

JERSEY DARTS

LEAGUE PLAYING RULES

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DISTRIBUTION

Team Managers & Captains
Players Representative & Media Officer
The Jersey Darts Website for reference of all Members

OTHER READING

Jersey Darts Constitution
Jersey Darts Safeguarding Policy
Jersey Darts Disciplinary Procedures
Jersey Darts Grievance Procedures

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DEFINITION

JERSEY DARTS – LEAGUE PLAYING RULES

Financial	A player who's membership dues have been paid for the season in which they are competing.
Match	A fixture that is made of sets that results in a winning team when finished.
Game	The type of darts game being played such as Singles, Pairs or 4x4 Team
Set	A subset of a match that contains one or more legs.
Leg	An individual "round" of a specific set in a game such as Singles, Doubles or 4x4 Team. A set can be made up of a single leg, multiple legs or "best of" a number of legs.
Blind	Managers\Captains withhold their selections from the opposing Manager\Captains until both release team selections are released at the same time.
Singles	A 1 v 1 set between players from opposing teams
Pairs	A 2 v 2 set between players from opposing teams where all players throw in sequence in the same leg.
4v4 Team	A 4 v 4 set between players from opposing team where individual players compete in a Round Robin format of single legs.
WDF	World Darts Federation
DartConnect	Scoring application used in the Jersey Darts League
Licensee	The custodian of a playing venue

SECTION “A” PLAYER REGISTRATION

- 1.00** All players must be registered on the official team registration forms and returned to the League Secretary within 7 days of the commencement of the league season.
- 1.01** All players must be financial with Jersey Darts.
- 1.02** A player may only register with, and play for one team.
- 1.03** A licensee who has two or more teams playing their venue may only play for one team.
- 1.04** Additional players may be registered during the first half of the season.
- 1.05** To register a new player, Managers/Captains must notify the League Secretary. If the registration is accepted the league secretary will notify the team Manager\Captain of the date the player will be eligible to play.
- 1.06** A player wishing to transfer to a new team must notify the league secretary of their wish to do so. If the transfer request is accepted the league secretary will notify the player and their new team Manager\Captain of the date the player will be eligible to play.
- 1.07** Transfers can only occur during the first half of the season.
- 1.08** Any team fielding or found to have fielded an ineligible player shall the legs and sets which the player has won, forfeited and awarded to the opponent and their team and the final match scores will be adjusted accordingly. This is applicable to all matches played in the season.

SECTION "B" PLAYING RULES

All matches will be played under section 1-3 of the WDF Playing and Tournament rules. These can be found on both the Jersey Darts & WDF website. Alternatively contact the Players Representative who will make a copy available to you.

1.00 FORMAT

1.01 In order to fulfil a match teams must field a team of a minimum of 6 players – male or female.

1.02 If a team is unable to field the minimum players required then providing they are outside of the 72 hours deadline (see Section C 1.00) they should in the first instance request a postponement. Otherwise they should attempt to complete the fixture with the players they have available.

1.03 A match will consist 7 sets consisting of three game formats Singles, Pairs and 4v4 team played as follows;

Set 1 - Singles	(501 first to 3 Legs)
Set 2 - Singles	(501 first to 3 Legs)
Set 3 - Pairs	(501 first to 2 Legs)
Set 4 - 4v4 Team	(501 first to 5 Legs)
Set 5 - Pairs	(501 first to 2 Legs)
Set 6 - Singles	(501 first to 3 Legs)
Set 7 - Singles	(501 first to 3 Legs)

1.04 All legs are to be Single in Double out.

1.05 All sets are to be completed with one point being awarded to a team for every set won.

1.06 A player can only play in a maximum of two of the three game formats.

1.07 The rota for 4v4 team set will be as follows: (Home team being ABCD, and Away team being 1234)

Leg 1 - A v 2	Leg 5 - B v 2
Leg 2 - B v 1	Leg 6 - A v 4
Leg 3 - C v 4	Leg 7 - D v 1
Leg 4 - D v 3	Leg 8 - C v 3

1.08 In the event of 4-4 draw the team Manager\Captain will select a player to play the deciding leg. This player must be one of the original selections.

2.00 THE DRAW

2.01 The team sheets for all sets should be filled in blind by both Managers\Captains by 7:15pm and passed to the person responsible for imputing the draw into DartConnect. The match should commence no later than 7:30pm

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- 2.02** Where a youth is playing on the team then they must play first. Where two youth player are in the same venue then the home team will take spot 1 and away team will take spot 2.
- 2.03** If a player has not arrived in time for their match then a replacement may be called upon if no reserve then the game is forfeited and awarded to the opposing team.

3.00 THROWING ORDER

- 3.01** The home team will throw first in sets 1,3,5 and 7 and the away team will throw first in sets 2,4 and 6
- 3.02** In the event a set goes to a deciding leg the players will throw for the bull with the player or team who threw first in the set “Bulling Up” first. Players will alternate throwing first for bull until the closet dart has been decided.

SECTION “C” FIXTURE REARRANGMENT

- 1.00** Should a team need to rearrange a league fixture, they must inform the League Secretary at the earliest opportunity and no later than 72 hours before the fixture.
- 1.01** The league coordinator will review the request and if the reason for postponement is deemed acceptable both Managers\Captains will be notified and provided with a new date for the fixture to be completed.
- 1.02** If the new date is deemed not suitable by either Manager\Captain and the reason is accepted by the league coordinator a new rearranged date will be provided. This process will continue until a suitable date can be found.
- 1.03** If no suitable new date can be found the match will be declared void and neither team will receive any points.
- 1.04** If it is decided by league coordinator a fixture must go ahead on the date provided both teams are required to complete the fixture. Failure to do so will result in one or both teams forfeiting the match and no points will be awarded.

SECTION “D” LEAGUE STANDINGS

1.00 Teams will be awarded 2 points for a win, 1 point for a draw and 0 points for a loss.

1.01 In the event teams are tied on points the following “tie breakers” will be applied in order to separate them:

1. Season match win record.
2. Season Leg win %
3. Head to Head match win record

1.02 If the teams are still unable to be separated and their positions in the league standings require that they are the league coordinator will notify the Manager\Captains of his resolution decision