

CHRISTCHURCH CLUBS' DARTS LEAGUE

REVISED CONSTITUTION 2017-18

GENERAL RULES

- G01. The League shall be named the CHRISTCHURCH CLUBS' DARTS LEAGUE. The Management Committee shall determine the number of Teams and Divisions in the League before the season commences as per Rule G17.
- G02. That an Executive Committee be appointed annually consisting of: - Chairman, Hon. League Secretary, Hon. Treasurer and Hon. Secretary (Statistics). The Management Committee shall be a quorum of the Executive Committee plus one representative from each remaining Team (the rule being one vote per Team), to meet as and when required by the Hon. League Secretary. A quorum to be half the total number of teams in the league plus one, e.g. 14 Teams divided by 2 = 7 + 1 = 8.
- G03. The Management Committee shall have the power to deal with any official, Team or Team member, reported to have been guilty of an infringement of the rules or of any unseemly behaviour, by fine, suspension or otherwise, as they may deem fit. The responsible Representative for each Team shall be deemed liable to the Management Committee, for any claims, appeals or other matters, which may be made by the Management Committee, under the rules of the League.
In the interest of the League and all Teams registered, each Team shall be represented at every Management Committee meeting by their Team Representative, or by a Team member, who will be responsible for passing on all information conducted at the Meeting. Teams not attending the above said meetings (with the exception of the AGM) shall be fined £10.
- G04. All Teams to elect a Representative to deal with any business, between their Team and the Christchurch Clubs' Darts League, and the name of the elected Representative to be sent to the Hon. League Secretary for registration at least four weeks prior to the commencement of the season.
- G05. The League entrance fee shall be £60.00 per team per year, to be paid into the Hon. Treasurer by the first meeting of the season. This will be determined annually by the Management Committee, and shall be payable prior to the first game of the season, this will include the entry fee for the John Ramsier Eights Knockout Competition.
A list of registered players must be sent to the Hon. Secretary (Statistics) on the approved form, otherwise a player is ineligible. Team Captains or Team Representatives should ascertain that all their lists are correctly filled in, before handing in the form to the Hon. Secretary (Statistics).

A player shall be entitled to play in the League fixtures and competitions provided they have signed the registration form handed to the Hon. Secretary (Statistics) prior to the commencement of the season.

Players may also be signed on the night of the match provided they sign and print their name in the appropriate space on the scorecard. Failure to do so shall deem the player unregistered and applicable fines shall be enforced.

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No player shall be allowed to play for more than one Team, at any one time, within the League, during any one season.

No player shall be allowed to play in the League whilst also playing in another league on the same night.

Player registrations made after the season has started up to 31st December are permitted at the cost of £2 per player. Player registrations made after 31st December are permitted at the cost of £5 per player. All transfer/registration fees are payable at the next meeting.

A Team may register any number of Youth Players aged 16 or over, on the proviso that individual venue rules are adhered to (some clubs prohibit youth entry). Players aged under 16 may only be registered with the agreement of the Management Committee.

G05A. County Player Rule

Teams may register as many County Players as they wish, but may only play one County Player during any match.

A County Player is someone who currently plays for a Senior County Men's 'A' or 'B' team.

Players are exempt from the County Player rule if they played at least 50% of the Singles matches in the previous CCDL season.

Players that become County Players during the season will have their status assessed based on the 50% rule, as will County Players that move teams.

Players who stop playing for a County side will be deemed to be current County Players for the remainder of the current season.

G06. The time of play shall be 8.00pm, with an open board available at 7.30pm, and in the event of any Team not being able to start by 8.00pm, their opponents may claim the game.

There shall be no circumstances under which a match may be postponed without the prior permission of the Executive Committee. Any team unable to attend a match shall forfeit the match. At the discretion of the Executive Committee (e.g. adverse weather conditions), matches may be rearranged. Any rearranged game must be played BEFORE the final round of League Games. Failure to resolve a date for the rearrangement shall result in the team failing to attend the original fixture forfeiting the game.

Matches that are cancelled without giving notice of at least one week to the opposition and the Hon. Secretary (Statistics) shall result in a £10 fine on the team cancelling the match.

G07. Scoring within the League shall be as follows: - A win shall count as two (2) points, and a draw shall count as one (1) point. A Gallon win shall count one (1) point.

G08. All players must register for a complete year, and a player may only transfer if his Team Captain agrees. A player may appeal to the Executive Committee, if his team refuses his request for a transfer.

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G09. Match Format for Play-Offs for League Winners, Runners-Up and Wooden Spoon

In the eventuality of the final positions of the League Winners, Runners Up or Wooden Spoon not being settled by points at the end of the season, the following discriminators shall be applied to determine finishing places:-

- a) Compare match result between tied teams. With six points being available (including Gallon), if a team has won four of those points, they will be deemed the winner.
- b) If still tied, the actual match score will be compared. With 24 games being played (excluding Gallon), if a team has won 13 of those games, they will be deemed the winner.
- c) If still tied, the leg scores will be considered, with the team winning the most legs being deemed the winner.

In the unlikely event that the above discriminators cannot split teams, then a Play-Off shall be required between tied teams with an order of play as follows:-

Eight Singles games, Four Pairs games, and the first Team to reach seven wins the League Play-off.

That each Captain (alternately) takes turn to name his player first.

The first named player for the first game, being determined by the toss of a coin (the winning Captain deciding which of the two Captains names their first player).

Should the result of the game be a draw, a single leg Gallon shall be played to determine the winner.

G09A. The League Champions shall be entitled to hold the League Trophy until just prior to the following season's presentation.

Teams not returning trophies at the required meeting will be fined £5.

The trophy shall be the responsibility of the holding Champions. The League Trophy will be presented each year, as early as possible, after the end of the season.

G10. The League at the discretion of the Management Committee, will present medals and other suitable mementos to the winning teams. All Major Trophies and Cups to remain the property of the League therefore cannot be won outright.

G11. The ANNUAL GENERAL MEETING of the League shall be held not later than 31st July in each year, at a time and a place appointed by the Executive Committee. At this meeting the Officers shall be elected, the Current Accounts submitted for adoption, and any alterations or amendments to the League Rules adopted and approved for the following season.

All Team applications for League Entry shall be submitted at the Annual General Meeting for consideration into the League's list of Teams for the following season.

All 'Team Registration Forms' must be submitted to the Hon. Secretary (Statistics) three (3) weeks before the commencement of the playing season.

Proposals for the AGM shall be received by the Executive Committee no later than four weeks before the AGM. Late proposals shall be accepted at the discretion of the Executive Committee on the proviso that they do not change the structure or format of the League.

G12. All Team Captains shall hold complete 'General League Rules', and all registered players are entitled to read them.

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- G13. The Executive Committee will apply all penalties provided for in these rules automatically unless an appeal is lodged in person. All fines are to be paid by or at the next scheduled Management Committee Meeting, If fines not cleared, teams will have points deducted, number of points to be decided at the Management Committee Meeting. All members of a team are collectively liable for the debts of that Team. If any Team leaves the League with any outstanding debts NO MEMBER of that Team shall be allowed to play for any other Team in the League until the debt is cleared, or unless that member pays a portion of that debt.
- G14. Deleted
- G15. Minutes shall be kept to record all business at Management Committee Meetings, and at the Annual General Meeting, which will include the names of Club Representatives and League players present.
- G16. Matches that are abandoned shall result in a £10 fine allocated appropriately by the Executive Committee.
- G17. Fixture Formats
- The format of fixtures shall be agreed at the Pre-Season Meeting. Appendix B shall be used as a guide but not mandatory.
- G18 If required, and at the discretion of the Management Committee, a single division shall be split based on final league placings from the previous season, with the top half of the league forming one division and the bottom half forming another division. If there are an odd number of teams then the top division shall have the extra team.
New teams shall automatically be placed in the lowest possible division with the following proviso:- if a new team is deemed too strong for the lowest division they shall be permitted to play in a higher division only if the lowest-placed higher division team wishes to drop down a division.
- G19 Promotion and relegation shall be on the basis of one-up one-down. A team finishing in second place in the lower division shall have the right to challenge for a promotion place by playing off with the team finishing second-bottom in the higher division.
- G20 Amendments to proposed rule changes acceptable at the AGM
1. Amendments to rule changes must be proposed and seconded and the wording of the amendment must be noted in full.
 2. No amendment is admissible which serves as a direct negative of the purpose of a rule change
 3. Once an amendment has been passed by the majority, the amended rule change becomes the substantive rule change and is voted on.

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PLAYING RULES

- P01. Every Team must endeavour to play a Team of eight (8) players. Any Team consistently playing short will be reported to the Management Committee. If fewer than five (5) players turn up at a match, the Team shall be fined £10.00. Incomplete teams shall lose the appropriate number of games for the match score.
Any Team playing an unregistered player shall be fined £5.00 and receive a one league point penalty for each offence. Any games won by an unregistered player shall automatically be lost.
Any team turning up short of players shall enter NO PLAYER where appropriate onto the Scorecard. If a team forfeits any part of the match, a Singles, a Pairs or the Gallon, they shall be fined £1 for each offence and FORFEIT shall be entered where appropriate on the scorecard.
No player shall be eligible to play in any remaining part of a match if they have not arrived by the completion of the Singles.
- P02. The dartboard to be hung 5'-8" from the floor to the centre of the Bull, and the throw to be a minimum of 7'-9¼" in a plumb line from the face of the board to the toe-line. The diagonal distance from the centre of the Bull to the toe-line shall measure 9'-7½".
- P03. The toe of the player to be clearly behind the Oche (Hockey).
- P04. The Oche (Hockey) as a raised unit, must be used at all venues, and for all Competitions.
- P05. Any player in breach of Rule P03 will, after consultation of both Captains, be warned, and then any subsequent dart thrown, in breach of this Rule, shall not score, and will be declared invalid.
- P06. That the teams shall comprise of eight (8) players. Single games to be 501 up, best of three legs, straight in and a double to finish, the Bull counting as double twenty-five. Pairs games to be 701 up, single leg, straight in and a double to finish. A pairsomes shall be two players, and not one individual player missing an alternative throw. The gallon shall be 1001 up, single leg, straight in and a double to finish. Scoring shall be done on a firmly fixed board, clearly visible to all individuals playing. A player may appeal to the scorer for the number required to finish the game. The scorer shall be provided by the Home team, and the checker to be provided by the Away team.
- P07. League Match Format
- The match format shall be eight (8) Singles, followed by the Gallon, followed by four (4) Pairs.
- The away team shall throw first in the first game, thereafter the throw shall alternate for each game (including the Gallon). Within each game the throw shall also alternate for each leg. In the event of a deciding leg being required, the player throwing first in the first leg shall start

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P07A. Competition Format

Single Leg Games: The order of play shall be decided by throwing for the bull, the winner of the bull to throw first.

Three (or more) Leg Games: The order of play shall be decided by throwing for the bull, the winner of the bull to throw first in odd-numbered legs.

Standard rules apply (inner or outer bull dart to be removed on request, bounce outs to be re-thrown). The chalkers decision being final.

P08. That the Home Captain must ensure that his player's name is on the result card before that of the opposing player. Names must be printed in BLOCK CAPITALS. If requested by the Captain, all opposing players must print and sign their names on a separate sheet of paper, to be verified by the Hon. Secretary (Statistics). It shall be the responsibility of the Home Captain to forward the results card to the Hon. Secretary (Statistics) by the Wednesday following the match. Any team failing to send in the result card by the required date shall be fined the sum of £5 for each offence, £10 for each offence thereafter. Results cards may be submitted via email, provided they are scanned copies of the original. Matches will be played on a Home and Away basis within the League Fixture List.

P09. All darts thrown to count, whether they stick in the board or not. Dartboards to be standard size, and consist of elm or bristle. The dartboard shall be fixed that the twenty (20) segment is coloured 'BLACK' and at the top of the board.

Once a match has commenced, no other player(s) shall use the matchboard, for the purpose of throwing up, other than the couple of practice throws, of the players about the play the next game.

P10. If erroneous player names/numbers are entered onto the scorecard, and the game has not started, then both teams may change their entries in the usual manner. If the game has already started, either captain may insist on the game being stopped and the error rectified as above. If the game has already completed, then the card shall be amended to reflect the player(s) that actually played and the match shall continue.

P11. GALLON CUP

A Team shall consist of a minimum of eight (8) players. Teams may play with more than eight (8) players if they wish. Teams playing short shall miss throws for however many players they are short of the eight (8), regardless of how many players their opponents field.

There shall be one game of 1001 up, straight in and a double to finish. The Team with the highest number of wins during the season will be presented with the Gallon Cup.

In the eventuality of the final positions of the Gallon not be settled by points at the end of the season, finishing places shall be determined by comparing the gallons played between the tied teams. If one team has won more of those points, they shall be deemed the winner, else teams shall be deemed joint-winners.

The Gallon shall be played after the Singles and before the Pairs

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P12. **HIGHEST SHOT-OUT**

A trophy will be awarded to the highest shot-out during the current season, a bull counting as a double twenty-five (25). The first highest shot out score counts, subsequent high shot outs must be higher, in the event of any 170 shot outs by more than one person then individual mementos will be awarded to each person.

P13. **'180' MAXIMUMS**

League players who score a '180' maximum will receive a '180' medallion or suitable memento dependent on League funds on the League Presentation Night. If teams or individuals do not wish to receive this memento, they shall inform the Management Committee at the Pre-AGM meeting.

The player or players achieving the most 180s shall be deemed the 180 Champion. In the event of a tie, this shall be shared.

P14. **Deleted**

P15. **BEST SINGLE LEG**

A trophy will be awarded to the best leg of 501, recorded during a League Match or Competition. The first best leg counts, subsequent best legs must be lower.

P16. **Deleted**

P17. **BARRIE FRAMPTON PLAYERS AWARD**

A Trophy may be awarded to the most deserving player or team over the season. Each team may nominate one player (not necessarily from their own team) or team whom they consider to be worthy of the award. The Executive Committee will decide, using the means at their disposal (e.g. Player Ratings, noted performances and so on), whether to award this discretionary non-mandatory trophy from the nominees.

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COMPETITION RULES

C01. All registered team players of the League may enter the Competitions, with the proviso that players must have participated in either the Singles or the Pairs of at least five separate league matches prior to the Competition in which they are entered, or 50% of matches, whichever is the lesser. The five-match rule shall not be applicable to the Blind Pairs or the John Ramsier Handicapped Eights Knockout. In addition, players shall also be eligible if they:-

- a) played the minimum number of required matches in the previous season,
- b) are rated under 100

Exceptions shall be considered at the discretion of the Executive Committee.. It is the responsibility of the captains to ensure eligibility of their players.

Entrants for the Open and Silver Pairs, Threes and Woodsy Fours Knockout shall be from the same team. Mixed-team entries are permitted at the discretion of the Executive Committee in the event that players cannot field a full entry from their own team.

C02. General League rules will apply to all competitions, with the exception of the variations stated below. The Management Committee will decide the dates and venues.

In the event of a player participating in any Competition not being able to start by the appropriate time (see time of play - competition-rule C06) the player(s) shall be scratched, the Adjudicator at each venue will enforce this rule rigidly.

IN ALL ROUNDS OF THE COMPETITIONS, PLAYERS MUST REGISTER WITH THE VENUE ADJUDICATOR, IMMEDIATELY UPON ARRIVAL.

C02A. The format of any Competition may be altered on the night at the discretion of the Executive Committee if circumstances dictate. The Executive Committee may override any Competition rule if deemed for the benefit of the players and competition on the night.

C03. ENTRY FEES

All Competitions shall be £1/player payable on the night of the Competition, with the exception of the John Ramsier Eights Knockout Competition, for which the entry fee is being paid as per rule G05.

C04. REPLACEMENTS/SUBSTITUTIONS

In the event of a Competition over-running and needing to be rescheduled, replacement(s) may be chosen from within the same team on the proviso that said replacement(s) have not already played in the same Competition and meet the entry requirements for the said Competition.

C05. Deleted

C06. TIME OF PLAY

The start time of all Competitions shall be decided by the Management Committee with players informed in advance by the usual methods, and an open board from 30 minutes prior to the start time.

All persons playing in Competitions must sign in before the start time.

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C07. SINGLES CHAMPIONSHIP / SONNY WILLCOX SILVER SINGLES

All qualifying rounds to be 501 up, best of three legs, straight in and a double to finish. Quarter-Finals (Board Finals) and Semi-Finals to be best of five legs and the Final best of seven legs. The Singles Championship is open to all players. The 'Sonny Willcox Silver Singles' Championship is open to any player rated UNDER 100 at the time of the Competition.

Players eligible for and playing in the Sonny Willcox Silver Singles are also permitted to enter the Open Singles.

For additional information see rule C02a.

C08. OPEN / SILVER PAIRS CHAMPIONSHIP

As Singles Championship, except games shall be 701 up. The Silver Pairs is open to any player rated UNDER 100 at the time of the Competition.

A pairsomes shall be two players, and not one individual player missing an alternative throw.

Players eligible for and playing in the Silver Pairs are also permitted to enter the Open Pairs.

For additional information see rule C02a.

C09. THREES CHAMPIONSHIP

See attached sheet.

C10. WOODSY FOURS KNOCKOUT

See attached sheet.

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C11. CAPTAIN'S AND VICE-CAPTAINS CUP

The Captain and Vice-Captain are the players indicated on the Registration Form provided at the start of the season. Changes to the Captain and Vice-Captain are permitted at the discretion of the Executive Committee.

The playing format for the Captains and Vice-Captains Cup shall be as follows:-

<u>PAIRSOMES</u>	The sequence of play for the Pairs game will be decided by throwing for the bull, the winner to throw first.
<u>SINGLES #1</u>	Captain versus Captain where the losers of the Pairs game shall throw first
<u>SINGLES #2</u>	Vice-Captain versus Vice-Captain where the losers of the first Singles game shall throw first
<u>SINGLES #3</u>	Captain versus Vice-Captain where the losers of the second Singles game shall throw first
<u>SINGLES #4</u>	Captain versus Vice-Captain where the losers of the third Singles game shall throw first

For Singles #3 to be required, the game score must be 2-1. The team currently losing shall decide whether their Captain or Vice-Captain shall play in Singles #4, thus deciding the order of Singles #4 and Singles #5

The style of play shall be conducted in the following order:

PAIRSOMES: Best of three legs of 701, straight in and a double to finish.

SINGLES: Best of three legs of 501, straight in and a double to finish.

The Captains and Vice-Captains Cup is staged best of five games; the first Pair to win three games will be the winner. It is not necessary to complete all five games if one team has reached three wins. Teams comprise of two players, and shall not play with a player short.

For additional information see rule C02a.

C12. Deleted

C13. Deleted

C14. JOHN RAMSIER (EIGHTS) KNOCKOUT COMPETITION

The Competition to be a handicapped 1001. The handicapping shall be based on League Table positioning with the bottom team to start on 1001, the top team on 1501 and all other teams to start proportionally dependent on league position.

If fewer than seven teams are entered, the format shall be a round robin, single handicapped leg. If seven or more teams are entered, the format shall be a straight knockout.

It shall be permissible to change one or more players in a team between legs, but not during a leg that has started.

Teams to consist of a minimum of eight players and no maximum.

For additional information see rule C02a.

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C15. Deleted

C16. HANDICAPPED SINGLES KNOCKOUT

The Handicapped Singles Knockout shall be played as per the Singles Competition. Handicapping shall be based on the rating of players at the time of the Competition, with a 5-pt start given to the lesser rated player for every 1-pt difference in ratings.

For additional information see rule C02a.

C17. CHALKING IN COMPETITIONS

Once a player / team has been eliminated, they are responsible for providing a chalker for the next game to be played. Failure to provide a chalker shall result in the team being fined £5.

C18. BLIND PAIRS

As Pairs Championship, except that games shall all be a double to start and a double to Finish. The draw shall be seeded based on player ratings of entrants, splitting the draw into two pots:- pot one with the higher rated players and pot two with the lower rated players. Pairs shall be drawn one from each pot.

For additional information see rule C02a.

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PLAYING FORMAT FOR THE THREESOMES K.O COMPETITION

<u>THREESOMES</u>	The sequence of play for the team game, consisting of three players, will be decided by throwing for the bull, the winner to throw first.
<u>PAIRSOMES</u>	The winners of the threesomes shall name their pair first, and the losers of the threesomes shall throw first.
<u>SINGLES #1</u>	The first singles game will include the player from each side that did not play in the pair's game. The losing team from the pair's game shall throw first.
<u>SINGLES #2</u>	To be played if required. The format of play for the second singles game will be the winning team from the first singles to name their player first, and the losing team from the first singles shall throw first.
<u>SINGLES #3</u>	To be played if required. The remaining player from both teams shall play, and the losing team from the second singles game shall throw first.

The event is staged best of five, first team to win three games is the winner. Teams comprise of three players, and shall not play with a player short.

The style of play shall be conducted in the following order:

<u>FIRST:</u>	The team game, comprising of three players, one leg of 701, straight in and a double to finish.
<u>SECOND:</u>	The pair's game will be one leg of 601, straight in and a double to finish.
<u>THIRD:</u>	The first singles game will include the remaining player from the threesomes, who did not play in the pair's game. One leg of 501, straight in and a double to finish.
<u>FOURTH:</u>	The second singles game, if required, will be one leg of 501, straight in and a double to finish.
<u>FIFTH:</u>	If required, the third singles game will be one leg of 501, straight in and a double to finish.

PLEASE NOTE THAT IT IS THE CAPTAINS CHOICE FOR THE PAIRS GAME,
AND THE SINGLES GAMES TWO AND THREE

For additional information see rule C02a.

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PLAYING FORMAT FOR THE WOODSY FOURS KNOCKOUT COMPETITION

- FOURSOMES** The sequence of play for the team game, consisting of four players, will be decided by throwing for the bull with the winner to throw first.
- PAIRSOMES #1** The winners of the foursome's team game shall name their two players first, and the losers of the foursome's team game shall throw first.
- PAIRSOMES #2** The remaining pair from each foursome shall play, and the losers of the first pair's game shall throw first.
- SINGLES #1** The winners of the second pairs game shall name their player first, the losers of the second pairs game shall throw first.

If required there are three more singles games:

The sequence of play for the singles games two, three and for will be the same as the first singles game, insofar as the winner of the previous game shall name their player first, and the losers shall throw first.

The style of play shall be conducted in the following order:

- FIRST:** The team game, comprising of four players, one leg of 801, straight in and a double out.
- SECOND:** Will be the first pair's game, one leg of 601, straight in and a double to finish.
- THIRD:** Will be the second pair's game, one leg of 601, straight in and a double to finish.
- FOURTH:** Will be the first of the singles, one leg of 501, straight in and a double to finish.
- FIFTH:** Will be the second of the singles games, one leg of 501, straight in and a double to finish.
- SIXTH:** Will be the third of the singles games, one leg of 501, straight in and a double to finish.
- SEVENTH:** Will be the fourth of the singles games, one leg of 501, straight in and a double to finish.

The Woodsy Fours Knockout is staged best of seven games; the first team to win four games will be the winner. It is not necessary to complete all seven games if one team has reached four wins. Teams comprise of four players, and shall not play with a player short.

For additional information see rule C02a.

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Appendix A – Supplied Trophy List

	Perpetual	Winner	Runner-Up	Semi-Finalist	Wooden Spoon
League	Y	10	10		10
Gallon	Y	10	10		
Open Singles	Y	1	1	2	
Sonny Willcox Silver Singles	Y	1	1	2	
Open Pairs	Y	2	2		
Silver Pairs		2	2		
Threes Knockout	Y	3	3		
Woodsy Fours Knockout	Y	4	4		
John Ramsier Handicapped Eights	Y	8	8		
Handicapped Singles	Y	1	1	2	
Blind Pairs		2	2		
Captains and Vice-Captains Cup	Y	2	2		
Barrie Frampton Players Award	Y	1			
180 Champion	Y	1			
Highest Shot Out	Y	1			
Best Single Leg		1			

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Appendix B – Guide to possible fixture formats

The League fixture format should always have between 22 and 28 league matches in a season. To ensure this, the following acts as a guide:-

- 5-6 teams play five (**) times in one division in a 6-team format for a total of 25 weeks.
- 7-8 teams play four times in one division in an 8-team format for a total of 28 weeks.
- 9-10 teams play three (**) times in one division in a 10-team format for a total of 27 weeks.
- 11-12 teams play twice in one division in a 12-team format for a total of 22 weeks.
- 13-14 teams play twice in one division in a 14-team format for a total of 26 weeks.
- 15-16 teams play four times in two divisions in an 8-team format for a total of 28 weeks.
- 17-20 teams play three (**) times in two divisions in a 10-team format for a total of 27 weeks.
- 21-24 teams play twice in two divisions in a 12-team format for a total of 22 weeks.
- 25-28 teams play twice in two divisions in a 14-team format for a total of 26 weeks.

(**) Where teams play an odd number of times, the final round of fixtures will be played at the venue on the fixture list, but using the Play-Off format as described in Rule G09, thereby negating any advantage or otherwise either team may have.

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Appendix C – Ratings Explanation

History

The ratings started for the 1998-99 season. Every player registered during that season was given a rating of 100.

The system of devising ratings has been refined a few times over the years (so going back to the stats for season 1999-00 to try and work out your new rating for season 2000-01 may not give the same value as shown in the Ratings Archive).

Similarly, from the start of the 2010-11 season, the method of calculating ratings changed to be an average of the last 50 rateable games played, called the R50R (rolling 50-game rating), thus keeping the rating up-to-date and as representative as possible of a players' current standing.

Put simply, how do they work?

Every player gets a game rating for every Singles game played during matches and Singles Competitions, which includes the Open and Silver Singles and the Veterans KO. It used to also include the Captains and Vice-Captains KOs, but will no longer do so now that the format has changed.

The winner of the game gets a game rating equivalent to their opponents R50R plus 50, the loser gets their opponents R50R minus 50.

You can only get a game rating against rated players, you can never get a game rating lower than your own for winning a game, nor can you get a game rating higher than your own for losing a game.

In addition, unrated players cannot get a game rating greater than 50 for a loss.

After every rated game, each player gets an adjusted R50R, being the average game rating of their last 50 rateable games.

If a player has played five or more rateable games (but less than 50), their R50R is partial and is qualified by a 'P'.

CHRISTCHURCH CLUBS' DARTS LEAGUE

Appendix D – Responsibilities of the Executive Committee

Hon Secretary Statistics

- League website admin
- Issuing of Registration Forms at pre-AGM meeting
- Preparation of Fixtures, including Competitions
- Maintenance of Constitution
- Approving of Constitution with Exec Committee, then uploading to website
- Booking of Competition venues
- Preparation of Results Cards to be held on the website for teams to print themselves
- Issuing of pre-season material (Introduction, Results Cards, Fixture Lists, Contact Numbers)
- Processing of received Results Cards
- Issuing of periodic League Sheet (tables, results, 180s, fines etc) via emailed newsletter and website updates
- Preparation and issuing material for Competition Nights (including Formats, entry eligibility and so on)
- Running major Competition Venues (with assistance from Hon Secretary and Hon Treasurer)
- Collation and publication of AGM proposals on the website
- Assist in Trophy Presentation
- Season Report for AGM

Hon Secretary

- First point of contact for the League, receipt of requests/complaints etc
- Responsible for maintaining the league social media presence
- Production and distribution of annual flyers to encourage new teams
- Booking of Presentation Night + disco
- Preparing and printing of meeting agenda and Meeting Reps signature sheet
- At meetings/AGM to take minutes and to read out previous minutes
- Issuing of minutes to Exec Committee post meeting
- Generate income for the League, football cards, raffles etc
- Assist in running major Competition Venues (as required)
- Receipt of Perpetual Trophies prior to engraving, and cleaning thereof (along with Hon Treasurer)
- Selection and collection of Trophies (along with Hon Treasurer)
- Printing of Perpetual Trophy tracking sheet for Presentation Night (and getting signatories)
- Printing of copies of Proposals for the AGM
- Season Report for AGM

Hon Treasurer

- Management of League accounts
- Receipt of all monies, fines, preferably only at meetings
- Tracking of fines via website
- Generate income for the League, football cards, raffles etc
- Assist in running major Competition Venues (as required)
- Receipt of Perpetual Trophies prior to engraving, and cleaning thereof (along with Hon Secretary)
- Selection and collection of Trophies (along with Hon Secretary)
- Season Report for AGM, including Accounts

Chairman

- Chairing League meetings
- Compering Presentation Night

All Exec Committee

- Attendance at all meetings
- Running of Competitions **

** Exemption from this can be requested if playing, but not as the norm. All Exec Committee should run these Competitions.