

Swinton Darts Organisation

League Rules

Every team should ensure a copy of these rules are on display or available for inspection on all match nights at their venue. A £2 fine for each game a copy of the rules are not available may be imposed if this rule is breached.

General

1. The league shall be known as "Swinton Darts Organisation" (SDO).
2. The SDO shall operate a single season per year.
3. Match nights shall be Thursday nights.
4. All SDO matches take precedence over any other Thursday night darts matches.
5. All matches to begin by 8:45pm with the draw taking place by 8:30pm.
6. All matches shall be played on an oche that conforms to BDO rules i.e. the centre of the bull shall measure 5'8" (1.73m) from the floor, the throwing distance shall measure 7' 9¼" (2.37m) along a horizontal line to a plumb line from the face of the dartboard. The diagonal distance from the centre of the bull to the throwing mark shall measure 9' 7½" (2.93m).
7. In the event of any player overstepping the throwing mark, it is the responsibility of the captain of the non-offending team to inform the offender's captain who should ask the offender to correct his/her stance. In the event of subsequent offences in the same game the non-offending team are entitled to insist on points scored during the subsequent offence to be declared void & the throw re-taken, providing the objection is made prior to the non-offending team having thrown again. Any player found guilty of persistent offences of this rule maybe suspended from the league at the discretion of the committee.
8. A team will only be accepted into the league with a minimum of eight players.
9. All new teams entering the league will be required to pay half their league fees before the commencement of the first game for the first season only.
10. Any team who registers with the league & then withdraws will be suspended for that season. The members of that team will also be suspended for that season. At the discretion of the committee any such team & its members may be banned from the league indefinitely.
11. All new teams entering the league must be vetted by the committee & will be put in a division thought to be appropriate to that team's ability.
12. If more than one new team is applying to join the league in one season, the divisions maybe evened out to allow an equal number of teams in each division.
13. Teams will only be allowed to sign on new players up to twelve weeks from the first game of the season.
14. Any team wishing to sign on a new player after the initial twelve week signing on period has elapsed will be required to make a request in person at the monthly meeting, this request will be granted or denied at the discretion of the delegates present at said meeting.
15. During the twelve week signing on period players will be permitted to transfer to another team provided they have played no more than 1 game for the team & the request is made either in person at the monthly meeting or in writing to the league secretary. Any moves outside of these criteria will not be permitted.
16. Any team found to have played an ineligible player in a league game will be docked two points from both the pairs & the singles league. Any team found to have played an ineligible player in a cup game will be credited with a nine nil defeat for that game.
17. The home team shall be responsible for the match sheet being submitted via the SDO website no later than 1pm on the Saturday after the match. In addition, match sheets should be posted on the Captains WhatsApp group. Failure to comply with this rule shall incur a £1 fine, increasing by £1 for each subsequent offence. Also for each missing sheet the fine will be doubled for each week it is deemed missing.

18. The home team captain is responsible for the match sheet being filled out correctly. Both team captains must sign the front of the match sheet & they are responsible for the registration of all "180" scores, least darts & highest checkout claims. No claims for these awards will be accepted after the match sheet has been collected. **All claims should be entered on the front of the sheet in the case of singles games & all claims, including singles & pairs should be emphasised on the back of the sheet with the player's full name & countersigned by both captains.**
19. The home team captain is asked to award sportsmanship points out of ten to their opponents. This should be clearly marked on the match sheet in the box provided prior to collection.
20. Promotion & relegation will be decided on the basis of league position the previous season regardless of who is signed on.
21. Nine individual trophies shall be awarded to teams who win the team competitions. The league can provide additional trophies at a cost should teams require them.
22. All annual awards must be kept in a safe place & should be returned on request to the Secretary in a presentable condition. Any losses or breakages shall be charged to the team holding the trophy.
23. Prizes will be awarded on a divisional basis for the following – least darts, highest checkout & most 180's. All team competitions will count towards these awards, no individual competitions will count towards these awards.
24. Any serious point will be noted & form a committee proposal to be included in the rules at the next AGM.
25. Any team or individual directly affected by a committee ruling has a right to an appeal. Only the teams and/or players **directly** affected in the decision will be allowed to appeal. The complaint should be made in writing to the Secretary & it will be heard at the next monthly meeting. Providing the team/individual is present on the night, three delegates will be chosen at random to make up the appeals committee, the team/ individual will then put their points to the appeals committee whose decision will be final. Appeals will only be heard against rulings made against written league rules.

Playing Format

1. All divisions shall play three games of pairs, which will consist of one leg of 701 & six games of singles, which will consist of best of three legs of 501.
2. A team may start a match with a minimum four players thus conceding a pairs game. Late arrivals may participate in the singles providing they arrive before the singles draw takes place. In the event that a team starts the game with 4 players the opposition need only pick 2 pairs for the draw. The 3rd available pair will automatically win.
3. If a team can only field 4 players for the singles a draw from the available players is made & that player will play twice. The 6th game is forfeited.
4. If neither team can field 6 players then the above should apply however the forfeited games are uncontested & any legs not played do not count in the match. Under no circumstances can the unplayed legs be shared.
5. All fixtures must be fulfilled - matches cannot be classed as draws by mutual consent & points halved.
6. All matches shall be played under BDO rules. Home team to throw first in games 1, 3, 5, 7 & 9. Away team will throw first in games 2, 4, 6 & 8. No equal darts & 'bust' rule applies.
7. For the pairs games the home team shall throw first in games 1 & 3 the away team to throw first in game 2. Each player throwing alternately.
8. Two points will be awarded to the overall winning team (pairs & singles added together). Aggregate scores between teams will count in the event of a tie with league placings at the end of the season.
9. A separate competition will operate for the pairs games.
10. During the match all individual scores as well as score remaining to be marked on the scoreboard.
11. The home team are responsible for providing a marker for each pairs & singles game.

Team Knockouts

1. A divisional team knockout competition shall be held for all registered teams, this will be played over two legs, home & away.
2. The above cup competitions shall run during the league competition.
3. At the end of the league competition the teams finishing in the top four places in each division shall contest "Grand Final" knockout competitions.
4. For those teams not finishing in the top 4 in each division there will be 2 divisional team KO competitions.
5. The playing format for all cup games shall be the same as all league games.

6. In the event of a draw, a 1001 one leg play off should be played, bull up to start, teams should throw alternately. Captains should agree on the number of players - 3 or 6.
7. Teams in the final should throw first in alternate games, deciding who should throw first in the odd or even games will be decided on the toss of a coin. Marking should be alternate also.
8. All team knockout finals will be held at appropriate venues & matches should begin at the same time as league games.

Individual/Pairs Knockouts

1. A divisional individual & pairs knockout competition shall be held each season with a last registration of 8pm. Venue to be decided.
2. The playing format for all individual knockout competitions shall be the best of three legs of 501, bull up for choice of off, alternating in the second leg. If a third leg is required players should bull up again for choice of off. The players contesting the final of all individual knockout competitions shall be offered the chance to play the best of five legs of 501.
3. The playing format for all the pairs knockout competitions shall be best of three legs of 501, bull up for choice of off, alternating in the second leg. If a third leg is required the players should bull up again for choice of off. The players contesting the final of all pairs knockout competitions shall be offered the chance to play the best of five legs of 501.

Postponements/Cancellations

1. Teams are only allowed to postpone two matches during the season.
2. Matches can only be postponed if a team is unable to field any four of its registered players. All postponements **must** be made via the Secretary at least four days before the game is due to be played, i.e. by the Monday evening.
3. The non-cancelling team has seven days in which to provide the secretary with two alternative dates on which they are able to play. The cancelling team must agree to one of these dates otherwise the Secretary shall decide which of the two dates the match shall be played. The Secretary's decision shall be final.
4. If the non-cancelling team does not provide two alternative dates within the seven days the Secretary will provide two dates. If the teams can't agree on one of the dates the Secretary will select a date for the game to be played.
5. Any team not fulfilling a fixture for any reason other than suspension or a pre-arranged postponement will automatically be fined £5 & the match awarded to their opponents 6-3 (pairs win 2-1).
6. The committee shall also be empowered to impose further punishment to the guilty team and/or its members as it sees fit.

Meetings/AGM

1. Every team registered with the SDO must elect a delegate or captain who is required to attend the Quarterly meetings. Failure to do so will result in a £5 fine for every missed meeting.
2. If two meetings are missed a written warning will be issued, if any more meetings are missed after the written warning has been issued the team & all its registered members will be expelled from the league.
3. Apologies for absence will only be accepted once per team per season.
4. The quarterly meeting will be held on the first Wednesday of every month, commencing at 7:30pm.
5. At all meetings only one vote per team will be allowed to decide any matters arising.
6. Any proposed rule changes must be made in writing & in the hand of an elected committee member a minimum of twenty-eight days before the AGM.
7. Any person wishing to stand for election to the committee should be proposed in writing to an elected committee member a minimum of twenty-eight days before the AGM. If that person is proposed for a position on the committee which is not vacant, that person will need a seconder after which a vote will be taken at the AGM to decide which person is elected for that position.
8. At the AGM all attending, registered & paid up teams shall be entitled to vote.

League Fees

1. League fees are £160 per team.
2. Existing teams must pay a minimum of £50 by the first meeting, a further £50 by the second meeting & the balance plus any fines incurred by the third meeting.
3. New teams joining the league must pay half their league fees before the commencement of the first game.
4. Should a team withdraw from the league with fees still owing, that team & any players registered to that team cannot enter the next season until all fees are paid in full.
5. Teams who are delinquent in payment of league fees by the end of the season will not be allowed to enter the following season (this includes players transferring to other teams) unless all fees due are paid prior to the AGM.
6. Any prizes won, both team & individual, by teams who are delinquent in payment will be withheld until any fees due are paid up in full.

Any other points not covered by these rules will be left to the discretion of the committee, whose decision will be final.