

Proposed Rule changes.

Rule change for 4 b and 4 f

(4) The Grading and Fixtures Sub-Committee will attend to:

Current Rule -

The Grading and Fixtures Sub-Committee will attend to:

- (a) Collecting the team nomination forms when they called for by the Association Committee.
- (b) Determining the team average based on the highest six (6) averages for A, B and C grades (6-player team format) of all the players nominated for that team. Highest four (4) averages for A grade (if the 4-player team format is being used) of all the players nominated for that team.

Proposed New Rule – to align with current practice

The Grading and Fixtures Sub-Committee will attend to:

- (a) Collecting the team nomination forms when they called for by the Association Committee.
- (b) Determining the team average based on the highest six (6) averages for A, B and C grades (6-player team format) of all the players nominated for that team. Highest four (4) averages for A grade (if the 4-player team format is being used) of all the players nominated for that team. **If the number of teams in any grade is too high, this grade can be split into two divisions. The two divisions will be known as the Grade letter followed by a 1 or 2. The division with the 1 will have the teams with the higher team averages. Example B1 & B2.**

Current Rule –

- (f) Establish the maximum Team Average for each Grade or sub- grade for every season. The maximum Team Average for every grade or sub- grade is to be set at four (4) higher than the highest original Team Average for that grade/sub-grade or at two (2) below the lowest original Team Average in the next higher grade or sub-grade, whichever is lower.

Example 1. Bottom average A Grade 300.31

Top average B Grade 297.45

In this example the maximum Team Average for B Grade will be set at 298.31 (300.31 – 2)

Example 2. Bottom average B1 Grade 278.62

Top average B2 Grade 272.75

In this example the maximum Team Average for B2 Grade will be set at 276.75 (272.75 + 4)

Proposed Rule –

- (f) Establish the maximum Team Average for each Grade or sub- grade for every season. The maximum Team Average for every grade or sub- grade is to be set at four (4) higher than the highest original Team Average for that grade/sub-grade.

Reason for change is to remove the potential for a large gap between the grades being a factor in the grade margins. This way the margin is only considered relative to the Grade/Sub Grade in question and not impacted by the grade above.

Rule change for 15.

15. TRANSFERS

Current Rule –

1. No player may transfer between clubs once a season has commenced.
2. Any player can 'fill in' for another team within their club as many times as they wish provided, they **only play within the same division or for a higher grade**. The 'fill in' player's average may not take the team's average over the grade limit (4f). A fill-in player e.g., 'Quinns Grey 1' or 'Quinns Grey 2' will be used as the fill in players' name. The recorder must be notified within 24 hours of the game being completed of the fill-in players name and who he or she played for. Failure to do so will see all games played by said fill-in player being reversed and a 2-point deduction being enforced..

Proposed New Rule –

1. No player may transfer between clubs once a season has commenced.
2. Any player can 'fill in' for another team within their club as many times as they wish provided that the 'fill in' player's average does not take the team's average over the grade or division limit as calculated at the beginning of the season. A fill-in player e.g., 'Quinns Grey 1' or 'Quinns Grey 2' will be used as the fill in players' name. The recorder must be notified within 24 hours of the game being completed of the fill-in players name and who he or she played for. Failure to do so will see all games played by said fill-in player being reversed and a 2-point deduction being enforced.

Reason for change – This was discussed and agreed at the previous seasons delegate meeting but was missed in the update of this particular rule.

Rule Change for 11

The current rule allowing teams to nominate club pool players is not being used as originally intended. It has been observed that some teams are using pool players even when members of their original 9-player roster, nominated at the start of the season, are available to play. This practice goes against the spirit of the BWDA Darts.

Additionally, the rule has flaws. Teams can nominate pool players during the season, which can artificially inflate the team's average, potentially placing them in a higher grade had those players been included from the start. Although the Recorder checks whether nominated players meet the grade cap for that team, this check does not apply to pool players, creating a loophole that can be exploited.

There is also an issue with pool players' averages not being captured at the time of nomination, and since they are not permanently allocated to one team, it complicates the calculation of team averages for the following season. Within the DartConnect system, a specific pool player can only be assigned to one team. If they play for another team, their scores are not recorded against the pool player, creating inconsistencies.

Furthermore, if a team uses a pool player, the captain must notify the Recorder within 24 hours. However, there have been instances where this hasn't happened, resulting in a 2-point deduction for the offending team, this is not what we want to happen.

Proposed Solution:

The recommendation is to increase the number of players that can be nominated per team as outlined below. The benefits of this proposal include:

- Existing 'Pool players' can now be officially allocated to a team, provided they meet the grade team cap for that division.
- Team averages will be accurately reflected and graded appropriately for future seasons.
- Current pool players meeting the grade cap will be eligible to play in finals if needed.
- Captains will no longer need to confirm pool player participation within a 24-hour period.
- There will be no need for clubs to submit pool players in the future, as teams will be allowed to nominate more players under the revised rule.
- Pool players would now become regular team players and will now have a 3DA calculated; there will no longer be any pool players.

Current Rule –

11. TEAMS

1. All players nominated must be named players who have agreed to play for that team with a maximum of 9 players per team, per term for 6 player grades and a maximum of 7 players per team, per term for 4 player grades, permitted to be nominated. The playing rules committee have the right to increase the maximum players should extenuating circumstances be prevalent e.g. Pandemic.

Rule Change – increased number of players per team to 10 for 6 player team grades. (B1, B2 and C)

Increase number of players per team to 8 for 4 player team grades. (A grade)

New Rule –

11. TEAMS 1. All players nominated must be named players who have agreed to play for that team with a maximum of **10 players per team**, per season for 6 player grades and a maximum of **8 players per team**, per season for 4 player grades, permitted to be nominated. The playing rules committee have the right to increase the maximum players should extenuating circumstances be prevalent e.g. Pandemic.

Remove Rule Transfers 15-5

5. Clubs can nominate 'pool' players throughout the season. These 'pool' players are over and above the additional players making up the 9 registered team players. These 'pool' players are allowed to play for any team within the club they are members of, provided they are (a) Paid up members of their club. (b) Paid up members of the BWDA. (c) Do not take the teams average, they are playing for, over the top team's average in that grade as calculated at the beginning of the season. (d) Are not allowed to play in finals. (e) Can only be nominated for one club. Captains must at all times monitor and check before they play any 'pool' players. Nominations forms must still be completed for 'pool' players and submitted to the recorder and registration fee paid to the Bluewater Darts Association prior to playing. The recorder must be notified within 24 hours of the game being completed of the pool players name and who he or she played for. Failure to do so will see all games played by said 'pool player' being reversed a 2-point deduction enforced. Should the recorder identify any 'pool' players playing outside these rules, all games played in will be reversed and a 2point deduction enforced.

It must also be conveyed that 'fill-in player are still allowed under the rules, in that they can play down from a grade, as long as they do not take that teams average over the grade cap as set out in Rule 1.4 (f) and adhere to Rule 15 (TRANSFERS) of the BWDA Playing Rules.