



## League Rules

### League Matches

- Matches should start at **8:30pm**. Earlier or later start times may be agreed by both teams and venues.
- No automatic claiming of legs is permitted due to late arrival. Any such decision is entirely at the discretion of the League.
- The **home team** is responsible for marking all matches and must enter their players' names on the result card first.

### Team Numbers

- Teams should normally field **6 players**.
- A team may fulfil a fixture with **5 players only**, subject to the following conditions:
  - One player may play **two singles matches**, and a *different* player may **play two pairs' matches**. A player may **not** play double singles *and* double pairs in the same match.
  - The player required to play twice must be selected by a **random draw**, conducted by the **opposition captain** at the start of the night.
  - The additional matches must always be played as the **6th singles match** and the **3rd pairs match** (the final two games).
  - At least **four players** must be entered into the draw. One player may be excused only for valid reasons (e.g. leaving early for work).
  - Only the **first singles result** of a player playing twice will count towards Individual Standings, 180s, and high checkouts.
  - This rule applies **only** if a team has *five eligible players available*. Players cannot be present but refuse to play in order to use this rule.

### Match Format

- **All Divisions** follow this order of play:  
*2 Singles – Pair – 2 Singles – Pair – 2 Singles – Pair*
- Singles matches: **501, flying start, double finish**, best of **3 legs**
- Pairs matches (all divisions): best of **3 legs** (all legs played)
  - Division 1: **501, double start, double finish**
  - Divisions 2 & 3: **501, flying start, double finish**
- Total per match night: **27 legs**
- The home team throws for bull to decide who throws first in Leg 1, with throws alternating in Legs 2 and 3.
- **Bust Back** applies in all League and Cup matches: if a player busts, their score reverts to what it was at the start of that throw.

### League Tables

- League tables operate on **2 points per win**.
- If teams are tied on points, **legs difference** will decide positions.
- If still tied, **head-to-head results** will be used.
- If still unresolved, a **play-off at a neutral venue** may be arranged at the League's discretion.
- Tables are updated **weekly** and published on the League website.



## Cup Match Rules

- **6 players are required** for Cup fixtures.
- Players **may not play twice** in Cup Knockouts.
- Teams may play short but will **forfeit the legs** assigned to missing players.
- Format:
  - 6 × Singles matches (best of 3 legs)
  - 3 × Pairs matches (1 leg only)
  - Total: **21 legs**
- All matches are drawn **randomly from a hat**:
  - Singles drawn first
  - Names returned to the hat for pairs
- Order of play remains:  
*2 Singles – Pair – 2 Singles – Pair – 2 Singles – Pair*
- All Cup legs are **double in / double out**.
- Bust Back applies.
- Standard **8:30pm start**, home team responsible for marking and reporting results.

## Finals & Eligibility

- Cup semi-finals will be played at **neutral venues**, with venues providing food for both teams.
- Finals will be played on **Finals Night**.
- Players must have played **at least 50%** of their team's league matches to play in Cup semi-finals or finals, unless special dispensation is granted.
- Singles & Pairs Knockouts require a small entry fee (details provided nearer the time).
- Eligibility for Singles/Pairs Knockouts requires players to have played **25%** of league matches (dispensation possible at the League Secretary's discretion).

## Cancelling Matches

- Matches may be cancelled with **at least 24 hours' notice** to both opponents and the League.
- Captains are asked to cancel only where absolutely necessary, as rearranging fixtures can be difficult.
- Matches **cannot be claimed**; every effort will be made to rearrange the fixture.
- Rearranged dates must be communicated to the League.
- Matches may be played on non-Thursday nights by mutual agreement; the League will not mandate alternative days.
- If a match must be awarded, the usual result is a **66%–33% split** in legs (e.g. 18–9 or 14–7), though adjustments may be made to ensure fairness.

## Result Cards

- A **clear photo** of the completed result card must be submitted **on the same night via** the number on the card or the Captains' WhatsApp group.
- Result cards must include:
  - Players' **first initial and surname**
  - All 180s and high checkouts
  - Signatures of both captains
- Confirmation will be sent once the result is accepted.
- A **£5 fine** may be issued for late submission.



### Eligibility

- There is no minimum age to play in the league but if a team is planning to field a minor, we ask that the team captain out of courtesy phones the away team to check that they are allowed onto their premises.
- The league reserves the right to refuse entry to players at their discretion. Should this occur, written reasons can be provided.

### Trophies

- A main large cup is awarded to the champions of each division, the knockout cups, and the single and pairs champions.
- These must be returned prior to the final's night of the following season so they can be awarded again to the new champions.
- Smaller individual trophies (6 trophies per a team, any extras can be ordered and paid for) are awarded to the winners and runners up in each division and winners and runners up in the cup. A trophy is also given to the player(s) with the most 180's in the season and the player(s) who scored the highest out and the winner of each division's individual standings.
- To be eligible to win the Individual Standings Trophy at the end of the season, players must play around 2/3rds of all Singles matches in the Season (e.g. 10 out of 14). The League may alter this limit at their discretion in the interest of fair competition.

### New Signings & Transfers

- New players may be registered on the night, provided they have not played for another team that season.
- Transfers require League approval and a **£2 fee**.
- No transfers are permitted after the season midpoint unless special dispensation is granted.
- The League reserves the right to refuse signings or transfers where misuse of rules is suspected.

### General Venue Rules

- Dartboards must be securely fixed with the bull at **5ft 8in** from the floor.
- The oche must be **7ft 9¼in** from the board, clearly marked and not chalked.
- Home venues must provide food for both teams on match nights.  
Failure to do so on an ongoing basis may result in removal from the League.