



EAST BEDS INVITATION DARTS LEAGUE

Summer 2008

Regulations and Playing Rules

- 1 Only teams which have been invited into the league may participate in the league, or participate in any event promoted by the league.
- 2 Exclusions from the league, either team or individual, will be by vote of the League Membership.
- 3 Team and Player Registration Fees will be agreed for forthcoming season(s) at the AGM. Current Fee £20
- 4 Each team **must** have a minimum of 6 players.
- 5 Additional players may be registered to play on match night. **ALL** players must have played a minimum of 2 league games to qualify for competitions. The only exception will be where a competition has been opened to non registered players.
- 6 Matches to be played on Monday nights in accordance with the issued Fixtures Sheet.
*Away teams **must** arrive at the home venue by **8.30pm for an 8.45pm start.***
A match may begin with a minimum of 4 players present.
If players 5 and 6 are not available when their game is called their games are forfeit - 2-0 legs per player, to the non offending team.
Every effort must be made to complete a match by closing time.
- 7 The match format is: 6 Singles and 3 Pairs
As agreed at the pre-season meeting all teams will play each other once.
Games are to consist of best of 3 legs : **BUT- all legs played for count**, therefore:
2-0 result = 2 legs to the winner and start the next game.
2-1 result = 2 legs to the winner, 1 leg to the loser and start the next game.
All legs played - 501 straight start, double to finish.
Away team to set the first leg, home team the second and bull up for the third if required.
The home team will provide:
A dart board in good playing condition and fixed as:
minimum throw - 7ft 9¼" from the face of the board
NO PLAYER IS TO STAND ON OR IN ADVANCE OF THE THROWING LINE
centre bull - 5ft 8" from the throwing level
chalkers for all games
a Match Result Card
- 8 Home Teams are responsible for the match result card.
*As agreed at the Summer League pre-season meeting (2007) teams will play each other once. Team names will be **drawn out** by the Team Captains and entered on the card by the home team Captain. Names **must** be written clearly.*
180's and Highest Checkout (100 and more) scored on the night to be entered in the appropriate column.
- 9 All players are to observe the best of order during games.
- 10 Team Captains must agree the result and both sign the Result Card.
- 11 Result Cards to be delivered or posted to a) Stuart Fage or b) Andy Rodger .
Captains can ring, email, or text the results prior to sending in the card, **but the card must be sent.**
Result Cards to be received by the Thursday following the match.
- 12 Cancellations are to be avoided. Should they occur the team captains must re-arrange the fixture as soon as possible after the cancelled date.
Failure to re-arrange a cancelled fixture will result in the non offending team being awarded a 12 0 win.
The offending team will be shown on the league table as having played with no points awarded.
- 13 In the event of a tie for 1st place at the end of the season leg difference will count and if still tied a date will be set for a deciding match to be played.
- 14 Competition formats and venues will be advised to teams in advance of their taking place.
Entry to the competitions will be by Entry Forms which must be submitted as requested by the competition organiser - including entry fees. In the event that entries are received by 'phone, text or email the entry fee must be paid before the competition commences.

Decisions on all matters concerning the League will be agreed by the League Membership, except where the League Membership has previously given their consent to the current Officers to act on their behalf.

Issued 02 May 2008

Problems or Queries contact:
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