



**NORTHAMPTONSHIRE
SUPER LEAGUE
RULES AND
REGULATIONS
2021/2022**

PLAYING FORMAT

Northamptonshire Super League will be played on a Friday night on the dates provided on your fixture lists.

- **The teams are to be of 10 player, 7 men and 3 ladies.**
- **No team can enter the league unless they have a men's and ladies team.**
- **The playing format is 2 men play, then 1 lady, then another 2 men, then the 2nd lady, then 2 more men, then the last lady and then the last man is to play.**
- **Captains are to make a draw to decide the order of play before entering the order of play onto the computer.**
- **Before the order of play is drawn out the captain can choose to put two man players and one woman player where they want before the draw. They write the player and position down on paper and it is presented at same time as the opposing captain, so they do not change the selection after seeing the other team's selection.**
- **The away team is to throw first in legs 1,3,5, and 7 for the men and 1 and 3 ladies.**
- **Only 6 practice darts are allowed before the beginning of each game. The players can practice while waiting of the officials to arrive but once everyone is in place the players have six darts practice and the game will begin.**
- **Games are to start 8.30 prompt.**
- **Team captains are to have made the draw by 8.15pm.**
- **Game format is best of 5 legs 501. Straight start and the finish must be on a 'double'.**
- **The 'Bust' rule shall apply, IE: if a player scores more than the number required then that score shall not count, and the player's score shall revert to the score the player required prior to the throw.**
- **Any darts mistakenly thrown by a player after scoring the required 'double' shall not be counted, as the respective leg, set, or match is concluded by the dart scoring the required 'double'.**
- **If a player is late a reserve must be used, if no reserves are available the game is forfeited. If a player is in the venue and entered in the draw no reserve can used.**
- **Teams arriving late to games can incur a 1-point penalty for every 15 minutes that they are late after 8.30pm. If a team is late, it must be noted on the super league result sheet for the super league secretary to action.**
- **Ladies can play in a men's team, but only if the men's team do not have enough players. The ladies average will go on the men's average sheet. The lady can then play in the ladies team the following match. The lady cannot play in the men's and the ladies team on the same night.**

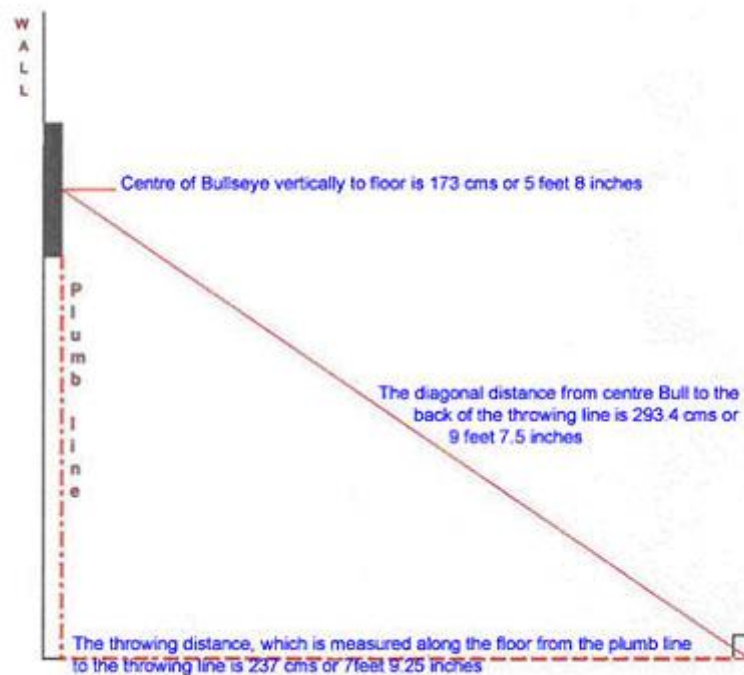
- **If a team is short a player, the no player/bye will be the last player in the draw. 7th for the men and 3rd for the ladies.**
- **If a player is playing for an average, it must be an actual winner average to qualify for the highest average of the week.**
- **Each team will play each other three during the season.**

THROW

- **A player shall throw darts from a standing position, except in those circumstances when a physical disability or physical injury requires a player to adopt a non-standing position. (IE: a wheelchair, or a similar form of support.)**
- **All darts must be deliberately thrown, one at a time, by, and from, the player's hand. All darts must be thrown with the needlepoint aimed towards the face of the dartboard.**
- **If a dart is not thrown in this manner, then the 'throw' will be declared a 'foul throw' and will not count in that respective leg.**
- **A throw must consist of a maximum of 'three darts' unless a leg or match is completed in less than 'three darts'.**
- **If a player 'touches' any dart, which is in the dartboard, during a throw, then that throw shall be deemed to have been completed.**
- **Any dart bouncing off, or falling out of, the dartboard, does not count, and shall not be re-thrown.**
- **Darts shall be retrieved from the dartboard by the thrower but only after the score has been 'called' by the scorer and recorded by the markers.**
- **A protest about the score called, after the retrieval of the dart, or darts, may not be upheld.**
- **All scores. and subtractions made, should be checked by the markers, and the players after each throw, and where practicable, before the next player's throw commences.**
- **No indication of the required 'double' shall be given by the scorer, or anyone else. (IE: '32' required and NOT 'Double 16')**

Dart Board Set Up

- Matches must be played on a Mission Samurai II dart board.
- Height to be 5'8 to the bull and 7'9¼ to the oche.
- All matches are to be played from behind a raised oche, if there is no raised oche a team can refuse to play. During a match, no player shall tread on any part of the oche. Nor should any dart be thrown by a player unless their feet are behind the toe line of the oche. If this is not adhered to a "no throw" will be called.
- A player wishing to throw a dart, or darts, from a point on either side of the raised Oche must keep his feet behind an imaginary straight line extending on either side of the raised Oche.



- A dart shall only score if the point remains in, or touches the face of the dartboard, within the outer double wire, and having been 'called', shall be retrieved from the dartboard by the player.

Super League Fees

- **Super League fees are agreed at the AGM at the end of each season.**
- **All monies owing from the previous season must be paid before the next playing season starts.**
- **Registration fees are £100 per team and this fee enters all the teams into the team knock out.**
- **The registration fees should be paid by the 1st county match of each season.**
- **If necessary, this can be split into two payments, £50 to be paid by the first county match and the second payment to be paid by the county game in January.**
- **If the payments are not made on time, there will be a £10 fine. If the payments are still not made, then there could also be a point deduction put on the team.**
- **Match fees are £20 per game. This is paid for by collecting £2 from each of the ten players.**
- **In the event of a game being forfeited, the team with the player short must pay the opposing player's subs of £2 per game and the £2 subs for the missing player. This is to be paid on the night to the opposing team's captain.**
- **There is a registration fee of £10 for each player signed on to play in the team.**
- **You can pay any money owing direct to the super league secretary, who will give you a receipt for the payment. You can send a cheque to the address below; all cheques need to be made out to Northants Super League.**

Sent cheques to Angela Barrow , 35 Reeth Close, Leicester, LE4 0SP.

- **You can also make payments directly into the bank using
account number – 26159960 sort code – 77-15-06**

Please use your team's name as a reference and email the super league Secretary that you have made a payment.

- **No team should be more than £100 in debt to the super league at any giving time during the season.**

Signing on Sheets

- **Signing on sheets are provided by the Super League Secretary at the beginning of each season.**
- **Each player is required to complete one of these forms.**
- **These forms are used to complete a data base that is then sent to the UKDA.**
- **These forms will be used to provide contact details for the county secretary, who will contact player if they have been selected to play for Northamptonshire County.**
- **These forms also must be sent to the UKDA.**
- **These forms should be returned to the Super League Secretary in a timely manner.**
- **£10 should be collected from each player signing on to play super league.**
- **All signing on sheets should be sent to the super league secretary Angela Barrow ,35 Reeth Close, Leicester, LE4 0SP.**
- **Players can only sign on until 2/3 point of the season.**
- **After the first game of the season the super league secretary must be informed, on the same night, of any new players signing on during the season by phone or text, on 07464621754.**
- **Any player, who has signed on for a team but has not played for that team, can transfer to another team, but must inform the super league secretary and have the transfer confirmed before playing for the other team.**

RESULT SHEETS

- For the teams still using the result sheets. Each team should have markers to complete the sheets and to work out the players averages.

- **HOW TO WORK OUT A PLAYERS DARTS AVERAGE**

Number of legs played x 501

E.G. if you play 4 legs it is $501 \times 4 = 2004$

Minus the score left in the losing legs

Divided by the number of darts used in the set

501 x number of legs played – score left in losing legs = players darts average

Number of darts used in the set

Work to two decimal places, if the third figure is a 5 or above, then add one to the second decimal place. (E.G 28.789 = round up to 28.79)

- Win averages should be written in red pen, with the losing averages in black or blue.
- All scores of 100 or above should be in red. 180's should be hi-lighted on the sheet.
- Result sheets are to be sent to the super league secretary by the following Thursday.
- Send to Angela Barrow, 35 Reeth Close, Leicester, LE4 0SP.
- There will be a 1-point deduction for any late sheets.
- 2 points will be given for a win. If teams are on the same points at the end of the season, then the legs will decide the winner. If it still a draw, then a play-off will decide the winner.
- The Super League Secretary is responsible for sending out regular result tables and averages.
- Any team withdrawing from the league in the first half of the season will have all results deducted completely. If during the second half of the season, the first half results will stand.
- Teams using darts for windows can send the results sheets to no1dartsfan@msn.com in a PDF format. The late sheet penalties still apply.
- Both teams need to complete a result sheet and both teams must send a copy to the super league secretary.
- All team should have a back-up paper version of the result sheet in case the computer goes down for any reason.

RE-ARRANGED GAMES

- **Each team are all allowed to cancel one game per season. All other rearranged games will be down to the committees discretion.**
- **The captain of the team cancelling the game must phone the super league secretary no later than 48 hours before the arranged fixture date.**
- **The call must state why the game needs to be cancelled.**
- **The super league secretary will contact the team captain of the opposing team, stating that the game requires cancelling.**
- **The rearranged game can be played anytime during the season, all games need to be completed 2 weeks prior to the AGM date. But the new date for the game needs to be arranged within 2 weeks of the cancelled fixture date. The super league secretary must be informed of the new date and the date will be added to the fixtures sheet on the webpage.**
- **If a date is set and a team does not turn up the other team will be given the points.**
- **Any team deliberately giving away a game will have points deducted. All issues will be investigated by the committee and points deduction with be decided by the committee.**

DISPUTES

- **The elected Northamptonshire County committee and Super League Secretary will deal with all the routine affairs arising from the Super League.**
- **Any disputes must be registered on the back of the result sheet and signed by both captains.**
- **All disputes will be settled by a committee of the team captains and the super league secretary.**
- **If the team captain cannot make any meetings, then a representative should be sent to the meeting.**
- **The super league secretary will be responsible for arranging all the meetings, chairing the meetings and sending out the minutes from the meetings.**
- **Any team or player found to have infringed any of the rules may be requested to appear before the committee to explain their actions.**

COMPETITIONS

- **Team Knock out will be played as the champions cup format with all 10 players playing at the same time. If the game is tied, then a blind pair 1 man and 1 lady will play a single leg of 701 to decide the result.**
- **If a team has less than ten players, a blind draw will still apply.**
- **Super League singles and pairs will be played best of 7 legs 501. Throw for bull to decide who goes first.**
- **Super League threes will be played best of 7 legs 701. Throw for bull to decide who goes first.**
- **Top half/ bottom half singles knock out. The Top half of the super league will play each other, and the bottom half of the super league will play each other. This will be decided by the super league tables on the date of the competition. The lady's competition will depend on the turn out on the night. This will be played best of 7 legs 501. Throw for bull to decide who goes first.**
- **All players must have played 25% of games from signing on to be eligible to play in all the super league competitions.**