

Marlow and District Darts League 2008/2009

Rule/Handbook

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Winter League Season 2008/2009

League Rules

- 1 The league can consist of up to 14 teams and is open to all clubs and public houses within a reasonable radius of Marlow.
- 2 New teams must be proposed and elected at the AGM as vacancies occur.
- 3 Clubs not present at the AGM, unless apologies forwarded will cease membership of league.
- 4 All clubs wishing to enter the Marlow Darts League must pay £10.00 at the time of entry (annually).
- 5 All new clubs are to pay a £25.00 refundable deposit at time of entry to league.
- 6 A £2.00 charge will be made per team for each league match played.
- 7 There are no restrictions on super league or county players.
- 8 Age restrictions are that any one under the age of 16 will need to get approval from the committee and any relevant landlords.
- 9 No player may play for more than one Marlow League team at any time. Teams playing such a player shall be fined £2.00 and any points won will be forfeited for such matches. Teams may of course transfer players. (See below)
- 10 Applications for player transfers should be made via a transfer form, presented to the secretary at a fee of £2.00. All transfers must be made no later than 31st December of the current season except in special circumstances approved by the full committee.
- 11 No player may play in any other competition not run by the league on match nights.
- 12 Any match not being played at the allotted time must be referred to the committee prior to the start of the match. If this rule is not followed the team failing to turn up will be deemed to have forfeited the match. A team is deemed not to have turned up at 9 PM.
- 13 If a game, either league or cup is re-arranged to be played on a neutral board; it must be played on the board of a team within the league.
- 14 Teams failing to turn up to a match will receive no points. 6 points will be awarded for a win to the other team. The full committee at their discretion may alter the points allocated. If a team has not arrived by 8:45 PM then the home team may claim 1 game.
- 15 Where possible the 'A' and 'B' teams should play each other within the first two matches of both halves of the season.
- 16 If 'A' and 'B' teams are drawn out to play at home at the same time the first drawn will play at home and the second will play away. This only applies where the club only has one board.
- 17 A team must have a minimum of **Four** players for a match to be played.
- 18 Any disputes should be forwarded in writing to the complaints committee who will then make a decision, which will be final.
- 19 The League cup, Baldry Cup and Captains and secretaries cup finals will be played on a neutral board. The venue to be decided by the committee.

- 20 Any player playing in a cup match must have played in at least 3 league matches prior to the competition date; or be included on the teams signing on form. The committee must approve exceptions to this rule.
- 21 All teams must hand in a signing on form containing all players expected to play for that team at the first competition.
- 22 All signing on/ competition fees must be paid in advance. Normal league fees are to be paid in arrears at the meeting following the matches. Any teams who have not paid the relevant fees will be unable to play in the competition.
- 23 Unpaid fines will be subtracted from the signing on deposit. Continual defaulters will be expelled from the league. The signing on deposit will have to be topped up before that team may enter the league the following year.
- 24 Points for late entry of results will be deducted without recourse to the committee.
- 25 Any broken rule that does not carry an automatic penalty will be referred to the complaints committee.
- 26 These rules may be modified during the season provide there is agreement at the monthly meeting.
- 27 Checkers are to be used at all games. If both teams agree the checker may be dispensed with.
- 28 Teams may make use of an electronic scoreboard if they wish. If the teams cannot agree on the use of an electronic scoreboard the away side may offer to chalk.
- 29 In the event of a draw for the league title, the head to head results will be taken into account. In the event the league is still tied a play off will decide the winners

Please note in the interest of the home team on match nights, cancellation of matches must be made where possible 24hrs before play as food is provided as a matter of courtesy. Early notification avoids needless time spent in preparation.

Game Play

- 1 Matches to be played on the set night only. (Wednesday).
- 2 The oche to be a minimum of 7' 6" and the height of the board to be between 5'6" and 5'8" measured by plumb line from the bull. House throw will not be accepted if different.
- 3 All matches must be started at 8.30pm prompt. At 8.45 a game is lost. If not there by 9.00pm the team forfeits the game. (To the discretion of the home team captain).
- 4 Teams can consist of up to 12 players.
- 5 No player under 16yrs will be eligible to play. (At the discretion of the full committee and relevant landlord).
- 6 League order of play to be 3 pairs, three legs, 501 straight in. Then 6 Singles, 3 legs of 501 straight in, no bust. (If pairs draw at 2 legs, a toss of a coin will decide which team should throw first on the final leg). All games to play as drawn, but captain may pick the pairs. 1 point per game. 9 points total.
- 7 Away team to throw first at start of match. Teams then alternate.

Results and Meetings

- 1 One result card per team, per game.
- 2 Names of all the members of the team must be printed and signed on the result card, regardless as to whether they play or not. (Abuse of this rule will result in lost points).
- 3 Results to be in by 6pm on the Saturday following the match. Late results will result in a one-point deduction. Results to be phoned to Ron on 01628 477056 or via email to ron@katronsystems.co.uk. Result cards may be handed to Craig at the next meeting. Teams registering an email address will automatically receive notification of any changes to the web site.
- 4 No result card by the next meeting will result in a two-point deduction.
- 5 All meetings will be held on the first Monday of the month, unless a bank holiday occurs in which case the second Monday will be substituted.
- 6 Clubs not attending meetings (or sending a representative) will be fined £5.00.
- 7 All competition fees must be paid in advance. Failure to pay match fees (see league rules) by the date of meeting will result in a further fine of £1.00. Late payment may be arranged with the treasurer but must be paid before, or on the night of the match.
- 8 If monies are not paid in full by the following meeting the charges will be doubled.
- 9 Apologies by phone to the secretary or Ron before 5.30pm (otherwise a fine of £5.00 will be levied).

Cup Matches and Competitions

- 1 Cup Matches to be played on the date given by the committee when the draw is made.

- 2 Matches must be played in the order of the draw. If players are not present for the pairs or fours, reserves may take their place as drawn (the reserve must not have previously played in that competition). Obviously a player may not play for more than one team on any given night.
- 3 All matches to be played at the Royal British Legion unless otherwise stated (namely the Baldry Cup, League Cup and Captains and Secretaries).
- 4 All players must sign themselves in before 8.15pm.
- 5 Matches start at 8.30pm prompt.
- 6 All trophies are the property of the league. Should any cups be returned in a state of disrepair, a fine of £5.00 will be imposed for cleaning and should any trophies be broken, a bill for repair will be sent to the club responsible.
- 7 Any persons wishing to compete in any cup match must have played a minimum of 3 league matches or be included on the teams signing on sheet immediately prior to entry.
- 8 Entrants for the Pairs competition need not play for the same club.
- 9 Games must be played on the Away board if the Home one is not available.
- 10 If 'A' and 'B' teams are drawn out to play at home at the same time, the first drawn will play at home and the second will play away regardless. This only applies where the club has only 1 board.

Instructions for Play – Baldry Cup

- 1 Six players from each team are drawn at random and written sequentially on the chalkboard. You must play the same six all night.
- 2 The pairs are played first. Pair 1 from team A plays pair 1 from team B etc. 5 legs 501.
- 3 Toss to decide the first team to start then alternate.
- 4 After the pairs you play 2 threes.
- 5 Three 1 from team A plays Three 2 from team B, 5 legs 701.
- 6 Three 2 from team A plays Three 1 from team B, 5 legs 701.
- 7 The match is over when one team reaches 3 points.
- 8 Results to Ron/Craig as usual.

Fines and deductions

- 1 Clubs not present at the AGM cease membership of the league.
- 2 Any player found playing for more than one team will forfeit any points won during those games and the team will be fined £1.00
- 3 Late result cards will result in a two-point deduction. This includes not phoning your results by the allotted time. (In which case a fine of 1 point will apply).
- 4 No result card will result in a 2-point deduction.
- 5 Failure to attend a meeting will be met with a £5.00 fine.

- 6 Failure to pay match fees by the date of said meeting will result in a further fine of £1.00.
- 7 If fines are not paid in full by the following meeting the charges will be doubled.
- 8 Teams returning trophies in a state of disrepair will be sent a bill for repairs.

Formats

Baldry Cup

3 Pairs	5 Legs 501	Straight in Double out
2 threes	5 legs 701	Straight in Double out
6 Players only		£6.00 per team

Cowan Fours

1 Four	3 Legs 701	Straight in Double out
		£4 per team

Singles Championship

1 Single	3 Legs 501	Straight in Double out
		£2.00 per player

Coster Pairs

1 Pair	3 Legs 501	Straight in Double out
		£4.00 per team

Coronation Fours

1 Four	3 Legs 701	Straight in Double out
		£4.00 per team

Teddy Paige Captain and Secretary's Cup

	3 Legs 301	Double in, Double out
Neutral venue		Free

League Cup

3 Pairs	3 Legs 501	Straight in Double out
6 Singles	1 Leg 501	Straight in Double out
12 Players maximum		Free

Triple Crown

1 Pair	1 Leg 601	Straight in Double out (1 male + 1 female)
1 Single	1 Leg 501	Straight in Double out
1 Triple	1 Leg 701	Only played if score 1-1
Final played on same night		Free

Transfer Sheet.

Please fill out this form for each player wishing to transfer before 31st December. It must then be returned to the league secretary.

Player transfer sheet	
Name	
Current team	
New team	
Captains signature	

Player transfer sheet	
Name	
Current team	
New team	
Captains signature	

Player transfer sheet	
Name	
Current team	
New team	
Captains signature	

Player transfer sheet	
Name	
Current team	
New team	
Captains signature	

Copies of these forms are available at www.marlowdarts.co.uk or via email from <mailto:ron@katronsystems.co.uk>

