

# Stevenage and District Ladies' Darts League

## Rules

Part 1- Registration

Part 2 - Role of the Committee

Part 3 - Annual General Meetings

Part 4- Funding

Part 5 - League Games and Team Knockouts.

Part 6 - Remaining Knockouts / Competitions

Part 7- Changing Fixtures

Part 8 - Eligibility & Conduct.

Part 9 - Trophies

### Part 1 - Registration

A) Any properly constituted Licensed House may be affiliated to the Ladies League, subject to acceptance by present members which will be decided prior to the AGM. New teams will be allowed to join before the commencement of each new season.

Each team is registered, not the Licensed House they represent.

B) Teams to be registered at the designated meeting each year. Failure to do so will result in that team being no longer eligible to play in the League. Each Pub/Club shall pay a Registration Fee of £10 (to be paid on Registration Night)  
, Bella fee of £5 per team, plus an annual Subscription of £30 (£45 total per season) which can be paid in two parts. These monies must be paid at designated meetings, failure to do so could result in the team being dropped from the League.

New teams will also be required to pay a bond of £25, which will be held in the league's account. Should a team return a trophy that is damaged, or if they lose a trophy, the costs incurred will be taken from the bond and the team will be required to bring their bond back up to £25 in order to continue playing in the league.

Entry to competitions will cost £2 per player.

C) A representative from each team will be present at all meetings and may vote on all motions (one vote per team). Team representatives not attending the meeting will be subject to a fine of £5 per meeting, which must be paid at/or by next following meeting.

D) New members may be signed up at any time during the season but must be registered with the Registration Officer (by phone or WhatsApp) at least 24 hours before playing. If a player wishes to change her team she must write to the Secretary stating their reasons, and the Committee will make a decision.

E) Players must be sixteen or over; but it will be at the discretion of the Pub landlord / landlady to allow players of sixteen onto their premises. It is the responsibility of the 16 - 18 year old's team to ensure their safety and that they have consent from the landlord/lady for them to attend their venue.

G) No County/Super League Players are allowed to register with any team.

## **Part 2 - Role of the Committee**

A) The league will be administered by a Committee consisting of a Chairwoman, Secretary, Registration Officer and Treasurer, and should the Representative wish, two other persons.

B) The Chairwomen will be responsible for running Committee meetings, AGMs and will have the casting vote. The Chair will also post the scores on WhatsApp and Facebook at least every two weeks and overseeing the updates on the website.

C) The Secretary will be responsible for arranging meetings, fixture lists, finals and presentation nights and the purchase of Trophies.

D) The Registration Officer will be responsible for keeping records of players for each team.

E) The Treasurer will be responsible for keeping the League's accounts, which must always be available at Committee meetings and on the request of any representative. The accounts must be balanced every six months and this must be verified by a Committee Member.

F) The Committee will hold meetings with the league twice during the year, plus the AGM. This can be changed at each AGM. Once a meeting has closed no further business shall be discussed but be brought up at the next meeting. Should the Committee feel an immediate decision is required the decision will be made at the time.

G) All paperwork is the property of the League and should be handed over whenever there is a change of Committee.

H) The Committee shall make any new rules that they may deem advisable and provide for any contingency that may arise. This may include calling an EGM, which is within the committee's remit.

I) This is a rolling committee. That means the committee stays as it is until either a member stands down or their position is challenged.

## **Part 3 - Annual General Meetings**

- A) The AGM will be held at the end of the season each year, the secretary will give due notice of at least two months and request for items for debate and changes to rules.
- B) The business of the AGM is the production of verified accounts for the year, reports on the previous years activities, setting the subscription and joining fees, decided meeting nights for the coming year and changes in the Rules.
- C) Team Representative MUST attend the AGM, and also attend Registration Night to register the team to be eligible to play the following season. Seven days grace will be given in exceptional circumstances. Registration Forms are to be handed to the Registration Officer, plus £10 Registration Fees must be paid to the Treasurer within the time.

#### **Part 4 - Funding**

The funds will be banked by the Treasurer at the appropriate bank.

Fund raising, if the Treasurer deems necessary, take place during competitions. All competitions shall fund raise using cards (darts/football cards), with the exception of the Bella, where there will also be a raffle. All funds raised on the night of the Bella will be included in the charity donation.

#### **Part 5 - League games and Team Knockouts**

- A) All matches to be played on a bristle board of good condition. The throw shall be 7ft 9.25ins and at the correct height of 5ft 8ins to the centre of the bull. The Oche line must be marked at correct length in a distinctive manner. All players to stand behind the person throwing.
- B) All matches shall be of 5 pairs, 301, double start, double finish. All three legs to be played (except in Knockouts).
- C) Names of players and reserves to be put on the board by 7.30pm, the match commences at 7.45pm. If a player does not turn up a reserve can be substituted at any time. In the event of several players not turning up, please refer to part D (below) of this rule. If a team delays the start of the game for 15 minutes or more without good reason, 3 legs will be given to their opponents.
- D) If a team cannot provide the required amount of players on the night, the following format shall be played:-
  - A) In the case of less than 6 players being present: a maximum of five players can play twice.
- E) Captain's are able to choose their pairs and who plays twice and must mark the names on the board with an asterix for these players.
- F) The Draw - Captain's choose their pairs and write them down on separate pieces of paper. The Captain's then meet and write them names up on the board together.

- G) All matches to be started with the visiting players having the first throw, the home players the first throw on the second leg. The third leg decided on the toss of a coin.
- H) All darts thrown count as thrown, whether they stick in the board or not. The dart must be retrieved from the board to score. Only darts that remain in the board are counted for scoring.
- I) During a match a player may be instructed on the throwing of her darts only by her partner.
- J) The chalker may say what score is left. If the chalker gives the wrong amount for remaining score and the players win the game, that amount will stand. Any dispute of chalks must be made by the offended team before her partner throws her darts. Electronic Scoreboards may be used if they apply to the above. If darts are removed before the chalker has been able to conform the score, then the score does not count and the throw is voided.
- K) Results must be sent in via WhatsApp as soon as the game has finished. The teams should send in a photograph to show the players names and scores.
- L) In the event of a tie for League Championship, the winner will be the team winning the most games throughout the season. In the event of a complete tie, the title will be shared.

## **Part 6 - Remaining Knockouts/ Competitions.**

- A) The first and third leg (If required) is decided by the toss of a coin. Marking to be done by home team, with an away team member to act as checker. Both scores and amount remaining must be shown on the chalk board.
- B) A reserve may only be used when playing the Fours. The reserve's name must be registered with the Registration Officer when the FIRST KNOCKOUT is played. If the Officer does not receive this information NO reserve will be allowed to play at any time for any reason.
- C) Losers must chalk or ensure that someone chalks for them. Failure to do so will be punishable, the action to be taken will be decided by the Committee.
- D) There is no limit to the amount of competitions one player can enter during a season.
- E) Knockouts played at home venues will be drawn prior to the match, first team out will be the home team.

## **Part 7 - Changing fixtures**

A) If a game is not able to be played as stated in the fixtures, the game may be swapped (for example, team A should be the home team, but are unable to play at their venue, so the game is played at their opponent's venue instead. The return game will then be at Team A's venue.

If need be, there are spare boards at The Post Office Club should there be a problem with venues.

B) In the event of a match being cancelled/forfeited due to one team not attending (unless previously agreed between the Captains, see Part A of this rule) the team able to play will claim eight points only.

C) League matches may be rearranged, so long as both captains are in agreement, otherwise, the team unable to play will forfeit the match. Each team must either notify the Secretary of the cancellation, or post it on the Whatsapp chat used by the league, along with the new date of play.

D) If a team decides to change its venue then all members of the team must be in agreement, if there is a split then it goes with the majority. In the event of a 50/50 split the Committee and representatives will make a decision.

## **Part 8 - Eligibility and Conduct**

A) If a team is found to have played an ineligible player, all points may be deducted. This will be discussed by the Committee and may also include discussions with the League.

B) In the event of a match being disputed, the Captain of the team raising the dispute shall:

- inform the other Captain of her intention to dispute the match.
- inform the League Secretary, within 24 hours, that the match has been disputed, and
- submit a written report outlining the reasons for the dispute to the Secretary within 5 days.

If all three of these conditions are not complied with then no dispute will be considered and any results shown on the result chat shall stand.

C) Any team/player guilty of a breach of the rules or of bad conduct at a match shall be liable to disciplinary action, which will be decided by the Committee.

This league prides itself on being a friendly league. Bullying, intimidation discrimination and manipulation will not be tolerated.

Anyone found to have breached this will be asked to explain their reasons to the committee before appropriate disciplinary action is decided.

## **Part 9 - Trophies**

- A) Presentation of all trophies to be at a place chosen by the Committee.
- B) Perpetual trophies must be returned when the Committee requests them, and in good condition. Failure to comply with either of these points will result in either a deduction from the team's bond, or loss of bond altogether. The bond will need to be made back up to it's full amount to allow the team to remain eligible to play.