

4-a-side

1.00 REGISTRATION OF TEAMS AND PLAYERS

- 1.01 Team registration is done after a circular is issued by the M.D.A. on the 4-a-side.
- 1.02 The games are played on a knock-out home and away basis after a draw.
- 1.03 The second round is played on a knock out basis, home and away.
- 1.04 Play time is at 7:30 p.m. with 30 minutes "grace".
- 1.05 A team can only use players registered with it.
- 1.06 A club can accommodate no more than 2 teams (playing in the same club).
- 1.07 A team must produce a list of players (of at least four players) if more than one team enters.
- 1.08 Participation fee - see 8-a-side 3.02.
- 1.09 In case a player registers after the ballots are drawn. The team must inform the M.D.A. with which team in the 4-a-side will he be registered if they have more than one team.
- 1.10 There are no points for player of the year associated with 4-a-side.

2.00 THE GAME

- 2.01 4-a-side games are played with four players on each team.
- 2.02 Each player plays one leg against the four players of the opposing team as listed on the score sheet.
- 2.03 Each team shall present the I.D. Cards of the M.D.A. or the Government I.D. Card or some other form of official document with the photo, of the players who will play.
- 2.04 In the absence of 2.03, a team has until the end of the last leg to present the I.D. Cards.
- 2.05 In the absence of 2.04, the opposing team is given a 16-0 walk over.
- 2.06 After the captain of each team has completed and written the formation of his four players on the score sheet, the game can start.
- 2.07 The formation of the players mentioned in 2.06 cannot be changed.
- 2.08 If a player is not present when he is due to play, he loses the leg 1-0 after the opposing player has thrown the warm up darts.
- 2.09 Each player is entitled to six darts as a warm-up before his first leg and three darts before each other leg.
- 2.10 If the result after the second game is 16 -16 the captain of each team nominates one of the four players who played in order to play the last leg and the decisive one for qualification. The player to start this leg is decided after throwing closer to the bull, with the home team player throwing first for a bull.

3.00 START OF THE GAME

- 3.01 The home team starts all legs odd (1, 3, 5, 7, 9, 11, 13 and 15).
- 3.02 The away team starts the other legs (2, 4, 6, 8, 10, 12 14 and 16).

4.00 SPONSOR

See 8-a-side league.

5.00 SCORE SHEET

See 8-a-side league.

6.00 SUBSTITUTION

6.01 During 4-a-side games, no team may substitute players in the first leg of the game.

6.02 If in the second leg of the match (return match), a team that has already won or lost the qualification for the next round, may make substitutions.

7.00 RESULT

See 8-a-side league.

8.00 PROTEST

See 8-a-side league.

9.00 APPEAL

See 8-a-side league.

10.00 PRIZES

10.01 The winning team will be awarded a trophy to be held for one year.

10.02 The winning team will also be awarded a trophy for the team and a trophy for players who have been registered with that team, but no more than seven trophies.

10.03 The runner-up will be awarded a trophy for the team and a trophy for players who have been registered with that team, but no more than seven trophies.

10.04 Those two teams that finish in third place (losers in the semi-finals), will be awarded a trophy for the team.

5-a-side

1.00 REGISTRATION OF TEAMS AND PLAYERS

1.01 Team registration is done after a circular is issued by the M.D.A. on the 5-a-side.

1.02 The first round will be held on a group basis and the format will be decided after determining the exact number of teams that will participate, and there will be seeded teams and a bracket system.

1.03 The second round is played on a knock out basis, home and away.

1.04 Play time is 7:30 pm with 30 minutes "grace".

1.05 The ballot is drawn once for the group stage.

1.06 Each group will have a seeded team (Group A - Seed 1, Group B - Seed 4, Group C - Seed 2 and Group D - Seed 3) which will be decided according to the standings in the first division of the previous season or how many teams have players in the highest rankings according to the overall Player of the

Year of the previous year. In case a seeded team has more than one team the seeded team will be the one with the most players in the highest ranking position.

1.07 A team can only use players registered with it.

1.08 A team may enter no more than two teams and may not play in the same group.

1.09 In the event of a team entering two teams, they shall produce a list of at least seven players per team.

1.10 Throughout the league a team can only use those players whose names appear in the list given by the same team.

1.11 The participation fee is - see 8-a-side 3.02.

1.12 In case a player registers after the draw. The team must inform the M.D.A. with which team in the 5-a-side he is being registered, if it has more than one team.

2.00 QUALIFICATION FOR THE SECOND PHASE (Knock Out)

2.01 No less than two teams from each group advance to the second phase. The number will be decided after the number of participating teams has been announced. A total of eight teams advance to the Knock Out phase.

2.02 In the event that teams end up on equal points, it will be decided who will advance to the second phase in this order:

2.021 Depending on who has won the most points in direct encounters between the teams concerned.

2.022 According to the winner of the largest number of legs in direct encounters between the teams concerned.

2.023 Depending on who won the most legs in the final group standings.

2.024 Depending on who has won the most games in the group's final standings.

2.03 After the teams are established, Knock Out is played as follows:

Game 1 - Group A winner vs. Group B Second

Game 2 - Group A Second vs. Group B Winner

Game 3 - Group C winner vs. Group D Second

Game 4 - Group C Second vs. Group D Winner

Semi Finals - Game 1 vs Game 2 and Game 3 vs Game 4

3.00 THE GAME

3.01 5-a-side games are played with five players on each team.

3.02 Each player plays one game against a player of the opposing team as listed on the score sheet.

3.03 Games are best of 5 legs. Whoever wins three out of five legs, wins the game.

3.04 Each team must present the I.D. Cards of the M.D.A.

3.05 In the absence of 3.04, a team has until the end of the last game to present the I.D. Cards.

3.06 In the absence of even 3.05, the opposing team is given a 5-0 walk-over.

3.07 The team captain must present the M.D.A. I.D. Card of the next player to play, and after the names are written on the score sheet, the game can start.

3.08 If a player is not present when it is his turn to play, he loses the game 3-0 after the opposing player has thrown the warm up darts.

3.09 Each player is entitled to 12 darts as a warm-up before the game.

4.00 START OF THE GAME

4.01 The home team starts the first and third leg and if necessary the fifth leg of the first, third and fifth game (1, 3, 5).

4.02 The away team starts the first and third leg and if necessary the fifth leg of the second and fourth game (2, 4).

5.00 SPONSOR

See 8-a-side league.

6.00 SCORE SHEET

See 8-a-side league.

7.00 RESULT

See 8-a-side league.

8.00 DECIDER

8.01 If in the knockout phase the result of both encounters ends 5-5, the 1001 will be played immediately inside the club where the second game has just ended. The list of players remains as it was during the game and that bull-winning team begins. Order of play will be decided by throwing for the Bull by the players who have played the first game, with the player who has started this game throwing for bull first.

9.00 PROTEST

See 8-a-side league.

10.00 APPEAL

See 8-a-side league.

11.00 PRIZES

11.01 The winner will be awarded a trophy that will be kept for one year.

11.02 The winning team will also be awarded a trophy and eight trophies for the players.

11.03 Whoever finishes in second place will be given a trophy and eight trophies for the players.

11.04 Those two teams that finish in third place (losers in the semi-finals), will be awarded a trophy for the team and a memento for the players who were registered with that team, but no more than eight.

11.05 The player who achieves the highest finish with three darts is awarded a trophy.