



# BEVERLEY MEN'S DARTS AND MIXED DOMINO LEAGUE

## RULES

The League will be run and administered by a committee which will include a Chairman, Secretary and Treasurer, alongside other general committee members. All positions are voted upon at an Annual General Meeting, dates of which will be advised to all players in advance.

Current Constitution of the Committee as at October 2019 is as follows :-

Chairman	Phil Stebbens
Secretary	Jeremy Jeffery
Treasurers	Phil Stebbens Phil Hunter
General Committee Members	Dan Little Scott Clark Lee Bardsley

The League shall be open to all Public Houses and Clubs within a 6-mile radius of the Market Cross in Beverley.

Teams from further a field may join at the discretion of the committee.

1. Players are allowed to register for one team in each of the following categories.
  - a) Trebles Darts Monday Evenings
  - b) Doubles Darts Tuesday Evenings
  - c) 5's & 3's Dominoes Thursday Evenings
2. Any player registered for more than one team in any category will only be eligible for the first team they play for.
3. The Captain or Secretary of any team wishing to join the League shall furnish the Committee with a full list of players to be registered. Each team will be allowed to submit a maximum of 12 players. Unregistered players are not allowed to play. (Exception 5's & 3's league) The committee reserves the right to refuse entry into the league.
4. There will be regular meetings, held at the committee's discretion. Any discrepancies should be brought to the attention of a committee member. If the issue is not resolved, a meeting will be called.
5. Players will be allowed to sign on up to the half way point of the season, after this to be left to the committee's discretion.
  - a) For the 5's & 3's league the pub/club is registered and may use any available players on the night. The player should have his/her name recorded on the score card. A player may only play for one team in a season.
6. **Dart Board Positioning**
  - a) Double boards must be 5ft 8ins to the centre of the bull from the floor and 9ft from the bull to the oche.
  - b) The treble board must be 5ft 8ins to the centre of the bull from the floor and 9ft 7¼ ins from the bull to the oche. Any infringement of these distances must be reported to the Committee.

## 7. Darts Timing and Attendance

- a) All Monday trebles league matches to start at 8:30 pm. Tuesday Doubles games to start at 8:45pm. If any team does not turn up on time, the opposing team can claim points, based on the lateness of the opposing team which will be given at the Committee's discretion.
  - b) If a team fails to attend any match then they will automatically be awarded zero points and the opposing team will be awarded their season's average, with a minimum of 6 points for darts and 5 points for Dominoes.
8. During the match, the opposing Captain should challenge any dispute. Only if the dispute is not resolved shall the opposing Captain sign the card under protest and hand the card in to the League Secretary or Chairman within 48 hours of the match, to be dealt with by the Committee.

## 9. Matches

### **Darts – Treble League – Monday**

The Trebles board leagues will play 2 three man team games of 701, then six individuals of 501 best of three legs and finally three pairs of 701. Match played for 11 points.

### **Darts – Double League – Tuesday**

The doubles board league will play 2 three man team games of 701, 6 individuals of 501 and 3 pairs of 701. Match played for 11 points..

### **Dominoes – Thursday**

The domino league will play 3 rounds of 3 tables. Match played for 9 points.

## 10. Darts – Team constitution

- a) Six players are required each night in order to play all games. More than six and it is the captain's discretion as to whom plays in each game.
- b) Each captain selects his combination of players which are then drawn randomly against the opponent's players. No picking or choosing of opponents will be allowed. All names must come from a blind draw held by the two captains. The captain is responsible for his team's management.
- c) If only five players are available from any particular team then the game can go ahead with the short handed team playing with two players in one of the treble's games, conceding one point in the singles and playing one of the doubles games with a single player. (The absentee scores zero at each throw)
- d) In the singles, either all names are entered with one blank creating a random draw or the captain who has six players at his disposal will be allowed to select the 5 players he would like to play in which case only 5 players are entered into the draw.
- e) Games cannot and must not be played where one team has less than 5 players.

## 11. Darts – Order of Play

- a) Home team to throw for bull first, nearest the bull starts the game. In singles games winner of the bull starts first. In trebles this becomes legs 1 and 3 (if required), opponent goes first in leg 2
- b) If the first dart from the home player should hit the 25 or Bull then that score is recorded and the dart removed. (Bull only on a Tuesday). Should the away player record the same segment then it is re-thrown.
- c) The marker of the game should look at the positioning of the darts and declare the closest. If no clear decision can be made then both players re-throw. The marker must not touch the darts during his decision. Darts can land at various angles but the decision must be made without moving any dart.
- d) Note that only scoring darts count. Should any dart bounce out or not hit the board then this dart is to be re-thrown.

## 12. Darts – Finishing

- a) The finish must be completed by hitting the required score as a double (bull counts as double 25). The bull is also an acceptable finish on a Tuesday.
- b) The exact number must be obtained and if the player obtains more than the required number then they have considered to have “bust” In the trebles league all darts from that throw do not count and the required score reverts back. In the doubles league any valid scoring darts are counted and only the “busting” dart is disregarded.

## 13. Darts – Scoring

- a) The onus is on the home team to shout out the scores in each game and record them either via a chalkboard or similar. Each team should make their own record of the scores and the totals required. As a player approaches a finish then this required score should be indicated to the player and the opposition and any discrepancies highlighted immediately and scores checked.
- b) Both teams should be independently making a record of the scores. These may be made on paper or on electronic or computerised devices but access to the scores made must be available via a rollback facility,

## 14. Darts – Miscellaneous Rules

- a) Any team failing to fulfil more than two matches in any one season will automatically be withdrawn from the League and all points they played for in the season to date will be expunged. The non attending players will be banned for two seasons. All attending players should register on a scorecard to prove attendance in any dispute.
- b) Darts thrown without flights and not in the board shall not be returned; likewise, a dart thrown without a flight that hits and stays in the board shall count.
- c) Three darts in a double are not game unless the value of the darts constitutes the number required.
- d) In order for a dart to score, the tip of the dart must be touching the board.
- e) Protocol and good gamesmanship should be adhered to at all time's i.e. unruly behaviour and playing of music and media at an unwarranted sound level will not be tolerated.
- f) No picking or choosing of opponents will be allowed. All names must come from a blind draw held by the two captains.
- g) The captain is responsible for his team's management.

15. The League Committee shall deal with any matters arising from and ascertaining to the League and their decision shall be final.

16. A League will comprise of no more than 12 teams in any one season.

17. An incoming landlord can play for a team in the case of a landlord leaving a pub but must sign on, and only play for one team in any league.

18. Under certain circumstances matches may be re-arranged to a different date or night, but this is not recommended. Matches can only be re-arranged if both captains agree and the League Chairman and or Secretary are advised in advance.

Every effort should be made to replay this game at the earliest convenience and it must be played prior to the last round of games in the season.

Should no agreement be able to be reached between the captains then points are awarded as per Rule 7 b)

## 19. Cups and Individual Tournaments

At various times the league will hold additional Tournaments, some of which will be as a team, individuals, or pairs; these will be timed to fit in around the league fixtures.

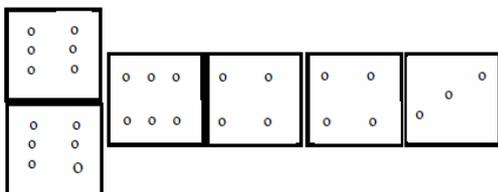
The playing format of these may vary from league games and may include starting on a double for instance. Rules and changes to playing formats will be advised prior to any tournament commencing.

20. The onus for returning the result card to the chairman or secretary duly completed and signed within 48 hours shall be on the winning team. Results may be advised via text or via our Face book site, but these must be followed up by an official results card. **No late cards or cards not filled in correctly will be accepted .**

## DOMINOES

21. The dominoes are shuffled then a domino is offered to the away pair for them to decide even or odds to decide the down

The dominoes are shuffled again and each player takes seven dominoes the idea is that each player places a domino on the open ends to score as many points as will be divisible by five or three or to block the opposition scoring eg.



Scores eight - 15 divided by 3 (5 points) & 15 divided by 5 (3 points)

Another example could be a single 5 on one end and a single 4 on the other – these add up to 9 which is divisible by 3 and scores three points.

22. The idea of the game is to peg round the board once collecting as many fives & threes as possible to finish exactly in the last hole. If a player scores more than the correct number he must peg back. For example if the player requires four and scores six he must go back to ten.
23. If both players in a team succeed in playing out all of their dominoes then the second player to do so automatically scores one extra point. So if he lays his last domino to score two points, this immediately counts as 3 and is subject to Rule 22. ie if he requires 2 and scores 2 + the 1 point for game, he must go back the 3 points to 5.

## 24. Stopped Game

There will be times when no more dominoes can be laid. Assuming that nobody has succeeded in pegging out at this point as per rule 22 then all remaining dominoes in each players had are revealed and a total of all spots is calculated. The pairing with the lowest number of spots is then awarded one point.

## 25. Misplaced Domino

If a domino is laid incorrectly then the team laying such domino is penalised by 5 points. Should this be identified immediately before any further dominoes are laid then the player should recover the offending domino and continue with the game by laying a domino in accordance with the rules.

If the error is not spotted before further dominoes are laid then the game should be stopped, penalty of 5 points be applied and a new game be started with the same down

## 26. Signalling between players.

Signalling between players is not allowed as this is considered to be a form of cheating. Should signalling be suspected then the game should be suspended and be reported to league committee to investigate.