

Porthmadog and District Darts League

The Rule Book



2024-25 Season

To be freely available at all times during
League and Cup matches

The Porthmadog & District Darts League Rule Book

<u>Index</u>	<u>Rule</u>	<u>Pages</u>
1	Name and Purpose	2
2	League Officials	2
3	Duties of the League Officials	2
4	League Meetings & 200 Club	2&3
5	Annual General Meeting	3
6	Rule Book	3
7	Captains	3
8	Teams & Players	3&4
9	Gambling	4
10	Format of divisions and fixtures	4
11	Pitch Dimensions	4
12	Dartboards	4
13	Oches and Lighting	5
14	The Throw.	5
15	Starting and Finishing	5
16	Scoring	5 & 6
17	League Matches – new fee of £5 per League match	6, 7 & 8
18	Non Team Competitions – Individual, pairs & 3 a-side	8 & 9
19	Team Competitions – Prince of Wales, Jack Gibbons & Dderwen	9
20	Trophies – cash rewarded instead of replicas	10
21	Team trophies	10
22	Individual trophies	10
23	Roll of Honour and other rewards	10
24	General Rules	10 & 11
25	Fines	11
26	Refreshments	12

1 Name and Purpose

- i. The League shall be known as the Porthmadog and District Darts League.
- ii. Aim – to promote the game of darts in a fair and sporting manner

2 League Officials to be elected or re-elected at the Annual General Meeting (A.G.M.) shall consist of :

- i. Chairman
- ii. Vice Chairman
- iii. Secretary
- iv. Treasurer
- v. Assistant Treasurer (if one appointed)

3 Duties of the League Officials

3.1 The Chairman. The Chairman/woman's duties are:

- i. To chair all meetings relating to the League
- ii. To rule on all non-rule infractions and to act on those infractions when required
- iii. To oversee all aspects of the League not directly covered by the Secretary or Treasurer
- iv. To take their share on running or assisting the Secretary with League events or competitions

3.2 The Vice Chairman. The Vice Chairman/woman's duties are:

- i. To assist the Chairman in his/her duties
- ii. To take over the Chairman's duties when required
- iii. To take their share on running or assisting the Secretary with League events or competitions

3.3 The Secretary. The Secretary's duties are:

- i. To ensure the day to day running of the League and competitions
- ii. To enforce all rules and to act on any infractions to those rules
- iii. To prepare the League fixtures and competition dates and venues
- iv. To ensure enough League Officials are present at the chosen competition venues

3.4 The Treasurer. The Treasurer's duties are:

- i. To deal with all monetary matters for the League
- ii. To keep accurate records of all income and outgoings of the League accounts
- iii. To report the accounts to the League on a regular basis
- iv. To take their share on running or assisting the Secretary with League events or competitions

3.5 The Assistant Treasurer (if one appointed). The Assistant Treasurer's duties are:

- i. To assist the Treasurer in his/her duties
- ii. To take over the Treasurer's duties when required
- iii. To take their share on running or assisting the Secretary with League events or competitions

4 League Meetings & 200 Club

- i. League Management Committee (aka the Committee) shall consist of one representative from each team together with the League Officials.
- ii. The Committee will meet together on the 1st Tuesday of the month (except when the 1st Tuesday falls on 1st of January, it will be held the following Tuesday).
- iii. The meeting shall have a minimum of the Chair or Vice, Secretary and have representatives from a minimum of 4 teams (quorum).
- iv. Any registered player can represent their team, but the team Captain must attend at least 50% of meetings.
- v. Teams failing to attend a meeting shall be fined £10.
- vi. The team's representative must stay until the meeting is 'closed' by the Chair or Vice. Failure to attend the meeting as a whole will represent that you have failed to attend the meeting (rule 4.v).
- vii. Any matter to be placed before the Committee for discussion at League meetings must be submitted in writing to the Secretary with a fee of £1, redeemable if complaint, etc, is upheld. Any player may send suggestions or complaints.

- viii. No rule can be changed or added during the season – only at the A.G.M. – but the Committee and Officials are permitted where necessary to make decisions not directly covered by the specific rules when in the interest of the League.
- ix. 200 Club numbers for the forthcoming season to be drawn per team at the 1st League meeting.
- x. 200 Club – £10 to be paid each month from the 2nd League meeting. Failure to pay at the meeting means non-inclusion in draw, but £10 fee will still need to be paid at the next meeting.
- xi. 200 Club Prizes – 1st £25, 2nd £20 & 3rd £15 – (pending amount of teams joining the League).

5 **Annual General Meeting**

- i. The A.G.M. will be conducted once a year, at least 4 weeks prior to the start of a new season.
- ii. Any registered player may take part in the A.G.M.
- iii. All proposals/motions for discussion at the A.G.M. must be sent in writing to the Secretary at least 3 days before the A.G.M.
- iv. All proposals/motions in an A.G.M. to be carried by a majority vote
- v. The voting for the A.G.M. is one member, one vote.
- vi. All votes are taken by a show of hands. League Officials cannot vote, except that the Chairman has the casting vote if the vote is tied.

6 **Rule Book**

- i. Each team will be given a copy of the Rule Book. Extra copies will be available to buy from the League.
- ii. Home teams must have a copy of the Rule Book available on match or competition nights.

7 **Captains**

- i. Each team will be given a Captain's Handbook to record match results, scores, etc, squad members and useful contact numbers. It is up to you to maintain the entries – essential if any queries crop up. Extra copies are available to buy from the League.
- ii. It is the Captain's responsibility to list all things said and any draws made in the monthly league meetings. The league officials are not there to remind you or your players of fixtures etc. Each team will be given a fixture list and it's your duty to give copies to each team member if they require it, NOT OURS. The league officials are here to help, but not to do your duties for you.

8 **Teams & Players**

- i. The League shall consist of teams deemed suitable to the league. The committee shall have the right to accept or reject any application for league entry, suspend any team or player, if in the best interest of the league.
- ii. Registration into the league will be on official league forms only.
- iii. All teams entering the league shall pay an entrance fee of £30.00, all team registration fees to be paid no later than 7 days before start of league
- iv. Each team shall be allowed to sign a maximum of 16 players at a fee of £3 per player registration fee
- v. Any player may sign for a team, no matter where he/she lives, but no new team is allowed from outside the league present area without the league's acceptance
- vi. Unregistered players may sign for a team during the season, but 7 days must have elapsed from the date the new signing form is handed into the league secretary, before player is eligible to play in a league, competition or cup match, but the league does allow a player to be signed on the day of the 1st game of the season (only). They will be allowed to play on that day without penalty.

Transfers

- vii. Three league or cup games (inc. competitions) must have elapsed for the new team, before player is eligible to play after date of transfer and fee being paid.
- viii. Any player found to be playing for one team, while signed for another, or before full transfer has been completed, will be barred for the remainder of that season.

- ix. Any team seeking a player for transfer, must first approach the captain of his/her team for permission to speak to the player concerned.
- x. Any player refused a transfer by his/her team captain, may appeal to the secretary in writing, for the attention of the committee at the next meeting.
- xi. No transfers will be allowed after 1st January of current season.
- xii. At no time will de-registering or re-registering a current league player be allowed.
- xiii. Any team found guilty of playing an illegal match, may be fined £10.00 and lose the match, with full points going to the opposing team. An illegal match is classed as playing an unsigned player, or any alteration to the match result card, by adding or changing a player after the match has started. Singles and doubles are classed as separate, so if the offence is duplicated in singles and doubles, any fines are doubled. The league officials will decide guilt and any punishment.
- xiv. No team is allowed to cancel a scheduled game without exceptional circumstances. If a game is cancelled, the team will be called to give a valid reason. If accepted by the league officials, the game may be played at a time decided by the league which is acceptable to both teams. If the reason given is not valid, the guilty team will lose the game, all points awarded to the opposition and a fine of up to £25 may be incurred, the league officials having the final decision
- xv. Any player or team owing monies to the league at the end of the season, will not be allowed to join the following season, until all monies owed are paid in full. Those owing money will be informed by the treasurer in writing at the end of the season

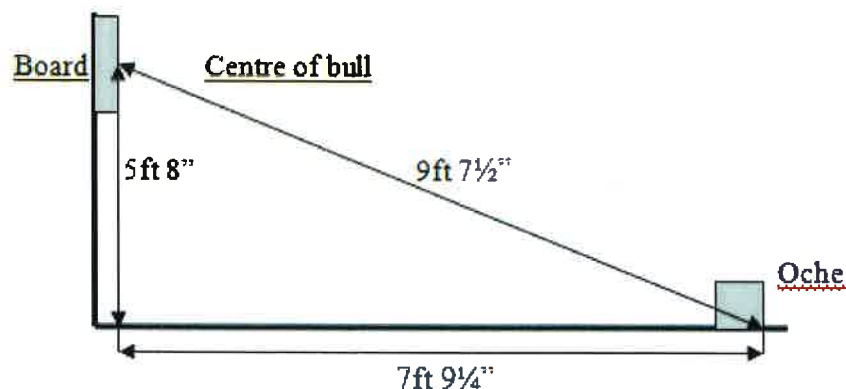
9 **Gambling.**

No gambling is allowed within the league. Any player found to have taken part in gambling will be barred for the remainder of that season.

10 **Format of divisions and fixtures.**

Format of divisions and fixtures to be decided by the committee before the start of the season.

11 **Pitch Dimensions**



- a) Centre bull height – 5 ft 8"
- b) Minimum throwing distance – 7 ft 9 1/4"
- c) Diagonal centre bull to back of oche 9 ft 7 1/2"
- d) Minimum height of raised oche 1 1/2"
- e) Width of raised oche – 2 ft

12 **Dartboards**

All dartboards shall be of a bristle type, and be a 1-20 clock pattern. The inner narrow band shall score treble, the outer narrow band shall score double, the outer inner ring shall score 25, and the centre ring (bull) shall score 50. The wire fixing on the board (that mark the segments) shall be fixed to the board in a manner that it lies flat to the board. The board shall be fixed such that the 20 scoring segment is at the top of the board. A player or team captain shall have the right to request a board be changed or moved during the course of a match,

providing that the opposing player or team captain concurs with the request. Any change must only happen at the start of a new leg. **Match boards must be affixed to a wall.**

13 **Oches and Lighting**

A raised oche is required. The league will be checking the suitability of oches and lighting during the season. Having a poor oche or lights will not exclude you from the league, but may prevent the league officials from using the venue for neutral cup competitions etc. During matchplay, no player shall tread on any part of the raised oche, nor shall a player deliver a dart with their feet in any other position other than behind the toe edge of the raised oche. Any player wishing to throw a dart either side of the raised oche (left or right of the oche) must keep their feet behind an imaginary line extended from the oche. Any player deemed to throw a dart while having their feet on the oche or in front of the imaginary line will be warned by the referee, and then their scores not count as in breach of league rules. A player or team captain has the right to have the oche checked. Any changes to the oche can be made before the next leg starts as long as opposing player or team captain concurs with the request.

14 **The Throw**

- i. A player shall throw darts from the standing position, except where physical disability or injury requires a player to adopt a non-standing position; e.g. wheelchair or form of support.
- ii. All darts must be deliberately thrown, one at a time, by and from the hand.
- iii. A throw shall consist of 3 darts, unless a game or match is completed or bust with less.
- iv. If a player touches a dart whilst in the board, the throw will be deemed completed.
- v. Any darts bouncing off or fall from the board does not count and shall not be re-thrown. This is not the case where players are throwing for the bull to start a game – if a bounce out occurs then, a dart is allowed to be re-thrown.

15 **Starting and Finishing.**

- i. In all league and cup matches, each leg shall be played with a straight start and double finish, unless stated in certain cup competitions; e.g 301 'double off'.
- ii. The bull shall count as 50, and as double 25 if required to complete a game.
- iii. The 'bust' rule shall apply if a player scores more than they require to complete a game. They are bust and the score is returned to their previous score.
- iv. A 'game shot' called by referee (chalkers/marker) is valid only if the darts thrown achieve the required finish, and remain in the dartboard until retrieved by the player at the time game shot is called.
- v. If as the result of an error declared in 15.4 the player had retrieved a dart/darts, then the referee shall replace the dart/darts in as near as possible to the same position and invite the player to complete their throw.
- vi. The league does not use the equal darts system, a player who finishes by obtaining the points required wins the leg.
- vii. Any darts mistakenly thrown by a player after scoring game shot/double shall not be counted, as the leg is concluded by scoring the double.
- viii. Only those darts retrieved from the board by the player shall count, should a game shot be thrown but a dart/s fall from the board, only those remaining shall count and the game shot is declared invalid.

16 **Scoring**

- i. A dart shall only score if the point remains in the board or touches the face of the board and having being called shall remain in the board until retrieved by the player.
- ii. The score is counted from the side of the segment wire which the point of the dart enters the board.
- iii. Darts shall be retrieved from the board by the thrower only after the score has been called by the referee.
- iv. A protest about a score attained, or called, after the retrieval of the darts will not be upheld.
- v. All scores and subtractions should be checked by the referee, the marker and players after each throw, and before the next players throw.
- vi. All requests to check score must be made before next players throw.

- vii. The actual score required must be shown, clearly and visibly and at approx eye level.
- viii. No indication of the required double should be given by the referee or marker.
- ix. Only the captain of each team may assist a player by telling them how to finish, should anybody else aid a player then the score can be counted void by the opposite captain. Another member of the team may assist a player provided they are named before the match, and that person is the only person allowed to assist the player during the course of the match. A player may ask the marker what they have left after a dart is thrown, but not which double is required.
- x. The first player to reduce their score to zero, by obtaining a double score needed is the winner of that leg.
- xi. Examples of setting out a score board/sheet:

1st Leg			
Player A		Player B *	
Score	Remaining	Score	Remaining
	501		501
60	441	100	401
140	301	45	356
100	201	60	296
26	175	180	116
85	90	80	36
56	34	36	Game shot

2nd Leg			
Player A *		Player B	
Score	Remaining	Score	Remaining
	501		501
140	361	100	401
140	221	180	221
95	126	100	121
41	85	121	Game shot

Player B wins 2-0 * indicates player throwing first

xii. The use of electronic devices or systems such as Darts for Wales (DFW) are permitted, provided that a traditional scoring chalk/whiteboard is used in parallel.

17 League Matches

- i. All league matches are to be played on a Thursday night. If a match is cancelled, then it must be agreed with league officials. Where possible, rescheduled games should be played before the date on the fixtures list to avoid problems with compiling the league result tables. The league officials have the right on behalf of the league to refuse to allow a game to be cancelled, unless good reason is given.
- ii. In all league matches the names of the players will be entered on the draw-sheet by the captain/vice-captain in whichever order he/she desires. The names of the players for the 'doubles' matches to be entered upon completion of the 'singles' matches.
- iii. The draw sheet consists of 6 games of singles followed by 3 games of doubles:

Porthmadog & District Darts League							
Competition - LEAGUE MATCH			Date				
Home Team:			Away Team:				
Game	Player	Score	Turns	Game	Player	Score	Turns
1				S I N G L E S	1		
2					2		
3					3		
4					4		
5					5		
6					6		
Both singles & doubles will be leg of 501, best of 3 legs							
Game	Player(s)	Score		Game	Player(s)	Score	
				D O U B L E S	1		
2					2		
3					3		
FINAL SCORE - Singles				Doubles			

- iv. Once the draw-sheet is complete, no changes are allowed unless otherwise agreed by both captains.
- v. The order of throw in all league matches is determined by which team is at home and which team is away. The players of the away team throw as follows – the away team player has first throw in the 1st and 3rd leg (of each game), the home player will throw first in the 2nd leg. In league matches there is no nearest the bull, the player to throw first, throws to score – straight off.
- vi. All matches to start by 8pm.
- vii. Four players must be present by 8pm.
- viii. If less than 4 players are present by 8pm, the team is deemed not to have fulfilled the fixture and will lose the match, all points going to the opposing team.

ix. Each match is 6 singles and 3 doubles

- x. **Both singles and doubles game is 501 straight start, double finish, best of 3 legs.**
- xi. Captains or draw markers to print clearly the names and proper initials of all players involved, with all scores and results in spaces provided.
- xii. On conclusion of match, both captains or representatives to sign result card.
- xiii. Each captain should keep a record of the result, in case of any problems arising.
- xiv. The score sheet to be sent by the home team to the secretary, to arrive no later than Tuesday's post following the Thursday match. If no card reaches the secretary by this time, a £5 fine will be given to the home team.
- xv. The final score to be phoned or sent by text by the home team to the secretary, to reach him no later than noon Saturday following a Thursday match. If no call/text reaches the secretary by this time, a £10 fine will be given to the home team.
- xvi. The home team to provide marker/chalker, the away team the caller, who will also act as referee.
- xvii. **Awarding of points – singles 3 points for a win, 1 point for a draw, 0 points for a loss; doubles – 1 point for a win, 0 points for a loss**
- xviii. **Match fee of £5 per League match to be paid at the monthly meetings.**
- xix. Cancellation - No team is allowed to cancel a scheduled game without exceptional circumstances. If a game is cancelled, the team will be called to give a valid reason. If accepted by the league officials, the game may be played at a time decided by the league which is acceptable to both teams. If the reason given is not valid, the guilty team will lose the game, all points awarded to the opposition and a fine of up to £25 may be incurred, the league officials having the final decision.

18 Non Team Competitions – Individuals, pairs & 3 a-side

- i. Fees to all non-team competitions will be £3 per player
- ii. Entry into league or competitions will be on official league forms only.
- iii. All entry fees must accompany the forms on the designated date, no player or team will be allowed to enter without fees being paid in full.
- iv. Entry fees are not refundable (except where deemed acceptable by the committee).
- v. The captain of the team shall have the responsibility of informing their players of time, date and venue of competitions.
- vi. No player shall play in more than one team in a competition.

- vii. The completion of an entry form and the acceptance of that form to the league shall be deemed as an acceptance by that player or team to abide by the rules relating to that competition or league event.
- viii. All players shall play within the playing rules, and where necessary, any supplementary rules laid down in a darts event entry rules.
- ix. A player found guilty of deliberately losing a leg, set or match shall be disqualified from any further participation in that event and will be barred from entering any other competition until a time handed out by the committee.
- x. If a player or team does anything that could bring the game of darts or the league to disrepute, then disciplinary action may occur, with the possibility of fines, suspensions or other actions seen fit by the committee. All actions taken by the committee are final and binding.
- xi. All competitions will be held at one venue.
- xii. All competitors to register by 8pm or you will be excluded from the draw.**
- xiii. REGISTER AS SOON AS YOU ARRIVE AT THE VENUE !**
- xiv. Draw to be made at venue. There will only be one draw.
- xv. The draw will be available to view at all times
- xvi. The league will adopt the bracket system.
- xvii. If the player(s) is called 3 times and do not show, they lose the leg. If there is still no reply by the 4th call, the player(s) will lose the match. Entry fee will not be refunded
- xviii. No substitutes will be allowed in individual events.
- xix. In pairs or threes competitions, substitutes are allowed before the 1st round of games has been played, the substitute must remain for the remaining rounds, the substitute must be reported to the person making the draw, and must not be entered in another team for the same competition. Failure to do so will disqualify the team from that event.
- xx. The order of throw will be decided by the referee tossing a coin. The person winning the toss throws for the bull in the 1st leg, nearest the bull starts the game. The 2nd leg is started by the person who lost the bull in the 1st leg. They do not throw for bull, they go straight off. If the score is then a draw, the final leg will be bull off again, whoever went for bull first in the 1st leg, now goes 2nd for the bull (swap the bull).
- xxi. Final to be completed on the night (best of 5 legs)

List of Non-team competitions & format

- Reg Foster 501 Singles –. Straight start, double finish, best of 3 legs.
- Steve Walker 301 Singles –double start, double finish, best of 3 legs.
- The Juniors Cup – 25 and under. 501 singles, double finish, best of 3 legs.
- The Masters Cup – 26 to 49. 501 singles, double finish, best of 3 legs.
- The Seniors Cup – 50 and over. 501 singles, double finish, best of 3 legs.
"If a player is 25 or under @ 1st September they enter the Juniors cup, if they 50 or over on that date, they enter the Seniors cup. All others join the Masters cup."
- Tlws Coffa Arianwen Ladies Singles. 501 singles, straight off, double finish, best of 3 legs
- League Pairs. 501 doubles, straight off, double finish, best of 3 legs
- Ladies Pairs. 501 doubles, straight off, double finish, best of 3 legs
- 3 A-Side – 5 Legs of darts. 1 Leg of 801 (3 a side), 1 leg of 601 (doubles), 3 legs of 501 singles. First team to win 3 legs wins.
- Cwpan Helen. 401 double start, double finish, best of 3 legs. £3 entry donated to Alaw Ward.
- Round the Board. Order of play/throw decided (as rule 18xx), double to start, once game has started, doubles up to 10 count, and trebles up to 6 count, finishing on opponents double, then own double, and bull (or 2x25 in one throw of 3 darts).

19 Team Competitions – Prince of Wales , Jack Gibbons & Dderwen

- i. League Challenge Cup – Prince of Wales. One match 7 singles. 501 straight off, double finish, best of 3 legs. Draw to be out of a hat before start of games.
- ii. Jack Gibbons Memorial Shield. One match of 7 singles, 401 double off, double finish, best of 3 legs. Draw to be out of a hat before start of games.

- iii. Dderwen Trophy. Teams in the bottom half of the league at the half way point in the league on January 1st. 6 games of 501 singles, best of 3 legs and 3 games of 601 doubles, single leg, draw to be out of a hat, before start of games.
- iv. If two teams share the same venue but use a different board, all cup competitions must be played on the 'home team' board.
- v. Prince of Wales & Jack Gibbons and Dderwen. The committee will allow any team who do not wish to take part in these competitions on these dates to "de-register" their teams from the events. If your team is de-registered they will not be entered in the draw, but any team registering to play and then not fulfilling the fixture will lose the match, all points and be fined £25.00. A team must de-register one week before the 1st official league meeting (to enable correct collation of fixtures). If a team does not de-register by this date, they are classed as registered and ready to play.
- vi. Entry fee - £10 per team (excluding Dderwen)
- vii. The order of throw in all team cup competitions will be determined by whichever team is home or away. The away team will throw first in leg 1 (and leg 3 if required) in all the **odd numbered** games, the home team throwing first in leg 2. Straight off – no nearest the bull is required The home team will throw first in leg 1 (and leg 3 if required) in all the **even numbered games**, the away team throwing first in leg 2.
- viii. The order of play in team competitions is decided by both captains drawing out their opposing team's players. No change can be made once the draw is completed, the order will be as drawn, unless otherwise agreed by both captains.
- ix. Team competition dates – ALL to be played on Thursdays
- x. Draws are made at the monthly meetings
- xi. Cancellation. No team is allowed to cancel a scheduled game without exceptional circumstances. If a game is cancelled, the team will be called to give a valid reason. If accepted by the league officials, the game may be played at a time decided by the league which is acceptable to both teams. If the reason given is not valid, the guilty team will lose the game, all points awarded to the opposition and a fine of up to £25 may be incurred, the league officials having the final decision.
- 20. **Cash reward will be given instead of replica trophies - to be awarded to each team, winners and runners-up. Annual trophies (returnable) will still be presented.**
- 21. Team rewards – League, Prince of Wales, Jack Gibbons Shield and Dderwen Trophy
- 22. Individual rewards – Singles, pairs etc. Winners and Runners up – Reg Foster (501 Singles), Steve Walker 301 Singles, Juniors Cup, Masters Cup, Seniors Cup, Ladies Singles, Ladies Pairs, League Pairs, Captains Cup, Cwpan Helen, 3 A-Side, Round the Board.
- 23. **ROLL OF HONOUR AND OTHER AWARDS.**
 Games Won (men and ladies) – awarded to the player(s) winning most league games
 Tons (men and ladies) – awarded to the player with the best average of tons per leg scored in league matches.
 Highest Shot Out (men and ladies) – awarded to the player(s) hitting the highest shot-out in league or cup competition (team or individual) using 3 darts or less; **100+ for men & 70+ for ladies.**
 Best Leg of 501 (men and ladies) – awarded to the player(s) who finishes a leg of 501 with the fewest number of darts within the season in any of the league matches or competitions
 Most 180s (men and ladies) – awarded to the player(s) scoring the most 180s within a season, in any of the league matches and competitions.

Most 3 Figure Shot-Outs (men and ladies) – awarded to the player(s) with the most shot-out (scores of **100+ for men, 70+ for ladies**) within a season in any of the league matches and competitions

Player of the Season (men and ladies) – awarded for all aspects of play during a season, to include matchplay, shot-outs, tons scored and individual competitions.

Griff Jones Merit Award – awarded to a team or player that has in the opinion of the league officials stood out, either in a charitable or other field

24 **General Rules**

- i. No person allowed in the playing area, other than the referee, marker and assigned players.
 - ii. Only the referee and marker is allowed in front of the player while throwing. Where this is not possible, a respectable distance should be allowed.
 - iii. Match officials are expected to keep movements and noise to a minimum during the course of a game.
 - iv. A throwers opponent should stand approx 2 feet behind the thrower where possible while on the oche.
 - v. During play, all players should remain silent and only the player at the oche shall direct enquiries to the referee.
 - vi. The voicing of an enquiry or protest to the referee does not constitute breach of the rules.
 - vii. A player on the oche may enquire with the referee the amount scored or amount remaining at any time during the throw, however the player may not be advised on how to finish, except by their captain or nominated representative, who must be named before the match.
 - viii. Any enquiries on scores recorded or subtractions made will not be entered into after the conclusion of that respective leg, set or match.
 - ix. In team events where all players throw in rotation, the order of play must be displayed by or on the score/blackboard, before the 1st throw of that leg.
 - x. Any protest must be lodge with the referee at the time of the alleged violation and a judgement given on the spot before the leg or game is allowed to continue. Any protest after the event will not be honoured.
 - xi. If a player's darts get damaged or lost during the course of a throw, the player has a maximum of 3 minutes to repair or replace whatever is required.
 - xii. A maximum time of 3 minutes subject to the referee's permission shall be allowed in the instance of a player needing to leave the playing area in exceptional circumstances during the course of play.
 - xiii. If a player is drawn versus a blank (no opponent) they automatically win the game 2-0.
- 25 Fines. All fines must be paid to the treasurer at the next meeting. Failure to do so may incur a further fine or disqualification
- i. Teams failing to attend a meeting shall be fined £10 (see rules 4v & 4vi)
 - ii. Illegal matches £10. (see rule 8xiii)
 - iii. Cancellation of game £25. (see rules 8xiv, 17xxi & 19xi)
 - iv. Late score sheet £5 (see rule 17xvi)
 - v. Failure to provide final score by phone/text £10 (see rule 17xvii)
 - vi. Failing to fulfil Prince of Wales & Jack Gibbons fixture after registering to play £25 (see rule 19v)
-

26. Refreshments.

The provision of refreshments (sandwiches, buffet, etc) is not compulsory. It is up to the discretion of the venue if they want to provide food at the end of the matches.

These rules are binding and must be adhered to by all persons who join the league. Any player/team failing to comply with the rules as stated shall be liable to a fine, ban or disqualification, dependant on the committee's decision.

The league secretary is empowered to enforce the rules at all times.

Note from the League Officials :-

We would like to wish you and your team the very best for the forthcoming season.