



# GENERAL RULES

## 1. GENERAL

- 1.1 THE LEAGUE SHALL BE KNOWN AS **THE PAFOS DART 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
- 1.4 THE LEAGUE IS AN OPEN LEAGUE.
- 1.5 AN ANNUAL GENERAL MEETING SHALL BE HELD **T.B.A.** 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 PARTICIPATION IN THE PAFOS DARTS LEAGUE BY A TEAM AND ITS' REGISTERED MEMBERS REQUIRES FULL ACCEPTANCE AND COMPLIANCE WITH THE RULES OF THE PAFOS DARTS LEAGUE AND ALL DECISIONS ON BEHALF OF THE LEAGUE BY THE COMMITTEE.
- 1.8 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 8 EURO PER PLAYER REGISTERED ON THEIR LEAGUE REGISTRATION FORM.

2.2 EACH TEAM WILL PAY 20 EURO ONLY AND ALL ITS REGISTERED MEMBERS MAY ENTER ALL OF THE COMPETITIONS. THIS MUST BE PAID BEFORE THE START OF THE FIRST COMPETITION.

## 3. **PLAYER REGISTRATION.**

3.1 CAPTAINS MUST COMPLETE A REGISTRATION FORM, AND SUBMIT IT TO THE LEAGUE ON REGISTRATION NIGHT INCLUDING A PHOTOGRAPH OF THE PLAYER AND THE REGISTRATION FEE.

3.2 DURING THE SEASON 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 NEW ID CARD WILL BE ISSUED. A PLAYER MAY BE REFUSED A TRANSFER SHOULD IT BE FELT THAT THE PLAYER HAS BEEN APPROACHED BY ANOTHER TEAM TO PLAY FOR THEM THE CHAIRMAN SHOULD BE INFORMED, IN WRITING, AND ACTION WILL BE TAKEN AGAINST THE OFFENDING TEAM SHOULD IT BE PROVEN.

3.2A OUT OF SEASON BETWEEN THE LEAGUE A.G.M. AND BEFORE THE ALLOTTED REGISTRATION DATE PLAYERS MAY TRANSFER FROM ONE TEAM TO ANOTHER WITHOUT RESTRICTIONS.

3.3 TEAMS SHALL CONSIST OF NO LESS THAN SIX PLAYERS ON A MATCH NIGHT.

3.4 TEAMS MAY REGISTER UP TO TWENTY PLAYERS DURING THE SEASON AND THESE WILL BE DISPLAYED ON OUR WEBSITE WITH REGISTRATION NUMBER.

3.5 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 THE COMMITTEE VIA THE OFFICIAL P.O.BOX. A NEW ID CARD WILL BE ISSUED.

3.6 ADDITIONAL PLAYERS MUST BE REGISTERED IN WRITING OR IN THE APPROPRIATE SPACE ON THE RESULT SHEET WITH THE 8 EURO REGISTRATION FEE AND A PHOTOGRAPH OF THE PLAYER. IF A TEAM REGISTERS A PLAYER ON THE NIGHT OF THE MATCH THEN THE ORIGINAL RESULT SHEET MUST BE RETURNED TO THE OFFICIAL PO BOX WITH THE APPROPRIATE FEE BY NOON ON THE THURSDAY AFTER THE MATCH HAS BEEN PLAYED.

3.7 WHERE THE ORIGINAL SCORE SHEET AND APPROPRIATE FEE ARE NOT RETURNED (3.6) THEN THE PLAYER SHALL BE TREATED AS UNREGISTERED.

3.8 IF AN UNREGISTERED PLAYER TAKES PART IN A MATCH THEN THE TEAM WILL BE DEDUCTED 4 POINTS.

3.8 CAPTAINS WILL BE ISSUED WITH THE PLAYERS MEMBERSHIP CARDS WHICH MUST BE TAKEN TO ALL MATCHES AND USED FOR THE DRAWING OF GAMES.

#### **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 CERTIFICATE 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 CERTIFICATE 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" (1.73 METRES) 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 METRES) 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 e.g.. 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 WILL FORFEIT THE MATCH 0-8 PLUS 2 POINTS WIN BONUS.

5.7 A GAME MAY BE POSTPONED DUE TO E.G.:- 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

6.3 **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

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

THREE THREES, FOUR PAIRS AND EIGHT SINGLES BEST OF ONE GAME

*ORDER OF PLAY: - 3 x THREES. - 701*

4 x PAIRS. - 601

BREAK FOR REFRESHMENTS.

8 x SINGLES. - 501

6.5 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.

6.6 **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.

6.7 **FRIENDLY LEAGUE** TEAMS WILL THEN START ALTERNATELY.

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

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

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

THE TEAM MAY PLAY THEIR TRIPLE WITH REDUCED PLAYERS THUS IN THE CASE OF A TEAM PLAYING ONLY SIX PLAYERS THE THREE TRIPLES WOULD HAVE TWO PLAYERS AGAINST THREE GIVING THEIR OPPONENTS NINE DARTS TO THEIR SIX DARTS PER ROUND.

IF THE TEAM HAS ONLY SEVEN PLAYERS THEY WILL PLAY THE TRIPLES WITH ONE NORMAL GAME AND TWO GAMES WITH TWO PLAYERS AGAINST THREE. IF THE TEAM HAS ONLY EIGHT PLAYERS THEY WILL PLAY TWO NORMAL GAME AND ONE GAME WITH TWO PLAYERS AGAINST THREE.

IF A TEAM HAS LESS THAN EIGHT PLAYERS ONE DOUBLES GAME WOULD BE FORFEITED BUT THE OPPOSING PLAYERS NOMINATED TO PLAY THE FORFEITED GAME WILL HAVE A WIN CREDITED TO THEIR TEAM.

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 NINE PLAYERS A MAXIMUM OF THREE TIMES IN THE LEAGUE AND THREE IN THE CUP. ANY OTHER GAMES WILL BE FORFEITED IF THERE IS NOT THE REQUIRED NUMBER OF PLAYERS AVAILABLE.**

6.11 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.

**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 IS NOT THE REQUIRED NUMBER OF PLAYERS AVAILABLE.**

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

6.13 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.**

*TRIPLES 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.

6.14 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 TRIPLE AND ONE DOUBLE.**

6.15 RESULT SHEETS MUST BE SIGNED BY BOTH CAPTAINS AND MASTER COPY DELIVERED TO THE P.O. BOX BY MIDDAY ON THE THURSDAY OF THE MATCH WEEK, OR EMAILED TO THE COMMITTEE. (SEE RULE 3.6 WHERE PLAYERS ARE REGISTERED ON THE NIGHT)

6.16 ANY ALTERATIONS TO THE SCORE SHEET MUST BE INITIALLED BY BOTH TEAM CAPTAINS. FAILURE TO DO THIS WILL MAKE ALTERATIONS INVALID.

**6.17 IT IS THE RESPONSIBILITY OF THE HOME TEAM CAPTAIN TO MAKE SURE THAT THE COMMITTEE RECEIVES THE RESULT SHEET BY THE TIME SPECIFIED. WHERE THE SCORE SHEET HAS BEEN EMAILED THEN THE ORIGINAL MUST BE DELIVERED TO THE PO BOX WITHIN 14 DAYS.**

**6.18 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 PAFOS DARTS LEAGUE IN WRITING THROUGH THE WEBSITE WITHIN 48 HOURS FOR CONSIDERATION OF THE COMMITTEE.**

**6.18A WHERE A COMPLAINT IS MADE BY A TEAM OTHER THAN THAT INVOLVED IN THE MATCH THEN THIS COMPLAINT SHOULD BE FORWARDED TO THE COMMITTEE THROUGH THE PAFOS DARTS LEAGUE WEBSITE WITHIN 48 HOURS OF THE DATE ON WHICH THE MATCH WAS PLAYED.**

**6.19 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.**

**6.20 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.**

**6.21 TWO MEMBERS FROM EACH TEAM ARE ALLOWED TO VOTE AT AN AGM OR OTHER MEETINGS CALLED BY THE COMMITTEE. THEIR VOTE MUST REFLECT THEIR TEAMS WISHES.**

**6.22 AN EXTRA ORDINARY GENERAL MEETING MAY BE CALLED WITH 20% OR 2 MEMBERS OF ALL TEAMS REGISTERED WITH THE PAFOS DARTS LEAGUE.**

## **7 CUP COMPETITION RULES.**

### **TEAM**

**7.1 A ONE OFF FEE OF 20 EUROS PER TEAM WILL COVER ALL COMPETITIONS**

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

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

**7.4 INVITATION LEAGUE MATCHES WILL BE PLAYED IN THE INVITATION LEAGUE FORMAT.**

**7.5 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.**

**7.6 EACH ROUND WILL BE DRAWN BY THE COMMITTEE.**

**7.7 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.

8.2 **SEPARATE SINGLES AND PAIRS COMPETITIONS WILL BE HELD WITHIN THE TWO TYPES OF LEAGUES.**

8.3 IN HOUSE COMPETITIONS WILL TAKE PLACE AT THE END OF THE LEAGUE SEASON AND OFFICIAL RESULT SHEETS FOR EACH COMPETITION ENTERED MUST BE DELIVERED TO THE **P.O. BOX BY MIDDAY ON THE THURSDAY** AFTER THE COMPETITION.

8.3A ALL PLAYERS IN THE INVITATION LEAGUE WILL BE ELIGIBLE TO COMPETE IN THE INVITATION LEAGUE SINGLES AND DOUBLES KNOCKOUT COMPETITIONS TO DETERMINE THE PLAYERS WHO WILL PROGRESS THROUGH TO THE FINALS NIGHT. PLAYERS WHO WISH TO ENTER EITHER OR BOTH OF THESE COMPETITIONS SHOULD NOTIFY THEIR CAPTAIN WHO WILL INFORM THE COMMITTEE 7 DAYS BEFORE THE EVENT TO ALLOW THE CORRECT FORMAT TO BE USED SO PLAYERS CAN BE GIVEN THEIR BOARD ALLOCATION ON REGISTRATION.

8.4 OFFICIAL KNOCK OUT RESULT SHEETS WILL BE SUPPLIED BY THE COMMITTEE.

8.5 IN THE FRIENDLY LEAGUE TEAMS MAY PLAY AS MANY LEGS AS THEY DECIDE FOR IN HOUSE COMPETITIONS.

8.6 THE IN HOUSE COMPETITIONS WILL BE PLAYED DOWN TO A FINAL AND THESE TWO FINALISTS WILL BE ENTERED INTO THE LEAGUE KNOCK OUT COMPETITION.

8.7 SUBSTITUTIONS MAY BE MADE BEFORE LEAGUE KNOCK OUT STAGE.

8.8 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.

8.9 A BYE WILL NOT BE DRAWN AGAINST A BYE.

8.10 PLAYERS FROM THE SAME TEAM WILL NOT BE DRAWN AGAINST EACH OTHER IN THE FIRST ROUND DRAW EXCEPT IN THE INVITATION LEAGUE WHICH IS OPEN TO ALL REGISTERED PLAYERS OF THE INVITATION LEAGUE.

8.11 PLAYERS WILL REGISTER FROM 19.30 AND ANY PLAYER NOT REGISTERING BY 19.55 WILL BE ELIMINATED FROM THE COMPETITION.

8.12 SHOULD A WITHDRAWAL RESULT IN A BYE PLAYING A BYE THEN THE DRAW WILL BE AMENDED BY THE COMMITTEE.

8.13 EACH GAME WILL BE PLAYED BEST OF THREE LEGS DOWN TO SEMI FINAL.

8.14 SHOULD A PLAYER NOT ATTEND THE FINALS NIGHT THEN THEIR PLACE WILL BE TAKEN BY THE LAST PERSON THEY KNOCKED OUT.

8.15 SEMI FINAL WILL BE BEST OF THREE THE FINAL WILL BE BEST OF FIVE.

8.16 TICKETS FOR THE FINALS NIGHT WILL BE DISTRIBUTED TO ALL TEAMS AT A COST DECIDED BY THE COMMITTEE TO COVER THE COST OF THE EVENING.

## **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 (2.1 AND 2.2 )

9.7 SUPPLY A MINIMUM OF TWO EMAIL ADDRESSES AND ALL TEAM MEMBERS MOBILE/LANDLINE PHONE NUMBERS ( 3.1 )

9.8 STUDY AND KNOW THE RULES.

9.9 ATTEND MEETINGS, OR SEND A REPRESENTATIVE, TO MEETINGS CALLED BY THE COMMITTEE (SEE RULE 9.52).

9.10 CONTROLLING THE BEHAVIOUR AND ACTIONS OF HIS PLAYERS AND SUPPORTERS ( 1.9 )

9.11 SUPPLY CALLERS AND CHECKERS FOR EVENTS.

9.12 **BOTH CAPTAINS TO TEXT FINAL RESULT TO TERRY 99126567 AS SOON AS THE MATCH HAS ENDED. FOR EXAMPLE HOME TEAM NAME 8 AWAY TEAM NAME 4.**

9.13 MAKE SURE MATCH SHEETS ARE COMPLETED CLEARLY AND CORRECTLY AND THAT ANY ALTERATIONS ARE INITIALLED BY BOTH CAPTAINS.

9.14 EMAIL (16.15) OR RETURN RESULT SHEETS TO DESIGNATED POINT **BY MIDDAY ON THURSDAY** OF THE MATCH WEEK OR YOUR TEAM WILL RECEIVE A **10 EURO FINE.** (6.17)

9.15 FORWARD ANY COMPLAINTS OR DISPUTES IN WRITING TO [pafosdartsleague@cytanet.com.cy](mailto:pafosdartsleague@cytanet.com.cy) WITHIN 48 HOURS OF THE INCIDENT FOR CONSIDERATION BY THE COMMITTEE.

9.15A ANY COMPLAINT OR DISPUTE MADE WILL BE DEALT WITH BY A SUB COMMITTEE WITH ONE PERSON FROM THE PARTIES CONCERNED ATTENDING TO STATE THEIR CASE

### ***CHAIRMAN.***

9.16 INSTRUCT LEAGUE SECRETARY TO CALL MEETINGS WHEN REQUIRED.

9.17 OVERSEE ALL ASPECTS OF THE LEAGUE TO ENSURE ITS PROGRESSION.

9.18 LIAISE WITH ALL COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS UNDERTAKEN EITHER BY THE CHAIRMAN OR OTHER COMMITTEE MEMBERS.

9.19 IN CASE OF ANY TIED BALLOT WILL HAVE THE CASTING VOTE.

9.20 PROPOSE MEETING AGENDA.

9.21 WRITE AND ISSUE THE RULING ON ANY DISPUTE OR INCIDENT CONSIDERED BY THE COMMITTEE.

9.22 CONDUCT FINANCIAL MATTERS IN THE ABSENCE OF THE TREASURER.

***VICE CHAIRMAN.***

9.23 DEPUTIZE WHEN CHAIRMAN IS NOT AVAILABLE.

***SECRETARY.***

9.24 CALL MEETINGS AT THE CHAIRMAN'S REQUEST.

9.25 ISSUE REGISTRATION FORMS.

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 THE CHAIRMAN AND VICE CHAIRMAN.

9.30 LIAISE WITH OTHER COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS UNDERTAKEN.

***MATCH SECRETARY.***

9.31 ISSUE FIXTURE LIST.

9.32 ISSUE MEMBERSHIP CARDS

9.33 ISSUE AND RECEIVE LEAGUE SCORE SHEETS.

9.34 RECEIVE AND ISSUE INDIVIDUAL COMPETITION SCORE SHEETS.(8.3 and 8.4)

***TREASURER.***

9.35 COLLECT ALL FEES OWING TO THE LEAGUE. (2.1 AND 2.2)

9.36 MAINTAIN A BANK ACCOUNT IN THE NAME OF THE LEAGUE.

9.37 MAINTAIN AN ACCURATE BOOK OF ACCOUNT FOR VERIFICATION BY A DIFFERENT COMMITTEE MEMBER EACH MONTH.

9.38 PAY MONEY ON BEHALF OF THE LEAGUE UPON INSTRUCTIONS FROM THE COMMITTEE

9.39 PRESENT A FINANCIAL ACCOUNT AT THE AGM.

9.40 LIAISE WITH OTHER COMMITTEE MEMBERS ON A REGULAR BASIS ON TASKS UNDERTAKEN.

***TOWN TEAM CO-ORDINATOR***

9.41 TO ARRANGE PAFOS DARTS LEAGUE TOWN MATCHES AND LIAISE WITH TOWN CAPTAINS AND SELECTORS.

***TEAM REPRESENTATIVES.***

9.42 UNDERTAKE SPECIFIC TASKS AS REQUIRED BY THE CHAIRMAN.

9.43 OBTAIN QUOTATIONS FOR TROPHIES FOR CONSIDERATION OF THE COMMITTEE.

9.44 ENSURE TROPHIES ARE ORDERED AND AVAILABLE IN TIME FOR PRESENTATION.

***THE COMMITTEE***

9.45 REVIEW LEAGUE MEMBERSHIP APPLICATIONS.

9.46 FORMULATE FIXTURE LIST.

9.47 ORGANIZE TEAM AND INDIVIDUAL CUP COMPETITIONS.

9.48 ORGANIZE FINALS NIGHT.

9.49 LIAISE WITH SPONSOR ETC.

9.50 RULE ON ANY WRITTEN DISPUTE, REQUEST, OR INCIDENT AS SOON AS POSSIBLE.

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

***SUB COMMITTEE***

9.52 DEAL WITH ANY COMPLAINT OR DISPUTE WITH A MEMBER OF THE COMMITTEE AS ITS CHAIR, AND SECRETLY VOTE ON ANY ISSUE MADE TO THE LEAGUE BY A TEAM OR TEAMS WITHIN THEIR LEAGUE. THE COMMITTEE MEMBER SHALL SECRETLY VOTE AT THE SAME TIME, REGARDLESS OF THE LEAGUE, SO THAT A MAJORITY DECISION WILL BE MADE.

9.53 FORWARD THEIR DECISION TO THE CHAIRMAN SO APPROPRIATE ACTION CAN BE TAKEN IF REQUIRED.

***WEB MASTER.***

9.54 UPDATE WEBSITE AS INSTRUCTED BY THE COMMITTEE EACH WEEK.

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