



Tyne & Wear Darts Organisation

Men's Super League Rules and Regulations 2021-22

General

1. The name of the League will be the Tyne and Wear Mens Super League
2. The purpose of the super league shall be to bring together the best dart players in Tyne and Wear to compete with and against each other and to provide guidance through player performance for selection to represent the county in UKDA National League Matches.
3. The League shall operate through its own super league Committee, who will be elected by and be responsible to, the management committee of the Tyne and Wear Darts Organisation. Should there be any dispute, the decision of the management committee will be final.
4. The AGM will form the league formation meeting prior to each new season, all teams who intend to play in the league must attend the AGM.
5. Membership of the Tyne and Wear super league shall be by election only at the AGM. If circumstances appertain the management committee may elect additional teams into the league after the AGM but prior to the league beginning in order to increase team numbers.
6. The Management Committee reserves the right to refuse admission into the league to either an individual player or a team, without giving reason.
7. All financial matters will be the responsibility of the T&W Finance Committee who shall be elected by the T&W Committee and headed by the T&W elected Treasurer.
8. Fee's, Fines etc. concerning all super league affairs will be decided by the T&W Committee at the beginning of each season and Teams will be informed of these Fee's/Fines etc. at the A.G.M. Players with outstanding debt with the County will be suspended from the super league until the balance is paid in full.
9. League fees shall be set at the AGM and be payable either in one payment or by monthly payment into the Tyne and Wear County bank account.
10. League meetings will be held as advised at the county venue the TEAMS CLUB. All clubs must attend league meetings.
11. Non-attendance at a meeting will result in a fine of £5 for the first offence and £10 thereafter.
12. Failure to attend three consecutive meetings leaves a team liable to expulsion.
13. In the event of expulsion the offending team will lose all monies due
14. Should an expulsion or withdrawal occur match records will be amended as follows:
 - Should an expulsion or withdrawal occur before one full round of fixtures is completed all points accrued will be erased with respective tables updated.
 - Should an expulsion or withdrawal occur after one full round of fixtures have been played all points accrued in the first round will remain standing but any points from the second round will be erased with respective tables updated.
 - In the event of three full rounds of fixtures being played, should an expulsion or withdrawal occur after two full rounds of fixtures have been played all points accrued in the first two rounds will remain standing but any points from the third round will be erased with respective tables updated.
15. Matches to be played on a Wednesday night as per the dates stipulated on the Fixture List issued at the beginning of the season.



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16. All matches must be played in the designated fixture weeks unless agreement is reached for an alternative date and the secretary informed.
17. There will be no cancellation of matches unless there are exceptional circumstances (eg weather, bereavement etc).
18. Any match cancelled due to exceptional circumstances must be rearranged to be played before the respective round of fixtures is completed. The date of the rearranged game must be set at the time of cancellation and the super league secretary informed.
19. Any team failing to fulfil a fixture will be fined £20 with all points awarded to opponents.
20. All matters that are put to a floor vote at a meeting will be carried by a simple majority of those teams present.
21. If an individual is barred from any pub or club, it is up to the landlord whether to allow the individual onto the premises to compete in any of the League's competitions.
22. In the event of a tie for first place at the end of the league season there will be a play off to decide the league champions.
23. All protests regarding any matters must be made in writing to the secretary who will carry out an enquiry and report to the next league meeting'.
24. All Players and Teams shall abide by and play within the spirit of the league rules. Violence, threatening behaviour, misconduct or abuse will not be tolerated. Any such behaviour at a league match or competition may result in suspension from all matches and competitions at the discretion of the secretary until considered by a league meeting.

Player Registration

25. Only registered players can play in league and competition matches.
26. All super league players must be registered on individual UKDA registration forms issued at the beginning of each season.
27. It is compulsory that all players pay the registration fee as set by the management committee. For 2021-22 the fee is £12 per player (£10 to UKDA, £2 to Tyne and Wear).
28. All registrations to be received by the League Secretary within two (2) weeks of the League starting.
29. Each super league team may register a maximum of 11 players each season. Should players withdraw from a team, additional players may be registered during the season provided the players who withdraw have their registrations cancelled.
30. Any player whose registration is cancelled may not play for any other team during the season.
31. No person shall be allowed to play a super league game without completing a registration form.
32. Players can only represent one team during each season. If a team withdraws from the league due to unforeseen circumstances individual players may, at the discretion of the management committee transfer their registration to another league team.



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Dartboard, Throw and Marking

33. Dartboards shall be those specified by the national organisation UKDA, and must be in good condition with adequate lighting.
34. The Dartboard will be fixed such that the 20 segment is coloured black and is at the top of the board.
35. The height of the dartboard shall be 5' 8" (1.73 metres) from the floor to the centre of the bull.
36. The throw shall be 7' 9 ¹/₄" (2.37 metres) from a plumb line at the face of the dartboard to the front of the throw line (back of a raised oche).
37. The marking board should be visible to both players during play.
 - It is the responsibility of the home team to provide markers for each leg.
 - A players score is shown by point of entry of the dart where the point of the dart comes to rest in the board
 - It is the responsibility of each player to ensure the scoring is correct.
 - In the event of uncertainty players should check their score with the marker as removing any darts from the board shall be deemed to have ended their throw and any score will stand.
 - Should a player finish the double and then throws again, the first dart will stand and the leg ends.

League Match Format and Rules

38. Both teams to be present to allow matches to start by 8-30pm, latest start time 8.45pm, match board to be open from 8.15pm for visiting team.
39. Matches will consist of 6 players for each team, order of play drawn prior to match start.
40. Once teams have been drawn they will be put on the board and cannot be changed.
41. Substitutions are permitted in the pairs games to give more players game time but the playing order cannot be changed.
42. Players not available when called to play will have that game awarded to their opponent.
43. Matches will consist of 9 games with one point awarded for each winning game. Matches will consist of:
 - 3 x Pairs x 701, one leg
 - 6 x Singles x 501, best of 7 legs
 - All legs will be straight start, double finish, bull counts as double 25, burst rule applies.
 - Away team to throw first in opening pairs leg, then alternate throughout the match.
44. No one may tell a player their shot out. If requested by a player the marker or caller may tell the player what they have scored and what they have left.
45. Results of each leg and final match score must be recorded on an official score sheet by the home team, this score sheet to be signed by the two (2) Team Captains following the conclusion of the match. In the singles all scores and number of darts used, must be recorded. In a winning leg, the shot out by a player must also be recorded and in a losing leg, the score remaining must be recorded.



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46. Score sheets must be completed during the game and be received by the League Secretary within two (2) days of the match being played. Late results will incur a £5 fine for the offending team.
47. It is the responsibility of the winning team to send in match results to the secretary, results should clearly show each players single dart average for the match.
48. All protests regarding a match must be made in writing to the secretary to be considered at the next available committee meeting.
49. Any matters not covered by the above rules will be decided by the secretary whose decision will be final.
50. Changes to these rules can only be made at the AGM or by a specially convened general meeting.

Competition Formats and Rules

51. All competition matches to be played at Teams Club unless otherwise stated.
52. All competitions will be straight start, double finish, bull counts as double 25, burst rule applies.
53. All competitions will use the FA Cup draw format throughout.
54. Players must be registered at the time of the initial draw for all league competitions.
55. All competition entry fees must be paid in advance of the draw, teams or players who have not made payment prior to the draw will be eliminated.
56. Registration and start times for all competitions will be as shown on the relevant competition notices which will be posted on the county facebook page and website.
57. First round matches to be marked by volunteers or if relevant by a player who has a bye in that round. Subsequent rounds to be marked by the losing team or player of the previous match. Teams or players who refuse to mark boards will be fined £5 and denied entry into the following seasons competition.
58. Any Player or team that is not in attendance when called upon to play at the nominated time will, save in exceptional circumstances forfeit that leg or match at the discretion of the secretary. In such instances no entry fee shall be refundable
59. If a team fails to field the minimum number of players in each competition the outstanding entry fees plus a fine of £5 will be levied.
60. If a team fails to enter the team knockout the full fee plus a fine of £5 will be levied.



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Super league Competitions

All competitions will use the FA Cup draw format throughout

Team KO Entry fee shall be £18 per team (£3 per player).
All teams must enter the team knockout.
Playing order nominated by captain.
Format: Best of 5 legs 1001.

Triples KO Entry fee shall be £12 per team.
A minimum of 1 triples from each team must enter the competition.
Playing order nominated by captain.
Format: Round robin singles, best of 9 legs x 501.

Pairs KO Entry fee shall be £8 per pair.
A minimum of 2 pairs from each team must enter the competition.
Playing order nominated by captain.
Format: Best of 5 legs x 701.

Singles KO Entry fee shall be £5 per player.
A minimum of 4 players from each team must enter the singles competition.
Format: Best of 5 legs 501.

Super6 KO Entry fee shall be £18 per team (£3 per player).
All teams must enter the Super6 knockout.
Playing order nominated by captain.
Format: 6 singles Best of 5 legs 501
Deciding team leg of 1001 if singles matches end drawn.

Individual League Awards Most 180s; Most 100s; Highest finish (league matches only)
Highest individual average; Highest overall average; Most league wins
