

# FLITWICK SUMMER DARTS LEAGUE

Chairman: A. O'Mahoney  
Vice-Chairman: P. Riley  
Treasurer: C. Griffiths



Please address all correspondence to  
Secretary: Steven Curtis  
189 Bedford Road, Marston, MK43 0LE  
07800 811883, 01462 414252  
steve@flitwickdarts.com

## Season 2020

### Committee

Chairman:	Aiden O'Mahoney	Tel: 07786 910655
Vice-Chairman:	Paul Riley	Tel: 07849 626192
Treasurer:	Ceri Griffiths	Tel: 07714 415971
Secretary:	Steven Curtis	Tel: 07800 811883

### PLAYING RULES

1. The league shall be known as the **FLITWICK SUMMER DARTS LEAGUE**.
2. The league shall be open to all public houses and clubs within a 10 miles radius of Flitwick Bridge and are accepted as members by vote at the A.G.M.
3. Games are to be played on a 1 – 20 clock board, bullseye counting as double 25. The board is to be 5ft 8ins in height from the floor to the bullseye. The minimum throwing distance is 7ft 9 1/4ins, from the point plumb with the board to the rear edge of the toe line. Raised oches may be used at the discretion of the landlord/steward.
4. Home team is to provide a scorer and the away team to provide a checker referee. Scores to be kept in such a manner that both teams can check the progress of play. Any disputes over scoring should be brought to the attention of the referee before recommencing the game. Electronic scoreboards that show count back are fine to use (must be visible at all times). If the electronic scoreboard doesn't show count back then it's down to the captains to agree if they are happy for the home team to use this, if not, the away captain can ask for the home team to chalk.
5. The team shall consist of six players, playing one set each  
**Division 1:** A set shall be played best of three legs over 501.  
**Division 2:** A set shall be played best of three legs over 401.  
Teams should be at the venue by 8.30pm to start the games by 8.45pm. Away team to start the first set with alternate throws thereafter. If the game is 1-1 the player who didn't start the game to throw first for the bull's-eye for deciding legs. If a player is running late it's down to the two captains to agree whether or not the player can play, but if that player has not arrived before the end of the previous game, the other team wins that game 2-0.
6. The pairs league to be played after the singles matches with three pairs playing one set each.  
**Division 1:** A set shall be played best of 3 legs over 501.  
**Division 2:** A set shall be played best of 3 legs over 401.  
Partnership pairings to be determined by the team captains with the order of play to be drawn. Deadline 9.30pm. Away team to start the first set and alternate throws thereafter. If the game is 1-1 the player who didn't start the game to throw first for the bull's-eye for deciding legs.  
Each team to be awarded one point per set won in this competition.
7. All games to be played with a straight start and double finish.
8. All registered players are eligible, subject to any deadline to play in either or both sections (singles and pairs) but no player may play more than once in each section (Sections is singles and doubles).
9. Results of matches must be entered on result cards as 2 – 0 or 2 – 1, and both captains must sign the card. IF THIS RULE IS NOT COMPLIED WITH, or cards have been altered, the result will not count towards the player of the year.
10. Players must be registered with the secretary 48 hours before being eligible to play, closing date for registration before the end of first half of the season. No player may play for more than one team in any one season.

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On special circumstances if the team only has 5 players on the night and it's agreed with both captains then they can sign 1 player on to make the 6<sup>th</sup> player. Both captains must sign the on the night players signing on sheet and send it to the secretary before the games start.

11. Results cards can either be posted to the secretary (to the address on the back of the card) or an emailed picture to [results@flitwickdarts.com](mailto:results@flitwickdarts.com) (picture must be legible). If emailed captains must keep hold of the cards and these to be give to a committee member at either competition or finals nights.
12. No Cancellation of games apart from bereavement or inclement weather.
13. Team membership fee £30.00 (this including £5.00 for raffle money). Player's registration fee £5.00.
14. All games are played in a sporting and gentlemanly manner.
15. Any protests must be submitted, in writing, to the secretary within three days of the incident.
16. The secretary shall call an ANNUAL GENERAL MEETING for which 21 days notice shall be given to all clubs. Notice of any proposed changes to the rules must be submitted to the secretary, in writing, 10 days before the A.G.M. Each team must be represented and shall be entitles to two votes. Any team not represented shall risk expulsion from the league at the discretion of the member teams present.
17. Each year the annual general meeting will elect a committee comprising of a Chairman, Vice Chairman, Treasurer, and Secretary. In case of an EGM all captains are co-opted on as committee.
18. In the event of a tie between teams for trophies, it will go on countback from their games.
19. The committee will have the authority to fine, suspend, expel, or otherwise discipline any team or individual guilty of misconduct. Where suspension or expulsion is being considered, the individual or team concerned shall be given the opportunity to state their case, before a meeting of the full committee prior to any final decision being taken.
20. No persons of the age of 14 years and below are eligible to register with the **FLITWICK SUMMER DARTS LEAGUE**.
21. The league committee's decision on all matters is final.
22. If a match cannot be played the offending team will forfeit the match and the opposing with be given 6-0 3-0 results. Averages will be given at the end of the season, the 6 players that have played the most on the offending team will get a 2-0 loss, the 6 players that have played the most on the opposing team will get a 2-0 win.

## TEAM KNOCKOUT

1. Each round shall be played as drawn. Matches shall be played with seven players to a team, best of three legs over 501, all games drawn out and throw for the bullseye to see who starts (away team to throw for bull's-eye in the first game and then alternative games) to decide who starts 1<sup>st</sup> leg. If the game is 1-1 the player who didn't start the game to throw first for the bull's-eye for deciding legs.
2. Preliminary round ties – winning team must notify the secretary within 24 hours.
3. Semi and finals will be played on finals night.

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## Competitions

1. Entry Fees: Div 1 Singles £3 per player.  
Div 2 Singles £3 per player.  
Doubles £3 per player.  
Triples 3/4 players, £3 per player  
No limits to the number of players entering the competition, all registered players are eligible.  
Captain Cup, free to enter either captain turns up then they must play if captains not available the vice-captain can play in their place as long as the team specified at the beginning of the season.  
  
Money to be paid to the Secretary before or by the selected dates or transferred to FSDL bank details:  
**Bank Name:** Flitwick Summer Darts League  
**Sort Code:** 20-05-74  
**Account Number:** 70387487  
**Reference:** Team name  
Please make sure you let the Secretary now soon as it's been paid.
2. No substitutes are allowed in any competition under any circumstances once the draw has been done.
3. All fixtures must be played at the venue on the draw sheet on the date specified.
4. The player drawn out first throws for the bull. If games go to a deciding leg then the player who didn't throw for bull in first leg throws for the bull first.
5. All competitions will be played down to the "Board Winner" and they will go on to play at finals night.
6. If a Division 2 player plays in Superleague or County then they will have to play in Division 1 Singles.
7. Div 1 & Div 2 Singles: 501 best of three legs - Semi-finals and Finals to be played best five legs.  
Doubles: 501 best of three legs - Semi-finals and Finals to be played best five legs.  
Triples: 601 best of three legs  
Captains Cup 501 best of three legs - Finals to be played best five legs.

## Finals Night

1. Finals Night to start at 6pm and will be played on a Saturday
2. Team KO Semi Finalists must be at the venue by 5.45pm and games will start at 6pm on 4 boards then the finals to follow on the stage. Once a team reaches 4 wins then the game is over for the semis & finals.
3. Singles, Doubles, Triples & Captains Cup finalists must be at the venue by 7pm
4. If a player gets to finals night and cannot make it, they must notify the secretary 2 weeks before hand.
5. If a player notifies the secretary 2 weeks before hand, then the committee will invite the player that lost in the previous round.
6. If a player fails to notify the secretary 2 weeks before then they get a £10 fine and banned from playing in any comps the following season.

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## Averages/Player of the year

Player of the year is awarded:

3 points for 2-0,

2 points for 2-1,

1 point for 1-2,

0 points for 0-2.

**Averages** are calculated by player of the year divided by number of games played.

To be eligible for the averages and player of the year you must play  $\frac{3}{4}$  of the games.

Finals night points which are added to the player of the year:

**Triples:**

Runners up: 2 points each

Winners: 4 points each

**Doubles:**

Losing semi finalists: 2 points each

Runners up: 4 points each

Winners: 8 points each

**Singles:**

Losing semi finalists: 4 points

Runners up: 8 points

Winners: 16 points