

CHRISTCHURCH MONDAY MIXED DARTS

COMPETITION RULES–V1.9

1. General

- 1 All registered team players of the League may enter the Competitions with the proviso that players must have participated in either the Singles, Pairs or Threes of at least THREE separate league matches prior to the Competition in which they are entered. Players having played LESS THAN THREE games will only be eligible for entry at the discretion of the Committee.
- 2 Entry monies MUST be paid at the time of entry. Late payments will be not be accepted.
- 3 General League rules will apply to all competitions, with the exception of the variations stated below.
- 4 The Committee will decide the dates and venues. In the event of a player, not able to start by the appropriate time, the player(s) shall be scratched; the Adjudicator at each venue will enforce this rule rigidly.
- 5 IN ALL ROUNDS OF THE COMPETITIONS, PLAYERS MUST REGISTER WITH THE VENUE ADJUDICATOR, IMMEDIATELY UPON ARRIVAL.

2. Order of play

- 1 The order of play shall be decided by the toss of a coin for the first leg, the winner to throw first. The loser of the first toss shall throw first in the second leg. In the event of a third leg being required, each player shall throw for nearest the bull (player winning the earlier toss to throw first)

3. Chalking in Competitions

- 1 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. (last player or players to be drawn out , to chalk first game)
- 2 Note: For Three's and Four's only first (team) game to be chalked by losing team / or last player drawn. Players to alternatively Chalk their own Pairs and Singles Games
- 3 The only exception to this rule is rule 13.6 (Handicap Cup)

4. Divisional Singles

- 1 One competition to be held for each division.
- 2 PLAYERS MAY ONLY PLAY IN THEIR DIVISIONS VENUE.
- 3 £2.00 Entry on the night.
- 4 All qualifying rounds to be 501 up, best of three legs, straight in and a double to finish. All Venues to play to a WINNER.
- 5 Semi-Final – Best of five legs.
- 6 Final – Best of seven legs.

5. Crystal Singles / Arthur Coombs Singles

- 1 Entry of £2.00 on the night.
- 2 Open to all registered players.
- 3 All qualifying rounds to be 501 up, best of three legs, **Double** in and a double to finish. All Venues to play to a WINNER.
- 4 Semi-Final – Best of five legs.
- 5 Final – Best of seven legs.

6. Ladies Singles

- 1 Entry of £2.00 on the night.
- 2 Open to all registered **lady** players.
- 3 All qualifying rounds to be 501 up, best of three legs, **straight** in and a Double to finish. All Venues to play to a WINNER.
- 4 Semi-Final – Best of five legs.
- 5 Final – Best of seven legs.

7. Captains and Vice-Captains Cup

- 1 The playing format for the Captains and Vice-Captains Cup shall be as follows:-
- 2 PAIRS #1 the sequence of play for the Pairs game will be decided by throwing for the bull, the winner to throw first.
- 3 SINGLES #1 Captain versus Captain where the losers of the Pairs game shall throw first
- 4 SINGLES #2 Vice-Captain versus Vice-Captain where the losers of the first Singles game shall throw first.
- 5 SINGLES #3 Captain from versus Vice-Captain where the losers of the Singles #2 game shall throw first
- 6 SINGLES #4 Remaining Captain versus Vice-Captain where the losers of the Singles #3 game shall throw first
- 7 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 #3, thus deciding the order of Singles #3 and Singles #4
- 8 The style of play shall be conducted in the following order:
- 9 PAIRS: 1 leg of 701, straight in and a double to finish.
- 10 SINGLES: 1 leg of 501, straight in and a double to finish.
- 11 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.
- 12 Free enter for all registered (1 month minimum) Captains, Vice Captains and committee members
- 13 Secretary to count as Captain, Treasure as Vice-Captain (if required)
- 14 Chairman may select any available registered player (if required)
- 15 Straight in (winter) Double in (summer)

8. Pairs

- 1 All qualifying rounds to be 701 up, best of three legs, straight in and a double to finish
- 2 A pair shall be two players from the same team, and not one individual player missing an alternative throw. All Venues to play to a WINNER
- 3 Semi-Final – Best of five legs. Final – Best of seven legs

9. The Gordie Memorial Cup (Blind Pairs)

- 1 As per Pairs, except players are drawn at random and can be from different teams.
- 2 Entry is £2.00 on the night. All entry monies to be donated to charity.
- 3 Where there is an uneven number of entries, the first pair to be eliminated will be re-drawn so that one player will partner the last player drawn, to make up a new pair.

10. Blind Threes

- 1 As per Threes, except players are drawn at random and can be from different teams.
- 2 Entry is £2.00 on the night.
- 3 Where there are an uneven number of entries, the first three to be eliminated will be re-drawn to partner the last player or players drawn to make up a new three.

11. Knockout Cup (Victory Cup)

- 1 One competition to be played for each division.
- 2 Teams to be drawn at random ONCE, at the start of the season.
- 3 Home / Away determined at time of draw.
- 4 Where there are more than 8 teams in a division, the first league match of the season will be used as a preliminary, where one match will be drawn at random and the team winning the most games (Gallon NOT included) will be deemed to have won the preliminary.
- 5 Finals to be played at a neutral venue to be determined by the committee in consultation with captains.
- 6 Rules as per main league rules, with the following exceptions:-
- 7 Order of play / format of game :-
- 8 Two * Threes's, 1 Leg, 801, Double to start.
- 9 Three * Pairs 1 Leg, 701, Double to start.
- 10 Six * Singles 3 Legs, 501, Double to start.
- 11 Captain's to choose players alternatively, with home captain to select first.

12. Divisional Handicap Cup

- 1 The Competition to be a handicapped 1001, best of three legs, straight in (winter) Double in (Summer) and a double to finish.
- 2 Final to be best of 5 legs (only if time permits and at the discretion of the adjudicators)
- 3 The handicapping shall be based on League Table positioning, with the middle team to start on 1001, 50 points to be added, per league place, above the middle team. 50 points to be deducted, per league place, below the middle team.
- 4 It shall be permissible to change one or more players in a team between legs, but not during a leg that has started, provided the entry fee for that player has been paid.
- 5 Teams to consist of a minimum of six players (Mixed) and no maximum.
- 6 Entry is £2.00 per player on the night.
- 7 Teams to chalk their own games.

13. Threes

- 1 The event is staged best of five, first team to win three games is the winner. Teams comprise of three players for the same team, and shall not play with a player short.
- 2 Playing Format :-

THREES The sequence of play for the team game, consisting of three players, will be decided by the toss of a coin, the winner to throw first. No player advantage can be gained, as all three players participate.

PAIRS The winners of the threesomes shall name their pair first, and the losers of the threesomes shall throw first.

SINGLES #1 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.

SINGLES #2 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.

SINGLES #3 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.

- 3 Style of Play

FIRST: The team game, comprising of three players, one leg of 801, straight in and a double to finish.

SECOND: The pair's game will be one leg of 701, straight in and a double to finish.

THIRD: 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.

FOURTH: The second singles game, if required, will be one leg of 501, straight in and a double to finish.

FIFTH: 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

14. Mixed Fours

- 1 The Mixed 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 from the same team (at least one Lady or Man per team), and shall not play with a player short.

- 2 Playing Format :-

FOURS The sequence of play for the team game, consisting of four players, will be decided by the toss of a coin, the winner to throw first.

PAIRS #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.

PAIRS #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.

- 3 Style of play :-

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 701, straight in and a double to finish.

THIRD: Will be the second pair's game, one leg of 701, 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. Winners of last game to name their player first, losers of last game to throw first.

SIXTH: Will be the third of the singles games, one leg of 501, straight in and a double to finish. Winners of last game to name their player first, losers of last game to throw first.

SEVENTH: Will be the fourth of the singles games, one leg of 501, straight in and a double to finish. Losers of last game to throw first.