N.I.D.O.
Northern Ireland Darts

Marking Policy

The NIDO Executive believe that it is imperative to aid the effective running of all tournaments that the traditional practice of loser marking the next game is adhered to by **all players.**

Failure to mark the following match on the board the player/pair lost on, or another board specified by the Control Desk will result in the offending player/pair being served with a Failure to Mark Offence.

The Failure to Mark Procedure is as follows:

1. A fine of **£30** will be issued per player and a record kept. Any player that has been served with a Failure to Mark Offence will not be allowed to enter future NIDO tournaments or compete in Inter-Area matches until the fine is paid. Fines should be paid to the respective Area Reps who will ensure the monies are paid to the NIDO.
2. The NIDO will allow replacement markers. This is the responsibility of the original player/marker. Should the replacement fail to mark the designated match, the original player/marker will be served with a Failure to Mark Offence.
3. In the event when a marker is not at the board when the match is ready to start, both players should return to the Control Desk and report it.
4. In the event that the marker is at the board and no players are present, the marker should go to the Control Desk and report it. It may be that no match is scheduled on the board, or that there is a delay. The Control Desk may issue the marker with a time to return to the board/alternative board or stand the marker down.
5. The Control Desk will choose markers to mark the first matches on boards. Markers will be informed that they have been chosen to fulfill this role. Point 2 (Replacement Markers) will apply in these circumstances.
6. Repeated or persistent Failure to Mark Offences may also be referred into the NIDO Disciplinary Procedure for further investigation / action.
7. Use of mobile phones is strictly prohibited during matchplay. Anyone found to be in breach of this Rule will be fined £30 payable before the due date of the next N.I.D.O. event.

MARKING POLICY/FORMAT - INTER AREA MATCHES

- The team placement at all Inter area matches will take place at 12:30. Team Captains will place their players on the match sheets, including reserve players. It is the responsibility of team captains to ensure a full team is present at 12:30 on match day.
- In the event that a team captain is unable to field a full team (12 Players) at 12:30 on match day, positions of where byes / vacancies are placed on the match sheet must be agreed by both team captains, in the event that agreement cannot be reached the captain of the full team shall have the final say.
- In the event that both teams are short of the full 12 players, byes should be offset against each other on the match sheets. In this instance no points will be credited for that particular game (Bye v Bye).
- All inter area matches will start at 13:00 and all games will be best of seven format.
- Inter area Team Captains may agree to alter the running order after the teams have been placed but the names of the players placed to play each other cannot be amended, unless to insert reserves into vacant slots / byes on the match sheets.
- It is the responsibility of Team Captains to ensure scores and averages are accurately monitored and recorded. These should be checked with the corresponding Team Captain for accuracy, any discrepancies should be noted and a note of the agreed outcome.
- Each competing player will have their 1 dart average accurately recorded.
- Each player who wins their respective match will have 0.5 points added to their 1 dart average.
- Where a player has received a bye, the player will be credited with a 4-0 win. The player's current average will be credited with 0.5 points. The player does not have to play or throw any darts to qualify for this, they shall also receive a Running Average.
- A minimum of nine players must be present to make up an Inter-Area team. Any team presenting with less than nine players will not be permitted to fulfil the fixture and will forfeit all points to the opposing team.
- When a team fields less than the specified 12 players, a fine of £50.00 per missing player will be imposed against the team. When a team fails to field any team or attend the event this will be treated the same as had they attended with less than 9 players and a fine of £50.00 per missing player imposed up to a maximum of £200.00 (4 x £50.00)
- Upon completion of an Inter-Area match the results should be sent electronically to the Results Secretary by **BOTH TEAMS** within 48 hours of Match completion i.e. 6.30pm on the Monday following the match. Results which are received after the following Wednesday, without reasonable justification, will result in the team being fined £100.00. Full explanation of any discrepancies should be included in the correspondence.
- Should matches need to be re-arranged, please ensure the Results Secretary is informed and notified of the agreed new dates.