

Dover Friday Night Invitation Dart League Rules.

1. Matches to be played on Fridays.
2. Raised oche and matchboard at all venues.
3. Matches best of 9 games, consisting of 3 pairs followed by 6 singles. Each game is best of 3 legs 501. 2 points awarded to the winning team. Each player can only play in one pairs and one singles game. Minimum number of players required to fulfil a fixture is 4, forfeiting one pairs and two singles. Team are requested not to cancel fixtures unless they have less than 4 players. All games must be played subject to licensed opening hours.
4. Bust rule applies in all competitions.
5. Pairs to be on the board by 8.00pm and toe the oche at 8.15pm.
6. All games to be DRAWN. Away team draw the Home teams names and vice versa.
7. Teams with less than 6 players must include blanks for the draw. Games drawn with blanks will be the forfeited games.
8. Home Team chalk.
9. The first throw of each game is decided by the players throwing closest to the bull. The away team throw for bull first. Winner throws first in leg one and three. The loser starts the second leg. In pairs the player listed first on each pair must throw for the bull. If the first dart is in the bull or outer bull the second player can request the dart be removed from the board. If both darts land in the bull and the outer bull it is classed as a draw. Players then throw for the bull again, with the home team throwing first.
10. When an agreement is reached between captains that a player can leave early/**arrive** late the draw is still made and the game is played first/**last**.
11. Result to be sent by text on the night of the game by the winning team to 0781 806 3403. All results are still subject to result card. Result cards to be posted or handed in by the WINNING team to the league secretary by the following week's fixture. Only list the player's names on the result card that actually played in the Match. You do not have to list who they played against. Defaced cards will result in a void match.
12. The opposing captains must countersign all 180's.
13. At least 24 hours notice must be given (by the Captain of the team wishing to cancel) to the opposing Team Captain AND THE COMMITTEE. If, after every attempt has been made the Team Captain cannot be contacted, then the opposing Team's Landlord must be informed. The Landlord must inform his/her Team Captain as soon as possible. To prevent food being prepared unnecessarily it is the Home Captain's responsibility to ensure that his/her Landlord is aware of any cancellations and/or rearrangement of matches that have been agreed. For rearranged games the Team not cancelling must give three dates for the rearranged games. These must be on three different dates, a maximum of 2 days within one week and 1 within another, and must not be the same day of the week. In all cases the Committee is to be informed immediately of the rearranged date. If the team requesting re-arrangement cannot make any dates they forfeit the match. No game can be postponed more than once. No team may re-arrange more than 2 games in a season. Subsequent cancellations will be deemed as games given away. The committee will still hold the power to allow games to be re-arranged in exceptional circumstances. If an away team cancels a Match on the day of the fixture a £10 fine will be issued to cover the costs of food for the home team.
14. The points from any cancelled Matches by teams not complying with rule 13 **WILL** be awarded to the non-offending team.
15. League table will be based on points won in the season. If tied in any position the team who is won the most amount of games throughout the season will be in the higher position. If still tied and the position in the league is a Prize Wining position then a one Match playoff will be played at a neutral venue officiated by the committee.
16. If any team withdraws from the league all points previously won against them will be cancelled out.
17. Entrance fee to join the league is £25 per team starting in Winter 2008. A reduced entrance fee of £20 for public houses that collect an average of £25 per team for the league charity (Based on the number of teams playing from the venue). New teams entry fee £40 (including a £20 deposit). £20 deposit will be returned on completion of first season.
18. To enter the end of season knockout Players must have attended **four** games during the season. The main pairs knockout must consist of two players from the same team.
19. Players can only play for one team during the season. In exceptional circumstances an appeal can be made which the full committee will appraise. **For a trial period of one season, summer 2011, Landlords/Landladies are allowed to play for any sides registered to their public house throughout the league campaign only, but must only play for one side on any night.**
20. Team Knockout Rules (Event held in summer league only)
 - Match format same as the league, **A2Z Travel only – Double start.**
 - Toss the coin to decide who is the home team.
 - Complete the draw for the pairs.
 - Home team chalks first, then on alternate.
 - All games must be played subject to licensed opening hours.
21. Summer league trophies will be awarded.
22. Winter league Cash Prize Fund to be as follows: -
 - Winners of each Division **£100**
 - Runner Up of each Division **£50**
23. The full committee will adjudicate breaches of rules or disputes throughout the season; the committee's decision is final.
24. Charity box to be circulated at all matches.

Agreed on the 3rd October 2011