

ARTICLE 11

PLAY FORMAT

- 11.1** Each team will be allowed to register (12) twelve players, and all can play on any given night.
- 11.2** Who actually plays is up to the Team Captain
- 11.3** Starting time will be 7:45 p.m. At 8:00p.m. both teams must present their starting line-up. However in unusual circumstances the team captains, if mutually agreed upon, may make other arrangements.
- 11.4** If this has not been done and the first line up has not been presented by 8:00 p.m. then the game will be forfeited and (16) fourteen points, will be awarded to the team present.
- 11.5** In the case of inclement weather. If the league is not cancelled, the captains can reschedule their match if one location is adversely affected and both are agreeable.
- 11.6** No player can play more than once in each format
- 11.7** The order of play may vary if both captains agree, if not then the normal format will be played which is Cricket, Singles and Doubles.
- 11.8** A minimum of (3) three players must be present to avoid a total forfeiture
- 11.9** For a total of (16) fourteen points.
- 11.10** All games must be as follows – (Best 2 of 3)
 - Eight singles 501 straight in double out.
 - Four doubles 601 straight in double out.
 - Four doubles cricket games.
- 11.11** All line-ups will be done by a blind draw. Players will be matched number for number on game sheet.
- 11.12** The dummy score will be (25) twenty five until (100) One Hundred at this point the team using the dummy score will lose a turn every time the dummy turn comes around.
- 11.13** In cricket games when second player is absent, no score will be awarded as dummy shot.
- 11.14** Away team decides first and third and Home team the second game, when shooting for the bull.
- 11.15** All darts in the (25) twenty-five ring or bullseye will be pulled before the second player shoots.
- 11.16** The first player in the team line-up must go for the middle.
- 11.17** Three (3) darts in a bed count as actual score.
- 11.18** Player receives count for a dart if the point is touching the board. Dart count scores of point of entry.
- 11.19** Players may finish on a bullseye if (50) fifty is required. The marker must observe N.D.F.C. Etiquette rules while chalking.

ARTICLE 12. CRICKET FORMAT

- 12.1** At 8:00p.m. (8) eight players must be declared for the cricket.
12.2 A maximum of (1) one dummy can be used per team.
12.3 Rule will apply see **Article 14, 14. & 14.2.**
12.4 If a player comes in before it is his turn to shoot he may do so however, if he comes in and his shot has gone by and a dummy is used for him he cannot whatsoever play for the set which consists 2 games out of 3 games depending how many are needed.

ARTICLE 13 SINGLES

- 13.2** Eight (8) players must be declared for singles.
13.3 Missing players or dummy must be placed at the bottom of the singles line-up.
13.4 If a singles player has not arrived by the time of their singles game then the game is forfeited and the point is awarded to the opposing team.

ARTICLE 14 DOUBLES FORMAT

- 14.1** In the doubles only (1) one dummy can be used in the case of 3, 5 or 7 players. If you have an even number of players no dummy is to be used.
14.2 The game will be played as such:
- 3 players and 1 Dummy for a total of 2 doubles and 2 forfeits.
- 5 players and 1 Dummy for a total of 3 doubles and 1 forfeit.
- 7 players and 1 Dummy for a total of 4 doubles and no forfeits.

AMENDED APRIL 23/05/05 MP.

