

8-a-side LEAGUE

1.0 NATIONAL LEAGUE

1.01 This tournament, which is the National Darts Championship, is divided into different divisions. The Council has the power to decide how many teams there are in each Division, as well as the format of the leagues in each Division. As far as possible, the first and second Divisions will be played over three rounds. Other inferior divisions are played as the council decides. A club may not have more than two (2) teams affiliated with it. These two teams can be either in different divisions or in the same division.

1.02 The months in which the league is played are between September and May. If necessary, the Executive Committee may change or extend this period.

1.03 The normal days of 8-a-side games are on Fridays.

1.04 The games are played on a home and away basis with more than one round.

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

1.06 The council of the M.D.A., has the right to change both the time and the day of a particular game, due to circumstances such as filming, etc. In this case the teams concerned will be notified 14 days before the date of the match.

2.00 SPONSORS of the M.D.A.

2.01 Each team is obliged to follow the wishes of the sponsor of the M.D.A.

2.02 At the playing area at least one sticker of each M.D.A. sponsor must be affixed in a prominent place near the board.

2.03 During the days of the games, each club or bar is obliged to have for sale the products of the M.D.A. sponsors.

3.00 AFFILIATION OF CLUB AND TEAM

3.01 Teams from clubs affiliated with the M.D.A. only they can take part. A club may not have more than two teams affiliated with it.

3.02 The membership fee is € 250 per team that registers. It would incorporate all team and players affiliations, for all activities organized by the M.D.A. except the Malta Open and the Presentation Dinner. Registration fee must be paid as soon as the team registration is submitted.

4.00 HONORS, PROMOTION AND RELEGATION

4.01 The team that has scored the most points after the end of the league will be declared the champion of that particular division in which it is playing. In case there are more than one team with the same number of points, a decider/s will be required.

4.02 Those two teams from the second division or lower with the most points, will be promoted to one higher division for the following season. In case of more than two teams with the same number of points, a decider/s will be required.

4.03 Those two teams that finish last in their respective divisions, will be relegated to one inferior division in the following season, except in particular cases (see 4.04). If there is no lower division, these teams will retain their place in that particular division. In case of more than two teams with the same number of points, a decider/s will be needed.

4.04 In the event that a team or teams in higher divisions that have not been relegated do not compete the following season, that team or teams ranked third in the lower division in one lower division will win the promotion. This is to fill the gap in higher divisions. This promotion cannot be refused. If this is not possible due to some other regulations, a relegated team or teams will retain their place in the division to which they have been relegated from.

4.05 In case a club does not compete the following season, if the team retains the majority (50% +1) of the players it had registered with the previous season, they will not lose the status they used to occupy. This applies even if the club or team changes its name. This does not apply in case one of the teams is dissolved during the previous season in case a club has two teams.

4.06 After the end of the league those teams from the Second Division down that end on equal points must play a decider in order to establish the position of the teams in the standings.

4.061 In the case of two teams with the same number of points, the decider must be played in the week following the end of the league.

4.062 In the case of more than two teams with the same number of points, the deciders are made as set out in 5.02 (Deciders) on the dates decided by the M.D.A.

4.07 The M.D.A. may from time to time increase or decrease the number of teams in particular divisions.

4.08 The game is played over three rounds.

4.09 4.08 may not apply in the lowest division, depending on the number of participating teams.

5.00 DECIDERS

5.01 In the case of a decider as in 4.01 and 4.051 between two teams, the team that wins the decider will be declared the winner. If the decider's result ends in a draw (4-4) the 1001 is played. In this case, the list of players remains the same as it was during the game and the team that wins the toss before the decider starts throwing. Players who are down for doubles games do not take part in the 1001.

5.02 In the event of a decider between more than two teams, a one-round league is played between the teams concerned in neutral clubs. If two or more teams get the same number of points after the end of this round of deciders, the ranking of the teams will be decided as follows:

1. According to the direct encounter.
2. Depending on the games won (for and against) in the round classification of the decider.
3. According to the direct encounter legs.
4. According to the games won (for and against) in the National league standings.

5.03 If in 5.02 the final result remains the same, in case of two teams, a decider is played as listed in 5.01. In the remote case of more than two teams, a decider will be played again as described in 5.02. If after this second series of deciders, some teams remain the same in points, the M.D.A. shall decide how these deciders will proceed.

5.04 If a decider/s is required in 4.02 and 4.03, these are performed as set out in 5.01, 5.02 and 5.03.

6.00 REGISTRATION OF PLAYERS

6.01 In order for a player to play in the league, he must be registered.

6.02 A player may register until 8.00 pm on the last Wednesday before the game.

6.03 A player may register until before the last game of the end of the league. This does not include decider games.

6.04 A registered player is given an I.D. Card issued by the M.D.A. Without an I.D. Card, players cannot play.

6.05 A team may register a minimum of eight players (8) and a maximum of twelve (12). In order to attract more women to enter the Darts scene, the team that registers a woman will be able to register a maximum of 13 players. A team can also register four players under the age of eighteen (they must not have turned eighteen by the end of September).

6.06 At no time during a season may a team register more than 3 players ranked in the top ten, another 3 from eleventh to twentieth, another 3 from twenty-first to thirtieth and another 3 from thirty-one to fortieth place of the previous season's Overall Player of the Year.

6.07 At no time during a season may a team from the third division or lower have more than 3 players registered in the first twenty places, another 3 from the twenty-first to the thirtieth place and another 3 from the thirty-first to fortieth place of the previous season's Overall Player of the Year.

This does not apply if the players were already registered with the said team in the previous season. In case a team already has more than 3 players in the rankings mentioned in 6.06 and 6.07 it will automatically decrease place (s) from the following ranking (tenth).

6.08 A player registers for one season only.

7.00 RELEASE OF PLAYERS

7.01 After the end of the season a player is automatically released.

7.02 During the season, a player may request release from his team no later than 31 January. Also, a team can release a player without the consent of the same player until January 31.

7.03 A player may be granted a release ONLY if the club with which he is currently registered approves this release.

7.04 If the current club approves the release the following payments must be paid as mentioned below, so that a player can play with another club immediately:

7.041 A payment of €50 to be paid by the new Club directly to the present Club.

7.042 A payment of €50 Administration Fee to M.D.A.

7.05 A Club may grant a player release even if that player does not register with a new Club. In this case, the player will not be able to register with a new Club and / or compete in any activities organized by the M.D.A. before a period of three (3) 8-a-side games after the release.

7.051 The payment in this case will be only as 7.042.

7.052 If the player registers before the end of the period mentioned in 7.05, the payment will be as in 7.041 and 7.042.

7.06 If a player has not played a game with the Club, he may register with a different Club in any division.

7.07 If a player has played with the Club in any competition organized by the M.D.A. (team competition), he can only register, with a different Club in the 8-a-side division.

7.08 If a player is released, he will be able to play in any competition with the new Club.

8.00 CONTRACTS

8.01 If a player has signed a contract with a team (private script), the M.D.A. is bound to honour this agreement.

8.02 The M.D.A. honours and accepts ONLY this contract in the following circumstances:

8.021 If this so-called private deed between the team and the player, is deposited at the M.D.A. along with player registration.

8.022 If the Contract is signed by the team representative and the player.

8.03 The M.D.A. is duty bound to honour **ONLY** the clause concerning the season in which the player is bound to the particular team.

8.04 The M.D.A. NEVER engages in any disputes that may arise between the team and the player:

8.041 regarding any type of GRANTS or OTHER MATERIAL BENEFITS promised in this contract by the team to a player.

8.042 Other promises such as how often a player should play or not.

8.05 In the event that a player and / or team does not abide by this contract as regards 8.04 the player and / or the team must resort to laws and procedures in accordance with the Courts of Justice after obtaining the consent of the Council.

8.06 The Contract will only be considered NULL if the player and the team agree to terminate this agreement. If this happens, an official letter must be submitted to the M.D.A. signed by both the team representative and the player himself before a player can register with another club.

8.07 If the Contract binds a player for more than one season, a player may not register with another club, before the termination of this contract, unless the agreement is dissolved by consensus between the two parties in accordance with 8.06.

8.08 The Contract shall be deemed to be automatically NULL if a team does not compete within **in** the M.D.A. the following season.

8.09 The M.D.A. considers this contract to be NULL if the player or team sues each other legally and the contract is dissolved by a court decision.

9.00 THE GAME

9.01 The 8-a-side league is played with six individual games and two doubles. Doubles will be the fourth and eighth games.

9.02 Each player may play no more than one individual game and another doubles against a player/s of the opposing team as recorded on the score sheet.

9.03 The game is played best of 5 legs in the first and second Division and best of 3 in the third Division.

9.04 Each team is duty bound to present the I.D. Cards of the M.D.A.

9.05 In the absence of 9.04, a team has until the end of the last game to present the I.D. Cards.

9.06 In the absence of 9.05, the opposing team is given an 8-0 walk over.

9.07 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.

9.08 I.D. Card presented in 9.07 cannot be changed.

9.09 If a player is not present when he is due to play, he will lose the game 2-0 / 3-0 after the opposing player has thrown the warm up darts.

9.10 Each player is entitled to 12 darts as a warm up before his game.

9.11 A winning team is awarded 3 points while in the event of a draw the teams each win one point.

10.00 START OF THE GAME

10.01 The home team starts the first leg and the third and if necessary the fifth leg, of the first, third, fifth and seventh game (1, 3, 5, 7).

10.02 The away team starts the first leg and the third and if necessary the fifth leg of the second, fourth, sixth and eighth games (2, 4, 6, 8).

11.00 SCORE SHEET

11.01 Score sheets are given to teams by the M.D.A.

11.02 The home team is responsible of producing the score sheet.

11.03 The captain (who may not be a player) of the home team is responsible for writing the results on the score sheet.

11.04 The home team captain is also responsible for writing the final result of the game, as well as any 180s, highest finish and 15 darts or less achieved.

11.05 The captains of both teams are responsible for signing the score sheet after the full details are written as mentioned in 11.03 and 11.04.

11.06 In case of any correction on the score sheet, the captains of both teams are responsible for initializing these corrections.

11.07 The original score sheet must be kept by the home team at least until the end of the season.

11.08 The copy of the score sheet shall be given to the away team and shall also be kept until the end of the season.

11.09 The M.D.A. has every right to request such copies of the score sheets. The team that fails to submit score sheets when requested will be fined €10.00 for each missing score sheet.

12.00 RESULT

12.01 It is the responsibility of the home team to send a clear photo of the score sheet with the results, via Messenger or WhatsApp, to the person designated by the M.D.A. immediately as the game ends.

12.02 Any team that fails to comply with 12.01 will be liable to a fine of €10.00.

13.00 PROTEST

13.01 Every team has the right to protest at any time.

13.02 Any protest must be made in writing and signed by the team secretary, addressed to the secretary of the M.D.A. at the headquarters address or via email.

13.03 Protest sent after two (2) working days until 6.30 pm since the incident/failure in question will not be considered.

13.04 If applicable, a copy of the protest shall be sent by registered mail or by e-mail to that team or individual involved in the protest.

13.05 Each protest must be accompanied by a fee of €50.00.

13.06 If the protester wins the case, all or part of the payment referred to in 13.05 may be refunded.

13.07 If the protester loses the case, the money mentioned in 13.05 will not be refunded.

13.08 Every protest is decided by a Board of Protests.

13.09 In the event that a protest involves the progress of the league, the games of those teams directly or indirectly connected with the case will be postponed.

14.00 APPEAL

14.01 In the event of a protest (13.00) being lost, the protesting individual or team may appeal.

14.02 The appeal shall be made in writing in accordance with the clauses laid down in the Statute.

14.03 The appeal shall be accompanied by a fee as set out in the Statute.

14.04 If the appellant wins the case, all or part of the payment referred to in 14.03 and 13.05 may be refunded.

14.05 If the appellant loses the case, the money referred to in 14.03 and 13.05 will not be refunded.

14.06 Each appeal shall be decided by a Board of Appeal.

15.00 PRIZES

15.01 The winners of each division will be awarded a trophy/shield which will be kept for the year.

15.02 The winners of each division is also awarded a trophy for the team and ten trophies for the players.

15.03 Whoever finishes in second place in each division will be given a trophy for the team and ten trophies for the players.

15.04 In each division, the player with the highest three-dart finish is awarded a trophy.