

	<h1>Shetland Darts Association</h1> <p>www.shetlanddarts.co.uk</p>		
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2025-26 SDA INTERCOUNTY RULES

SELECTION PROCESS/ROLES OF SHETLAND INTERCOUNTY TEAM CAPTAIN:

The post of Intercounty captain is open to any person who is registered as a player in the previous season and may be nominated for captaincy through nominations. Should more than 2 nominees be received a vote will be taken at the AGM with all registered players in attendance having a right to vote.

The Intercounty Captain will be picked at the AGM at the beginning of each season. Nominations are to be in at the Pre AGM-meeting 2 weeks prior to the AGM. Nominees must provide valid reasons on why they are applying for the captaincy.

The Length of term an Intercounty Captain remains in place will be 2 Year – but he can be nominated to continue as Intercounty team captain for another term at the next AGM.

Should no nominations be received to contest the captaincy the current captain may continue for another year, if other nominations are received then a vote as outlined above will take place at the AGM.

The role of the Captain will to be select from the qualifying players available to select the best team to take part in all/any matches which the Shetland Team are deemed to take part in for the whole year, He can arrange any practice sessions as he sees fit before any official matches.

The committee and the automatically qualified players will meet with the team captain at an arranged meeting and everyone discuss and provide input towards the selection of wildcard selections the captain makes a final decision on the Final Intercounty squad.

Players selected to represent Shetland at Inter-counties must try and be available for All matches, players who are not available must inform from the elected team captain.

Any changes to the following points regarding Intercounty Captaincy will only take place at the AGM before the following season commences.

“A” Intercounty Rules and Match Format:

1. The Intercounty Match consists of 12 singles, best of 3 legs 501, 6 Doubles best of 3 legs 501 and 3 Four's consisting of 1 leg of 1001, The match is the best of 21 games, first to 11 points wins.
2. The Home team decides the format of the match, whether **Doubles** or **Singles** games are played first, the **Fours** will be last games to be played.
3. The Home Team Captain/Committee must inform the opposition of the format no later than 2 weeks before the tie is played.
4. Player walk-on music is to be submitted to the host committee 2 weeks prior to the tie taking place.

Intercounty Day:

1. Team Captains are to meet at the host venue at **1PM** to exchange team lineups.
2. Teams are to be at the venue no later than **6:30PM** for team photos to be taken.
3. The Match begins at **7PM** with the reserves playing a Doubles Game (best of 3 legs 501), which does not count towards the final score).
4. The away team enters the Stage first followed by the home team. **No** darts are to be thrown at the board until both teams are on stage.
5. Once both teams have entered the stage, players are entitled to **9** practice darts ahead of Singles games and **6** Darts ahead of Doubles games and the Fours.
6. Players are to bull up at the beginning of each game, The Home team throws for the bull 1st, the winner of bull up are to throw First in legs 1 and 3 for the Singles and Doubles and start the Fours.