



# Maldon & District Darts League

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[www.maldondarts.com](http://www.maldondarts.com)

## End of Season Competitions

<b>6<sup>th</sup> August 2024</b>	<b>Malcolm 'Chippy' Chipperfield Charity Trios</b>
	£2 per head – Heybridge Inn 8:30pm
<b>13<sup>th</sup> August 2024</b>	<b>Pairs Preliminaries</b>
<b>Division 1</b>	Witham Town FC 2 x Boards
<b>Division 2</b>	Queen Vic Maldon x 1 & Borough Arms x 1 Boards
<b>Division 3</b>	Black Rabbit x 1 & Maldon Golf Club x 1 Boards
<b>20<sup>th</sup> August 2024</b>	<b>Singles Preliminaries</b>
<b>Division 1</b>	Tiptree Press Club x 2 & Swifts x 2 Boards
<b>Division 2</b>	Royal Oak x 2 & Mundon White Horse x 2 Boards
<b>Division 3</b>	Hardy's Bar x 2 and Swan HP x 2

Paperwork will be provided to the venue to conduct the draw. There is one draw per VENUE regardless of how many boards there are. Full names should be added to the registration sheet. Once draw is closed then draw numbers blindly to match players to games.

Preliminary rounds should be played so that the 1<sup>st</sup> round proper has no BYE's (for example if there are 18 players, then two games will need to be played to get down to 16 players) If there is uncertainty on how to conduct the draw, please contact a committee member.

A reminder that under no circumstances should a player compete if they know that they are unavailable on Finals night. Players found in breach of this rule may be excluded from future competitions.

Volunteer Scorers will be required for the 1<sup>st</sup> game on each board, following that it is the losing player(s) responsibility to provide a competent Scorer for the next game (should there be one). Should a Scorer not be provided within 5 minutes of the next match being announced then the losing player(s) shall be excluded from the remainder of the current season and following season's knockout competitions

### Pairs

- There are 2 boards per division. Though if a venue has additional boards they may be used to complete the games quicker
- Blind draw to be made by **8.30pm sharp**.
- Each round will be best of 3 x 601 until the Semi-Final and Final (Finals Night), which will be best of 5 x 601.
- Start to be decided by throwing for the Bull and the winner will start legs 1 & 3 & 5 (if all legs being needed).
- **Four pairs** will go forward to Finals night for each division (Div 1 all 4 from WTFC, and div2 & 3 2 from each venue.
- Please make sure that **Full names** are marked on the registration sheet, this will avoid confusion and ensure records are correct.
- Players must have played a minimum of 1/3<sup>rd</sup> of their team's league fixtures **and** be available for Finals Night to be eligible to play for their Divisions competitions

### Singles

- There are 2 Venues and 4 boards per division. Though if a venue has additional boards they may be used to complete the games quicker
- Blind draw to be made by **8.30pm sharp**.
- Each round will be best of 3 x 501 until the Semi-Final and Final (Finals Night), which will be best of 5 x 501.
- Start to be decided by throwing for the Bull and the winner will start legs 1 & 3 & 5 (if all legs being needed).
- **Two Players** from each **Venue** will go forward to Finals night.
- Please make sure that **Full names** are marked on the registration sheet, this will avoid confusion and ensure records are correct.
- Players must have played a minimum of 1/3<sup>rd</sup> of their team's league fixtures **and** be available for Finals Night to be eligible to play for their Divisions competitions.