

League Rules

1. The League shall be called "Rushden and District Monday Darts League"
2. The League shall be governed by a Chairman and Executive Members.
3. The League is a non profit making league. All monies raised will be put towards a Charity Donation and Cash prizes for Finishing first, Highest Out, 180 count for each division.
4. Only one vote will be allowed for one representative of each team at an A.G.M. or any other relevant league meetings.
5. The League Fee is currently £65 (to be set by AGM meeting it can raise and fall according the voting system) payable at the AGM. There is an additional £10 added automatically for the "Captains Night Charity Match".
6. League Fees can be paid by bank transfer.
 - a. Bank: Barclays Bank
 - b. Account Name: Rushden and District Dart League
 - c. Sort Code: *
 - d. Account Number: *
 - e. Chairman must be notified if payment is made by bank transfer. Chairman can then confirm the transaction and a receipt can be raised.
7. Signing on sheets to be handed in at the same time as the League fees are paid.
8. No player registered within any other Monday night league will be allowed to sign on after the season has started. If a player is found to have signed on for any other League on a Monday night they will be expelled from this league.
9. A Team shall consist of enough players to win a match.
10. No new players to sign for a team after signing on sheets have been handed in unless agreed by the Committee before they play. Failure to do so will have the players game result default to the opposition team.
11. The board shall be 5ft 8ins (1.73m) from the floor to the

centre and the throw or toe line 7ft 9.25ins (2.37m) in a plumb line as near as possible from the face of the board and measured along the floor.

12. The throw line shall be permanently shown in some distinctive manner (Chalk is not sufficient) and shall be not less than 2ft long. The line must be toed, not trodden on or stood upon on. A player may move along it as far as he likes.
13. Match board should be in good condition and have adequate lighting.
14. Scoring a match can be done on either a white/blackboard or electronic device showing no less than 3 previous scores
15. Matches to be played on Monday evenings. Games to start at 8-30pm.
16. Home team to add players to score sheet for each game, fold sheet and then give score sheet to opposition team to fill in.
17. Each player can have 9 practice darts before the start of their game.
18. Home team Bulls up first for each game.
19. Matches shall consist of:
 - a. 1 x 1001 game with 4 players (1 Leg)
 - b. 2 x 701 Double games (3 Legs)
 - c. 4 x 501 Single games (3 Legs)
20. Match results will be decided by total legs won as a team. Two points will be awarded to the winning team in each match.
21. All games should have a Marker provided by the Home team.
22. All Scores 80 or over are added to the score sheet
23. 180 scores are added to the score sheet
24. Highest checkout in the match is added to the scoresheet
25. Highest Out and 180 count for the match are only counted in league matches.
26. If a Captain does NOT have sufficient players to play the match. The Captain can use a Joker. A random draw is

made for the player who will play in each game. The draw is repeated for 1001, 701 and 501. The Joker can only be used 4 times by any team in one season. The Joker is meant to cover holidays and sickness within a team.

27. Team Captains must not sign match cards until filled in and checked. The results on the official card will be final. Cards to be filled in with ink or ballpoint pen in block capitals.
28. The home captain must send a copy of the signed score sheet to the league WhatsApp group.
29. A postponement of a fixture is not allowed within 24 hours of the start of the match unless there are extenuating circumstances.
 - a. Any cancellation made within 24 hours of the fixture taking place the home team can claim up to £20.00 for food. This will be payable to the home team affected. Failure to pay this within 7 days the team will be subject to either points deductions or a suspension.
30. Postponement of the match within 24 hours will mean a loss of 19-0.
31. Knock out Competitions. All players competing must be registered. Competition entry fees currently set at £2.00 per person per competition entry. All fees going towards the winners and runners up prize money.
32. League Team KO. League Rules Apply.
 - a. 1st & 2nd Division Singles 501 best of 3
 - b. 1st & 2nd Division Doubles 701 best of 3
 - c. Blind Pairs 701 best of 3
 - d. Captains Night Charity Match
2 players play 1 leg of singles 501 if tied at 1 leg each. Then a deciding leg of 701 doubles is played
 - e. Bob Pilkington U18 Shield 501 best of 3
Free to enter for anyone 18 or under in the season the league started. Therefore the player may turn 19 within the season but must be 18 at the start of it. The league will pay for the shield to be engraved

with the winners name but held in trust by the league, either by the chairman/a committee member.

33. Team Knock Out Competitions MUST be played on the date shown in the Fixtures. Failure to play will result in a 19-0 loss.
34. On Presentation Night the league agree to fund the food for the venue to a sum of £60. Which will be paid on presentation night.
35. Should any questions arise not covered by the rules they will be resolved by the league committee.
36. The league runs a No Violence Policy. No dart player 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.
37. The chairman and league committee may make decisions regarding rules and situations for the best interest of the league.