

Sevenoaks & District Ladies Charity Darts League

Constitution and Rules

(Issued 1-09-2013)

1. THE LEAGUE.

- 1.1 The league shall be known as “The Sevenoaks & District Ladies Charity Darts League”.
- 1.2 Membership is restricted to Public Houses and Clubs within a seven (7) mile radius from the town centre, which shall be the Junction of London Road and South Park.
- 1.3 The aim of the league is the organisation of competitive darts through league and knockout competitions and to raise money for local charities.
- 1.4 The selection of specific charities is the responsibility of the Committee and will be announced at the A.G.M. Suggestions for worthwhile recipients will be welcomed by the Committee.
- 1.5 The Annual General Meeting shall be held at place and date specified by the outgoing Committee on any date between the end of the season and the 30th June each year.
- 1.6 A minimum of 28 (Twenty eight) days notice shall be given for the A.G.M.
- 1.7 Each team can send as many members as they like to the A.G.M. but there is only one voting member per team.
- 1.8 Alterations to the rules shall only be made at the A.G.M., notice of any proposed alterations must be sent to the League Secretary in writing not later than the 30th April each year.

2. THE LEAGUE COMMITTEE.

- 2.1 The Committee is charged with the responsibility for overseeing the conduct of the league during its term of office.
- 2.2 The Committee shall consist of 7 (seven) voting members elected for their posts at the A.G.M. which include the following:- Chairlady, Vice Chairlady, Secretary, Treasurer, Fixture Secretary and 2 (two) other member.
- 2.3 Any Committee member shall be entitled to be reimbursed for expenses incurred on league business.
- 2.4 The Committee shall meet regularly during the year to conduct League business on any dates, which it deems suitable.
- 2.5 Removal of a Committee member requires the unanimous agreement of the other voting members.
- 2.6 A vacancy on the Committee, for whatever reason, is to be filled by the Committee, co-opting a replacement who must fulfil the same criteria as the retiring member.

3. THE TEAMS.

- 3.1 Each team is responsible for its own internal affairs.
- 3.2 Each team is limited to a maximum of 10 (ten) registered players. They may apply to the Committee for permission to register an additional player, but only provided that this is done prior to the day of the match.
- 3.3 If a player wishes to change teams within the League during the season, she may do so providing she gives the Committee written confirmation of agreement from both captains concerned. This may be done up until the end of the first half of the season only.

4. COMPLAINTS AND PROTESTS.

- 4.1 All complaints and protests are to be made in writing to the Committee no later than one week following the incident, accompanied by a fee of £1.00 (one pound). This will be returned if the complaint is upheld.

4.2 All complaints will be dealt with at the next meeting of the Committee at which the complainant may be asked to attend

4.3 The ruling of the Committee will be final.

5. ACCOUNTS.

5.1 The Treasurer shall open a Bank Account in the name of “The Sevenoaks & District Ladies Charity Darts League”.

5.2 All monies received shall be deposited in this account.

5.3 Any cheques paid out of the account require 2 (two) Committee members signatures.

5.4 The Committee shall be responsible for producing an annual balance sheet and statement of accounts which will be presented for approval at the A.G.M.

5.5 The books of the league are audited by two members of the league who are not committee members.

6. FEES.

6.1 Annual League entry fees and Knockout competition fees are decided at the A.G.M.
Current League Entry Fee is £25, reduced to £20 if your team attended the A.G.M.
Current K.O.Competition Fees, Triples £4.50, Pairs £3, Singles £1.50.
Captains Plate is included in the League entry fee.

7. LICENSEES.

7.1 It is the responsibility of each licensee to safeguard his charity box and to pass it and its contents to any committee member as requested.

7.2 Nothing whatsoever in this constitution is to be held as being prejudicial to the rights and responsibilities of individual licensees in the conduct of their business.

8. PLAYING RULES.

8.1 The throwing distance is 7ft 9¼ (which is measured along the floor from a line plumbed vertically from the face of the dartboard to the floor, to the oche). The oche should be marked clearly on the floor by means of adhesive tape, metal strip or any other practical method. The height of the board from the centre of the Bull to the floor shall be 5ft 8in.

8.2 Electronic scoreboards may be used, as long as
a) a minimum of 5 (five) previous scores are visible at all times.
b) A chalk board, or white board and marker pen is available for use.
The home team is responsible for providing a scorer, and the away team for providing a caller to check the score thrown and the running total is correct.

8.3 A pub/club may not enter more than two teams in the League unless a second dartboard is always available.

8.4 League matches are played on Thursdays, and should start at 8.30pm promptly. (Fifteen minutes may be allowed for emergencies). But all matches must start by 8.45pm. NOTE: Home team Captain to enter the start time on the Result sheet.

8.5 All league matches consist of eleven games: **six singles games 501 up, three pairs games 501 up, and two triples games 601 up.** All games are played straight in, double finish, bull to count as a double, with the bust rule applying. One (1) point is awarded for each game won.

- 8.6 The order of play is usually: Pairs, Singles, Triples, but this order is at the discretion of the home team captain. NOTE:- BEFORE THE SINGLES GAMES ARE PLAYED a DRAW will be made by both Captains who will draw their opponents players to determine who plays who. A Team is six (6) players plus up to Two (2) Reserves . Captains have the choice of using their reserve players during the match if they so wish. The names of up to 8 players per match to be entered on the Match Board and Result sheet before the match starts. NO Names to be added after play starts.**
- 8.7 All League Matches are started by the Away Team throwing first, alternating thereafter.
- 8.8 The Home team to provide and RETURN the completed Result sheet to the Fixture Secretary as soon as possible after the match.
- 8.9 A team may not play with fewer than five players (unless this is essential in order to avoid expulsion from the League under Rule 8.12).
If a team is one player short, the match must still be played. The missing player's singles game is awarded to the opponents: her pairs and triples games are played with one player fewer than the normal, the missing player's throw is forfeited.
- 8.10 All points have to be played for, i.e. all fixtures have to be fulfilled, and no points can be claimed without being played for (with the sole exceptions of the singles game referred to in Rule 8.9, and similarly when a match is played with fewer than five players under Rule 8.12).
- 8.11 Matches may be postponed only due to exceptional and unavoidable circumstances, for example severe weather conditions.
The postponing captain must inform both the opposing captain and the home landlord as soon as possible, and no later than 6.00pm on the day of the match. She must also inform the Fixture Secretary immediately.
The two captains concerned should arrange a new date for the match, and must advise the Fixture Secretary accordingly. It is preferable that it be played as soon as possible, in order to leave the date for outstanding matches free for further postponements. Captains should thus check for mutually free League or competition nights (but ensuring there is no home clash if their pub/club has a second team or is being used as a competition venue). Re-arranged matches may be played on a night other than Thursday if both captains and the home landlord are in agreement.
- 8.12 All matches scheduled for the first half of the season must be played before the start of the second half of the season; all second half matches must be played by the final date allowed for re-arranged matches at the end of the season.
Any team postponing and not re-arranging to play outstanding matches by these times will automatically be expelled from the League, and all points for and against them will be deleted.
If a team cannot raise sufficient players to fulfil an outstanding fixture by these times, but wishes to avoid expulsion from the League, then Rule 8.9 regarding the minimum of five players may be waived.
- 8.13 In the event of venue unavailability, the captain should advise the opposing captain and the Fixture Secretary as soon as possible so that a new venue can be arranged. It may be possible, if this is in the first half of the season, to reverse the home and away fixtures, providing that there is no venue clash if either pub/club has a second team, and that the opposing captain and landlords are in agreement.
- 8.14 All players must be registered with the League. A team is normally allowed a maximum of ten registered players in total. If necessary, one new player is allowed to register on the evening of play throughout the season, provided that:
(a) she has not played for another team in the League that season;
(b) the result form is clearly marked 'New Player'.
(c) her full name in capitals and with her signature to be entered on a Emergency & Extra player Registration form and returned with the match result form, to the Fixture Secretary after the match.
(d) the team does not have more than nine players already registered.
Captains should retain a copy of their team's registration (signing-on) form at the start of the season, and add to it the names of any new players registered during the season.
In exceptional circumstances, if a team has ten registered players but then still needs further players in order to fulfil fixtures, they may apply to the Committee for permission to register an additional player, but only provided that this is done prior to the day of the match.
- 8.15 Any team playing an unregistered player will automatically have three points deducted.

- 8.16 If a Pub/Club has more than one team in the League, then one player (but one only) from each of its teams is allowed, if required, to play for another of its teams per match, provided that the team to which she is registered plays in the same division or lower than the team which is borrowing her.
- 8.17 If any player wishes to change teams within the League during the season, she may do so providing she gives the Committee written confirmation of agreement from both captains concerned. This may be done up until the end of the first half of the season (turn-around) only.
- 8.18 In the event of a team withdrawing from the League before the season is completed, all points for and against will be deleted from the relevant league table.
- 8.19 At the end of each season, a minimum of the top two teams are promoted from each of the lower Divisions (depending on entry received for new season, more than two teams may be moved up a division, to make way for any new team that have entered for the new season). The bottom two teams in the higher divisions will be relegated.
If two or more teams are level on points in the divisional table, position is then determined by the highest number of wins. If this is also equal, position is then determined by head-to-head (league Results between the teams concerned), except for any promotion/relegation/championship issues at the end of the season when there would be a play-off between the teams concerned at a neutral venue.
- 8.20 If a team wishes to change their venue before the start of the new season, they would re-enter the league in the lowest division, as if they were a new team. However, if they take at least five of their existing players with them, they would be allowed to retain their divisional position.
- 8.21 In the event of a charity Box game not being played, it is deemed that the team that lost the second triple be bound to make a contribution to the Box and that the winning team make a donation as well. It is hoped that players will be generous with their contributions as all the money goes to local charity's in the Sevenoaks Area.
- 8.22 The decision of the Committee shall, in all matters, be final.

Knock-out competitions.

- 8.23 The following competitions will be held each season:
Singles, Pairs, Mixed Pairs, Triples, Captains Plate.
- 8.24 Only players registered with the League are permitted to enter the competitions (except for partners In the Mixed Pairs).
- 8.25 The Draw for each competition will be made by the Committee, who also will arrange the dates and venues. Competitions will be played on Thursdays, league fixtures permitting, otherwise on Mondays. Competitions start promptly at 8.30pm. Any player not checked in by and ready to play at this time will be disqualified.
- 8.26 All competitions are played across the whole league.
- 8.27 All competition matches are played best of three games, until the semi-finals and finals which are both played best of five games.
- 8.28 All competitions are played straight in, double finish (bull to count as a double), the bust rule to apply. Singles & Captains plate 501 up, Pairs and Mixed Pairs 501 up, Triples 601 up.
A coin is tossed to determine who throws first in the first game, alternating thereafter.
- 8.29 All competitions: Once an individual or pairs team has played their first round, no changes of players are permitted. In the Triples up to four players may be entered per triple, any three from four may play per round, but if the fourth player has not played they may if required, play for another triple entered by the same team. Once a player has played they are not permitted to play for any other triple entered by a team. If Pairs and Triples find that they are short of a player on the night, they may play without that player, forfeiting her (his) throw.

