

## Stonehaven Darts League Rules - 2019/20

### 1. Registration Fees

Team fees are set at £30/team, and are to be paid to the treasurer before the first game of the season. Competition fees are set at £2/player, and are to be paid on the night, before the commencement of the competition, to the Organiser. The Organiser to be nominated by the committee.

### 2. League Meetings

- a. League meetings shall be held periodically throughout the playing season and dates for which shall be decided at the A.G.M.
- b. Dates for meetings shall be published by the League Secretary and issued to each member team.
- c. Additional League meetings outwith the published schedule or changes to the date of a scheduled meeting shall only be by agreement of the League Committee.

### 3. Complaints/Misdemeanours/Grievances

- a. All complaints must be made to the League Secretary in writing no later than 7 days after any incident.
- b. All properly submitted complaints shall receive a written reply from the League Secretary.
- c. Misdemeanours and Grievances shall be dealt with in accordance with Rule 11 of the Stonehaven & District Darts League Constitution.
- d. Any decision made by the Executive Committee and/or the League Committee shall be final and binding.

### 4. Amendment to Rules

Amendments to these Rules can only be made at an AGM or an EGM, where these proposals are made fourteen days prior to the meeting. Proposals must be made by an existing registered player in the League, and be seconded by an existing registered player in the League, out with the proposer's current team, and then be submitted to the League Secretary.

### 5. Team Registrations

- a. Teams will be accepted annually into the league at the AGM. Any new teams must be represented at the AGM and receive a majority vote to be accepted into the league.
- b. Any team resigning from the league midway through the season will have ALL their match results scratched and the team will be removed from the league table. A team's resignation must be ratified by the pub owner itself. All stats achieved during these matches will remain counted. Players from the resigned team will not be due a transfer fee should they wish to sign for another team.
- c. Any team that decides to switch venue mid-season must notify the league secretary with the details. The league secretary will then ascertain whether both the current and proposed pub owners have approved the switch before an agreement is made.

### 6. Player Registrations + Transfers

- a. Teams must sign a minimum of 6 players and may sign up to 15 players as part of the team fees. Any subsequent player may be signed for a fee of £2.
- b. Teams may register any new player up until the halfway point of the season. The halfway point is defined as being 'the day after every team has played each other exactly once'.
- c. Any player not entered on the Registration Form prior to the season commencing MUST be added to the Registration Form prior to playing their first match with the captain to submit an updated photo of the sheet to the 'Darts Results' WhatsApp Group to complete the registration.
- d. Unregistered players will default any matches played 0-2 and overall match scores will be amended.
- e. Players can transfer once only per season providing it is also before the halfway point as defined in part b.
- f. A transfer fee of £5 shall be payable to the league treasurer within 28 days from the transfer. Failing to do so will result in the player being classified as unregistered from the date of the signing form. The fee is payable by the transferring player.
- g. Any player having played in a team competition will be ineligible for selection for their new team in the same competition following a transfer.

## **7. Playing Area and Game Format**

- a. The dartboard shall be fixed at a vertical height from the floor of 5'8" at the same level as the Oche, to a horizontal line through the centre of the Bull. The diagonal distance from the Oche to the centre of the Bull shall measure 9'7½".
- b. Each game (unless specified by individual tournament requirements) shall be best of 3, 501, straight start format with double finish. The Bull is double 25 or 50 and may be used to finish a game. The burst rule shall apply.
- c. A game shall be declared finished when the checker calls check.
- d. Any darts being thrown into the scoring area of the board after the winning double has been hit but before check has been called shall not be deemed live and the leg will still be won.

## **8. League Matches**

- a. The home team will open up the board for practice to the away team at 7:45pm
- b. All league matches to start by 8:15pm.
- c. The home team is responsible for providing a marker for all games.
- d. Upon completion of the doubles section of the match sheet the home captain will toss a coin for the away captain to call. The winner of the toss shall throw first in all odd numbered games and the loser will throw first in all even numbered games.
- e. Practice darts are not permitted between legs.
- f. Teams who do not have a full complement of players present for a match must complete the team sheet and play their players in sequential order, i.e. Leaving the matches to be forfeited last in the doubles/singles and they shall lose each match they are unable to participate in by the score of 2-0.
- g. A player may turn up late and play providing their name is filled out in the team sheet prior to the match commencing. Should s/he fail to arrive when their match is due, they would however forfeit the match 2-0.
- h. The best of 9 team format will consist of 3 doubles matches followed by 6 singles matches.
- i. Any team failing to show for a match will forfeit the game 9-0 and be subject to league sanctions. The opposition should still complete a team sheet as normal to be submitted.

## **9. Team Sheets/Results**

- a. The home team should provide and complete the match details on a team sheet for all cup and league matches.
- b. The home captain should fill in their doubles pairings including first and last names then fold the sheet before giving it to the opposing captain to do likewise.
- c. On completion of doubles, the home captain should complete the singles section of the sheet as per (b) and pass to the opposing captain to do likewise.
- d. The match result, including a photo displaying all stats, must be sent via WhatsApp to the SDDL results on the night of the match.

## **10. Postponements**

- a. All games will take place on the scheduled date and time unless there's an exceptional circumstance or adverse weather.
- b. An executive committee member must be informed if for any reason a game will not be going ahead.
- c. Any match requiring to be re-scheduled will be played at the first available date. Should there be no dates suitable, then the League Secretary will allocate a date and time for the match.
- d. If a team cannot raise enough players, you must inform the opposing team/pub at the earliest opportunity to confirm this. Any call offs will be subject to league discipline in accordance with rule 12. However, if both captains agree, the match can be re-arranged providing the fixture is completed before the next set of league games, otherwise the team unable to fulfil the original fixture will forfeit 9-0. A match sheet should be submitted by the winning team with players in attendance awarded 2-0 for each tie.

## **11. League Competitions**

Stonehaven & District Darts League will contest an overall League to decide the League Champion with a trophy also going to the team who wins the most doubles matches and singles matches.

If the number of teams registered for the forthcoming season exceeds 12 teams then a league split will be operated. All teams will play each other once, then the teams will split into two sections with each section playing each other once further. If the league consists of 12 teams or less then each team will play each other home and away once.

The following criteria will be used to determine the champions

- i. League Title – Most points, largest combined total of singles and doubles wins, better head to head involving those still tied. If there are still teams tied following these criteria then a playoff(s) will determine the champion and will start the Wednesday after the Cup Final.
- ii. Doubles + Singles League – Most games won, better head to head involving those still tied. Any teams still tied will share the award.

## **12. Cup Competition Rules**

### **A. Mearns Cup (Sponsored by Neuk)**

- i. Team knockout competition to be played in the same format as league matches (Rule 6) with the only exception being it is double start for each leg.
- ii. The draw will be determined prior to the season commencing and published with the league fixtures.
- iii. Both Semi-Finals and the Final will be contested at the Neuk on the dates set out in the fixture list.

### **B. League Singles**

- i. To be held on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn.
- ii. Any registered player may enter, provided they have paid their singles competition entry money by 7:45pm on the night of the competition.
- iii. The competition will start at 8pm.
- iv. The player drawn first will throw first for the bull. The winner of the “bull up” will throw first in odd legs.
- v. After every round there will be a re-draw
- vi. 8 players will qualify to proceed to Finals Day.
- vii. The format will change to best of 5 for the Semi and best of 7 for the Final.

### **C. League Doubles/Trebles**

- i. To be held on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn.
- ii. Any registered player may enter, provided they have paid their competition entry money by 7:45pm on the night of the competition.
- iii. The competition will start at 8pm.
- iv. The team drawn first will throw first for the bull. The winner of the “bull up” will throw first in odd legs.
- v. After every round there will be a re-draw.
- vi. 4 teams will qualify to proceed to Finals Day.
- vii. The format will change to best of 5 for the Final.

### **D. Over/Under 45's Competition**

- i. To be held simultaneously on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn.
- ii. Any registered player may enter the appropriate competition, provided they have paid their competition entry money by 7:45pm on the night of the competition.

- iii. Your age on the 1st of September that falls immediately prior to the season commencing will determine whether you compete in the Under 45's or the Over 45's. Those aged 45 exactly will compete in the Under 45's.
- iv. The competition will start at 8pm.
- v. The player drawn first will throw first for the bull. The winner of the "bull up" will throw first in odd legs.
- vi. After every round there will be a re-draw.
- vii. 4 players will qualify to proceed to Finals Day.
- viii. The format will change to best of 5 for the Final.

#### **E. Blind Doubles**

- i. To be held on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn.
- ii. Any registered player may enter, provided they have paid their competition entry money by 7:45pm on the night of the competition.
- iii. There will firstly be a draw to decide on partners followed by the competition draw.
- iv. The competition will start at 8pm.
- v. The pair drawn first will throw first for the bull. The winner of the "bull up" will throw first in odd legs.
- vi. After every round there will be a re-draw.
- vii. The format will change to the best of 5 for the Semi-Final and Final if time allows. This will be at the discretion of the competition organiser.
- viii. A winner will be decided on the night.

#### **F. 140's Cup**

- i. To be held on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn.
- ii. A score of 140 or more in any competitive game will be recorded and counted during the season up until the cut off point, which will be a week before the competition date. All players in the official list published are eligible to register for the competition.
- iii. Registration on the night will close at 7:45pm for the draw.
- iv. The player drawn first will throw first for the bull. The winner of the "bull up" will throw first in odd legs.
- v. Play will start at 8pm.
- vi. After every round there will be a re-draw.
- vii. The format for the final will be best of 5.
- viii. A winner will be decided on the night.

#### **G. 180's Cup**

- i. A score of 180 in any competitive game will be recorded and counted during the season.
- ii. All players scoring a 180 during the season until cut off point, which will be a week before the competition date. All players in the official list published are eligible to register for the competition.
- iii. Registration on the night will close at 7:45pm for the draw.
- iv. The player drawn first will throw first for the bull. The winner of the "bull up" will throw first in odd legs.
- v. Play will start at 8pm.
- vi. After every round there will be a re-draw.
- vii. The format for the final will be best of 5.
- viii. A winner will be decided on the night.

#### **H. Ladies Competitions**

- i. Ladies Singles to be held on a Wednesday evening with the date and venue decided pre-season when the fixtures are drawn, alongside the league singles.

- ii. Any registered player may enter, provided they have paid their singles competition entry money by 7:45pm on the night of the competition.
- iii. The competition will start at 8pm.
- iv. The player drawn first will throw first for the bull. The winner of the “bull up” will throw first in odd legs.
- v. After every round there will be a re-draw
- vi. 4 players will qualify to proceed to Finals Day.
- vii. The format will change to best of 5 for the final
- viii. Ladies Doubles will be played on Finals Day, with the draw taking place on the day. The format will be best of 3 with the Final being best of 5.

**I. 1001 Team Knockout Cup**

- i. Every team will automatically gain entry into the team cup as a member of the league.
- ii. The cup will be held on Finals Day and played to a finish.
- iii. The format will be best of 3, 1001, straight start, double finish. The captains will flip a coin to determine who will throw first with each leg alternating thereafter.
- iv. A team will consist of a maximum of 6 players, each of whom will take it in turn to throw until the leg has ended.
- v. A team can change their 6 players and/or their order of throw between legs but not during a leg.
- vi. A team can play with less than 6 players but they must surrender a turn for each player they are missing i.e. The first player from each team to throw must always follow each other in the order.

**J. Pat Copland Memorial**

- i. To be held through season with the date and venue decided pre-season when the fixtures are drawn.
- ii. The competition will be open to anyone, not just affiliated SDDL players, provided they have paid their competition entry money by 7:45pm on the night of the competition.
- iii. The completion shall be of a “blind draw” format, either trebles or quads, depending on numbers
- iv. There will firstly be a draw to decide the teams followed by the competition draw.
- v. The competition will start at 8pm.
- vi. The team drawn first will throw first for the bull. The winner of the “bull up” will throw first in odd legs.
- vii. After every round there will be a re-draw.
- viii. The format will be best of 3 until the final which will be best of 5
- ix. A winner will be decided on the night

**K. Double Start Singles**

- i. To be held on a Wednesday evening at the Neuk with the date decided pre-season when the fixtures are drawn.
- ii. Entry money will go to charity, which will be decided before play commences.
- iii. Any registered player may enter, provided they have paid their singles competition entry money by 7:45pm on the night of the competition.
- iv. The competition will start at 8pm.
- v. The player drawn first will throw first for the bull. The winner of the “bull up” will throw first in odd legs.
- vi. It will be a double start for each leg.
- vii. After every round there will be a re-draw
- viii. 4 players will qualify to proceed to Finals Day.
- ix. The format is best of 3 and will be best of 5 for the final.

**13.** Stonehaven & District Darts League has a web site and Facebook page where news, results and fixtures will be posted along with any other information relating to the league.

[www.stonehaven-darts.weebly.com](http://www.stonehaven-darts.weebly.com) & [www.facebook.com/stonehavendartsleague](http://www.facebook.com/stonehavendartsleague)