



League Rules

1. The Committee shall have the power to deal with any matters arising and their decision is final.
2. Males and females are eligible to play in this League and in all competitions with the exception of the main Singles Competition which requires players to have participated in at least four league games.
3. Each player is registered with the League under the name of the team with which he or she desires to play. New members may play 7 days after registration unless there are exceptional circumstances (accepted by the Committee). No player may register after mid-season unless there are exceptional circumstances (accepted by the Committee).
4. A registered player in the Bournemouth Darts League cannot transfer to another team during the same season unless there are exceptional circumstances (accepted by the Committee).
5. The match board shall be elm or bristle, fixed at 5ft 8in from the floor to the centre of the "bull", the throw is to be 7ft 9¼in minimum in a plum-line from the face of the board to the toe line. Oche to be raised and fixed at 7ft 9¼in from the face to the board.

The board itself must be in good condition. If the away team Captain is unhappy with the condition of the board, they should inform the home team Captain on the night and then the Committee within 3 days of the match. The match must still be played. The Committee will decide if the match result still stands.

6. Each club to pay £45.00 entrance fee and each player £15.00 entrance fee for registration. Each team must register a minimum of 8 players.
7. A league game requires at least 6 players to be present. Fixtures to be played in the following order:
 - A) 2 games (THREES) - Best of 3 x 501
 - B) 3 games (PAIRS) - Best of 3 x 501
 - C) 6 games (SINGLES) - Best of 3 x 501
 - D) 1 game (TEAM GALLON) - Best of 1 x 1001

All games to be played as the games won will be taken into account if there is a tie at the end of the season. Any team found guilty of conceding games without playing them will have 3 points deducted.

The Gallon does count towards match result, and towards Gallon competition.

All the above to be a straight start and to finish on a double or bulls eye. Scoring shall be done on a blackboard with chalk or a whiteboard with marker pen. Games are to start at 8.00pm and run continuously through the night. Captains will be permitted to play any registered player in any match. THREE points will be awarded to the winning team, and ONE point for a draw best of 12 games.

8. **Late Players:** - players are only eligible to play in the Threes, Pairs, Singles and Gallon if they are actually there when each "round" starts. (A round starts when the first dart is thrown.)

If you only have 5 players available for the Threes then your last "Three" can be made up of two players with a throw missed. If you only have 5 players available for the Pairs, then your last "Pair" can be made up of one player, with that player missing a throw. If a player is not there at the start of the Singles they are not eligible to play in any Singles games. If a player is not there at the start of the Gallon, they are not eligible to play. If you only have 5 players in the Gallon, then you may play it with a throw missed. If a Captain is aware that a player is, or might be, late, they should inform the opposition Captain by 8pm.

9. The away team starts first and third leg on every game including the one-legged Gallon.

10. Home team to nominate first player in every game and each player to personally sign the Result Sheet for each game they play. If Captains fail to get their players to sign the Result Sheet - games/matches and points may be forfeited – at the discretion of the Committee.
11. Excluding complaints about the dart board, protests or objections must be forwarded by the team Captain to the League Chairman, in writing, within 7 days.
12. Matches to be played on Mondays, home and away in accordance with fixture list. Cancellation of games must be given at least 24 hours before the match to the opposition - failure to do so will result in a fine of £20.00 and 12G-0 score awarded to the opposition. If a game is cancelled, with the correct notice given, the game must be re-arranged on a date chosen by the opposition. If a date cannot be agreed a 12G-0 result is awarded to opposition.
13. The Captain or Vice Captain or chalker may advise his/her players on numbers they require during the playing of games under no circumstances will any player or supporter advise the player of the score left. Offending team will lose that leg of darts.
14. Teams may play three Super League Players and one County Player in any league game, or four Super League Players and no County Players. Teams breaking this Rule will be fined £10.00 and 12G-0 result awarded to opposition. Teams with more than one County Player cannot play these players together in team competitions (pairs, threes, fours, etc.). For team competitions requiring four or more players, a County player may only play in a team with a maximum of one Super League player. Teams with more than four Super League Players may not play them all together in “team competitions” requiring four or more players. (Lady Players are exempt from this Rule.)
15. All teams are expected to enter the “Play Off” competition at the end of the season. Any team not entering a team may not be invited to play the following season.
16. Winning Public Houses of any trophies shall be the holders until the following finals. Trophies are to be insured (fire/theft) and be returned in the same condition as handed over.
17. All 180's and High Scores (above 100) are to be noted on the Result Sheet.
18. A photograph of Result Sheet should be posted in the “WhatsApp” group as soon as possible after the game has finished. A text message or Facebook message to the Chairman or Results Secretary is also acceptable. Any “un-photographed” Result Sheets must be handed to the Chairman or Results Secretary at the next competition night. Failure to comply will result in teams being deducted 3 points.
19. Unless there are exceptional circumstances (accepted by the Committee), players who play on Finals Night must turn up to Presentation Night to pick up their trophies. Failure to do so will result in a fine (payable by their team Captain, £10 per player), forfeiture of their trophies and a one season ban from future competitions.
20. Existing League teams will be given priority over new teams wanting to enter the League.
21. Players who do not chalk (or fail to arrange for someone to chalk for them) during Competitions may be suspended from all Competitions. The suspension period will be determined by the Committee.
22. Due to the growing popularity of the League new teams will be able to register at AGM (but it will be down to the Committee decision to which teams can join as limited spaces are available).
23. Playing unregistered players will result in loss of game 12G-0 and a £10.00 fine.
24. Fines to be paid within 14 days of official notification or players/teams will be expelled from League.
25. The Captain or Vice-Captain of each team may be required to attend a monthly meeting (to be held on a Tuesday night) to discuss any issues that may have arisen. Failure to attend will result in a £10 fine.
26. Any player found disrespecting a home/competition venue and/or fellow players, may be brought in front of the Committee with their Captain and face possible expulsion or suspension from the League.
27. Please remember darts is a fun sport and if you can't be a good loser, don't play.