

RULES STAFFORD DARTS LEAGUE (SUMMER AND WINTER) 2023

1. League be called STAFFORD DARTS LEAGUE and be governed by a Chair, Vice Chair, General Secretary, Match Secretary, Treasurer, and a maximum of 4 others committee members.
2. Application by a team to join the league is by online registration from the league website together with a Registration Fee of £10 per season. Each team must have a delegate with a valid email address. Each delegate will be the SDL Members Area Person for the team. A second person that has a valid email address will be allowed access to the Members Area.
3. Debts incurred by a team delegate must be cleared before delegate be allowed to participate in any league.
4. If a team wishes to resign from the League, Delegate or Captain to notify Match Secretary at least 3 days before any fixture date. Remaining fixtured match fees to be refunded after notification.
5. The Delegate be the person to whom correspondence be directed. The Captain be the person who signs the Match Sheet.
6. The Delegate shall be held responsible for debts.
7. Players / Captain / Delegate / Team not complying with the League rules be liable to suspension, deduction of points, infliction of fines or otherwise as the Committee may see fit. If a Delegate is changed during a season the General Secretary to be informed.
8. If a team withdraws from the League after release of fixtures, all matches to be claimed. Players named on Match Sheet - Game to count as a win. If a team does not play the first 2 weeks matches and fails to postpone them in line with Rule 34, then that team shall be deemed to have withdrawn. If a team takes the fixtures of a withdrawing team which has played 3 matches or more, then those results to stand; otherwise matches to be replayed with new team.
9. Back of Match Sheet may be used for correspondence. Committee has authority to review and decide on any question covered or not by the rules.
10. Proposals for alteration of League Rules to be submitted by using the SDL Website Proposal Form at least 14 days prior to the AGM. All teams attending the AGM shall have one vote only on each proposal, no proxy voting. Voting cards may be issued at the discretion of the committee.
11. In a division of 8-10 teams 2 teams be awarded prizes, 11 teams 3 prizes. 12 or more teams 4 prizes. In a division of 8-9 teams, if the fixtures allow the teams to play each other 3 times, then 3 prizes.
12. In the case of a tie in League final placing, then matches won, then games average, then bonus points shall decide position.
13. Matches shall be fixtured on Wednesday's. fixture configuration to be decided by the committee including double headers where necessary.
14. Match Fees of £6 to be paid in advance after issuing of invoices.
15. All claimed matches under dispute shall be decided by the Committee and the Captains of the Teams concerned.
16. No player shall play for more than one team in a season. Any player found to contravene shall be banned for the rest of the season. Committee to decide if any action is required regarding match results. A player can move to any league team if venue closes and team folds, merit not to count.
17. Players gaining a team prize in a division must play in a higher division next season or in the case of division 1 remain in that division.
18. Any player who is ineligible to play for a team by virtue of Rule 17, defaulting team lose 7-0, match awarded to opponents. All players in the defaulting team will be deemed to have lost. All players in the opponent team will be deemed to have won. Highest finish and 180s achieved by an ineligible player will be deemed void.
19. The result of matches shall be counted as games won as a team. Captains must not sign Match Sheet until filled in and checked. The result on the match sheet shall be final.
20. The match board shall be 5ft 8ins high from the floor to the centre of the bull, and the throw, measured along the floor in a plumb line from the face of the board shall be 7ft 6ins. The dark segment of the board shall be opposite number 20.
21. The oche be shown in a distinctive manner, not less than 2 feet long and have a maximum height of 3 ins. A player may move as far along it as he likes, but both feet to remain behind the oche whilst throwing. This shall be judged by the opposing captain.
22. A Match shall be straight start, finish on a double comprising 5 singles games (Best of 3 legs), and 2 doubles games (1 leg). 501 up in singles games, 701 up in doubles games. Nearest the bull to decide who throws first in legs 1 & 3. Dart to be removed if bull or 25 scored; if both players score the same, darts to be thrown again. The player that threw for the bull 2nd will now throw for the bull 1st and keep alternating until there is a winner. In DOUBLES games away side throws first for bull, first names in doubles pairing on match sheet to bull and start game. Dart to be removed if bull or 25 scored, if both players score the same, darts to be thrown again. The player that threw for the bull 2nd will now throw for the bull 1st and keep alternating until there is a winner. Opponents to be drawn for all games prior to the start of the match, captains to select doubles pairings. Any team short of players, then the opposing team to select own players to suit the number required to play. Players allowed unlimited practice darts at match board when called to play. Darts thrown by a player after scoring the required finishing double shall not count. Win-3 points, draw-1 point, 3 games won-1 point. Bull is double 25. A draw can occur when both teams only have sufficient players to play an even number of games. Players who play in the singles can also play in one game of the doubles. A team comprises 4 to 9 players.
23. Any named player not in attendance when required to play in order of draw shall forfeit that game.
24. Draw be made at 8.30pm, match to start at 8.45pm. Teams not present at 8.45pm forfeit match. Match board open for both teams at 8.30pm.
25. If a team fails to turn up, match be awarded to opponents, 3 points and a 5-2 win. A claim Match Sheet shall be submitted. The 5 named singles players on the Match Sheet shall be awarded a win for individual merit.
26. The exact number must be obtained and any player obtaining more than the requisite number with any of his 3 darts, the score shall not count; throw for the original number required.
27. The marker shall call the total score of each 3 darts. It is not the duty of the marker to tell a player what score is left during a throw. If a dart falls out before the marker calls the total score, it will not count. Only darts touching or in the board will count when the total score is called and will score the number of the segment it entered. If a dart falls out after the total score is called, it will count. If a dart knocks another out, the fallen dart will not count. Should an incorrect score be written by the marker, it will be deemed correct after one more dart has been thrown by the related player.
28. If a dart is resting on top of another or other darts, the point of such a dart must be actually touching the board to score the number it is pointing at, otherwise it shall score nothing. The point touching a wire shall not count, it shall be touching the board.
29. All darts count as a throw whether or not they stick in the board, except when throwing for nearest the bull for first to throw.
30. For scoring, the subtraction method be used. Each player's score be shown at the side. The scoring board be fixed prominently.
31. Awards be made in each division for the Highest finish achieved during a season. Acknowledgements of scores of 180 and Finish in a match, to be on front of the Match Sheet ratified by both Captain's signatures. The player who achieves the Highest Finish first will receive the award.
32. Appearance by any player in a match shall be registration. Persons under 18 may play in the league but must seek permission from landlord/person in charge in advance of match.
33. Winning team to ensure Match Sheet is delivered to the Match Secretary (put in Blue Post Box marked Stafford Darts League, through side door of 1 Sidney Avenue) by 7pm Saturday after fixture date or by using the SDL website Internet Banking System or have 1 point deducted per week late. Including all matches to be claimed.
34. Should a team wish to postpone a match; it must offer to play it at 8.45pm on the official spare date at the end of the season. Should this not be acceptable to the opposing team then second option is to play 2 matches on the opposing teams board on the return fixture date. Should this not be acceptable to the opposing team then third option is to play it on a night other than Wednesday. Should this not be possible or acceptable to the opposing team then forfeit match to the opposing team. Both teams to agree on a postponed fixture and agree a new date. Both teams to then inform the Match Secretary of the postponement and new fixture date. No fixture can be postponed without a new date being supplied. Failure by any team to inform the Match Secretary – forfeit the points. At least 24 hours notice of request for postponement is required.

35. Record Chart be submitted within 3 days of the final fixtured date showing individual best merit, based on most games won (singles only).
In the event of a tie, prize to be equally shared. All team merit winners and runners up, to be eligible to compete in an end of season knockout.
The Ron Horne Memorial Cup shall be presented to the Summer League Winner; to be held by the winner for 1 year.
36. Any prize not claimed within one month of award notification to be put into league funds.
Delegate to be the default payee to receive team and team players individual awards.