

**HEAVITREE BREWERY (EXETER)**  
**DARTS LEAGUE**  
**RULES**

**GENERAL RULES**

1. The league shall be known as “THE HEAVITREE BREWERY (EXETER) DARTS LEAGUE”.
2. The management of the league shall be conducted by a Management Committee comprising of a, Chairman, Vice Chairman, Secretary, Treasurer and a mixture of licensees and players representatives, to be elected at each Annual General Meeting.
3. At the Annual General Meeting, each team competing in the previous season shall be allowed one vote.
4. The league shall be divided into divisions according to the number of teams entered.
5. The Management Committee shall have the power to deal with all matters arising during the playing season and their decision shall be final.
6. Any letters of protest shall be sent by the licensee (or the captain & endorsed by the licensee) concerned to the league secretary within seven days of the alleged offence.
7. The cost of annual subscriptions shall be £30 per team. This applying to both Men’s and Ladies sections. Subscriptions shall be paid on the night of the Annual General Meeting.
8. Every player of a team in membership with the league must sign a registration form obtainable from the league secretary and a fee of £1 will be paid, which must accompany the form. A player will be deemed unregistered if their registration fee has not been paid. Any player registration must be for team A, B, C, D etc.
9. Player registration will be open until 31<sup>st</sup> October. Players may also register between 31<sup>st</sup> October and 31<sup>st</sup> December at the discretion of the Committee. There will be no registrations after 31<sup>st</sup> December.
10. A player must be registered with the league for a minimum of seven days before they are eligible to play.
11. Any team playing an ineligible player shall be deemed to have lost the match and the opposing team shall be awarded the points. If the team playing the ineligible player had originally won the match the scoreline shall be reversed.
12. There will be NO TRANSFERS within the league.
13. The season shall be run on the league principal, each team playing home and away matches. The top two teams in each division shall be promoted with the bottom two teams being relegated as circumstances permit and will be at the discretion of the Management Committee.
14. Each division shall be won by the team scoring the highest number of points on a two points per win basis. Teams finishing level on points shall be separated by the difference in games won and lost. In the event of a tie still occurring the number of legs won and lost shall be used to decide league positions.
15. There shall be no drawn results in the league. If a team fails to have the required amount of players on any particular evening the remaining games shall be forfeited by two legs to nil. Should both teams be short of players with the score being tied each captain shall nominate a player to play again to decide the outcome of the match. Home captain to nominate first.
16. If a team withdraws from the league during the first half of the season their results shall be deleted from the league table. If a team withdraws from the league during the second half of the season their results from the first half of the season shall stand but all results from the second half of the season shall be deleted. Should a team withdraw from the league during the first month of the season the players in that team will be eligible to register for another team provided they register for their new team in the correct manner.
17. There shall be a limit on the number of “County” players allowed to register for a team. This shall be three (MEN) and two (LADIES). However should the number of “County” players in a team increase above three (two ladies) during a season these same players WILL be able to play in the same team for the following and subsequent seasons, providing:-
  - i) The new number of “County” players does not exceed four for the men and three for the ladies.
  - ii) A maximum of four “County” players play in any one match in the men’s section and providing no new signings breach the “County” player rule. A County player shall be defined as a player who has represented a County at A or B team senior level during the previous County season.
18. All boards must meet the requirements of the Management Committee who shall examine them regarding light and the suitability of the throw.
19. Any player whose signature appears on the registration form of more than one team shall,

- except in exceptional circumstances, be suspended from the league for one season.
20. The Management Committee shall be empowered to deal with all matters not covered by these rules. **COMMON SENSE SHALL PREVAIL AT ALL TIMES.**
  21. Any team failing to fulfil three fixtures during the season shall be withdrawn from the league.

#### **MATCH RULES**

1. Matches to consist of nine games of singles (men's higher divisions), seven (ladies). In the men's lower divisions a match will consist of six singles and three doubles games. Players may if desired play in both singles and pairs on the same night. Higher and lower divisions to be defined as:-  
In a league of three divisions or more the top two divisions will be defined as the "higher".
2. All games must be played on a standard size 1-20 dartboard with doubles, trebles, bullseye and inner bullseye. The board shall be securely fixed to the wall 5ft 8 ins from the centre of the bull to the floor and the throw shall be 7ft 9¼ ins measured along the floor. Providing the height of the board is correct a more accurate way of measuring the throwing distance is 115½ins from the bull centre to the back of the oche on the diagonal. The throw mark (oche) shall be of a fixed or permanent nature and the players shall be allowed to stand where they choose behind the throw mark (oche).
3. All matches shall be played on the date fixed. There shall be a provision for games to be re-arranged in exceptional circumstances with the agreement of the opposing captain and the league secretary. Any team failing to turn up for a fixture shall be deemed to have lost the match and a result of 9-0 (men) 4-3 (ladies) shall be awarded to their opponents.
4. A game shall be the best of three legs 401 (men's premier division), 301 (all other men's divisions), 201 (ladies section) and 501 in the pairs games of lower men's divisions. Start and finish on a double except pairs games where straight start will be played (this will apply to league games only). The bullseye shall count as double 25. In finishing a leg, any score less than the required double shall count.
5. The home team shall provide the scorer who shall indicate the score remaining after each throw on a chalkboard / marker board fixed in a prominent position forward of the throw line. The visiting team shall provide a caller who shall call each score at the end of each three darts. **THE SCORE OF DARTS RETRIEVED BY THE PLAYER FROM THE DARTBOARD SHALL BE THE ONLY DARTS TO SCORE.**
6. The home captain shall nominate their player first in each game (except cup matches). The visiting captain shall then nominate their player at their discretion and so on throughout the match.
7. Each match shall commence at 8.30pm and the match shall be continuous in that there shall be no more than five minutes break between games. If no player is present from one of the teams by 8.45pm their opponents may claim the first game. Games may then be claimed at ten minute intervals until the arrival of any opposition.
8. A player shall be eligible to play regardless of their arrival time providing that the above rule 7 concerning continuity is not contravened.
9. The player throwing nearest to the bullseye shall start. The loser of the first leg shall start the second leg and, if a third leg is required the player throwing nearest to the bullseye shall start the final leg.
10. The captain of each team shall sign the result card at the end of each match having checked that the contents of the result card having been correctly filled in by the home captain. The **WINNING CAPTAIN** shall ensure that the result card is sent to the league secretary on the same night. One point shall be deducted from the winning team if the card is not received by the secretary on the Wednesday (men) Friday (ladies) following each match. No points shall be awarded if a result card is not received.
11. Where a public house has more than one team the licensee (provided they are a registered player) may play for any of their teams on a given night, but will only be allowed to play for **ONE TEAM** on any **ONE NIGHT**.

#### **INDIVIDUAL CUP**

1. Open to all registered members of the league.
2. Entries to be made to the secretary by the entry date on the forms provided.
3. Entry fee shall be £1 per player.
4. Competitors shall be allocated a venue and date to play on and a draw to determine opponents shall be made on the night of the competition. Any player not in attendance for the roll call at 8.30pm shall be withdrawn from the competition.

5. Games shall be the best of three legs 301 up (men) 201 up (ladies) start and finish on a double.
6. A substitute player shall be allowed in the first round only, provided they are registered players from the same public house and they are not already entered into the same competition. Any substitute will continue playing if successful.

### **PAIRS**

**ALL RULES FOR PAIRS AS INDIVIDUALS EXCEPT PLAYING FORMAT.**

**Playing format shall be 501 up (men) 301 (ladies) start and finish on a double.**

**Best of three legs.**

### **TRIPLES (MEN ONLY)**

**RULES FOR TRIPLES AS INDIVIDUALS AND PAIRS EXCEPT PLAYING FORMAT.**

**Playing format shall be 701 up start and finish on a double.**

**Best of three legs.**

**PLEASE NOTE THAT ANY PLAYER WHO HAS QUALIFIED FOR FINALS NIGHT KNOWINGLY NOT ABLE TO ATTEND, EXCEPT IN EXCEPTIONAL CIRCUMSTANCES SHALL BE BANNED FROM FUTURE COMPETITIONS UP TO 2 SEASONS.**

### **KNOCKOUT CUP COMPETITIONS**

1. Open to bona-fied teams competing in the league
2. Any team that has withdrawn from the league will be deemed to have withdrawn from the cup competitions also.
3. With the exception of the Premier Cup (men's) and the Team Pairs Cup competitions all games shall be 301 up (men's) 201 up (ladies) best of three legs start and finish on a double.
4. Captains shall toss a coin prior to commencement of the match. The winner of the toss shall choose whether to nominate their player first in all odd games or first in all even games. The loser of the toss shall nominate their player in all other games not chosen by their opponent. This rule shall be followed in all rounds of the competition. In the ladies cup competitions there will be a toss of a coin in the semi-finals and final only. In other rounds of the ladies cup competitions the home side will nominate first in the first game with the away team to nominate first in the second game and so on.
5. Semi – finals and finals of all competitions shall be played at a neutral venue to be chosen by the management committee.
6. The Premier Cup in the men's section shall be played following the match rules of the premier league.
7. The team pairs matches shall be decided by the best of 15 legs (men), 9 legs (ladies), double start and finish, 501 up (men), 301 up (ladies). Player nomination shall be decided by the toss of a coin in the same manner as other cup competitions and each captain shall nominate two players to play as a pair. ALL three legs to be played. Bull up for throw, winner of the bull to throw first in leg one, loser of leg to throw first in leg two and bull up to throw first in third leg. As in rule 4 ladies will only toss a coin in semi-final and final. Teams from the Premier and 1<sup>st</sup> divisions (men) must use ten different players. In the fifth game teams from the lower divisions (two and below) may use two players who have already played if less than ten players available. This will be done by the captain writing a minimum of four players names on separate pieces of paper and placed face down on a table. The opposing captain will then select two of these players to form a pair to play again.
8. In all cup competitions the player/s signing the card second shall throw first for the bull in the first and third legs.
9. In pairs competition the player throwing for the bull prior to leg one shall throw first for their team in that leg. The partner shall throw for the bull in any third leg and throw first in that leg. The first throw in the second leg shall be taken by the player who would have thrown next for each team had the previous leg not been won regardless of whether that player threw first or second in that leg.
10. In the ladies cup competitions the game shall be continuous as per league rules.
11. Where a public house has more than one team the licensee (provided they are registered) shall be allowed to play for any ONE of their teams in the Team Pairs Cup and a different team, if desired in any one of the other cup competitions. Once the licensee has played in a cup competition they become cup tied and may only play for that same team in that same competition during that season. In the men's section a licensee is cup tied to play for the same team in the Team Plate that they have played for in the Team Pairs if relevant.
12. In the men's section the losing teams in the preliminary round of the Team Pairs Cup (and first round, subject to entries and the decision of the Management Committee), will contest the Team Plate competition. This competition will be played to the format of six singles (best

of three legs 301 double start and finish) followed by three pairs matches (best of three legs 501 double start and finish). Players may play in both singles and pairs matches. Signings will be alternate, decided by the toss of a coin as with other cup competitions.

All rules correct as at October 2007.