

The League

1. The league shall be called, The Weston Trent Valley Dart League
2. The league shall be governed by a committee comprising of a President, Chairman, Vice Chairman, Treasurer and Secretary and 5 others. All officers to stand for 2 years and are automatically eligible for re-election, 5 members to be elected annually. If a member misses 2 meetings without any apologies or reasonable explanation then said member may be removed by the committee, and a new member elected
 - (a) To allow new members of the committee to be appointed outside of an AGM, to fill a shortfall in numbers, a resolution was passed at the AGM held in October 2015 to allow the committee to co-opt new willing members as required.
3. League meetings (AGM) will be held Seasonally before the start of the season but may be called at any time if the committee deems it necessary.
4. Voting at an A.G.M. is restricted to one representative from each team.
5. All signed players names must be in the secretary's possession before the commencement of the match, including the draw. The landlord of a pub is not automatically signed.
6. Teams are not allowed to sign new players after the midway point in the season. If a player infringes rule 4 or 5 the game he/she plays in will be made void and a game will be deducted from his teams result and awarded to the opposition as a penalty.
 - (a) In the event of a team dropping out of the league after the start of the season any points or achievements won against that team will be voided and the fixtures will show that team as then becoming a bye. Players signed for the team that dropped out will then be counted as not being signed on in the season and at the discretion of the committee and on payment of new signing fees may be allowed to sign on for another team providing this is before the half way point.
7. All league and initial signed player fees must be paid in at registration. Any team signing additional players during the season will be given details on how to pay these fees.

Any team that has not paid their arrears before the end of the season will have the amount deducted from any winnings due.

If any arrears are still due, the team and players will not be able to register to play until the arrears have been paid.

The Match

8. League matches shall be played on a Wednesday evening. The draw to take place no later than 8.45pm. The first match should start straight after the draw is done. Any player not present when their name is called to play shall forfeit their game.
9. The match board shall be 5'8" high from the floor to the bull and the throw line shall be 7'9 1/4"" in a plumb line from the face of the board and measured along the floor.
10. The throw line should be raised by at least 1cm and not be less than 2ft long. The line must be toed i.e.; not trodden on. A player may move as far along the line as he wishes.

- a. Any new teams will have 1 seasons grace to have the raised throw line installed
11. Each player to have 3 darts. Scores are to be marked only after all 3 darts have been thrown unless going for a finish and is the responsibility of the player to agree the score thrown with the marker before leaving the oche.
12. Marking to be done using either an electronic marker, chalk board or whiteboard, which must be clearly visible from the oche and show at least, each players last thrown score and total score left. This is to allow player to see their previous score and total to allow them to check and ask for any errors to be corrected.
If you have got a score board that doesn't meet the required specification, it can still be used to help with calculations, but then written on either a chalk board or white board for display
The Scoring method must be agreed between the two captains before the match starts.
13. A marked score can not be altered after the same player has thrown his next 3 darts at the board
14. A match shall consist of 6 singles games of 301 (best Of 3 Legs) and 3 doubles of 501 (one leg). All games to start and finish with a double. Opponents shall be drawn for. Away team to throw first for the bull, the nearest the bull throws for a double first in legs 1 and 3, if the third leg is played.
15. Match results will be decided by games won as a team. Two points will be awarded to the winning team in each match.
16. The league placing's will be determined by a points scheme, this is 2 points for a win and 0 points for a loss, should more than one team end on the same point then the match differences will be taken into account.
 - a. Should more than one team be on identical point and for/against, then the head to head rule will be applied
 - b. The matches against each of the teams involved will be taken into account and the match difference worked out on the two matches to determine a winner
 - c. If the results are still tied, then the away match rule will be applied meaning that each away leg won will be worth 2 and the home legs worth 1
 - d. If this still results in a tie, then the two teams will have a single match playoff at a neutral venue of the committees choosing, to decide the winner
17. All darts thrown count as a throw whether they stick in the board or not except when throwing for the bull to start a game.
18. If a dart falls out before the announcer calls the score it does not count. Only if the dart point is actually touching, or in the board are they counted when the score is announced. If a dart falls out after the score is called it does count. If a dart knocks another one out, the fallen dart does not count.
19. To win the leg, the exact number must be obtained with the last thrown dart landing in a double. If the score thrown is greater than the score left, then the thrown score will be counted as 0.
20. League matches shall be played on a Wednesday evening. The draw to take place no later than 8.45pm. The first match should start straight after the draw

is done. All single games should be played before the commencement of the doubles games.

- a. The Draw is to be done by the Captains
 - i. If a Captain is not present, then the Vice Captain should step in and do the draw
 - ii. If neither the Captain or Vice Captain is present then a representative is to be nominated and the secretary informed.
- b. The draw is to be done by randomly turning over the opponents draw cards, singles first then doubles pairings. This to ensure the draw is not fixed
- c. Once the random draw has been done the singles games can be played in any order, to accommodate if anyone needs to leave early or arrive late due to outside personal commitments
- d. Any player not present when their name is called to play shall forfeit their game.

21.If teams can only field 4 or 5 players they must still turn up or else forfeit the game (See Wild Card rule for this). No matches may be cancelled except in the case of extremely bad weather or exceptional circumstances. The League Secretary and the oppositions team to be notified in all such cases as soon as possible.

22.Should a team fail to turn up without notifying the other team, the match will be awarded to their opponents as a 9-0 win.

23.It is the home teams captains responsibility to send the results in, the captain of the home team must notify the league secretary of the result of a match not later than 6pm on the following Sunday evening.

- a. If a result is late there will be a points penalty, it will be as follows
 - i. 1 late result for the season = Warning – 0 points deduction
 - ii. 2 late results for the season = 1 point deduction off your total points
 - iii. 3 late results for the season = 2 points deduction off your total points
 - iv. 4 late results for the season = 3 points deduction off your total points
 - v. And so on...

24.Results of matches should be recorded in official results booklet provided by the league. These results must be signed as correct by both captains on the night.

- a. The committee reserves the right to verify results by checking these books on request.
- b. Computer recorded results will be acceptable only if agreed at committee and made available if requested.

25.Should a player sign and play for more than one team in this league, his registration will be cancelled for the season. Any team infringing this rule will forfeit 2 points and such points will be awarded to the opposing team. No player may transfer during the season, except where rule 5a applies.

26.All signed players under 18 years old, must be able to retrieve their own darts from the dart board (except in the case of disabilities). The minimum age of 14 years has now been removed to promote younger players joining the league

from October 2015 (admittance to a venue for any player is at the Landlords discretion and is the responsibility of their captain to obtain permission from the landlord).

27. If when a match draw is made, 2 byes are drawn against each other then the home team will be awarded the individual leg.
28. If a player from a visiting team is banned from the venue then his/her game will be forfeit unless another player can be substituted.
29. If at the start of the season a new team is formed from established division one league players and contains 3 or more of the said players, then that team shall go straight into division one. This is applicable in the event of more than one division in the league during that season.
30. The board must be made open for the opposition to practice on, no later than 8.30 pm.
31. Prize money awarded at the end of each season to teams and players according to achievements will be proportionate to the monies received in that season after all expenses deducted.
32. The league runs a No Violence Policy. No registered member of the Weston & Trent Valley Darts League should be subject to any violence or any threat of violence prior to, during or after any league arranged match. Any breach of this policy may result in the players involved being suspended pending an investigation from the league committee (The committee will endeavour to investigate this in an efficient and timely manner). If the team are found at no fault then the missed matches will be rescheduled. If the team are found at fault then they will be removed from the league.

33. Wild Card Rules

We have a wild card system in the darts league, this is to allow you to still play a match should you be short of players, the wild cards can be used at any point in the season, up to 4 per team per season. The use of the wild cards is detailed below;

- a. A wild card = 1 person per game
- b. If you are 2 people short for a match that = 2 wild cards
- c. A wild card can only be used 4 times a season
- d. The wild is to be drawn at random after the main draw
 - i. Do your random draw as normal telling the opposing captain which named card(s) will represent a wild card
 1. This is to ensure the wild card is also randomly drawn and not just placed at the end
 2. When the wild card is drawn, leave that slot blank until the singles draw is completed
 - ii. When the singles draw is done, reshuffle the draw card back down, removing the player who is representing the wild card, the opposing captain will then randomly draw out the player to play the wild card game
 - iii. When you do the doubles draw, the same applies
 - iv. But when you place the cards back down you remove the card representing the wild card and also its partner, so you will only be drawing from the remaining four players (the other two pairings)

- e. Each wild card use needs to be reported to the Secretary with the match results
- f. Any misuse of the wild cards by a team will result in the points going to the other team
- g. Wild card players will only play one game (singles best of 3 or doubles single leg)
 - i. If the wild card is used in the singles, that doesn't transfer to the doubles
 - ii. If you are using a wild card to cover both a singles game and a doubles game, you will need to draw 2 cards and it will count as 2 wild cards
- h. Wild cards are to be used to top up players when you are short and are not to be used when you have players available

The Captains Game

- 34. If the Captain is in attendance then the Captain must play, even if he hasn't played in the main games
 - a. If the Captain is not in attendance then the Vice Captain must play
 - b. If Neither Captain or Vice Captain are in attendance then the match is forfeit and claimed by the Captain or Vice Captain who is in play.
- 35. The game will be a single leg of 301, with a bull up to decide who throws first
- 36. The away team will throw for the bull first
- 37. The Results should be recorded on the sheet under Captains Game winner, this can be by either the name of the player (Captain or Vice Captain) or Team Name

Knock Out Competitions.

- 39. Team K.O.
 - a. Normal league format and rules apply (with the exception of going for bull to see who throws first, away team to bull up first), singles best of 3 legs and doubles one leg only.
- 40. Doubles K.O.
 - a. 501 best of 3 game, double start, finish on a double. Partners can not be changed after the draw for the first round of the competition.
- 41. Singles K.O.
 - a. 301 best of 3 games, start and finish on a double.
- 42. An entry fee of £2 per player in both singles and doubles may be payable and will be notified prior to entry.
- 43. Should any matter arise not covered by the above rules, the executives of the league will endeavour to resolve it, should they feel they are not able to resolve the matter, then a committee meeting will be called to go over the matter and put a ruling in place to allow the executives of the league to make a decision to resolve the matter.