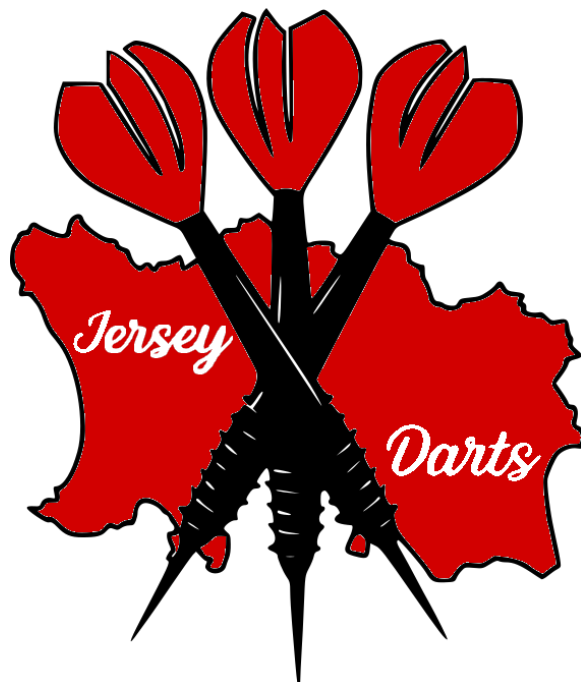


JERSEY DARTS



LEAGUE PLAYING RULES

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DISTRIBUTION

Team Managers & Captains
Players Representative & Media Officer
The Jersey Darts Website for reference of all Members

OTHER READING

Jersey Darts Constitution
Jersey Darts Safeguarding Policy
Jersey Darts Disciplinary Procedures
Jersey Darts Grievance Procedures

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DEFINITION

Financial	A player whose membership dues have been paid and are not owing money to Jersey Darts without prior agreement.
Season	The current season being played i.e., Winter/Spring or Summer/Autumn
Match	A fixture that is made of sets, that results in a winning team when finished.
Game	The type of darts game being played such as Singles or Pairs.
Set	A subset of a match that contains one or more legs.
Leg	An individual “round” of a specific set in a game such as Singles or Doubles. A set can be made up of a single leg, multiple legs or “best of” a number of legs.
Blind	Managers\Captains withhold their selections from the opposing Manager\Captain until both release team selections are released at the same time.
Singles	A 1 v 1 set between players from opposing teams
Pairs	A 2 v 2 set between players from opposing teams where all players throw in sequence in the same leg.
WDF	World Darts Federation
DartConnect	Scoring application used in the Jersey Darts League
Licensee	The custodian of a playing venue

SECTION "A" PLAYER REGISTRATION

- 1.00** All players must be registered on the official team registration forms and returned to the League Secretary within 21 days of the commencement of the league season.
- 1.01** All players must be financial with Jersey Darts.
- 1.02** A player may only register with and play for one team.
- 1.03** All players must be playing Monday league darts solely in the Jersey Darts League.
- 1.04** A licensee who has two or more teams playing their venue may only play for one team.
- 1.05** To register a new player, Managers/Captains must notify the League Secretary. If the registration is accepted the league secretary will notify the team Manager\Captain of the date the player will be eligible to play.
- 1.06** A player wishing to transfer to a new team must notify the league secretary of their wish to do so. If the transfer request is accepted the league secretary will notify the player and their new team Manager\Captain of the date the player will be eligible to play.
- 1.07** New players can be registered at any time. However, transfers can only occur during the first half of the season.
- 1.08** Any team fielding or found to have fielded an ineligible player shall have the legs and sets which the player has won forfeited and awarded to the opponent and their team. The final match scores will be adjusted accordingly. This is applicable to all matches played in the season.

SECTION “B” PLAYING RULES

All matches will be played under section 1-3 of the WDF Playing and Tournament rules. These can be found on both the Jersey Darts & WDF website. Alternatively contact the Players Representative who will make a copy available to you.

1.00 FORMAT

1.01 (Division 1) In order to fulfil a match teams must field a team of a minimum of 6 players – male or female.

(Division 2) In order to fulfil a match teams must aim to field a team of a minimum of 6 players – male or female. However, in the event there are no other available team members at the playing venue a team may field a minimum of 4 players without forfeiting a set.

1.02 If a team is unable to field the minimum players required, then providing they are outside of the 72 hours deadline (see Section C 1.00) they should in the first instance request a postponement with the League Secretary. Otherwise, they should attempt to complete the fixture with the players they have available.

1.03 A match will consist of 8 sets consisting of two game formats Singles & Pairs played as follows.

Set 1 - Singles	(501 first to 4 Legs)
Set 2 - Singles	(501 first to 4 Legs)
Set 3 - Doubles	(501 first to 3 Legs)
Set 4 - Singles	(501 first to 4 Legs)
Set 5 - Singles	(501 first to 4 Legs)
Set 6 - Doubles	(501 first to 3 Legs)
Set 7 - Singles	(501 first to 4 Legs)
Set 8 - Singles	(501 first to 4 Legs)

1.04 All legs are to be Single in Double out.

1.05 All sets are to be completed with one point being award to a team for every set won.

1.06 A player can only play in a maximum of one singles, and one doubles game format. The exception to this rule being when a team can only field a maximum 4 or 5 players (See Section B 1.01)

2.00 THE DRAW

2.01 Players are expected to be at the venue in time to play their game(s).

2.02 Prior to the draw, the captains will declare to each other how many players they have available to select from, notifying each other of junior and late attending players.

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- 2.03** The team captains will make their selections for all sets by way of a blind draw. All singles games will be drawn. The doubles draw will take place prior to each doubles game.
- 2.04** In a scenario where one or both teams do not have the required amount of players to fulfil all 6 singles matches (See Section B 1.01), the captains will first blind draw for as many singles sets they can fill. The captains will then blind draw again from the same selection of players to fill the remaining sets. (Captains should ensure their player tags are not easily distinguishable from each other)
- 2.05** If a team has failed to field a minimum of 6 players and require the use of the redraw (see Section B 1.01) and an undeclared registered team player is within the playing venue and available to play. Then the redrawn game will be forfeited. The exemption to this rule being where the undeclared player is working staff at the venue or has prior permission from Jersey Darts.
- 2.06** If a player is confirmed as late attending, they should not be included in the draw until youth players have been drawn.
- 2.07** Once the draw is complete the captain may then adjust the playing order to ensure youth players have priority to play their matches first. The captains may also agree the time to play any late players, or early leavers games at their discretion.
- 2.08** The match should commence no later than 7:45pm in Division 1 & 7:30pm in Division 2.
- 2.09** Captains may use their discretion to ignore rules to ensure a fair game is played with a “Darts For All”. However, if an agreement cannot be made then the rules must be followed.

3.00 THROWING ORDER

- 3.01** The home team will throw first in sets 1,3,5 and 7 and the away team will throw first in sets 2,4 and 6 & 8
- 3.02** All games will be played under the game number they are played on the draw sheet. i.e. In the event a player is moved from game 5 to game 1. Game 5 should still be selected on Dart Connect.
- 3.03** In the event a set goes to a deciding leg the players will throw for the bull with the player or team who threw first in the set “Bulling Up” first. Players will alternate throwing first for bull until the closet dart has been decided.

SECTION “C” FIXTURE REARRANGMENT

- 1.00** Should a team need to rearrange a league fixture, they must inform the League Secretary at the earliest opportunity and no later than 72 hours before the fixture.
- 1.01** A rearrangement can only be once per fixture
- 1.02** The league coordinator will review the request and if the reason for postponement is deemed acceptable both Managers\Captains will be notified and provided with a new date for the fixture to be completed.
- 1.03** If the new date is deemed not suitable by either Manger\Captain and the reason is accepted by the league coordinator a new rearranged date will be provided. This process will continue until a suitable date can be found.
- 1.04** If no suitable new date can be found the match will be declared void and neither team will receive any points.
- 1.05** If it is decided by the league coordinator a fixture must go ahead on the date provided both teams are required to complete the fixture. Failure to do so will result in one or both teams forfeiting the match and no points will be awarded.

SECTION “D” LEAGUE STANDINGS

1.00 Teams will be awarded 2 points for a win, 1 point for a draw and 0 points for a loss.

1.01 In the event team are tied on points the following “tie breakers” will be applied in order to separate them:

1. Season match win record.
2. Season Set win %
3. Head to Head match win record

1.02 If the teams are still unable to be separated and their positions in the league standings require that they are, the league coordinator will notify the Manager\Captains of his resolution decision