

# Perfect Darts League

## League Rules

1. The league shall be known as the Perfect 10 Darts League
2. Without prejudice to any other provision of these rules the League may in furtherance of its object, (a) Provide funds by way of entry fees, levies or otherwise as may from time to time be determined and accept gifts of money or in kind and carry out any wishes in relation to such gifts which are in conformity with the objects of the League. (b) Contribute to the funds of or combine with or affiliate to or enter in agreement or working arrangements with any other organisation whether corporate or incorporate, having the same objects of the League.
3. Any player can apply to join the league until the allocated spaces available Divisions 1, 2, 3 & 4 (10) is fulfilled prior to the start of the league. These will be taken on a first come first served basis.

## League Fee's

1. Entry Fees. Each player participating in the league shall pay £55.00 for the season. This fee must be paid by a time and date decided by the committee running the league . Any player failing to pay their entry fee by the given date will be deemed to have resigned from the League and will not be eligible to play in the season.
2. Any person leaving the league throughout the season will forfeit their entry fee.

## The League Structure

1. The league shall be 4 full Division with all league players participating.
2. There shall be maximum of 10 players only in each Division.
3. League positions will be determined by a points system in which points will be awarded for every leg won.
4. If players are level in the league, position will be determined by legs difference.
5. If players are level on points and also legs difference, position will be determined by the head-to-head record of the players.

## League Format

1. Each Division 1, 2 , 3 & 4 players will play a total of 18 games across the season enabling each player to play each player twice throughout the season.
2. **As there are only 16 weeks for the League, Week 9 must be played within the first half of the season and Week 18 within the second half of the season.**
3. The format for the league is 10 legs. Meaning you will play 10 legs of darts per match.

## League Committee

1. The league will be administered by the committee, who will oversee each league meeting and maintain that each weekly meet runs correctly and appropriately.
2. The Committee shall comprise of Chairman & Treasurer – Pat O'Hara, Fixtures Secretary – John Nicholson and 5 Committee Members – Julie O'Hara, Stuart Rose, Adi Linfield, Ollie Carter and Andy Chant.
3. All matters regarding the league will only be dealt with by the League Committee.

## Discipline

1. All players must adhere to fair play and conduct themselves in a manner that would be expected of any sports event. Failure to do this will result in a warning being given to offenders and then repeat offenders will be excluded from the league with no reinstatement and a ban of a minimum of 2 seasons before re-applying.
2. This is a game of darts and nothing more. It should be played with fair play and respect to all players and administrators.
3. The Players shall be responsible for their conduct at all times. The strictest of orders should be kept and no comments made during play.
4. Spectators will be responsible for their conduct at all times. The strictest of orders should be kept and no comments made during play.

## **Protests**

1. Any protest must be presented to the League Committee no less than 2 days after the protest is made. Protests against playing conditions must be made before the commencement of a match or game. The playing of a match or game presumes satisfactory conditions.

## **Matches**

1. Matches are to take place on Monday of each week except Bank Holidays. Players should be at the venue in ample time with matches starting at 19:30pm. If through the premises being closed on that day or players unable to play, mutual agreement must be made to play within 2 weeks. If the players cannot come to an agreement the matter should be brought to the attention of the League Committee.
2. Any player failing to play on a date which has been re-arranged will concede the match and a score of 10-0 shall be recorded by their opponents. There will be no rearranged matches to be played after the original match date with the exception of agreement with another player or the venue not being able to host the league that day.
3. Order of Play. Players will play their matches in accordance to the league fixtures that are presented on each given league night.
4. Matches are to commence at the stated time 19:30pm. Each new fixture will follow on from the previous and must commence within 15 minutes of the previous game.
5. In Division 1, 2, 3 & 4, Game 1 will be marked and result sheet scored by the players in Game 2. Game 2 will be marked and result sheet scored by the players from Game 1. There is to be no exceptions to this. If you are called to mark then you must do so. Players can share the marking and result sheet scoring.
6. Method of scoring: In all matches the score shall be recorded in a manner clearly visible to the player. Scoring shall be by the subtraction method, so that the number required for the game is always shown. Players can use a calculator or mobile phone to assist in marking.
7. Games. In a Darts Match each game shall be 10 legs 501 down and finish on a double 1-20 or 50.
8. Order of Starting. The order of starting shall be determined by each player throwing one dart at the board. The player whose dart is nearest the bullseye shall throw first. The player who starts second in the first leg shall start first in the second leg irrespective of the result of the first leg. A dart failing to stick in the board shall be re-thrown (this applies to the method of starting only).
9. Burst Rule. The burst rule applies if the number required is exceeded, or only one is required, no score or zero is taken.
10. Scoring Darts. Darts which fail to stick in the board cannot be re-thrown and only darts of which the points are touching the surface of the board shall count in the score upon retrieval of the darts.
11. Players must check the score sheets after the game and sign it as a true record. Sheets not signed by a player will be deemed a true record.
12. Points. Points allocated for all League matches shall be as follows: - leg win: 1 point; leg lost: nil points.
13. Football cards will be sold each week and all players are expected to support the league by having a go.

## **Result Sheets**

14. Results sheets to be used to score each Game. Results sheets will record Legs won, Tons, 180's, Highest Shot Out and Least Darts scored. It is the responsibility of the player to check and sign the result sheet.
15. All catch up games or games played in advance must be dated as per the fixture date.
16. If a player drops out before completing the season: (no refunds)
17. If more than 50% of the matches have been played, then all of the second half of the seasons matches will be zeroed out and the remaining matches regarded as a "BYE" for the rest of the season.
18. If less than 50% of the matches have been played, then all matches will be zeroed out for the player withdrawing and his opponents, and remaining matches will be regarded as a "BYE" for the rest of the season.
19. If a player plays exactly 1/2 of the season, then the other half's matches will be nulled.
20. If a player does not show up for 2 consecutive weeks without informing the League Committee, they will be dropped.

## **Forfeits**

1. Forfeit winner receives 10 points for win and no leg wins.
2. Forfeit loser receives 0 points for match loss.
3. In the case of a double forfeit, both players shall receive 0 points.
4. Any player pulling out of the season at any part will not be allowed to play in the following season without League Committee approval.

## **Prize Money**

1. The prize money for First, Second and Third place in each division will be £250, £150 and £55.
2. There will be prize money for Most 180's for each division.
3. There will be prize money for Least Darts and Highest Shot out in each division.