

AMPTHILL & DISTRICT DARTS LEAGUE

Chairman: P. Riley
Vice-Chairman: A. O'Mahoney
Treasurer: T. Denman
Special Events Ass: J. Pearson



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

RULES

1. All games to be played on a 1-20 clock board with center counting 25 and 50. Bull's-eye counts double 25.
2. The board shall be hung 5'8" from the center of the bull to the floor. The minimum throwing distance shall be 7'9 1/4" to be measured from the point plumb with the face of the board to the back edge to the toe line, which must be marked in a distinctive manner. Raised ochies may be used at discretion of the proprietor.
3. The scoreboard shall be placed in a convenient position so that all players can check progress of play. 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.
4. Home team to provide a scorer, on request by other team the away team to provide a caller/checker. The scorer/caller may only tell a player what score is required, but not how to obtain the finish.
5. All teams to have eight players to be signed on by player signing on night.
6. Teams will be automatically entered into Team Knockout Cup.
7. League format:
 - a. **All Division:** Teams shall consist of a minimum of six players, playing six singles and three doubles, best of three legs 501, straight start, finish on a double. Away team shall start first set followed by alternate first throws. 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.
8. **Division 1**
Playing order shall be determined by a single draw to take place before the start of the match. Teams to be present by 8.30pm for 8.30pm draw and 8:45pm start. Playing order as per draw. Doubles drawn after Singles have taken place.
Division 2 & 3
Playing order shall be determined by a single draw to take place before the start of the match. Teams to be present by 8.00pm for 8.15pm draw and 8:30pm start. Playing order as per draw. Doubles drawn after Singles have taken place. If your team going struggle to get to the pub/club by 8.00pm please contact the other team captain.
9. Any team playing an ineligible player shall forfeit the match, and both points awarded to their opponents score 5-0. Teams not turning up to fixtures without prior written permission from the Committee shall be fined £10, which is £5 league fine and £5 for the other team's licensee in compensation for refreshments. Score 5-0.
10. Results cards can either be posted to the secretary (to the address on the back of the card) or can WhatsApp/Text Message/emailed picture to results@ampthilldarts.com (picture must be legible).
11. Players must be registered 48 hours before being eligible to play. No player can play until signing on forms have been returned to team Secretary. Registration deadline: end of first half.
12. Players may transfer only once during the season at the discretion of the Committee, on payment of the £5 transfer fee. Deadline: end of first half. Transfer forms available from Secretary on request.
13. Team registration fee £30 (£5 for finals night raffle prize). Player's registration fee £5.
14. Fixtures to be played on dates specified unless prior permission has been received from the Committee. Unplayed fixtures to be played within 14 days of the original date and Secretary informed accordingly. Unplayed games must be played by the final league game of the second half.
15. In circumstances of inclement weather, rule 14 shall not apply. A telephone call to the opposing team should suffice both Captains to decide facts are correct. Fixtures to be played within 14 days. Away team is to contact home team to decide mutually convenient date. Teams failing to play will be fined a maximum of £10. Secretary is to be notified of all postponed fixtures by both teams in writing, also to be informed of new date by Saturday following original date.

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16. Written protests/complaints may be made to the Secretary within 3 days of the fixture sent out.
17. In the event of teams tying on points for trophies then the aggregate of legs will decide the winners. If the aggregate is the same then a play-off home and away will decide.
18. All correspondence to be through the post or email to the Secretary.
19. Team Knockout Final to be played on Semi-final and Final night.
20. Cups and trophies cannot be won outright and are the property of A.D.D.L.
21. All teams to apply for membership 10 days before the A.G.M.
22. All fines to be paid within 14 days of notification.
23. Notice of any proposed changes to the rules must be submitted 14 days before the A.G.M.
24. In the case of teams turning up short then the other Captain may select his team
i.e. If one team has 5 and the other has 6 the team with 6 players selects their 5 and both teams do the draw with those 5 players and the 6th player gets written down and wins 2-0.
Then the team with 5 players forfeits a singles and doubles game.
25. If any players are under the age of 16, they have to get approval from the landlord/landlady of the venue.
26. Anything arising and not provided for in these rules the Committee has the right to make temporary rules.
27. If a match cannot be played the offending team will forfeit the match and the opposing team will be given 5-0. 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. Same as the league, six singles, three doubles 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 1st leg, if it goes 1-1 then the player who didn't throw for the bull's-eye first starts to see who starts the 3rd leg.
2. Preliminary round ties - winning team must notify the secretary within 24 hours.
3. For team knockout, players may only play for one team and will not be able to play for a team they may have transferred to after playing for their original team in the pre-lim / 1st round.

Competitions

BANK DETAILS:

BANK NAME: Ampthill & District Darts League,
ACCOUNT NUMBER: 52000133, **SORT CODE:** 60-01-16

1. Entry Fees: Division 1 Singles, Division 2 Singles and Ladies Singles £3 per player.
Doubles and Mixed Doubles £3 per player.
Triples 3/4 players, £3 per player
3.2.1 3/4 players, £3 per player
No limits to the number of players entering the competition, all registered players are eligible.
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.

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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. Division 1 Singles: 501 best of three legs - Semi-finals and Finals to be played best five legs.
Division 2 & 3 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
3-2-1: 1 leg of triples 601, 1 leg of doubles 501 and then if drawing 1 leg of singles 501 (player who didn't play in doubles to play singles).
Ladies Singles: 401 best of three legs
Mixed Doubles: 501 best of three legs – This is now a semi-open competition that as long as one player is registered with the ADDL the other player male/female may partner them. Both players to pay the £3 entrance fee.
6. If any Division 2 or 3 player plays Superleague or County and has an average over 18, then they will have to play in Division 1 Singles.

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 win averages and player of the year you must play $\frac{3}{4}$ of the games.

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

Triples and 3-2-1:

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