

# SURREY DARTS ORGANISATION

## SURREY MENS SUPER LEAGUE 2008/2009 RULES

### 1 General

- a. The name of the League will be "The Surrey Mens Super League".
- b. The catchment area for teams in the Surrey Super League will be the boundary before the GLC was formed and includes any venue in a road which forms a boundary line.
- c. The League reserves the right to refuse admission to the league. In the event of the League being over-subscribed, teams that attend the Super League AGM shall take preference.
- d. All games will be played on a 1-20 treble clock board. The centre of the bullseye will be 5'8 inches from the floor. The oche will be raised and situated at a distance of 7'9¼ inches. The diagonal measurement from the centre of the board to the back of oche should measure 9'7¼ inches. All matches and competitions will be played on a bristle board of BDO standard and quality (minimum no. 2 board).
- e. All venues must be of a standard fit for playing Super League matches. Teams failing to comply will not be admitted to the league. The League Secretary will vet all new venues.
- f. Each Super League venue must provide a second board of a fit standard to be utilised as a practice area for participating players.
- g. BDO rules apply (which includes the COUNTY constitution).
- h. All matters arising which are not covered by the League Rules will be decided by the committee whose decision shall be final.
- i. At any Mens Super League meeting it shall be one team one vote.
- j. Punishments for transgression of any rule within this document shall be at the discretion of the Super League

Committee & any persons co-opted for the purpose of such judgement, on a case by case basis.

## 2 Playing Format

a. League games will be played over 12 legs. A point will be gained for each game won.

The game will be:

4 x pairs of best of 1 leg 801

8 x singles of best of 5 x 501

They will be played in the above order. All games will be straight start and finish on a double. The first throw in the first game will go to the away team and so on alternatively.

b. Teams will be allowed to use as many players in a league match as they wish provided that:

1. The surnames of all players to be used are clearly indicated prior to the start of the match.

2. Substitutes to be made prior to the draw for the singles.

3. Players absent at the start of the match will not be permitted to play in any part of the match under any circumstances; this will be under the team secretary's discretion.

4. The result sheets will have boxes provided for both teams' secretaries to fill in their own team names (including surnames) at the beginning of the match and also a space provided for both secretaries to sign at the conclusion of the match.

c. A team will be allowed to start with a minimum of 6 players. After the start of the match no players will be allowed to be added:

Format for 7 players    Format for 6 players

3 games 2 plays 2    3 games 2 plays 2

1 game 2 plays 1    1 pair claimed

7 games 1 plays 1    6 games 1 plays 1

1 single claimed    2 singles claimed

d. A team secretary may pick which 6 or 7 players are to be included in the draw for the singles when the opposing team consists of only 6 or 7 players.

e. Games will have an order of throw indicated in the team list but a draw will be made for the pairs and singles.

In the event of either member of a pair being absent when the game is due to be played, the point shall be contested with the one player playing two opponents; The single will be forfeited by the offending team (see rule 2d). No alteration to the order given will be permitted.

## 3 Players

a. Each team will be entitled to play any player of the male sex.

b. A team may register as many players as they wish with eight to play, plus two substitutes in each match. Two outside county players will be permitted to sign for each team, with the proviso that the captain signs on adequate players to fulfil his fixtures throughout the season & to fulfil the requirements of the Champions Cup should the need arise. A player is classed as an outside county player once he signs forms for another county in the current

season, regardless whether he plays for the other county or not.

c. No player may play for more than one team in any one season, unless his original team drops out at any one time, in which case he may re-register with another team. Unless money is owed by the team which has dropped out of the League this includes League Competitions.

d. Each player must complete a League registration form prior to playing for his team. (see rule 5b)

e. The county representative teams will be selected from players who represent member clubs only.

f. Teams playing an unregistered player in a match will lose all tons and game shots for that match and incur a £10 fine. The non-offending team will keep all tons and game shots won.

## **4 Conduct of the Game**

a. All games will take place on Tuesday evenings, with the exception of re-arranged matches.

b. Matches will commence no later than 8.45pm.

c. A team failing to arrive by 8.45pm will forfeit 1 point per 10 minutes later up to 9.15pm. After 9.15pm the game will be deemed cancelled.

d. Any team which does not appear for a game at all (minimum 6 players) without any contact whatsoever with both the league secretary and the opposing team secretary, will be liable to a £5 fine plus payment of League Fees due for both teams for the match concerned (£16.00) together with sandwich money. Also a letter will be sent to the team concerned.

The same will apply to a second offence and the team secretary will be called up before the League Committee to explain their circumstances.

If a third occasion arises, the team and all its registered players will be expelled from the League with subsequent loss of Registration Money and League Monies. (N.B. If a team refuses to play a match because of a barred player, this rule will apply.)

e. Postponements are not permitted except due to exceptional circumstances with the express approval of the Committee. All other rules regarding postponed/cancelled games will apply in this case.

f. Any match that has to be re-arranged must be played on the next available free week. If the teams involved cannot agree a date for the fixture the League Committee will give a date by which it must be played. If the team still cannot resolve the matter the match will be deemed cancelled and the points awarded at the discretion of the committee according to the circumstances.

g. In the event of a cancelled match, the non-offending team players will be awarded tons and game shots as an average of three weeks prior and three weeks after the cancelled match should have taken place. The non-

offending team will receive 10 points.

h. No double banker games to be played on the same night. Games will have to be played on separate nights.

i. In the event of a tie in final league positions the placing will be decided on matches won. In the event of this being a tie, it will then go to the team who has the better leg difference. If still tied, the two teams to play off on neutral board.

j. The home team will provide a chalker and the away team a checker, unless alternative arrangements have been made.

## 5 Financial

a. Each team must pay a registration of £40 (new teams will pay £60 with a return of £20 at the end of the season), £10 of which will be donated to the Surrey Youth Teams. Should there be no Youth team in any particular season, these funds will be added to the Super League end of season payout. Commitment to the league starts from the time the league secretary receives the team registration.

b. Every player must pay £3.50 to the League (this will be forwarded to the Surrey Darts Organisation) before he can play in the Super League. Players must be signed on the night of the match, but the registration form must be enclosed with the result sheet for the match.

c. Teams will pay a League Fee of £12 per match. For each point gained £1 will be returned at the end of the season.

d. All League Fees to be paid on a regular basis. Full fees for the season must be received by the League Secretary by no later than the start of the second half of the league fixtures. The League Committee will levy fines on teams who have not fully paid their fees by this date.

e. The Secretary must receive weekly score sheets each Friday by 12pm, any team not submitting such score sheets by the deadline will be subject to a £2.50 fine.

f. All teams must be represented at SDO Annual General Meetings (not necessarily by the team secretary). Teams not represented will be fined £25 by the SDO.

g. Two top teams will receive a cash award, possibly the top four teams, depending on sponsorship, more details to follow through the season.

h. Prize money will be given to the winners and runners up for the most bonus tons, game shots, and highest averages, also for the highest game shot (winner only). Bonus tons will be awarded as follows:

100 – 139 1 point

140 – 169 2 points

170 – 180 3 points

The team secretary should pick what he/she considers to be the best three legs if four or five legs are played, to be counted for the tons. Please signify which tons are to be counted by circling them in red.

- i. All fines incurred during the season will be deducted from point/prize money due at the end of the season.
- j. The league secretary will receive an annual remuneration in the sum of £400 in addition to bona fide expenses.
- k. All teams will receive their final financial statement before the league competitions, and any errors must be conveyed to the league secretary BEFORE Finals Night. No claims relating to errors will be considered after the League finishes. Prizes not collected at Finals Night must be claimed before the following year's Finals Night or they will be forfeited.

## **6 SUPER LEAGUE COMPETITIONS**

The Super League competitions will be:

Triples (Played as a triple) 801 best of 5 legs (Entry £9 per triple)

Pairs 701 best of 5 legs (Entry £6 per pair)

Singles 501 best of 5 legs (Entry £5 per player)

- a. Teams may enter with the Competition Secretary the names of any registered & eligible player wishing to take part in any of the competitions. To be eligible to compete in League Competitions, a player must have been present & available to play at a minimum of 6 Super League matches. Team secretaries will record players present on the score sheet for each match.
- b. Competitions will be played at such venues, starting at such times as the Competition Secretary may decide. They may also be played on occasions other than a Tuesday night.
- c. Substitutions may be made for a named player where the original player is unable to compete. Substitutions for competitions will be permitted as follows:
  - 1. Triples Competition; any player may be substituted provided that the player replaced does not play for another triple in the same competition and the substitute player has not played in the same competition for another triple.
  - 2. Pairs Competition; either player may be substituted provided that the substitute player has not played in the same competition for another pair & that the substitute is a registered member of the same team as the remaining partner.
  - 3. Singles Competition; No substitutes.

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