

Cramlington & District Darts League

League Rules Commencing 13th July 2011 Ver 7

1. All matches to be played on a standard sized board of an acceptable standard.
2. All throws to have acceptable lighting.
3. The board shall stand 5'8" from the floor to the centre of the bull.
4. All players to throw from behind the line not less than 7'9 1/4" from a plumb line from the face of the board and that distance measured along the floor.
5. The throw line to be distinctly marked or shown on a correctly measured rubber mat, which is secured to the floor.
6. A Team shall consist of a minimum of 4 players and a maximum of 12.
7. Captains can select the order of the 4 a side 1001 team.
8. The two captains are to submit player's names to opposition captain to make draw for pairs and singles games.
9. No player can enter the game after the 1001 game has been completed.
10. All legs must start with a pre selected double and finish on a double. Three darts thrown in the same single double is not a finish to a game unless they total the required finish.
11. The bull is counted as a finish double but not a starting double.
12. If a dart falls out of the board it does not count. Score to count after three darts are thrown except in a game shot.
13. Darts only count if tip is in contact with the board at the time of retrieval.
14. All darts count as thrown whether they reach the board or not.
15. All matches must commence no later than 20:30 and shall consist of: 1 x 4 man team 1001, - 2 x 2 man teams 701, -4 singles games best of 3 501.
16. The away team shall start in 1001 game and the rest of the games alternated.
17. If the singles matches go to 1-1 a coin toss by the marker will be used to decide the starting player for the 3rd leg- this is usually called by the away player.
18. Provision of food on league nights is not compulsory, it is optional by the home team
19. Any team cancelling a game on the day its due to be played will be fined £10.00 to cover the food provided by the home team provided they usually provide food.
20. Games can't be played if a team only turns up with Less than 3 players It must be rearranged and the £10 fine paid.
21. All games must be played.
22. Players must be registered within 4 weeks of the first game of league.
23. Additional players can be added up to the maximum before the turn of the league, teams may add 1 further player in the second half of the season provided that the maximum is not exceeded.
24. Deleted at AGM 13th July 2011
25. Registration forms for the competitions are to have all players names entered.
26. All league fees are due at the start of the season, all teams must pay the appropriate fee (currently £120) to the treasurer by the first regular meeting in October of each year. Failure to pay the due amount by the due date will result in a) teams not being entered into the monthly draw & b) failure to pay by the November meeting will result in consideration of the offending team(s) being suspended from the league..
27. Violent conduct will not be tolerated by any player on any darts night, whether league, friendly or competition night, any such behaviour will result in the player being excluded from this league for life.
28. The league secretary has the power to suspend any player suspected of violent conduct pending the next league meeting.

29. Each team is responsible for having a representative at each league meeting, failure to do so will result in a £10.00 fine and will not be included in that meeting draw.
30. Each meeting all team who attend will be entered into a draw 1st prize being £20 - 2nd prize £15 - 3rd prize £10 with the exception of the AGM & finals night.
31. Each team can't have any more than one current county players.
32. Each team must have a least 3 members attend the league finals/ presentation night, failure will result in them receiving No pay out from the league for that season.
33. 180 trophies will only be presented on presentation night to players who have 3 or more 180's.
34. End of season competitions will consist 2 venues for 1001 played down to a board winner who play each other on finals night.4 venues each for pairs & singles played to 4 winners who play on finals night.
35. Final nights players to register by 19:30 with play to start by 19:45.
36. All competitions to be played on a best of 3 basis one spin only if 3 three legs are needed, with all legs started with a pre spun
37. Team Captains are responsible to rearrange postponed games (NOT the league secretary) It is the responsibility of the captain cancelling the fixture to initiate the fixture change. The team that cancelled the fixture will be given 3 dates by the opposing team (2 midweek and 1 weekend) with a minimum of 2 days notice. Rearranged games must be played within 4weeks from the cancelled fixture. After the 4 weeks initial period, a fine of £10 per month or part of will be levied on the cancelling team until the fixture is fulfilled.
38. Team captains are expected to inform the league secretary of any postponement of games.
39. All submissions for discussion at the AGM is to be submitted to the league secretary no later than 2 weeks prior to the meeting.
40. Each team has only one vote on any issue that may arise.
41. Players can register, initially, for many teams but once they play for a particular team that is then the only team that they may play for.
42. Team Captains are to check the validity of their players, individual and 180 result count on the monthly result sheet. Any errors or omissions are to be reported to the secretary within 7 weeks of the game being played, applications after this period will not be investigated.
43. Team captains are responsible for keeping records of fixture results. This is to assist in any result / points dispute that may arise.
44. All league and competition returnable trophies are to be returned to the league secretary by the requested date, failure to return trophies will result in the offending team being fined the sum cost of the replacement trophy(s)