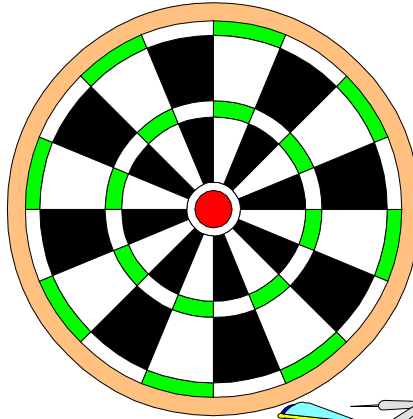


# Northern Suburbs Darts League

1982



2011

## GENERAL PLAYING RULES

### For NSDL Premier League and NSDL Social League

A Committee consisting of a Chairman, Vice Chairman, Treasurer, Secretary, and three members will be nominated by the members of the NSDL.

Nomination Forms are to be returned to the Secretary two weeks prior to the A.G.M. and only captains from the previous season are entitled to vote at the A.G.M.

The positions of Chairman, Vice Chairman, Treasurer or Secretary can only be taken up by nominees, who have been with the committee for at least one year.

Extra Committee members can be voted on to the Committee for special projects if the need arises.

The following rules of the N.S.D.L. will be applicable to all members and any further interpretation of these rules must be referred to the resident Committee, their decision being final.

### LEAGUE

1. The League fees per team will be agreed upon at the A.G.M.  
The fees can be divided into two parts.
  - a) REGISTRATION FEE - which must be paid before the 1<sup>st</sup> League game of the season, for a team to secure a position in the League for the new season.
  - THE BALANCE - which must be paid by the last League game of the season.
  - b) Any teams that have not paid the league fees in full by the last League game, a penalty of 10 points will be deducted from their final score. However this will not affect their handicap for the Divisional Cup. The handicaps will be worked out on their original final score.
  - c) League fees can be paid in full at the start of the season if so desired.
2. CONDITIONS OF REGISTRATION
  - a) Teams can only register once all outstanding amounts for league fees and extra trophies for that team, from the previous season, have been settled in full.
  - b) Individual players can only register with a team once all outstanding amounts against their name for Dinner Dance tickets, Dartboards or other has been settled in full.
  - c) Each team will consist of six players and a number of reserves.
  - d) No player may play for more than one team during the season.
3. Any venue may have more than one team using the premises as a venue, provided the premises are vetted by the resident Committee. Any team entering the League must have as their venue, a private residence or premises acceptable to the Resident Committee, within the boundaries of the N.S.D.L.
4. No team in the N.S.D.L. Social League, may play more than two players per match, who is or has been a registered league member of a Provincial Body such as NERDA, Southern, Easterns, Gauteng North, Gauteng South, Gauteng Central, West Rand etc. (A, B, C, Under 25 or Development side) during the past 12 months.  
The N.S.D.L. Premier League may field as many players as they want from the groups mentioned.

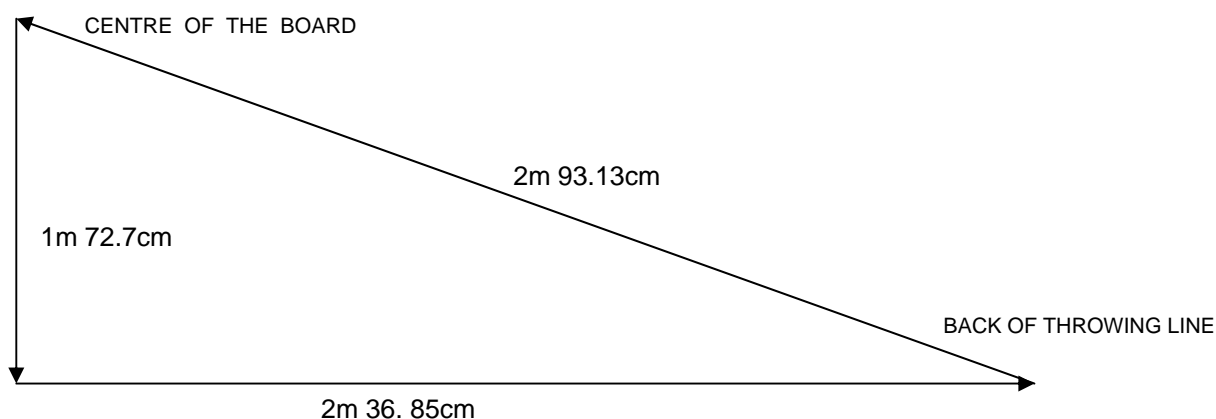
If a registered player in the N.S.D.L. Social League joins a Provincial League during the season, and the team already has the allotted 2 Provincial League players, then the team must be aware that only 2 Provincial League players may play in any one game. The Provincial League players must take turns to sit out until the end of season, whereby the team will be moved to the N.S.D.L. Premier League.

5. No person may play for any team in the Divisional Cup, the last two games in the Match Cup or the last two league games of a normal season, unless that player has previously played for the team, a minimum of two games in that season, or that person has been registered for that team from the start of the season.
6. Any team, which disregards Rules 4, and 5, will lose their game with the score of zero. The opposing side will be given an average score at the end of the season. In the case of a knock out game the opposing side will go through to the next round.
7. Any team, which disregards Rules 4, and 5, twice in one season, will be removed from the N.S.D.L.
8. Pairs and throwing sequence must be arranged before the match commences and may not be changed during the match.

Playing order of each match shall be as follows:-

<u>GAME</u>	<u>HOME SIDE</u>	<u>AWAY SIDE</u>
Cricket	All players in sequence	All players in sequence
Nomination Killer	Pair 1	Pair 1
Nomination Killer	Pair 2	Pair 2
Nomination Killer	Pair 3	Pair 3
501 (Social) 701 (Premier)	Pair 1	Pair 2
501 (Social) 701 (Premier)	Pair 2	Pair 3
501 (Social) 701 (Premier)	Pair 3	Pair 1
Nomination Killer	Pair 1	Pair 3
Nomination Killer	Pair 2	Pair 1
Nomination Killer	Pair 3	Pair 2

9. Each team must supply their own darts and acceptable quality marking boards and lighting. Only dartboards which are SADA, DSA or BDO approved may be used.
10. The dartboard shall be positioned in such a way that the centre of the bull shall be 1m 72.7cm (5ft 8in) from the floor. Players may not stand closer than 2m 36.85cm (7ft 9¼ in) to the board when throwing.



11. All semi – finals and finals ( except Divisional Cup semi – finals ) will be played at the Northern Suburbs Darts League home venue. (Northcliff Country Club)
12. Points will be awarded for each League match according to the number of games won. Example. 10 points per match. Team A - 6 points Team B - 4 points.
13. In the event that the top two teams of a division having equal points at the end of the season, those teams will play each other within the two weeks following the date of the last League match. The venue for this match will be decided agreeably by the captains concerned.
14. If any teams other than the top two tie, positions will be allocated on the basis of the seasons play with points being tabulated at 2 per win, 1 per tie and 0 for a loss.

15. In the event of a draw in a knockout match, the “sudden death” procedure will apply with teams playing one game of 1001 ( flying start )
16. Should any conflict arise with regard to the rules and no agreeable solution can be reached by the captains concerned, the issue must be brought before the Committee as soon as possible.
17. At the conclusion of the seasons League matches the top placed two teams as determined by their points position, will be promoted one division higher. ( 8 team division )
18. The bottom placed two teams will be relegated one division lower. ( 8 team division )  
If the Committee decides that in the new season divisions will consist of six teams then the “ One up, one down “ rule will apply.  
Any team in the 1<sup>st</sup> Division of the Social League that comes 1<sup>st</sup> or 2<sup>nd</sup> in the League for more than 2 seasons in a row must move up to Premier B to allow other teams to come through.

Guidelines to the up and down movement of teams at the beginning of each season

- a) If a team loses 50% of their stronger players they can apply to the committee to be moved down a division, or if a team gains stronger players they can be moved up a division at the committee’s discretion.
- b) If we lose teams in the higher divisions then we need to fill those divisions to a maximum of one bye at the committee’s discretion.
- c) Guidelines to fill the Higher Divisions are as follows.

The bottom two teams in the higher division will be given the option to remain in the higher division for another season, failing this, the committee will approach the 3<sup>rd</sup> and 4<sup>th</sup> placed teams of the lower division to go up and failing this, the teams will be ceded according to their points.

New teams joining the League will be assigned to positions available as decided by the Committee.

19. All venues must have adequate refreshment facilities and stock. Prices will be advised at the start of the season for non - licensed premises or when increases are found to be necessary. The house may charge less than the advised prices if so desired.
20.
  - a) Floating trophies will be awarded to the winners and runners up of each Division, Match Cup, Plate and to the winners of the Divisional Cup, Pairs Nominated and Drawn, Singles, Open and Closed, and Mixed Trips. Individual permanent trophies will be presented to all winners and runners up in each competition.
  - b) Care of Floating Trophies is the sole responsibility of the team or individual concerned and adequate precaution must be taken against damage or theft. Floating trophies are to be signed for at the Presentation Evening and the League will hold the signatory responsible.
  - c) Floating trophies must be returned to the League co-ordinators on request.
21. A minimum of 24 hours must be given to the opposing team before any postponement. (Extreme circumstances taken into consideration.)  
All postponed league games must be played within two weeks of the original date (or 7 days before the next round in the case of Cup matches.) The team that did not postpone the match may then offer an alternate date. All first delays must be reported to the Scorer. No match may be postponed more than once however, if a second postponement is required, it must be sanctioned by the Committee. Failure to comply with the minimum of 24 hours notice period will result in the team asking for the postponement being penalized 1 point off the end result of the game. Failure to play the postponed game within the stipulated two-week period, will result in the team unable to play being penalized 1 point off the end result of the game.
22. All venues must provide background music at a reasonable volume for all matches.
23. Any team or player who indulges in ungentlemanly conduct contrary to the spirit of the League will not be allowed to play beyond the current season if :-
  - a. A meeting is requested by one of the captains of a divisional team because of a complaint about the behavior of another of that division’s teams or players.
  - b. At that meeting a majority of the people present vote for the removal of the team or player concerned.
  - c. Any such meeting will comprise of the captains only of the teams in the division concerned, plus the full Committee, plus the people concerned.

24. All League matches to commence at 20h00 on match nights. The match must start at 20h00 with the game of cricket with at least 4 players in each team. Players arriving late may join the game when their turn comes around.
25. Once a player begins his throw he may not step over the oche or throw line, until such time as his throw has been completed. He may ask the scorer for confirmation of any dart thrown. Any dart dropped over the oche, accidentally or otherwise, will be deemed as thrown.
26. The starting time for ALL Competitions is 20h00 with a cut off time of 20h30. Any player who has not checked in at the Committee desk by 20h30 will be scratched from the competition.
27. A minimum of 2 representatives ( a couple ) must attend the end of season Presentation Dinner Dance in order to collect the trophies for their team or the trophies will be forfeited.
28. Honorary members and their spouse will be admitted free to all competitions and functions.  
Honorary members list - Bob Fry, Jeff Powell and Mike Leathem

29. **SCORECARDS**

Two Scorecards must be filled out for each game. The home side is to provide the scorecards. Each team is responsible for faxing a scorecard to the scorer, not later than 12 noon on the Friday following the match.

In the event that the scorer does not receive the scorecard, and has not been notified that the game has been postponed, then both the teams concerned will be allocated a score of zero points each.

30. **NO SHOWS**

In a League match, where a team does not arrive at the prearranged venue at all, and has not phoned to postpone, the opposing side has two choices.

- a. To claim the game, which means that the side that defaulted gets zero points and the opposing team gets an average.
- b. To choose to play the game on another night but the side that defaulted gets penalized 1 point, which means that 1 point gets taken off their score at the end of the game. The point deducted however, does not get transferred to the other side.

31. **MATCH CUP** (For both NSDL Premier and NSDL Social Leagues)

The matches for the Match Cup knock out shall be determined by a random draw. ( no seeding )  
The games will be played on a Thursday night except the final, which will be played on a Tuesday night.  
Participation is voluntary, so any team not wanting to play on Thursday nights need to notify the secretary, so they can be removed from the draw, before the first round takes place.  
The semi final and final will be played at Northcliff Country Club.

All Match Cup knock out results must be faxed in to the Secretary by the winning side within 7 days following the match. If these results are not faxed in, the relevant match will be declared null and void. Please notify the Secretary if the game has been postponed.

All postponed Match Cup games must be played at least 7 days before the next round.

Any team that does not play the first round of the Match Cup is out of the competition altogether.

FORMAT

The format of the Match Cup is the same as the League games and can be seen in Rule 9 and 16.

GAMES

The Match Cup and Plate consists of 10 games, a team game of cricket, 3 games of Nomination Killer, 3 games of 501/ 701 (flying start), and another 3 games of Nomination Killer.

32. **DIVISIONAL CUP COMPETITION** (For both NSDL Premier and NSDL Social Leagues)

FORMAT

The Divisional Cup is run on a handicap basis determined by final League positions and the draw is preset. All teams will receive their true handicap. Handicaps only apply once all 10 games have been played. Handicaps are added on to give a final score. If the final score is the same for both teams then a team game of 1001 will be played to determine a winner.

All Divisional Cup knock out results must be faxed to the Secretary by the winning side no later than 12 noon on the Friday following the match.

If these results are not faxed in, the relevant match will be declared null and void.

Teams that win through a knock out round, in Divisional or Match Cup, must play the next round or let the team, defeated in the last round, go through.

### GAMES

The Divisional Cup consists of 10 games. A team game of cricket, 3 games of Nomination Killer, 3 games of 501/701 (flying start), and another 3 games of Nomination Killer.

The Divisional Cup Final will be played at Northcliff Country Club.

For the final game only, the Captains will write down their pairings on a sheet of paper and hand it in to the Committee member present. A coin will then be tossed to establish home and away. The names will then be written on the board in the exact sequence as they are written on the paper, being held by the Committee member. The second coin will be tossed to start the game.

### 33. **MIXED TRIPS COMPETITION** (Open to all NSDL Members)

#### FORMAT

The mixed trips team will consist of two males and one female player.

Two out of the three players must be registered with the same team in the N.S.D.L.

No Provincial players, male or female, may play in the Mixed Trips Competition, unless they are registered with a team in the N.S.D.L. and have played two league games with that team.

#### GAMES

This knockout competition consists of three games Nomination Killer, 701 (flying start), Nomination Killer. After the coin is tossed the lady in each team will start the game by going for bull, and then the nominated number.

The ladies will start all three games.

The team to win two out of the three games goes through to the next round.

The final will be best of five games.

### 34. **MIXED TRIPS COMPETITION** (NSDL Social League)

#### FORMAT

The mixed trips team will consist of two males and one female player.

Two out of the three players must be registered with the same team in the N.S.D.L.

Each mixed trips team may only field one Provincial League player.

No Provincial players, male or female, may play in the Mixed Trips Competition, unless they are registered with a team in the N.S.D.L. and have played two league games with that team.

#### GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start), Nomination Killer. After the coin is tossed the lady in each team will start the game by going for bull, and then the nominated number.

The ladies will start all three games.

The team to win two out of the three games goes through to the next round.

The final will be best of five games.

### 35. **PREMIER NOMINATED PAIRS COMPETITION** (Open to all NSDL Members)

#### FORMAT

The team members will decide on the nominated pairs, and the names are to be phoned in to the secretary, by the captain of each team, no later than 12 noon on the day of the competition.

The pairs usually consist of two members of the same team, but there is no rule against a pair consisting of two players from different teams.

#### GAMES

This knockout competition consists of three games Nomination Killer, 701 (flying start) and Nomination Killer.

The final will be best of five games.

36. **SOCIAL NOMINATED PAIRS COMPETITION** (NSDL Social League only)

FORMAT

The team members will decide on the nominated pairs, and the names are to be phoned in to the secretary, by the captain of each team, no later than 12 noon on the day of the competition. The pairs usually consist of two members of the same team, but there is no rule against a pair consisting of two players from different teams. Two provincial league players cannot play together as a team.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer. The final will be best of five games.

37. **501 PAIRS COMPETITION** (Open to all NSDL Members)

FORMAT

The names of the players wanting to play in this knockout competition must be phoned in to the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games of 501 (flying start) The final will be best of five games.

38. **501 PAIRS COMPETITION** (NSDL Social League only)

FORMAT

The names of the players wanting to play in this knockout competition must be phoned in to the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games of 501 (flying start) The final will be best of five games.

39. **DIVISIONAL SINGLES COMPETITION** (For both NSDL Premier and NSDL Social Leagues)

FORMAT

This is a singles knockout competition, where all participants only play against people in their own division. The names of the players wanting to participate in this challenge must be phoned in to the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer. The final will be best of five games.

40. **CHAMPION OF CHAMPIONS** (NSDL Premier League)

FORMAT

This competition is only open to the Divisional Singles winners and runners up of each division in the Premier League. The draw for this competition will be done on the night with all the participants present.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer. The final will be best of five games.

41. **CHAMPION OF CHAMPIONS (NSDL Social League)**

FORMAT

This competition is only open to the Divisional Singles winners and runners up of each division in the Social League.

The draw for this competition will be done on the night with all the participants present.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer.

The final will be best of five games.

42. **LADIES SINGLES COMPETITION (NSDL Premier League)**

FORMAT

This competition will be held on the same night as the Champion of Champions, and is open to all the ladies in the NSDL Premier League.

The ladies who wish to play in this competition need to phone the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer.

The final will be best of five games.

43. **LADIES SINGLES COMPETITION (NSDL Social League)**

FORMAT

This competition will be held on the same night as the Champion of Champions, and is open to all the ladies in the NSDL Social League.

The ladies who wish to play in this competition need to phone the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games Nomination Killer, 501 (flying start) and Nomination Killer.

The final will be best of five games.

44. **SOCIAL SINGLES COMPETITION (NSDL Social League)**

FORMAT

This singles competition is for the NSDL Social League.

The names of the players wanting to participate in this challenge must be phoned in to the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer.

The final will be best of five games.

45. **PREMIER OPEN SINGLES COMPETITION (Open to all NSDL Members)**

FORMAT

This singles competition is for the NSDL Premier League,

The names of the players wanting to participate in this challenge must be phoned in to the secretary no later than 12 noon on the day of the competition.

GAMES

This knockout competition consists of three games. Nomination Killer, 501 (flying start) and Nomination Killer.

The final will be best of five games.

#### 46. **INTER – LEAGUE CHALLENGE**

##### FORMAT

This is a challenge between the N.S.D.L. and the Johannesburg Darts League for the sons of Gentlefolk (Southern League) The participants will be the winning team of each division of the N.S.D.L. against the winning team in each division of the Southern League.

The venue will alternate between the North and South each season.

Inter – League Rules will apply no matter where the challenge is held.

##### INTER – LEAGUE RULES

The home side will depend on where the Inter – League is being held.

The format of the games will be as a normal league night with minor changes.

##### CRICKET

The cricket shall consist of two innings. One point shall be awarded to the winner of each innings.

The second innings will start from scratch, with no score carried over from the previous innings.

##### NOMINATION KILLER

Three games of Nomination Killer will be played as normal.

##### 501

Three games of 501 shall be played with double in and double out, and then another three games of Nomination Killer.

Points will be awarded for each game plus two for the cricket, which makes a total of 11 points.

The presentation will take place immediately after all the games have been completed.

The medals or certificates for 180's and high closes will be presented at the Dinner Dance at the end of the season.

#### 47. **INTER – COMMITTEE CHALLENGE**

##### FORMAT

This is a challenge held once a season, between the N.S.D.L. Committee and the Southern League Committee. The venue will alternate between the North and South each season.

If the challenge is played in the North then the N.S.D.L. rules will apply and visa versa.

##### GAMES

NORTHERN RULES See rule 9 and 16 for the game set up.

SOUTHERN RULES The games played are cricket, with a point for each innings, Nomination Killer, 701 double in and double out, and Nomination Killer.  
Total points for the game is 11.

#### 48. **RULES FOR CRICKET**

- a) After writing down the teams throwing order, the home captain will toss a coin, and the opposing captain will call. The head and tails of the coin should be determined before the toss is made.
- b) The team winning the toss may elect to bat or bowl.
- c) The team electing to bowl commences play by throwing for bulls.  
Any dart thrown into the treble ring counts as 10 runs for the batting side.  
Any dart thrown between the treble ring and the outside double ring counts as 20 runs for the batting side.  
Any dart thrown outside the double ring, in the outer rim of the board or the backing board counts as 40 runs for the batting side.  
Each outer bull scored counts as one wicket, and each inner bull scored counts as two wickets.  
Any dart falling out of the board doesn't count.

- d) The first bowler having completed his throw, the first player on the opposing team list now bats. (throws for score)

29 or less, one wicket away.

30 – 40, no wicket, no score gained.

40 plus scored, the total scored less 40 equals the number of runs scored.

All three darts count.

- i) Any dart thrown in the outer rim of the dartboard or the backing board loses a wicket.
- ii) Any dart thrown in the bull counts as wicket or wickets lost, and the score from the bulls does not count.
- iii) All darts must be thrown at the dartboard.

All the above (d) count irrespective of how many runs the batsman has scored.

- e) Any team, which has 150 or less than the opposing teams first innings, may be asked to follow on.
- f) An innings comprises of ten wickets.
- g) Two innings are played by each team.
- h) The game ends when both teams have completed both innings. The team with the most runs scored at this stage wins the game.
- i) In the event of a draw both teams are awarded half a point.

#### 49. **RULES FOR NOMINATION KILLER**

- a) The numbers running consecutively from 20 to 10 inclusive, as well as double and treble of these numbers, are the only scoring numbers in this game.
- b) Either player from the visiting pair throws first for bull. The pair throwing closest to the bull will start the game. If both pairs throw a bull then a re - throw takes place with the home player throwing first.
- c) The player from the team commencing the game will nominate a number in an articulate and audible voice so that the scorer can hear the nomination.
- d) Any dart that does not strike the nominated number, but strikes another number in play will count as being scored by the opposing side.
- e) Once a player has struck three of the numbers nominated any further strikes on that number will count for score.
- f) A player may change his/her nomination before throwing further darts, ensuring of course that the scorer is made aware of the change.
- g) The team member playing second now has two options.
- 1) to strike a nominated number three times and thereby “ opening “ it,
  - 2) or to strike a number which has been opened by the opposition three times and thereby killing that number.
- h) A double struck by one dart counts as two of a number and a treble counts as three of a number.
- i) Three darts in a nominated double or treble does not take the game but only counts as score.
- j) Likewise, “ Shanghai “ only counts for score. ( single, double and trip of a nominated number )
- k) The game ends when a player has opened or killed all the nominated numbers ( 20 to 10 ) and is ahead on score.
- l) If the scores are equal, and all the numbers have been killed, the game is drawn with a half point going to each team.

#### 50. **RULES FOR 501/701**

- a) Any player from the visiting team will throw first for bull. The closest dart to the bull decides which team commences the game.
- b) All darts striking the scoring area of the dartboard count for score.
- c) No double is required to start the game but players must finish on a double.

- d) If a player busts ( scores more than the required amount ) he loses all the score thrown in that turn and reverts back to the original amount required before that throw.
  - e) Once a dart strikes a required double the game is over even if a subsequent dart or darts are thrown at the board
-