will be dealt with by and at the discretion of the executive committee.

SECRETARY'S CUP CASH COMPETITION

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1 Open to all darts players.

2 All entries to be made and drawn on the night. One draw after any preliminary round.

3 Sign in for 8.30 pm start, no late or phone entries accepted.

4 Games to be 501 straight start, finish on a double, bust rule. First name drawn goes for bull first, winner of bull throws first in odd-numbered legs.

5 Entry fee will be £3 per player, paid on the night.

6 Cash prizes and trophies for winners and runners-up.

7 Any other matters arising out of the competition shall be dealt with by the committee or any committee member present on the night.

TG/2/4/08