

G.D.A. League Rules & Regulations 2007

Revision 1.0

1. The league shall consist of as many divisions as the committee may decide prior to the commencement of the season. This shall depend upon the number of teams registering. If 10 or more teams register there shall be two or more divisions. The allocation of teams to their respective divisions shall be at the discretion of the committee, who shall take into account the team's performance in the previous season, and the players who have registered to play in the forthcoming season. If four or more members of a team transfer to another team, that new team is liable to be placed in the division that those players had played in the previous season.
2. The league will proceed as per the fixtures set by the committee. If the two teams concerned wish to alter the date, time or venue of a fixture, they must request permission from the committee prior to the scheduled time of said fixture. If any fixture fails to take place the Captain of the Home team shall notify the Secretary and in his/her absence a senior post committee member within 7 days. Failure to do so will result in the deduction of three points. If the committee confirms the acceptance of the change in schedule, the Captain of the Home team must immediately inform the venue that the game has been rescheduled.
3. The format of the matches shall be as follows;
 - First Division;
 - i. Games shall be played in the order as shown in the Official League Result Sheet (*6 singles games then 3 doubles games and finally 1 treble's game*).
 - ii. Format of play as follows:
 - a. Single's game (*best of 5 legs / 501*).
 - b. Double's game (*best of 3 legs / 701*).
 - c. Treble's game (*best of 1 leg / 901*).
 - iii. All legs are played straight in, double out.
 - iv. The Home team shall start on all odd numbered legs, the Away team on all even numbered legs.
 - All Other Divisions;
 - i. Games shall be played in the order as shown in the Official League Result Sheet (*6 singles games then 3 doubles games and finally 1 treble's game*).
 - ii. Format of play as follows:
 - a. Single's game (*best of 3 legs / 501*).
 - b. Double's game (*best of 3 legs / 501*).
 - c. Treble's game (*best of 1 leg / 701*).
 - iii. All legs are played straight in, double out.
 - iv. The Home team shall start on all odd numbered legs, the Away team on all even numbered legs.
4. The team winning most games shall be declared the winner. A draw is now also possible. Results can be 10-0, 9-1, 8-2, 7-3, 6-4, 5-5, 4-6, 3-7, 2-8, 1-9, 0-10.

5. After all games have been added as shown above then three points will be awarded for a win, one for a draw and none for a loss. If at the end of the season any teams are equal on points, the positions shall be decided on game difference, the team with the biggest difference taking precedence. If this is also tied the team with the biggest legs difference shall take precedence. In the event that matters are still tied then the teams shall participate in a play-off match with the winner of said match taking precedence.
6. The draw must be started no later than 20:30 hours and play shall commence by 20:45 hours (*all divisions*). The Captains can decide to carry out the Doubles draw immediately after all the Singles matches have finished and the same applies for the Trebles match. A minimum of 4 players from each team must be present at the time of the commencement of the draw. The order of play shall be decided by the Captains placing their membership cards face down, to be picked by their opponent. In the event of a team not having sufficient players for all fixtures, they shall forfeit any such fixtures, assuming the opposing team does have sufficient. The team that does have a full line up shall be entitled to choose which of their players to leave out.
7. Results shall be filled in on the approved current GDA League Result sheet only. They shall be completed in full & signed by both Captains at the conclusion of the game, and deposited by the Home Team within 7 days at a location to be nominated by the committee. Any team not complying with this shall have three points deducted, as well as not receiving any points, legs or other awards won in the match.
8. New players may be registered at any time during the season, but only registered players for whom a membership card has been issued may play.
9. Players may switch teams before 31st December but may only play after the new team has received a membership card for that player. A player must pay another £10.00 surcharge if he/she changes team (*administration charge*). After the 31st December no player may change teams. A player who has played more than 5 games for a team will not be able to change teams at all.
10. A team finishing top of their division shall be declared that year's Champion, and shall be promoted to the next higher division for the following season.
11. A team finishing bottom of their respective division shall be demoted to the lower division for the following season.
12. If a team moves clubs, a minimum of 4 players have to remain together so that the team remains in the same division. Otherwise they go down to the lowest division. A team signing less than 4 players will not be allowed to sign up any player from last years season which was with the old team. This avoids teams signing 3 players, in effect going down in division and then registering another number of players from his old team.

13. Reserve players must be added in the League Result sheets when they are present.
14. Membership cards must be returned after the last game of the season deposited at the designated drop off point nominated by the committee. A penalty fee per membership card not returned will be incurred in the amount of £1.00 GBP Sterling.
15. Any proposals to amend these regulations must be made in writing to the Secretary prior to the AGM, following which a Captains meeting shall be called to discuss and decide on all proposals. A simple majority shall decide. No amendments may be made after the first game of the season.