



PAFOS DARTS LEAGUE RULES

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1 GENERAL

1.1 THE LEAGUE SHALL BE KNOWN AS **THE PAFOS DARTS LEAGUE.**

1.2 THE AIM OF THE LEAGUE IS TO FOSTER FRIENDSHIP BETWEEN PUBS AND CLUBS AND TO IMPROVE THE STANDARD OF DARTS IN THE DISTRICT DURING THE WINTER MONTHS.

1.3 THE LEAGUE SHALL BE SPONSORED BY **KEO**

1.4 THE LEAGUE IS AN OPEN LEAGUE .

1.5 AN ANNUAL GENERAL MEETING SHALL BE HELD ONE WEEK AFTER FINALS NIGHT.

1.6 A MINIMUM OF A FIVE PERSON COMMITTEE SHALL BE ELECTED AT THE AGM AND WILL SERVE FOR ONE YEAR AND WILL DEAL WITH ALL MATTERS ARISING DURING THE PLAYING SEASON AND THEIR DECISIONS WILL BE FINAL.

1.7 PAFOS DARTS LEAGUE SHALL CONSIST OF 2 LEAGUES. **THE FRIENDLY LEAGUE AND THE INVITATION LEAGUE.**

PROMOTION AND RELEGATION WILL ONLY TAKE PLACE WITHIN THE “FRIENDLY” DIVISIONS AND WILL NOT APPLY TO THE INVITATION LEAGUE UNLESS THEY HAVE SUFFICIENT TEAMS TO FORM MORE THAN ONE DIVISION.

THERE WILL BE NO AUTOMATIC PROMOTION OR RELEGATION BETWEEN THE TWO TYPES OF LEAGUE.

1.9 EACH TEAM CAPTAIN WILL BE RESPONSIBLE FOR THE BEHAVIOUR OF HIS PLAYERS AND SUPPORTERS AND ANY PLAYER FOUND TO BE NOT BEHAVING IN THE SPIRIT OF THE LEAGUE WILL BE BANNED.

1.10 FOOD WILL BE PROVIDED BY THE HOME TEAM

1.11 A COMMITTEE MEETING CAN TAKE PLACE WITH A MINIMUM OF THREE COMMITTEE MEMBERS.

2 FINANCE

- 2.1 TEAMS SHALL PAY A REGISTRATION FEE OF 5 EURO PER PLAYER REGISTERED ON THEIR LEAGUE REGISTRATION FORM.
- 2.2 EACH PLAYER WILL PAY 2 EURO FOR EACH OF THE INDIVIDUAL COMPETITIONS ENTERED.
THIS WILL BE COLLECTED FROM ALL PARTICIPANTS WHO ENTER THEIR IN HOUSE COMPETITIONS TO DETERMINE THEIR REPRESENTATIVES IN THE LEAGUE KNOCK OUT STAGE.

3 PLAYER REGISTRATION.

- 3.1 CAPTAINS MUST COMPLETE A REGISTRATION FORM, WITH ALL NAMES PRINTED IN FULL, AND SUBMIT IT TO THE LEAGUE TREASURER BY THE NOTIFIED DATE PRIOR TO THE START OF THE SEASON INCLUDING REGISTRATION FEES.
- 3.2 THE CAPTAIN SHALL SUBMIT TWO EMAIL ADDRESSES AND ALL PLAYERS MOBILE PHONE NUMBERS TO ENABLE EACH MEMBER TO BE CONTACTED.
- 3.3 A PLAYER MAY TRANSFER FROM ONE TEAM TO ANOTHER PROVIDING THEY HAVE A RELEASE FORM SIGNED BY THEIR EXISTING CAPTAIN, OR LANDLORD IF THE CAPTAIN IS INVOLVED. A PLAYER MAY BE REFUSED A TRANSFER SHOULD IT BE FELT THAT THE PLAYER HAS BEEN APPROACHED BY ANOTHER TEAM TO PLAY FOR THEM AND THE SECRETARY SHOULD BE INFORMED, IN WRITING, AND ACTION WILL BE TAKEN AGAINST THE OFFENDING TEAM SHOULD IT BE PROVEN.
- 3.4A TEAMS SHALL CONSIST OF NO LESS THAN SIX PLAYERS ON A MATCH NIGHT.
- 3.4B TEAMS MAY REGISTER UP TO SIXTEEN PLAYERS DURING THE SEASON AND THESE WILL BE DISPLAYED ON OUR WEBSITE WITH REGISTRATION NUMBER.
- 3.4C SHOULD A TEAM WHO HAVE THEIR MAXIMUM NUMBER OF PLAYERS REGISTERED HAVE A PLAYER WHO DOES NOT WISH TO CONTINUE PLAYING THEN THE PLAYER AND TEAM CAPTAIN MUST SIGN THE TERMINATION FORM.
THE TEAM MAY REGISTER A REPLACEMENT PLAYER AND THE PLAYER WHO SIGNS THE TERMINATION FORM MAY NOT PLAY FOR ANOTHER TEAM IN THE LEAGUE AND THEIR REGISTRATION FEE WILL NOT BE RETURNED.
SHOULD THAT PLAYER WISH TO CONTINUE LATER IN THE SEASON THEN THEY CAN PLAY FOR ANOTHER TEAM AFTER COMPLETING A **TRANSFER FORM** PAYING THE APPROPRIATE REGISTRATION FEE. AND HANDING THE FORM AND FEE TO A MEMBER OF THE COMMITTEE
- 3.5 ADDITIONAL PLAYERS MUST BE REGISTERED IN WRITING OR ON THE BACK OF THE RESULT SHEET WITH THE 5 EURO REGISTRATION FEE.
- 3.6 IF AN UNREGISTERED PLAYER TAKES PART IN A MATCH THEN THE TEAM WILL BE DEDUCTED TWO LEGS IN ADDITION TO THE LEGS THAT THE UNREGISTERED PLAYER HAS TAKEN PART.
- 3.7 PLAYERS WILL BE ISSUED WITH MEMBERSHIP CARD TO ENABLE DISCOUNT AT CERTAIN VENUES.

4 TROPHIES

- 4.1 THE WINNER AND RUNNER UP IN EACH DIVISION WILL RECEIVE A TROPHY. EACH MEMBER OF THE WINNING TEAM. MAXIMUM 12, WILL RECEIVE A MEDAL.
- 4.2 PLAYERS SCORING 180 WILL BE AWARDED A BADGE OR MEDAL. MAXIMUM ONE PER PLAYER.
- 4.3 THE WINNER AND RUNNER UP IN EACH OF THE INDIVIDUAL CUP COMPETITIONS WILL RECEIVE A TROPHY.
- 4.4 THE WINNING TEAM AND RUNNER UP IN EACH TEAM KNOCK OUT WILL RECEIVE A TROPHY. EACH MEMBER OF THE WINNING TEAM, MAXIMUM 12, WILL RECEIVE A MEDAL.
- 4.5 ALL PLAYERS WITH A CHECK OUT OF 100 PLUS WILL RECEIVE A MEDAL. MAXIMUM ONE PER PLAYER.

5 MATCH RULES.

- 5.1 ALL GAMES TO BE PLAYED ON A STANDARD SIZE BRUSH BOARD WITH DOUBLES, TREBLES, SEMI BULL AND BULL. HEIGHT OF THE BOARD SHALL BE 5' 8" (1.7 METERS) FROM CENTRE OF THE BULL.
- 5.2 BOARDS ARE TO BE OF A GOOD PLAYING STANDARD.
- 5.3 THE LENGTH OF THROW SHALL BE 7' 9.25" (2.37 METERS) THE OCHE SHALL BE MARKED WITH A RAISED METAL STRIP OR MOVEABLE OCHE.
- 5.4 THE HOME TEAM SHALL SUPPLY A SCORER AND EACH SCORE IS TO BE WRITTEN DOWN AND DEDUCTED ON SCOREBOARDS IN A PROMINENT POSITION. THE SCORER MUST ANNOUNCE THE SCORE ACHIEVED AFTER THREE DARTS HAVE BEEN THROWN. EACH TEAM WILL BE RESPONSIBLE FOR NOMINATING A CHECKER FOR EACH GAME AND THIS PERSON MAY ASK FOR THE SCORE TO BE CHECKED. FROM 170 DOWN THE LAST SCORE AND THE PREVIOUS BALANCE SHOULD BE STRUCK THROUGH TO LEAVE THE BALANCE REQUIRED ONLY AND MUST BE EXPRESSED AS eg. 32 AND NOT 2x16.
- 5.5 NO DARTS ARE TO BE REMOVED FROM THE BOARD UNTIL THE SCORER HAS CALLED THE SCORE.
- 5.6 A MINIMUM OF 24 HOURS MUST BE GIVEN FOR ANY MATCH CANCELLED. ANY TEAM THAT CANCELS A MATCH NO MATTER WHAT THE CAUSE WILL FORFEIT THE MATCH 0-8 PLUS 2 POINTS WIN BONUS.
- 5.7 A GAME MAY BE POSTPONED DUE TO EG:- A RELIGIOUS REASON IF NOTIFIED TO, AND APPROVED BY THE COMMITTEE 14 DAYS BEFORE THE PROPOSED MATCH WAS DUE TO TAKE PLACE. THE REARRANGED MATCH MUST TAKE PLACE WITHIN SEVEN DAYS OF THE ORIGINAL MATCH.

6 LEAGUE RULES.

- 6.1 THE ACTUAL DAY OF PLAY SHALL BE A TUESDAY AND TEAMS ARE TO ARRIVE BY 19.30 FOR A 20.00 START.

6.2 A FIXTURE LIST WILL BE SUPPLIED TO ALL TEAMS AND THIS WILL ALSO BE AVAILABLE ON THE LEAGUES WEBSITE

6.3A FOR **THE INVITATION LEAGUE** EACH MATCH SHALL BE PLAYED AS FOLLOWS:-

FOUR PAIRS ONE GAME AND EIGHT SINGLES BEST OF THREE GAMES.

ORDER OF PLAY:- 4x PAIRS - 601

BREAK FOR REFRESHMENTS.

8 x SINGLES - 501

6.3B FOR **THE FRIENDLY LEAGUE** EACH MATCH SHALL BE PLAYED AS FOLLOWS:-

TWO FOURS, FOUR PAIRS AND EIGHT SINGLES BEST OF ONE GAME

ORDER OF PLAY :- 2 x FOURS. - 801

4 x PAIRS. - 601

BREAK FOR REFRESHMENTS.

8 x SINGLES. - 501

6.4 THE START OF A MATCH WILL BE DETERMINED BY THE THROWING OF A DART (HOME TEAM FIRST) NEAREST BULL AND THE WINNER CAN DECIDE IF THEY WISH THEIR TEAM OR THE OPPOSITION TO START.
THE SCORER WILL REMOVE ANY SEMI OR BULLS EYE FROM THE BOARD.

6.4A **INVITATION LEAGUE** TEAMS WILL REPEAT THIS FOR EVERY GAME BUT IN THE CASE OF LEGS BEING EQUAL THE PLAYER THAT STARTED THE FIRST LEG WILL START THE THIRD.

6.4B **FRIENDLY LEAGUE** TEAMS WILL THEN START ALTERNATELY.

6.5 ALL GAMES WILL BE A STRAIGHT START WITH DOUBLE FINISH AND THE BUST RULE WILL APPLY.

6.6 A MINIMUM NUMBER OF PLAYERS TO MAKE A MATCH WILL BE SIX.

6.7A FOR A TEAM PLAYING WITH LESS THAN EIGHT PLAYERS IN **THE FRIENDLY LEAGUE** THE FOLLOWING SHALL APPLY:-

THE TEAM MAY PLAY THEIR FOURS WITH REDUCED PLAYERS THUS IN THE CASE OF A TEAM PLAYING ONLY SEVEN PLAYERS ONE FOUR WOULD BE PLAYED WITH THREE PLAYERS AGAINST FOUR AND HAVE NINE DARTS PER ROUND AND THEIR OPPONENTS WOULD HAVE TWELVE DARTS PER ROUND.

ONE DOUBLES GAME WOULD BE FORFEITED BUT THE OPPOSING PLAYERS NOMINATED TO PLAY THE FORFEITED GAME WILL NOT HAVE A WIN CREDITED TO THEIR STATISTICS.

THE TOTAL NAMES OF THE TEAM WITH LESS THAN EIGHT PLAYERS WILL BE DRAWN TO DECIDE THE ORDER OF THE SINGLES AND THEN DRAWN AGAIN TO ESTABLISH WHICH PLAYER OR PLAYERS WILL PLAY A SECOND SINGLE'S MATCH.

A TEAM MAY ONLY PLAY WITH LESS THAN EIGHT PLAYERS A MAXIMUM OF THREE TIMES IN THE LEAGUE AND THREE IN THE CUP. ANY OTHER GAMES WILL BE FORFEITED IF THERE ARE NOT THE REQUIRED NUMBER OF PLAYERS AVAILABLE.

6.7B FOR A TEAM PLAYING WITH LESS THAN EIGHT PLAYERS IN **THE INVITATION LEAGUE** THE FOLLOWING SHALL APPLY:-

WITH SEVEN PLAYERS ONE PAIR AND ONE SINGLE WILL BE FORFEITED AND WITH SIX ONE PAIR AND TWO SINGLES WILL BE FORFEITED.

6.8 ONE POINT WILL BE AWARDED PER GAME WON WITH A BONUS OF TWO POINTS FOR A WIN AND ONE FOR A DRAW.

6.9 DRAWING OF GAMES.

SINGLES MATCHES WILL BE DRAWN AFTER THE DOUBLES HAVE BEEN COMPLETED.

PLAYERS SELECTED TO PLAY IN THE SINGLES MUST BE PRESENT AT THE TIME OF THE DRAW FOR THE SINGLES MATCHES OR THEY WILL FORFEIT THEIR GAME.

FOURS AND PAIRS.

EACH CAPTAIN WILL SELECT THEIR TEAMS AND THESE WILL BE DRAWN AT RANDOM TO DECIDE WHICH TEAM WILL PLAY ONE FROM THE OPPOSING SIDE.

SINGLES.

EACH CAPTAIN WILL SELECT THE EIGHT PLAYERS THEY WISH TO PLAY IN THE SINGLES AND THESE WILL BE DRAWN AT RANDOM TO DETERMINE THE ORDER OF PLAY.

OR

AT THE AGREEMENT OF BOTH CAPTAINS PLAYERS MAY BE LISTED IN THE ORDER THEY WISH THEIR GAMES TO BE PLAYED DUE TO PLAYERS COMMITMENTS.

NO REASONABLE REQUEST MAY BE REFUSED.

6.9A IF A PLAYER SELECTED FAILS TO ARRIVE THEN ANOTHER PLAYER MAY BE CHOSEN AND WILL PLAY IN THE SAME POSITION IN **ALL** GAMES WHERE THE ORIGINAL PLAYER WOULD HAVE PLAYED, WITH THE AGREEMENT OF THE OPPOSING CAPTAIN.

NOTE:- SHOULD AGREEMENT NOT BE REACHED THEN THE RULE ON SHORTAGE OF PLAYERS WILL APPLY. A PLAYER MAY ONLY PLAY IN ONE FOUR AND ONE DOUBLE.

6.10 RESULT SHEETS MUST BE SIGNED BY BOTH CAPTAINS AND A SIGNED COPY EMAILED TO pafosdartsleague@cytanet.com.cy OR HANDED TO A COMMITTEE MEMBER BY 18.00 ON THE THURSDAY OF THE MATCH WEEK

6.10.1 **ANY ALTERATIONS TO THE SCORE SHEET MUST BE INITIALED BY BOTH TEAM CAPTAINS. FAILURE TO DO THIS WILL MAKE ALTERATIONS INVALID.**

- 6.11 IT IS THE RESPONSIBILITY OF THE HOME TEAM CAPTAIN TO MAKE SURE THAT THE COMMITTEE RECEIVES THE RESULT SHEET BY THE TIME SPECIFIED.
- 6.12 IN THE CASE OF A DISPUTED RESULT THEN BOTH TEAM CAPTAINS MUST SIGN THE RESULT SHEET AND INDICATE THAT THE RESULT IS DISPUTED. THE REASON FOR THE DISPUTE MUST BE LODGED WITH THE SECRETARY IN WRITING WITHIN 48 HOURS FOR CONSIDERATION OF THE COMMITTEE.
- 6.13 SHOULD A TEAM WITHDRAW FROM THE LEAGUE THEN THEIR REMAINING GAMES WILL BE CANCELLED AND WILL BE RECORDED AS A 0-8 DEFEAT PLUS A 2 POINT WIN BONUS.
- 6.14 ALL 180's AND OUT SHOTS OF 100 PLUS MUST BE RECORDED ON THE RESULT SHEET AND ANY 180's OR 100 PLUS OUT SHOTS NOT RECORDED WILL NOT BE ACCEPTED.
- 6.15 ONLY TWO MEMBERS OF A TEAM ARE ALLOWED TO VOTE AT AN AGM OR OTHER MEETINGS CALLED BY THE COMMITTEE.

7 CUP COMPETITION RULES.

TEAM

- 7.1 ALL MATCHES WILL BE PLAYED ON A TUESDAY WITH TEAMS ARRIVING AT 19.30 FOR A 20.00 START.

MATCHES WILL BE PLAYED IN **THE FRIENDLY LEAGUE** FORMAT.

IN CASE OF A TIED RESULT THEN THE CAPTAINS WILL NOMINATE A PLAYER TO PLAY BEST OF THREE TO DECIDE THE WINNER. THE START OF THE GAME WILL BE DETERMINED BY THE THROWING OF A DART (HOME TEAM FIRST) NEAREST BULL AND THE WINNER WILL START LEGS ONE AND THREE AND THE LOSER LEG TWO. THE SCORER WILL REMOVE ANY SEMI OR BULLS EYE FROM THE BOARD.

- 7.7 EACH ROUND WILL BE DRAWN BY THE COMMITTEE.
- 7.8 THE FINALS WILL BE PLAYED AT A NEUTRAL VENUE.

8 CUP COMPETITION RULES.

INDIVIDUAL.

- 8.1 ALL MATCHES WILL BE PLAYED ON A TUESDAY WITH PLAYERS ARRIVING AT 19.30 FOR A 20.00 START.
- 8.1.1 **SEPARATE SINGLES AND PAIRS COMPETITIONS WILL BE HELD WITHIN THE TWO TYPES OF LEAGUE.**
- 8.2 IN HOUSE COMPETITIONS WILL TAKE PLACE AT THE END OF THE LEAGUE AND OFFICIAL RESULT SHEETS AND MONEY COLLECTED FOR EACH COMPETITION ENTERED MUST BE HANDED IN TO THE TREASURER BY 18.00HRS ON THE THURSDAY AFTER THE COMPETITION.

- 8.3 OFFICIAL KNOCK OUT RESULT SHEETS WILL BE SUPPLIED BY THE COMMITTEE.
- 8.4 TEAMS MAY PLAY AS MANY LEGS AS THEY DECIDE FOR IN HOUSE COMPETITIONS.
- 8.5 THE IN HOUSE COMPETITIONS WILL BE PLAYED DOWN TO A FINAL AND THESE TWO FINALISTS WILL BE ENTERED INTO THE LEAGUE KNOCK OUT COMPETITION.
- 8.6 SUBSTITUTIONS MAY BE MADE BEFORE LEAGUE KNOCK OUT STAGE.
- 8.7 AT THE LEAGUE KNOCK OUT STAGE THE NAMES WILL BE DRAWN OUT AT RANDOM BUT NO TEAM WILL BE GIVEN TWO BYES UNLESS THE COMPETITION DOES NOT HAVE SUFFICIENT ENTRIES.
- 8.8 A BYE WILL NOT BE DRAWN AGAINST A BYE.
- 8.9 PLAYERS FROM THE SAME TEAM WILL NOT BE DRAWN AGAINST EACH OTHER IN THE FIRST ROUND DRAW.
- 8.10 PLAYERS WILL REGISTER FROM 19.30 AND ANY PLAYER NOT REGISTERING BY 19.55 WILL BE ELIMINATED FROM THE COMPETITION.
- 8.11 SHOULD A WITHDRAWAL RESULT IN A BYE PLAYING A BYE THEN THE DRAW WILL BE AMENDED BY THE COMMITTEE.
- 8.12 EACH GAME WILL BE PLAYED BEST OF THREE LEGS DOWN TO SEMI FINAL.
- 8.13 SHOULD A PLAYER NOT ATTEND THE FINALS NIGHT THEN THEIR PLACE WILL BE TAKEN BY THE LAST PERSON THEY KNOCKED OUT.
- 8.14 SEMI FINAL WILL BE BEST OF THREE THE FINAL WILL BE BEST OF FIVE.
- 8.15 TICKETS FOR THE FINALS NIGHT WILL BE DISTRIBUTED TO ALL TEAMS AT A COST DECIDED BY THE COMMITTEE TO COVER THE COST OF A BUFFET.

9 DUTIES OF OFFICIALS AND PLAYERS.

PLAYERS

- 9.1 PLAYERS WILL CONDUCT THEMSELVES IN A PROPER MANNER AND TO MAINTAIN THE AIMS OF THE LEAGUE.
- 9.2 PLAYERS WILL REASONABLY ASSIST IN CALLING, SCORING AND CHECKING MATCHES.
- 9.3 TO ATTEND ANY MEETING THAT THEY ARE PERSONALLY INVITED TO BY THE COMMITTEE.
- 9.4 IN CASE OF ANY DISPUTE INFORM THE COMMITTEE THROUGH THE TEAM CAPTAIN.

TEAM CAPTAIN

- 9.5 REGISTER PLAYERS (3.1)
- 9.6 COLLECT FEES (3.1 AND 8.2)

- 9.7 RETURN RESULT SHEETS (6.10)
- 9.8 SUPPLY TWO EMAIL ADDRESSES AND ALL TEAM MEMBERS MOBILE PHONE NUMBERS (3.2)
- 9.9 BEHAVIOUR OF PLAYERS AND SUPPORTERS (1.9)
- 9.10 ATTEND MEETINGS,OR SEND A REPRESENTATIVE,TO MEETINGS CALLED BY THE COMMITTEE.
- 9.11 NOTIFY THE SECRETARY OF ANY ADDITIONS OR ALTERATIONS OF RULES,IN WRITING, FOR CONSIDERATION BY THE COMMITTEE.
- 9.12 COPY THE BLANK RESULT SHEET SUPPLIED PRIOR TO COMMENCEMENT OF SEASON FOR USE IN HOME MATCHES.
- 9.13 SUPPLY CALLERS AND CHECKERS FOR EVENTS.
- 9.14 FORWARD ANY COMPLAINT TO THE SECRETARY FOR CONSIDERATION BY THE COMMITTEE.

CHAIRMAN.

- 9.15 INSTRUCT LEAGUE SECRETARY TO CALL MEETINGS WHEN REQUIRED.
- 9.16 OVERSEE ALL ASPECTS OF THE LEAGUE TO ENSURE ITS PROGRESSION.
- 9.17 LIAISE WITH ALL COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS UNDERTAKEN EITHER BY THE CHAIRMAN OR OTHER COMMITTEE MEMBERS.
- 9.18 IN CASE OF ANY TIED BALLOT WILL HAVE THE CASTING VOTE.
- 9.19 PROPOSE MEETING AGENDA.
- 9.20 WRITE AND ISSUE THE RULING ON ANY DISPUTE OR INCIDENT CONSIDERED BY THE COMMITTEE.
- 9.20A CONDUCT FINANCIAL MATTERS IN THE ABSENCE OF THE TREASURER.

VICE CHAIRMAN.

DEPUTIZE WHEN CHAIRMAN IS NOT AVAILABLE.

SECRETARY.

- 9.21 CALL MEETINGS AT THE CHAIRMANS REQUEST.
- 9.22 ISSUE FIXTURE LIST.
- 9.23A ISSUE REGISTRATION FORMS.
- 9.23B ISSUE MEMBERSHIP CARDS

- 9.24 ISSUE AND RECEIVE LEAGUE SCORE SHEETS.(1 COPY ISSUED) SEE 9.12
- 9.25 ISSUE AND RECEIVE INDIVIDUAL COMPETITION SCORE SHEETS.(8.2 and 8.3)
- 9.26 ISSUE RULES.
- 9.27 ISSUE MINUTES OF MEETINGS HELD.
- 9.28 ISSUE PRESS RELEASES AT THE REQUEST OF THE COMMITTEE.
- 9.29 CONDUCT FINANCIAL MATTERS IN THE ABSENCE OF THE TREASURER
CHAIRMAN AND VICE CHAIRMAN
- 9.30 . LIAISE WITH OTHER COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS
UNDERTAKEN.

TREASURER.

- 9.31 COLLECT ALL FEES OWING TO THE LEAGUE. (3.1 AND 8.2)
- 9.32 MAINTAIN A BANK ACCOUNT IN THE NAME OF THE LEAGUE.
- 9.33 MAINTAIN AN ACCURATE BOOK OF ACCOUNT FOR VERIFICATION BY A DIFFERENT
COMMITTEE MEMBER EACH MONTH.
- 9.34 PAY MONEY ON BEHALF OF THE LEAGUE UPON INSTRUCTIONS FROM THE COMMITTEE
- 9.35 PRESENT A FINANCIAL ACCOUNT AT THE AGM.
- 9.36 LIAISE WITH OTHER COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS
UNDERTAKEN.

TEAM REPRESENTATIVES.

- 9.37 UNDERTAKE SPECIFIC TASKS AS REQUIRED BY THE CHAIRMAN.
- 9.38 OBTAIN QUOTATIONS FOR TROPHIES FOR CONSIDERATION OF THE COMMITTEE.
- 9.39 ENSURE TROPHIES ARE ORDERED AND AVAILABLE IN TIME FOR PRESENTATION.

THE COMMITTEE

- 9.40 REVIEW LEAGUE MEMBERSHIP APPLICATIONS.
- 9.41 FORMULATE FIXTURE LIST.
- 9.42 ORGANIZE TEAM AND INDIVIDUAL CUP COMPETITIONS.
- 9.43 ORGANIZE FINALS NIGHT.
- 9.44 LIAISE WITH SPONSOR ETC.
- 9.45 RULE ON ANY WRITTEN DISPUTE, REQUEST,OR INCIDENT WITHIN 7 DAYS OF RECEIPT OR
HAPPENING.

9.46 VERIFY ACCOUNTS, BY DIFFERENT COMMITTEE MEMBER, EACH MONTH.

WEB MASTER.

9.47 UPDATE WEBSITE AS INSTRUCTED BY THE COMMITTEE EACH WEEK.

9.48 LIAISE WITH THE CHAIRMAN AND COMMITTEE ON ANY DIFFERENCES SO THESE MAY BE CHECKED AND AMENDED PRIOR TO PUBLICATION.