

## Summer SKADL 2015

### Competition Rules

#### General

- 1 Fees for the season are £20 per team. The money will be used for engraving and the purchase of any trophies that are required. The balance of funds will be returned at the end of the season to those teams present at Finals Night. Teams not represented at Finals Night will forfeit their share, which will be carried forward to the following Summer season's Finals Night where it will be redistributed equally between all teams competing in that season. Payment of the fees must be made to the Organiser by 29th June 2015 at the very latest. Fees not paid by this date will accrue interest at £2 per week (or part thereof) until they are paid.
- 2 Matches are scheduled to start at 7pm. Start times may be delayed **only** with the agreement of both Captains. Should it be desired by one or other Captain to start at 7pm and players are missing, the first round of 3x301 Pairs may be played before the Team game to allow the remaining players time to arrive, but games should be played as much as possible in the order shown in Rule 10. To ensure that matches do not drag on any longer than is necessary, a maximum of **five** minutes may be spent between Rounds substituting players and conducting any draw of cards required. Captains have the right to enforce this by requesting that the next Round starts immediately after these five minutes are up. In all rounds, the Home team has the right to wait until the Away team has written up its players first should the Home team so wish.
- 3 The Home team is responsible for all scoring. There is no requirement for the Home team to provide food.
- 4 Match results should be reported to the Organiser by 12pm of the day after the match took place. **This is the responsibility of BOTH Captains.** Results should be emailed or sent by text message to the Organiser, along with all relevant stats (see Rule 16).

#### Players, Venues and Responsibilities

- 5 SKADL's Winter and Summer leagues are aimed at players who are of "pub team standard and below". While it is acknowledged that this definition is open to interpretation it is regretted that, owing to the nature of the league, players who have played at adult County/Super League level or higher are not permitted to play in any SKADL competitions unless they had already been playing actively in SKADL for at least the last three years or unless express permission has been obtained from the Organiser in advance. Any queries about a player's eligibility should be directed to the Organiser.
- 6 Once a player has thrown at least one competitive dart for a team, that player may not move to another team until after Finals Night at the end of that season. The only exception to this rule is if a team leaves the league and its results have been removed from the league table. In all cases the Organiser should be informed of a player moving teams before that player competes in their first match for their new team, and in the event that a player is moving because their original team was expelled or removed from the league due to excessive "No Show"s (see Rules 22-23), the Organiser must also give his consent for this to happen. Players with any personal fines still outstanding (see Rule 24) may not play for a different team until their fines have been paid in full.
- 7 It is the responsibility of all teams to provide a match area that includes adequate lighting and a board for the match that is in a decent condition. Ideally, all teams should have their own match board, used only for the purpose of matches and which should not be available to others at any time. If it is not possible for a team to have their own match board, it must ensure that its venue has a new back-up board available at all times in case it is needed. The match area should be available for all players to practice from 6:30pm, and the match board should go up no later than 6:55pm.
- 8 Standard BDO dart rules relating to board height, oche length, dart length, player conduct and head gear apply. However, in direct contravention of BDO Playing Rule 12.03, a score SHALL stand once "called" by the scorer, even if thereafter one or more darts falls out of the board before being retrieved. If a scorer considers that a dart is likely to fall out of the board then the scorer should wait for the player to touch the darts before "calling" the score. Further, SKADL's interpretation of Rule 12.10 is that if a scoring error is identified after that player/team has thrown further darts but before that player/team's score for the leg has fallen to 170 or below (*prior to the correction*), the score MUST be corrected. If said incorrect score has already fallen to 170 or below when the error is identified, the score should NOT be corrected, as by then the decision of where a player aimed one or more of their previous set(s) of darts may have been affected.
- 9 The responsibility for all actions and conduct of a Team's players *and guests* lies with that Team, and Team Captains are ultimately responsible for the Team. SKADL will not tolerate damage to property or any other misconduct by any player or guest, and anyone found to be responsible for damage will be requested to make good this damage and reimburse any costs as required. He or she will also automatically be issued with a lifetime ban from the league, a ban which may be extended to the entire Team if deemed appropriate. SKADL will pursue individuals or Teams for damages through the courts if necessary.

#### Format

- 10 The format of a match is as follows:

Round	Number of games	Format	Notes
Team	1	701	- Away starts. - Minimum of 4 players per side, but if both teams have more than four players, play as many a side as is possible that keeps the two squads equal in number.
Pairs A	2	3 x 301 dido	- Random draw. - Home starts the first game, Away starts the second game. Leg starts alternate as usual.

<b>Singles A</b>	4	501	- Away puts names on board first then Home matches their names up as they see fit and then selects the order in which they are played. - Home starts the first and third games, Away starts the second and fourth games.
<b>Pairs B</b>	2	601	- Must be different Pairing combinations from those used in Pairs A. - Home starts the first game, Away starts the second game.
<b>Singles B</b>	4	501	- Random draw. - Home starts the first and third games, Away starts the second and fourth games.
<b>Pairs C</b>	1	3 x 301 dido	- Any Pairing allowed, even if already used earlier in the match. - Home starts. Leg starts alternate as usual.

- 11 Games should be played in the order shown in Rule 10 as far as possible. Rearranging Rounds because someone wishes to leave early is not permitted, although the order in which the games are played within the Singles B Round may be rearranged once the draw has been made to allow people wanting to leave early to play their games first. All players involved in a game should be ready to start in good time and should not cause unnecessary delays during the game. Darts should be thrown in good time and breaks of any length during a game should only occur if a player needs to mend a broken dart.
- 12 Once the draw for a Round has taken place no further substitutions may be made until the end of that Round. Further, once the first dart of a game has been thrown, late-arriving players are not permitted to join in that game and must wait until the next Round before they are entitled to take part in the match.

### Points and Ordering Of Teams In The League Table

- 13 Teams are awarded 2 points for a win and 1 point for a draw.
- 14 Teams will be ordered in the league table first by Total Points then by results between those tied, then by Leg Difference. If at the end of the season there is a tie for a position, the results against teams finishing highest in the table that are not involved in the tie will be used, and so on down, until the tie is split.
- 15 Should the league need to split into two Divisions next season, the final finishing order this season will be used to determine which teams play in Division 1, so the higher a team finishes, the more chance it has of being in the top Division in the 2016 season.

### Recording Stats

- 16 Captains are asked to record the following from each match, which must be conveyed to the Organiser:
- the final match score
  - all scores of 140 or more in the match, and who they were by
  - all checkouts of 50 or more in the match, and who they were by
  - all checkins of 80 or more in the match, and who they were by
  - all singles legs won in 24 darts or fewer, and who they were by

When reporting these stats, please use players' real names, not their nicknames.

### Postponing Matches

- 17 Owing to time constraints, postponing matches should only happen as a last resort. Teams that can field at least three players for a match, regardless of their perceived "standard" (subject to Rule 5 regarding eligibility of players), are **NOT** permitted to postpone. However, if it becomes apparent before midday on the day of the match that a team genuinely will not be able to field at least three players, the match should be postponed, and the Captain of that team must contact the opposing Captain by this midday deadline. The Captain must also suggest at least two possible alternative dates for rescheduling the match in this communication. The Organiser should also be included in all communications, and the venue where the match was due to take place should also be informed. When rearranging the game for another time, please ensure that all parties are happy with the arrangement, including the venue where the match is due to take place. Please also ensure that the Organiser is kept informed.
- 18 While postponements are to be avoided wherever possible, Captains of opposing teams may only dispute a postponement if they feel that they have good reasons for believing that the postponement is not for valid reasons. In such cases the Captain of the opposing team should contact the Organiser detailing the reasons for the objection, backed up with any evidence available. The Organiser will then make a ruling on the matter.
- 19 Ideally a postponed match should be played in the same or the following week of the original date of the fixture. If no agreement can be reached then the Organiser will arrange a time and place for the rearrangement. Should one team fail to show at this time and place, a 14-0 result will be declared in favour of the team that does, and the team that failed to show will incur a "No Show" fine (see Rule 22).
- 20 The final date for matches to be played in the first part of the season is Thursday 9th July 2015. The final date for matches to be played in the second part of the season is Thursday 3rd September 2015. Any team failing to complete all its matches by this date that is considered to be at fault for so doing will have all its results removed from the league and will forfeit its right to receive its share of the balance of funds at the end of the season. Such funds will be divided equally among the remaining teams. The Organiser reserves the right to impose a further fine on teams that fail to fulfil its fixture obligations of up to the value of the season's league fees and, if deemed appropriate, to ban the team from one or more future seasons of Winter and/or Summer SKADL.

### Insufficient Numbers, "No Show"s and Fines

- 21 If the postponement deadline has been missed and fewer than three people can attend a match for your team, the match is still postponed and must be rearranged in conjunction with the Captain of the other team. Please ensure that you notify your opposing Captain as soon as possible so that the message can be passed on to members of the opposing team, and please also ensure that the venue has been notified.
- 22 If your team has automatically had to postpone a match due to Rule 21 then it will be recorded as having had a "No Show" and will be required to pay a £15 fine to the league, payable within two weeks - or if within two weeks of the end of the season, by Finals Night - plus any related travel costs incurred by the opposing team prior to notification of the postponement being made.
- 23 Should your team be responsible for postponing three matches during the season, whether by the 12pm deadline or not, then your team will be referred to an Emergency Meeting of the Captains which will vote on whether to allow your team to continue for that season. Your team will not be permitted to have a vote on such a decision but will be permitted to have a representative there to argue your case should you so wish. If the Captains vote to remove a team from the league then all its results to that point will be expunged and the team will not be entitled to a refund of its league entry fees. Should the three postponements that lead to such a situation all be "No Show"s then this will happen automatically without a Captains' Meeting with no opportunity to appeal.
- 24 In seasons where they are held, in the Singles and Pairs Knockout tournaments, a "No Show" is deemed to have occurred if any player who has registered themselves for the competition fails to appear at the correct venue by 8pm. In such cases, the player must pay a £5 fine to the league. Any player arriving after 7pm may only be permitted to compete if the venue organiser consents.
- 25 Fine money is added to the League's funds for that season. In the event of a balance of funds being returned in equal amounts to each team at the end of the season, fine money will also be distributed evenly, but only between those teams that did not incur the fine and whose members did not incur the fine.
- 26 If a team, or any of its players, has fines outstanding at the start of the following season, that team shall not be permitted to compete in that season and is not permitted to compete in any future season until all fines have been paid. The term "season" refers to both the Winter and Summer seasons, so a fine incurred in this season (Summer SKADL 2015) that has not been paid before the start of Winter SKADL 2015-16 will result in that team being ineligible to compete in Winter SKADL 2015-16 as well as Summer SKADL 2016 and beyond.
- 27 In the event of only three players on one of the teams, you should proceed as follows:

Number of players	3	2	1	0
Team	<b>3 v 4</b>	<b>"No Show". Match To Be Rescheduled. The Team that had insufficient numbers must pay a £15 fine, payable within two weeks of the date of the match, or if within two weeks of the end of the season, by Finals Night - plus any travel costs incurred by the opposing team prior to notification of the postponement being made.</b>		
Pairs A1	<b>Play</b>			
Pairs A2	<b>1 v 2</b>			
Singles A1	<b>Play</b>			
Singles A2	<b>Play</b>			
Singles A3	<b>Play</b>			
Singles A4	Forfeit			
Pairs B1	<b>Play</b>			
Pairs B2	<b>1 v 2</b>			
Singles B1	<b>Play</b>			
Singles B2	<b>Play</b>			
Singles B3	<b>Play</b>			
Singles B4	Forfeit			
Pairs C	<b>Play</b>			
Starting Position:	2-0 with 12 to play			

- 28 In all cases where there are fewer players in one team in a game than the other, the team with fewer players does not get the same number of throws (so for example in the Team game where it is 3 v 4, the team with only 3 players throw three times to the opposition's four times and it misses every fourth throw).
- 29 In the Singles, the team with more players is entitled to nominate which players on their team get the wins-by-forfeit, and which of their remaining players they wish to go into the smaller fixed/random draw.
- 30 In the event of three players on both teams, the Team game should be played as normal but with fewer people, in the first two Pairs Rounds one player on each team should play twice (but a different player in each Round) and Singles A1-3 and B1-3 should be played as normal. For Singles A4 the Captains should nominate one person from their team to play a second Singles A game and for Singles B4 one person from each team (who must not be the person nominated twice in the Singles A Round) should be listed twice before the random draw is conducted.

### Disputes and Disciplinary Action

- 31 Any disputes should be referred to the Organiser, who shall make a ruling. He can be contacted by phone on match nights if necessary. Right of appeal against a ruling by the Organiser can only be made by requesting a Captains Meeting, whose ruling shall be final. Any team involved in the dispute is not entitled to vote in the Captains Meeting that has been convened to rule on said dispute. If a team or one (or more) of its players is found to be in breach of these rules, an appropriate level of disciplinary action will be taken, which may include, but is not restricted to, fines, points deductions or expulsion from the league.