

# HAV CHARITY DARTS LEAGUE



Administrator: Mr A Pordage, 2 Shadowbush Close, Haverhill, Suffolk, CB99NW  
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## RULES 2012 Summer

1. Four players constitute a team.
2. The Minimum throwing distance is 7ft 9 ¼ inches. The board should be 5ft 8in from the floor to the centre of the bull. With a Fixed Raised oche (mats must be secured). The board must be well lit and in match condition.
3. All players who play in the league and cup games must be signed on by their respective clubs. After the league has started if a team wishes to sign a new player they may do so in two ways:
  - a. Print name and date it along with the players' signature on the back of the result sheet.
  - b. By phoning the administrator or another administrator member.

**Players maybe signed on the night and able to play that night only by contacting the Administrator for permission, this is however at the administrator's discretion! (Signing so called "Superstars" for specific games will not be accepted!)**

4. No player once he/she has player in the league cup can transfer or play for any other club in these competitions for that season. The only concession to this rule being if a pub/club closes and they cannot find another venue to play the remainder of the season.

**Players are only eligible for knockout competitions if signed on during the first three quarters of the league season.**

5. Only two Senior Men's County players who have played in previous season (10/11) or this current season (11/12) may play for one team per night, you can sign as many on as you like but only two can play per night. The Administrator has got from the BDO lists of county players from Suffolk, Cambridgeshire, Bedfordshire, Hertfordshire, Norfolk and Essex for those seasons above. If any player is not sure then contact the league administrator who can confirm prior to playing in any games. **The administrator will deal harshly with any team that breaks this rule. "Mistakes" or "I Forgot" will not be an acceptable excuse and will result in a penalty to be decided by the administrator.**

It is the player's responsibility to inform the administrator if he or she has played for any county teams from outside our area within the seasons 10/11 and 11/12, failure to do so will result in a penalty.

6. All league fixtures to be played on Monday nights. If any team needs to cancel a game then the team concerned must contact the league administrator as well as the opposing team. If the game concerned has not been played by the last week of the fixtures then the team that cancelled will lose the game and the opposition will be scored with an 8 – 0 win and also the opposing captain will be awarded the captains' cup win. If a team fails to turn up or give 24 hours notice there will be a £10 fine. Money will go to the league. If a team decides to give away a game then the result is given 8 – 0 to the opposing team and the win in the captains cup.
7. In the event of less than four players turning up for their club the defaulting team lose the game/s they are short of. If both teams are short of players then the home team loses the game/s. Teams may play Pairs, Triples and Fours with less than the required number of players.
8. Three points for a win and one point for a draw to be awarded. The club scoring the highest amount of points will decide the league. In the event of two or more teams having the same amount of point's games average will count; if games average is the same then the results of games between the two teams will decide. In the event of all the above being level then a playoff will decide.
9. Food will no longer be compulsory, if a team wishes to do food and run a bus stop then it is up to them and do not expect the same when away from home.
10. Any player scoring more than the required number shall start to re-score from the number he/she had reached before throwing (bust back rule).
11. Members from home team to score game.
12. Players who score 100 or more in any league game except the captains cup to be recorded, high checkouts 100 + in all competitions and any leg of under 12 darts to be placed in the allocated areas on the result sheet as trophies will be given out on finals night. To qualify for the highest average tons per game you will need to have played in greater than 35% of the available games for the season.
13. Only captain or vice captain to play captains cup and the game is to be played first must start at 8pm latest. If the home team does not have either the captain or vice-captain there by 8pm then the game is awarded to the away team. If it is known in advance that the captain or Vice-captain would not be available then substitutes can be used but only by prior arrangement with the league administrator.
14. Knockout cup draws to be made after each round. The draw for the pairs to be made at the clubs/pubs for those players who have played in the first three quarters of the season. **The administrator reserves the right to review any players who play within the last few weeks of the first three quarters and then enter the knockout competitions!**
15. The home team to send in result sheets to the league administrator, and these need to be in By Friday of the same week latest! Failure to do so will result in a fine! Result sheets to be completed correctly and completely, Both Captains are responsible.
16. Teams or players that win a cup or shield hold it for one season and are responsible for its safety and condition in which they received it. A trophy agreement form must be signed and you may be billed should it be lost or damaged.

17. The league entry fee is £45 & £1 per player.
18. If a Landlord or Lady has barred a person from his/her premises, it is down to their discretion if they allow that person into his/her pub for the purpose of the darts match. We suggest that a call is made prior to the match.
19. All league games to be nearest to the bull. The player put up first to throw first and the winner of the bull to go first in leg one with the loser of the bull to throw first in leg two. If the game goes to a third leg then the player put up second goes for the nearest the bull first to start the final leg. For the pairs if the game goes to the third leg then the second player in the pair goes for the nearest the bull to start the leg.
20. For the second leg of the Pairs, Triples or Fours then the throwing order is back to the top.
21. We would encourage all teams to run a bus stop every home game with half the proceeds going to our nominated charity, the team who raises the most will receive a trophy at the end of the season. For the Competition nights we expect that all teams have at least half their team in attendance to support not only the charity but also the pubs and clubs that support the teams in the league.
22. All Teams are expected to have at least 50% of their players turn up for every Competition night; penalties may come into play if teams do not comply. This should be regarded as a regular League Match! Competition nights will start promptly at 8pm with registration at 7.30, players can register by phone if going to be late but must be in time to play in the round they are drawn in (i.e. if drawn in the first round and all the first rounds games have been played before they arrive they will be disqualified and you still have to pay your entry fee!). The competition nights will be the only way to enter the summer singles, with the best 5 points scores out of 8 counting and the top 8 players going through to Finals night. **Exceptions maybe made with 4 scores and then an average added as a fourth only in exceptional circumstances, appeals need to be made to the league administrator in writing!**
23. The League Cup will be based on a handicap basis; teams will be ranked and grouped on where they finished the last summer season and the players they have registered prior to the start of the first round of the cup. The Ranking is provisional and subject to change up to the first round of the Cup, players registered after the first round of the Cup will be ineligible for the rest of the Winter Season Cup. The bottom group will be given a 0 Handicap with the next group being given 100 and then 100 again added for each group going up the rankings. The handicap difference will be added to each leg of the Cup, provisional standings below.

						H/C
<b>Group 4</b>	Rose and Crown A	ESMC A	Bull A			<b>300</b>
<b>Group 3</b>	Punch B	HR A	HS&B A			<b>200</b>
<b>Group 2</b>	Rose & Crown B					<b>100</b>
<b>Group 1</b>	HS&B C	WH	QH	HR B	Bull B	<b>0</b>

24. Format of Games, All games will be Alternate put up with the Home Team put up in the first game. This format can be subject to change if a team has some issues with players arriving late or going to work early. The League allows for instance with a player going to work at 9 to 9.30 for a single, then a pair, then the triple and then the fours to be played so that the player can participate and then go back to the original format. For further clarification please see the administrator.
  - a. League Games
 

4 x Singles	501	(best of 3)
2 x Pairs	601	(best of 3)
1 x Triple	701	(best of 3)
1 x Fours	801	(best of 3)
  - b. Cup Games
 

4 x Singles	501	(best of 3)
2 x Pairs	601	(best of 3)
1 x Fours	801	(best of 3)
  - c. Singles & Pairs
 

Singles will be	501	(best of 3)
Pairs will be	601	(best of 3)
25. **Any problems that occur during the season (i.e. re arranging cancelled games etc) shall be dealt with by the administrator and the decision will be final.**
26. **Any clarification on rules should be done by the captain or vice captain to the administrator.**
27. **The administrator reserves the right to impose a ban for a period of time or permanently exclude a player who peruses a course of action outside the rules set above.**