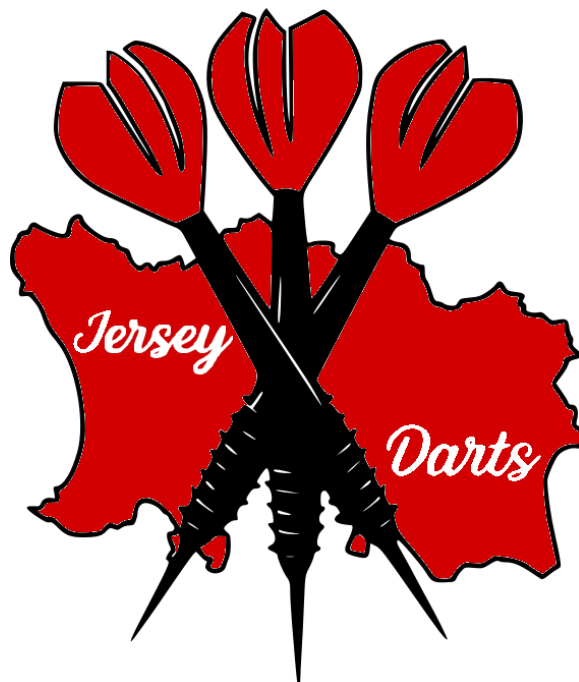


# JERSEY DARTS



## 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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## JERSEY DARTS – LEAGUE PLAYING RULES

### DEFINITION

<b>Financial</b>	A player who's membership dues have been paid for the season in which they are competing.
<b>Match</b>	A fixture that is made of sets that results in a winning team when finished.
<b>Game</b>	The type of darts game being played such as Singles, Pairs or 4x4 Team
<b>Set</b>	A subset of a match that contains one or more legs.
<b>Leg</b>	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.
<b>Blind</b>	Managers\Captains withhold their selections from the opposing Manager\Captains until both release team selections are released at the same time.
<b>Singles</b>	A 1 v 1 set between players from opposing teams
<b>Pairs</b>	A 2 v 2 set between players from opposing teams where all players throw in sequence in the same leg.
<b>4v4 Team</b>	A 4 v 4 set between players from opposing team where individual players compete in a Round Robin format of single legs.
<b>WDF</b>	World Darts Federation
<b>DartConnect</b>	Scoring application used in the Jersey Darts League
<b>Licensee</b>	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 21 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** 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.
- 1.05** 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.
- 1.06** Transfers can only occur during the first half of the season.
- 1.07** Any team fielding or found to have fielded an ineligible player shall have 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 aim to field a team of a minimum of 6 players – male or female. However, in the event there are no other available team members at the playing venue a team may field a minimum of 4 players without forfeiting a set.
- 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 with the League Secretary. Otherwise they should attempt to complete the fixture with the players they have available.
- 1.03** A match will consist of 8 sets consisting of two game formats Singles & Pairs played as follows;
- |                 |                       |
|-----------------|-----------------------|
| Set 1 - Singles | (501 first to 4 Legs) |
| Set 2 - Singles | (501 first to 4 Legs) |
| Set 3 - Singles | (501 first to 4 Legs) |
| Set 4 - Singles | (501 first to 4 Legs) |
| Set 5 - Singles | (501 first to 4 Legs) |
| Set 6 - Singles | (501 first to 4 Legs) |
| Set 7 - Pairs   | (501 first to 2 Legs) |
| Set 8 - Pairs   | (501 first to 2 Legs) |
- 1.04** All legs are to be Single in Double out.
- 1.05** All sets are to be completed with one point being award to a team for every set won.
- 1.06** A player can only play in a maximum of one singles, and one pairs game format. The exception to this rule being when a team can only field a maximum 4 or 5 players (See Section B 1.01) the opposing captain may pick a player(s) at random to fulfil the remaining sets.

<b>2.00 THE DRAW</b>
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- 2.01** The team captains will make their selections prior to and at each change of match discipline by way of a blind draw.
- 2.02** The match disciplines changes are as follows;
- Singles  
Pairs
- 2.03** In a scenario where one or both teams do not have the required amount of players to fulfil all 6 singles matches the captains will draw for as many singles sets they can fill. The captains will then draw again from the same selection of players to fill the remaining sets. (Captains should ensure their player tags are not easily distinguishable from each other)
- 2.04** The match should commence no later than 7:30pm
- 2.05** All players must be at the venue for the commencement of the first game.
- 2.06** Where a youth is playing on the team, captains must accommodate them to complete their games by 21:00.

<b>3.00 THROWING ORDER</b>
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- 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 & 8
- 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 Manger\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 the 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 team are tied on points the following “tie breakers” will be applied in order to separate them:

1. Season match win record.
2. Season Set 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