

RULES FOR THE BRENTWOOD BOROUGH & DISTRICT DARTS LEAGUE

These rules should be available at all venues on the night of a match.

1 The League shall be called the Brentwood Borough & District Darts League (BBDDL) & shall be open to persons from the Licensed Houses & Clubs in Brentwood & surrounding district.

2 The League shall be governed by the League Officials & the decision of this body shall be final.

3 The Committee shall consist of the Chairman, Vice Chairman, General Secretary, Treasurer (The Officials) & 3 other elected members, one each from the other divisions

4 The Committee shall have the power to co-opt members as & when Necessary

5 The Officials & Committee shall be elected annually at the A.G.M. unless otherwise notified all meetings will be at The Bentley Village Club.

6 The Officials can call an A.G.M., E.G.M. Secretaries or Committee Meetings at times, dates, venues agreed where possible, by the previous meeting

7 Any items such as a player transferring from a defaulting team or amendments to the rules, etc shall be submitted to the General Secretary in writing & they will be discussed at the next meeting.

8 The League shall consist of 2 seasons Winter & Summer.

9 New Teams can register for either league prior to the start of that league.

10 The Committee shall decide on the number of teams in each division depending on the number of teams registered.

11 At the end of each season 2 teams will be promoted & 2 teams relegated from each division, but the Committee reserve the right to adjust the balance of the divisions as need be.

12 All new teams & teams that did not register for the previous year shall join in the bottom division And for their first season only in both winter & summer league shall pay all of that seasons fee as a guarantee of their commitment to playing **THE FEE IS NON RETURNABLE.**

13 A team shall consist of 6 or more players registered as a team regardless of the name of the team or the venue at which they play.

14 If for any reason a team changes its home venue or name, this shall not affect its status in the League. In the case of some team members changing venue and others staying, then if 51% (or more) stay (or move) then they retain their league status, the other 49 % (or less) are classed as a new team.

15 Both captains in a league game, or competition official in competitions, should mutually agree that the board & conditions are satisfactory. Protests or objections of any kind in both league matches & competitions including conditions of play (i.e. poor quality board) should be noted on the result sheet as "played under protest"& a written protest along with a £10 fee should be sent to the League Secretary within 7 days explaining the situation, should the protest be upheld the £10 fee will be returned

16 Any club or players proven guilty of any breach of the rules will be brought before the Committee, any player referred to the Committee for violent or disorderly conduct or bringing the League into disrepute will be brought before the Committee to explain their actions & may at the discretion of the Committee be banned from the League.

17 Any club playing an ineligible player will be brought before the Committee

18 In the event of a team dropping out of the League (or is expelled) in the first half of the season all their results shall be null & void, & all points shall be deducted. If a team drops out (or is expelled) in the second half of the season then their results for the first half will stand. Any results in the second half will be null & void

19 In the case of a team dropping out or being expelled from the League in the second half of the season, points for player of the season & best pairs Competition will continue to be awarded to the other teams **PROVIDED A RESULT SHEET WITH 6 NAMES ON IS POSTED TO THE LEAGUE SECRETARY.**

20. Non attendances by a team secretary or a team representative at a secretaries meeting will incur a fine the level of which shall be set at the A.G.M. When a fine has been levied against a team for whatever reason, (including late result sheet) the team secretary will be notified by post & the fine must be paid to the League Treasurer within 14 days of the date of the letter.

21. Every registered player has the right to attend the A.G.M. but only one vote per team.

22. All money paid to the League must be receipted by the Treasurer. No monies are deemed to have been paid to the League if either side cannot produce a receipt.

23 REGISTRATIONS OF TEAMS & PLAYERS. Teams must be registered prior to the start of the season. Teams will be notified in writing the latest date for registering, late registrations will only be allowed at the discretion of the committee. **Any team that does not return League paperwork On time i.e. player registration sheet & competition entry sheet shall Be liable to a fine of £10-00, which will increase by £5 for every week or part of week that the paperwork is late.**

24 Each player shall sign an official team registration sheet once for the winter season & once for the summer season, in their own handwriting declaring which team they shall play for in the coming season, any player signing in a false or assumed name shall be liable to suspension.

25 Players must be over 16 years of age.

26 No player shall sign for a team in the league if they have debts or liabilities to another team or the league itself.

27 No members will be eligible to play in any league or K.O. competitions until they have filled in & signed their names on their team's registration form, which must be with the league secretary by the Monday prior to the 3rd match, along with any outstanding league fees.

28 New members joining a club after the registration fee has been paid (which will be the Monday prior to the 3rd match unless otherwise notified) will be allowed to play 7 days following receipt of their registration & payment of late registration fee to the League Secretary. New members details can be written on the bottom of the result sheet & along with the fee can be posted in an envelope to the league secretary. Or can be paid at the next meeting. THE LEAGUE SECRETARY WILL ACCEPT NEW MEMBERS PLAYING WITH LESS THAN 7 DAYS NOTICE SO LONG AS HE IS INFORMED BEFORE HAND (as a matter of courtesy) IF THE LEAGUE SECRETARY IS NOT INFORMED THEN THAT PLAYERS RESULTS WILL BE NULL & VOID UNTILL THE LEAGUE SECRETARY IS INFORMED. (SEE RULE 17)

NO LATE SIGNINGS WILL BE PERMITTED AFTER THE HALF WAY STAGE OF THE LEAGUE FIXTURES

29 No Member having signed for one club will be allowed to sign on, or play for, another club after the first match of the season unless they have not played for their original club. Any player wishing to transfer for any reason other than above must get permission from the Committee. Any player not having played for their registered team may transfer without the permission of the committee. In all cases of players transferring the League Secretary must be informed before the player can play for his new team otherwise that players results will be null & void until the League Secretary is informed.

30 If the Governor, Captain or Secretary change during the season the League Secretary must be informed as soon as possible after the event otherwise, the new Governor, Captain or Secretary will be excluded from their respective competitions. Only named Captains, Secretaries & Governors as written on the player registration sheet will be allowed to compete in their respective competitions

31 The board shall be 5ft 8in (173cm) from the floor to middle of bull, & the throw 7ft 9.25in (2.73metres) marked clearly, preferably with a raised oche or a rigid line. A chalk mark on the floor is not acceptable players must stand behind the oche they must not stand on it.

32 The League match will consist of 6 singles 501 best of 3 & 3 pairs 501 best of 3 straight start double finish, bull counts as double 25

33 The order of play is decided by the toss of a coin, away team to call, winner of the toss to throw first in games 1,3,5,7 & 9 losers to throw first in other games, the order is reversed in the 2nd leg, if it goes to a 3rd leg then the winner of the 2nd leg throws first for the bull, in the event of the first player hitting the bull they should remove their dart before the other player throws theirs, If both players hit the bull or 25 or the caller (being referee) is unable to decide which is nearest then both players shall throw again with the order reversed.

34 The home team to chalk & the away team to call in all league games.

35 Result sheets must have the players full names entered & signed before the match starts. (NO NICK NAMES) players must be in attendance when the draw is done, if you have a player who is going to arrive late you should

tell the opposing captain if you do not then the opposing captain has the right not to let that player play.

Names must be legible otherwise no player of the season points can be awarded.

36 The order of play in league games is decided by 6 names being written on separate pieces of paper, & being drawn by opposing captains & written on the blackboard, the same for the pairs. Games should be played as displayed; they can only be altered in the event of extra-ordinary circumstances & at the discretion of both captains.

37 In the event of a team not being ready to play by 8-45 their opponents, if they wish may claim the game providing there is no valid excuse. They will be awarded their average points **provided they send in a signed result sheet with their 6 names on & stating "game claimed"** If at the appointed time 8-45 a team is not complete (**minimum of 4 players**) that team shall have defaulted, two defaults in a season means expulsion from the league

38 In the event of a team being unable to play, their opponents must offer them three reasonable dates on which to play, if the defaulting team cannot accept any of these three dates then their opponents can claim the game, & their average points will be awarded. If a team cancels a match with less than 24 hours notice then that team becomes liable to pay their opponents a £10-00 fine in compensation for food.

In all cases where a team cancels a game, THE LEAGUE SECRETARY MUST BE INFORMED.

39 In the event of a team having less than 6 players then the players without an opponent shall be awarded a walkover & given the 3 points. The opposing captain can pick an equal amount of players to play you do not have to put the word "bye" in the draw.

40 All league matches to be played in accordance with the fixture list.

41 **No call is to be made or information given except by the referee (the caller) the player should ask the caller what is scored & what is left.**

Other players should not shout out what number or double to go for. The referee has the right to disqualify any player not observing this rule.

42 To finish a game the exact number must be thrown, if a player scores more than the required number that throw shall not count & the player shall revert to their original number.

43 Three darts shall constitute as a throw, all darts count under any circumstances, should a flight fall out while being thrown it shall count, any protest as to the legality of a dart thrown should be made to the referee.

44 The score is to be taken on a blackboard & chalk or other suitable medium that is clearly visible to the players. In the event of a protest or objection arising during the match, the match must be played & the League Secretary notified of the protest. The method of scoring shall be by deduction. Should an electronic score board be used, and for some reason the scores are lost, ie: power cut or scorer pressing the wrong button, then if both players can remember their scores the game to re-start where it

finished, if agreement cannot be reached then that leg to be void and it is to be started again.

45 Match scoring is one point per game (a maximum of 9) The League winners shall be decided on points, Should 2 or more teams have the same amount of points the winners will be the team with the most wins.

46 Open boards should be from 8-30 at the latest.

COMPETITIONS

47 In addition to the League Competition the League shall run the following competitions, in the winter season: Individuals, Divisional Singles, Pairs, Mixed Pairs, 4's KO, 6's KO, Captains, Secretaries, Governors, Best Player & Best Pairs cups, Highest Finish & Most 180's also depending on time in the fixture list The Courage Cup. The Divisional singles in the winter are not pre-entered just turn up & "pay & play" In the summer season The Don Young Memorial Trophy, Alfie Wright Trophy, & The Ralph Trunks Memorial Trophy. Plus Best Player & Best pairs cups. Also the highest finish & most 180's. All teams are automatically entered into the 6's K.O.Cups Winter & Summer. The competitions will be under the central control of the committee.

48 All competition players must be selected from players registered. No new signing may play in any Knockout competition after the 1st round has been played. The KO 6's, D Young, A Wright & R Trunks excepted. The competition The committee shall appoint officials at each venue.

49 K.O.Competition entrants must be present by 8-30 & the competition to start by 8-45.The draws will be done at 8-30. The ladder system will be used for successive rounds. The competition official may at their discretion delay the start if they see fit to do so. but don't rely on this

50 The Highest Finish & 180's competitions will not apply to the K.O.competitions but will be recorded.

51 The Individual singles (known as "all in singles") is open to any registered league player. Divisional singles as "all in" but you only play against players in your own division.

Courage Cup as singles but is only open to two players from each team.

Pairs this competition is open to any pairs of registered players from the same team.

Mixed pairs, this is open to any mixed pair one of whom must be a registered league player.

SIXES COMPETITION(K.O.CUP) teams can consist of 6 to 8 registered league players, any 6 of whom can play in each leg. Up to 2 substitutions can be made after each leg but not during the leg. Matches will be 801 best of 3. Fours competition this is open to any teams of 4 to 5 registered league players any 4 of whom can play each leg, one substitution can be made after a leg as in the 6's matches will be 701 best of 3.

Once substituted a player cannot play again in that game, but must wait until the next round.

The rules for competitions are as league games except as stated above

52 Captains, Secretaries & Governor Cups these are open to the registered Captains, Secretaries & Governors. The Governors Cup is open to all

Governors & Landlords of registered league teams. Entrants must be as named on the player registration form, no substitutions allowed.

In the summer League the format for the Captains/Secretaries is Captain V's Captain, Secretary V's Secretary, if it is 1-1 then play as a pair. In the final it is best of 5 the other 2 legs are each Captain plays the other secretary.

53 Losing players & teams are expected to call/chalk the next game in all competitions otherwise they will be subject to a fine

54 Best player & Best pairs competition is divisional. Points are awarded as follows.

2-0 win3pts	2-1 win... ..2pts
1-2 loss1pt	0-2 loss... ..0 pt

Points are accumulated through the season. The best player being the one with the most points at the end of the season. In the event of a tie the number of games won & lost will be taken into account, Best pairs is for the team accumulating the most points in a season as in Best player competition.

55 All League & Competition games must be played with the minimum number of players specified for that game i.e. pairs must be played by 2 players. The exception being the 4's & 6's but the appropriate throws must be missed.

TROPHIES

56 The winners & runners up in team competitions shall be entitled to a maximum of 8 individual trophies, if the team require more they will be required to pay for them

If a team loses or damages a trophy they will be held responsible for the cost of repair or replacement.

Teams are required to bring the perpetual trophies back to a meeting when requested in a clean condition; failure to do so will incur a fine.

57 Notification of results. The home team shall provide a result sheet which should be signed by all players. **The winning team is responsible for sending the sheet to the League Secretary as soon as possible after the match to arrive no later than the Saturday after the game. It is advised to put a first class stamp on sheets.** It is the responsibility of the two captains (in a league match or league competition) or the competition official (in the case of other competitions) to ensure that the sheet is filled in correctly & is legible. In a knockout competition it is the responsibility of the winner to send in the result sheet to the League Secretary. If the league secretary receives an illegible, incorrectly filled in or incomplete result sheet then the team or players shall forfeit those results. **The deadline for the receipt of all result sheets is the Saturday following the match or competition. If the result sheet from a League match is not received by the deadline then the winning team shall be subject to a fine.** In the case of a competition the player or team responsible for the late arrival of the sheet shall forfeit the right to go through to the next round.

58 MISSING RESULT SHEETS

If a sheet has not turned up 10 days after the match it shall be deemed lost in the post. Both teams shall be notified either by a phone call, or if a league

table is being sent out it will be clearly written on the table which sheets are missing, the teams involved will then have 10 days to contact the league Secretary with the result. The recommended way to do this would be for both teams to fill in their "half" of the sheet and send them in so that they can be compared and all points can be awarded. should either team not do this the game shall be declared void and no points will be awarded to that team.

59 Summer League only, present trophies as soon as possible after they are won as the presentation night is too long.

60 Entrance fees. An entrance fee for the winter & summer league shall be set at each A.G.M.

All teams having indicated their desire to play for the season must pay a deposit as set at the A.G.M.

The outstanding amount of the fee must be paid by the Monday prior to the third league match. **UNLESS OTHERWISE NOTIFIED THIS WILL BE AT A MEETING AT THE BENTLEY VILLAGE CLUB.** Failure to do so will result in a fine as set at the A.G.M. The fees for Knockout competitions for each player will be set at the A.G.M.and must accompany the entry form, entry into the Captains, Governors & Secretaries is free. Summer competitions are pay on the night as are the winter divisional singles.

GENERAL INFORMATION

1 If there is any point that you are not clear about, a letter or phone call to the League Secretary will receive immediate attention

SITUATIONS NOT COVERED BY THE RULES

Any situation which arises not covered by the rules, **USE COMMON SENSE** or refer to one of the committee members initially, and subsequently to a committee meeting for a decision & if need be a new rule or an amendment to a rule can be made. **REMEMBER COMMON SENSE CAN SOLVE MOST THINGS.**

LEAGUE OFFICERS 2005-06

CHAIRMAN.....	...KEVIN STAMMERS	01277 228103
VICE CHAIRMAN.....	JOHN SUTTON	01268 461998
LEAGUE SECRETARY... ..	PETE MASON	01277 223854
TREASURER.....	...BILL GROVE	01708 741119

LEAGUE COMMITTEE 2006-07

The officers of the League & up to 3 members to be elected annually

- DIV 1 PAUL SEDGE (Railway Hotel) 01277 811959
- DIV 2 ANDY WESTCOTT (Bentley A) 01277 823607
- DIV 3 CHRIS FOUND (Essex Arms)

LEAGUE FEES & FINES 2006-07

Winter subs	£40-00 per team
Summer subs	£35-00 per team
Subs deposit	£10-00
Competition fee	£1-50 per player per comp
Late Registration fee	£2-00 per player
Rule infringement fines	£10-00

RULE 39 SHOULD READ AS FOLLOWS

In the event of a team having less than 6 players then the players without an opponent shall be awarded a walkover & given the 3 points. The opposing captain can pick an equal amount of players to play you do not have to put the word "bye" in the draw.