

## GENERAL RULES FOR WIMBORNE MINSTER DART LEAGUE

**1.NAME:** The league shall be known as WIMBORNE MINSTER DART LEAGUE

### **2.ADMINISTRATION**

2.1 All league matches and competitions shall be under the jurisdiction of the elected committee

2.2 A delegates meeting shall be held annually to elect Officers and Committee etc. To approve the financial report and to vote on motions tabled.

Delegates at the A.G.D.M may only vote on those matters applicable to their own sections. The Chairman to advise on voting rights

2.3 The Committee, who shall meet as necessary throughout the season, will adjudicate on any complaint or protest, if and when they are made in writing to the Honorary Secretary. The player or captain concerned will have the right to be present.

2.4 The Committee shall have full power to make or waive any rule they deem necessary and provide for any contingency that may arise to ensure the smooth running of the league.

2.5 The Committee reserve the right to act as they deem fit in all matters concerning the formation, constitution and management of the league

### **3. REGISTRATION**

3.1 Teams may be registered in the league on payment of the fee agreed at the A.G.D.M

3.2 All new and existing teams should make every effort to play within a reasonable travel distance of the centre of Wimborne Minster (BH21 1PR - postcode of Wimborne Royal British Legion is taken as the centre).

It is preferable that teams should play within 5 miles of the centre, but each request outside of this range will be taken on its merits with the over-riding aim of improving the Wimborne Minster Monday Night Darts League.

3.3 Players must sign the appropriate team registration form and pay the fee agreed at the A.G.D.M A minimum of 6 players must be signed for the team registration to be accepted.

Additional players registrations and fees must be submitted to the Treasurer at least 48 hrs. prior to playing in a match. The Treasurer will pass details to the Result Secretary. A period of 10 weeks from the first Monday of the new season shall exist, in which time any new player registrations must be submitted to the Treasurer for appraisal by the committee.

3.4 The committee reserve the right to refuse any individual player to enter the league

3.5 A period of 8 weeks from the start of the season shall be allowed for players transfers.

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Requests must be made, in writing, to the Treasurer by the teams concerned for appraisal by the committee. The Treasurer will pass details to the Result Secretary.

#### **4. PLAYING RULES**

**4.1 DARTBOARD.** The dartboard shall be of the standard clock with double bull pattern, set at a height of 5ft 8ins (1.73m) to the centre of the "50" bull

**4.2 THROWING DISTANCE.** The minimum throwing distance shall be 7ft 9 1/4 ins (2.37m) measured horizontally from the face of the dartboard and must be clearly marked. For reference the diagonal distance from the bull to the oche is 9ft 7 3/8ins (2.93m)

**4.3 LIGHTING.** The dartboard shall be adequately lit

**4.4 DARTS.** Any team or player may use their own darts.

#### **4.5 MATCH:**

4.5.1 All league matches to commence at 8.00p.m. Cup matches at 8.15p.m unless otherwise stated

4.5.2 Teams that are late and not ready to start on time are liable to forfeiture of points if reported by the opposing team captain not later than the Friday following the match.

4.5.3 All league matches to be played on Monday evenings in accordance with the fixture list, unless a postponement is mutually agreed between the two teams. A team wishing to postpone a match must give at least 48hrs notice to (a) the opposing team and (b) the Result Sec, and should an agreement be made to mutually postpone the match by all parties, then an alternative date when the match is to be played should be fixed at that time.

Any team that fails to give at least 48hrs notice to the opposing team and Result Sec of the postponement of a league match shall forfeit that match

If teams cannot mutually agree on the postponement of a match or a revised fixture date, then the committee reserve the right to dictate when the match is to be played

4.5.4 Any team that fails to turn up to a league fixture without the minimum number of players, shall forfeit that match.

4.5.5 In the event of a match being forfeited then the non-offending team shall be awarded the match and a score of 6 points (i.e. a theoretical win). The offending team shall be awarded 0 points and a record of their offence made. The match shall be deemed as played

If a team has a match awarded by default, then a card must be submitted listing 6 individual names who will be awarded an individual win for the purpose of Winner of most games in that section. No wins will be awarded to the offending team

If both teams refuse to play a fixture, then the match will be declared a 0-0 draw and no wins will be awarded to any individual. Both teams shall be recorded as having forfeited the match. The match shall be deemed as played

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4.5.6 Any team that is recorded as forfeiting 3 matches shall be withdrawn from the league and all league records for that team expunged, including individual records. Such teams shall be guilty of Non-Fulfilment of fixtures. All registered players of that team may not play in the Wimborne league for the remainder of that season.

The committee reserve the right to request that a game is played rather than forfeited if the result has a bearing on the outcome of the league positions

If a team refuses such a request then they shall be withdrawn from the league and all league records for that team expunged, including individual records. Such teams shall be guilty of "Non-fulfilment" of fixtures. Teams failing to fulfil their fixtures shall have all registered players banned for the following season, unless an individual is given special dispensation by the committee. The team must seek re-election at the A.G.D.M for the following season.

Should the A.G.D.M deny the team(s) entry to the league then all named players of those teams shall be barred from registering for any team for the whole season.

4.6 These are aggregate sections and 10 points are available to be won in a match.

League matches shall consist of: 1 "Six a side" Leg of 1001 1 Point

3 "Pairs" games, best of 3 legs 501 straight in, double out. 1 point per game 3 Points

6 "Singles" games, best of 3 legs 501. (5 legs in the A section only) straight in, double out. 1 point per game. 6 Points

4.6.1 All 6 singles games are to be drawn out, at a time agreed by the two captains, but before the start of the singles part of the match

4.7 Before each match, captains shall agree upon a referee representing each team, and their decision shall be final. Any dart that in their opinion constitutes a foul shall be discounted.

4.7.1 Before each game the Home captain will declare their player/s on the result card with the Away captain then declaring theirs. This should be carried out directly after the previous game.

4.7.2 The scorer shall name the score required to complete the game before each throw, and if requested, check the darts if the thrower is in any doubt

4.7.3 Scoring will be by subtraction and be shown on a board visible to the players. Scores are to be checked if required. The "Bust" rule shall apply - If a score achieved exceeds that required to allow a double finish, then that score is discounted and the score remains the same as it was before that throw. Bull shall be counted as a double and when 50 is required is game shot

4.7.4 No electronic score boards to be used

4.8 A captain may use any number of players up to 18, but each player may only play once in the 1001 leg, pairs and singles

4.9 The away team throw first in odd numbered games and the home team first in the even number games. When a third leg is necessary the player that threw first in the first leg shall throw first in the third leg

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4.10 A team having 3 or fewer players to play on the match night shall forfeit that match. A team having only 4 or 5 players available at the start of the match will forfeit the 1001 game. If the team is still not at full strength (i.e. 6 players) at the scheduled start of the third pair's game, 1 pair's game will be forfeited. If the team consists of only 5 players at the scheduled start of the sixth individual

game, 1 individual game shall be forfeited. If the team only consists of 4 players at the scheduled start of the fifth individual game, then 2 games will be forfeited.

**4.11 RESULT CARDS.** Result cards must be signed by both captains, to certify a true record of the match, and that all games have been played in accordance with the rules. Winning captains are to send the completed result in to the Result sec, to be received by Sat following the date of the match. In the event of a draw then the Home captain must send in the completed form.

If any card is subsequently proven, to the committee's satisfaction, to contain a fraudulent game, then the offending team shall forfeit that game which will awarded to the opponent(s) regardless of indicated result.

**4.12 LATE RESULT CARDS.** 5 points will automatically be deducted from the offending team for late or non-arrival of a result card. The individual results will still be recorded by the Result Sec, so as not to jeopardise a player's chances of winning most games in the section. The league table will indicate when points have been deducted

## 5. LEAGUES

5.1 Position in the league will be decided by points, then number of wins. Should there still be a tie, the league results between the tied teams shall be taken followed by the number of "gallons" won. If still tied the teams shall play off as directed by the committee

5.2. Promotion and relegation shall operate as the committee deem fit to keep the league sections as equal as possible. No team shall be allowed to sign 'en-bloc' for a lower section, unless relegated.

5.3 Any team re-entering the league after a lapse of membership shall do so in their original section, subject to the discretion of the committee

## 6. TROPHIES

6.1 League and competition trophies won by teams, pairs or individuals are held by the recipients for 12 months, subject to the discretion of the committee. These trophies must be displayed in a safe and secure place in the recipient's club or pub, maintained in good condition and must be returned to the league upon request. Trophies not collected after 8 weeks following the Presentation night shall be disposed of as the committee deem fit.

## 6.2 COMPETITION RULES

6.2.1 All competitions are to be played on Mondays or Wednesdays or as directed by the committee. Final stages to be played as arranged by the committee. Failure by a team to fulfil a competition fixture on a date will result in that team forfeiting that match.

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6.2.2 In open competitions, houses may enter more than one team, subject to eligibility. Players from an entered team may not play for any other team.

6.2.3 All rounds of individual and pairs competitions will have duly appointed officials. Team competitions semi-finals and finals will be played on neutral boards

6.2.4 All decisions by the committee regarding competitions shall be final

6.2.5 No player will be allowed to compete unless the appropriate fee has been paid

6.2.6 The away team throws first in odd number games and the home team throws first in the even number games. When a third leg is necessary the team throwing first in the first leg shall throw first in the third leg.

6.2.7 The committee reserve the right to cancel any competition if the number of entries is insufficient

## **7. W.M.D.L. COMPETITIONS**

### **GENERAL RULE FOR ALL KNOCKOUT FINALS**

In the event of a knockout cup final going to the last leg, the last game players to throw at the bull to decide the advantage for the last leg. Nearest the bull chooses if they wish to throw first or second in the last leg.

### **RONALD F SPRAGUE CHALLENGE CUP (Men's Singles)**

This is an individual knock-out competition open to all players (men) within the A and B sections only

Games will be best of 5 legs, 501, straight in, double out

### **C and D CHALLENGE CUP**

This is an individual knock-out competition open to all players (men) within the C and D sections only. Games will be best of 3 legs, 501, straight in, double out

### **H & W LADIES INDIVIDUAL SHIELD**

This is an individual knock-out competition open to all registered female players. Games will be best of 3 legs, 501, straight in, double out

### **RON SMITH MEMORIAL TROPHY**

This is a pairs knock-out competition open to all registered players. Pairings must be from the same team. Games will be best of 3 legs, 501, straight in, double out.

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### **THREES TOURNAMENT**

This is a competition for teams of 3 players. All players must be from the same house. Games will be best of 3 legs, 801, straight in, double out

### **JIM COLE CUP. (180's)**

Awarded to the player(s) who have registered the highest number of 180s in league matches and competitions

### **ERNIE SAUNDERS MEMORIAL TROPHY**

Awarded to the male player(s) who have registered the highest shot-out in league matches and competitions

### **DUCHESS PLATE**

Awarded to the female player(s) who have registered the highest shot-out in league matches and competitions

### **IVOR THOMAS SHIELD**

Open to all teams in the dart league. Teams will consist of at least 6 players. The format for this competition is as follows:

6 singles best of 3 legs 501 1 point each (names to be drawn out) 3 pairs 1 leg 701 2 points each (names to be drawn out) 1gallon 1001 3points

### **SID STICKLEY - A section only**

Teams will consist of at least 6 players, who shall be drawn first as 6 single games, then drawn as 3 pairs. Games will be best of 5 legs, 501, straight in, double out. (names to be drawn out) Doubles will be best of 3 legs, 501 straight in, double out.

### **VINCENT TROPHY - B section only**

Teams will consist of at least 6 players and shall be played as per the Sid Stickley Games will be best of 3 legs, 501, straight in, double out. (names to be drawn out)

### **JAMES PLATE - C section only**

Teams will consist of at least 6 players and shall be played as per the Sid Stickley Games will be best of 3 legs, 501, straight in, double out. (names to be drawn out)

### **HORIZON SHIELD - D section only**

Teams will consist of at least 6 players and shall be played as per the Sid Stickley Games will be best of 3 legs, 501, straight in, double out. (names to be drawn out)