



## **A.P.F.S.C.I.L. Darts League** **Rules for 2018/2019**



1. The league is open to teams representing APFSCIL members. To be eligible a player must be a registered member of the corresponding Supporters' Club. Guest players are not allowed and, in the event of a team playing an ineligible player, that team will forfeit the match. A player may only play for one club in a season.
2. An unlimited number of substitutes may be used. Substitutes must conform to the membership stated in Rule 1. Any substitutions must be declared at the start of the applicable round. Substituted players may return for following rounds if similarly declared. [See Rule 6 for Round definition.] Changes in the team playing order shall be permitted.
3. A date has been allocated to each fixture in accordance with the home team's preferred weekday. At the beginning of the season the fixture list will be made available to each team. The dates shown are regarded as firm except where the clubs involved agree to rearrange a fixture. Except in special circumstances (e.g. F.A. Cup replays, train strikes, severe weather etc.) a club must give its opponents at least 4 clear days notice of its intention to rearrange a fixture.

Where a fixture is postponed, the postponing captain will inform the League Secretary within seven days of the scheduled date. The following information must be provided:

- a) which team postponed (or both)
- b) reason for postponement
- c) a re-arranged date on which the fixture will be played which:
  - i) is within four weeks of the scheduled date
  - ii) has been agreed with the opposing captain

All fixtures for the season are to be completed by the date specified in the fixture list. Any matches outstanding after that date will be declared null and void and no points awarded to either team, and that there would be no exception to this rule.

Where a team officially withdraws from the league during the season and they have not fulfilled all of their league fixtures, the results from those league games that had played up to their withdrawal will be expunged.

At the beginning of the season a list of all team contacts including their email addresses and phone numbers will be made available to each team. It is the responsibility of team organisers to ensure their team contact details are kept up to date at all times. Where contacts are temporarily unavailable, deputies must be appointed and other teams informed of these arrangements.

If a club changes its home venue during the season from that shown on the

Contacts List, the League Secretary shall be notified and the change reported along with the monthly darts report.

4. Matches shall commence by 19:45 by which time both captains (home team first) shall have written up the names of players and substitutes, including latecomers. This 19:45 deadline shall apply unless both captains have agreed otherwise. The order of legs shall be varied to accommodate latecomers up to 21:00, at which point legs shall be played (or forfeited) in the prescribed order. In the event of an absentee captain, a deputy should assume captaincy. An "open board" shall be declared for at least ten minutes before the match commences.
5. The throwing distance shall be 7' 9¼" from the board and the height (from the centre of the bull's eye to the floor) shall be 5'8". It is the responsibility of the home team to ensure a suitable quality dart board is available.
6. The format of matches shall be as follows:-

Round 1	1 leg of 6 players from 801 (601 in division 3)
Round 2	3 legs of 2 players from 601
Round 3	6 legs of 1 player from 501
Round 4	1 leg of 6 players from 801 (601 in division 3)

Prior to the start of each round the captains may alter the playing order of their team, home team first. The Round is then played in that order (1 v 1, 2 v 2 etc.). A team's order is at the complete discretion of its captain.

The toss of a coin will decide which team throws first in alternate legs. Each leg will begin with a straight start and finish with a double. One point will be awarded for each leg in a match. A further 2 points will be given to the winning team. Therefore, 13 points are at stake for each match. Legs will be chalked by the team throwing second.

7. The minimum number of players for a match to be played is 3. In the event of a team turning up with fewer players than appropriate for a full match, but at least the minimum stated, the following rules apply:
  - a) In the First Division, in the event of a team turning up with fewer players than appropriate for a full match, but at least the minimum stated, that team shall concede legs and throws appropriately. However, except for singles this forfeit happens only for shortages beyond an immediate allowance of being able to play one player twice in each round. Such allowances are allocated before the match begins and are chosen by placing the name of each team player into a "hat" and the opposing captain drawing one repeated player at a time for each round to be played without replacement. For the singles teams playing short will

concede one leg for each player they are short.

The team games will be kept in rotational alignment between the two teams and any missed throws will be applied at the end of each rotation. The repeated player of a team game shall not take consecutive throws for his / her team. The games for each round shall be filled from the first towards the last. (E.g. a team with only 3 players will concede: the last 2 throws rotated in both team games; the last pair's legs; the last 3 singles. A team with only 4 players will concede: the last throw rotated in both team games; the latter alternative throw in the last pair's leg; the last 2 singles legs.) The repeated player for the pairs round cannot play alongside themselves; hence such a player must take part in 2 of the 3 legs. Repeated players for a given round cannot be substituted by other team players, hence, the draw of such players must be strictly adhered to.

- b) In the Third Division, In the event of a team turning with fewer players than appropriate for a full match, but at least the minimum stated, the team shall not forfeit any legs. Each player present is only able to play twice in each round, such allowances are allocated before the match begins and are chosen by placing the name of each team player into a 'hat' and the opposing captain drawing one repeated player at a time for each round to be played without replacement. The repeated players for a pairs cannot play alongside themselves, and may not play in consecutive singles legs. Repeated players for a given round cannot be substituted by other team players.
  - c) In the Second Division and Cup competition, In the event of a team turning up with fewer players than appropriate for a full match, the two captains must agree whether the game will be played under Rule 7a or 7b.
8. It is the responsibility of the Home Team to notify the match score to the League Secretary within 4 days of completion of the fixture. Notification may be by SMS text message or email, and the opposition captain must be copied in. Official scorecards are available for recording full details of each match, but there is no requirement to complete or submit these. Captains may do so for their own peace of mind, in which case both captains are obliged to sign.

Where a club consistently fails to submit the score within the required timescale, the darts committee shall have the authority to issue a warning to that club. Further such failures after this will lead to points being deducted from that club's record, the number of points being determined by the darts committee.

9. In the event of both teams turning up with fewer than the minimum number of players permitted a "no result" shall be declared and the match will be rearranged. In the event of one team fulfilling the minimum number applicable

and the other falling short or failing to turn up, the team fulfilling shall have the choice of 2 options:

either, to claim the match:

In this case the team claiming the match shall be awarded 9 points. Also a team against which the match is claimed shall have 5 points deducted from their record. Teams claiming a match must first notify their intention to the team being claimed against.

or, arranging for the match to be rescheduled.

The team fulfilling the minimum numbers of players permitted may also claim for reimbursement of food costs from their opponents.

10. In normal circumstances, for a League containing more than 1 division, the top 2 teams of a lower division will be promoted and the bottom 2 teams will be relegated. Where teams are level on points, leg difference will determine the highest placed team. Play-offs will be used wherever needed to position teams finishing level on points and leg difference, when an issue is at stake; such issues will be to determine championship, runners-up, promotion and relegation positions. Play-offs may also be needed prior to the start of next season in the event of clubs entering or leaving the Leagues. For a league of more than 1 division, the divisions shall each contain the same number of teams where possible. Where not possible, the higher division may contain 1 extra team such that no higher division has fewer teams than any lower division.
11. In the event that a club fails to complete all its fixtures for the season, it shall be required to explain the reasons for its failure to the darts A.G.M. and its membership of the League for the following season shall be subject to a vote of member clubs at the A.G.M.

End of Rules

