

OSWESTRY & DISTRICT DARTS LEAGUE RULES 2024/2025

1. NAME

The league shall be known as "THE OSWESTRY & DISTRICT DARTS LEAGUE" (hereinafter referred to as the League).

2. OBJECTS

2.1 The objects of the League shall be to promote the playing of the game of Darts for its members.

2.2 Without prejudice to any other provision of these rules the League may in furtherance of its object,

a) Provide funds by way of entry fees, levies or otherwise as may from time to time be determined and accept gifts of money or in kind and carry out any wishes in relation to such gifts which are in conformity with the objects of the League.

b) Contribute to the funds of or combine with or affiliate to or enter in agreement or working arrangements with any other organisation whether corporate or incorporate, having the same objects of the League.

3. MEMBERSHIP

3.1 Ordinary Members

a) Any Dart Team operating from licensed premises may apply for membership of the League.

b) All applicants for membership shall be subject to the approval of an Annual General Meeting. If there are more applicants for membership than there are vacancies in the League, a ballot shall be conducted at the Annual General Meeting.

3.2 Life Members

a) In recognition of services rendered to the League, Honorary Life Membership may be conferred on any person.

b) The Executive Committee shall submit any nomination for Honorary Life Membership to an Annual General Meeting for confirmation.

4. RIGHTS AND DUTIES OF MEMBERS

4.1 Ordinary Members

Every Member Club of the League shall be entitled to send delegate(s) to the Annual General Meeting or Special General Meetings of the League. The number of delegates will be determined by the Executive Committee.

4.2 Honorary Life Members

An Honorary Life Member shall be entitled to attend the Annual General Meeting or Special General Meetings of the League and meetings of the Executive Committee, but without any right to speak or vote at the meetings or to take part in the management of the League.

4.3 Duties

Every Member shall pay all entry fees, levies or other sums required to be paid under these rules as and when the same may be payable.

4.4 Member Clubs shall always observe the rules of the League and any regulations made there under and abide by any decisions made under the rules.

4.5 A Club ceasing to be a member of the League shall cease to have any interest or right whatsoever in or over the funds and property of the League.

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5. ENTRY FEES

5.1 Ordinary Members

All Members shall pay a venue fee set by the Executive Committee and a signing on fee per player set by the Executive Committee. Fees will be notified to members before each new season starts and prior to team registrations. This fee must be paid by a time and date decided by the Executive Committee. Any Member Club failing to pay their entry fee by the given date will be deemed to have resigned from the League.

5.2 New Members

New Member Clubs elected at an Annual General Meeting must pay their entry fees immediately after the closure of the Annual General Meeting.

6. STRUCTURE OF THE LEAGUE

6.1 The governing body of the League shall be elected at the Annual General Meeting or Special General Meeting of the League.

6.2 Between the Annual General Meeting and Special General Meetings, the general management, control of the League and the handling of all League affairs shall be vested in the Executive Committee.

6.3 The League shall be divided into Sub-Leagues, the number of Sub-Leagues to be determined by the Executive Committee based on the number of teams joining the league and the standard of players that are registered with these teams. The Executive Committee will structure Sub-Leagues to form a fair playing level for all those involved in each Sub-League to try and avoid total dominance from any one team.

6.4 The League shall be run on a promotion/relegation system. The winners (except the A League) shall be promoted to a higher League and the bottom teams of each Division shall be relegated to a lower Division. The Executive Committee shall have the power to promote or relegate teams from any Division.

7. ANNUAL GENERAL & SPECIAL GENERAL MEETINGS

7.1 Annual General Meeting

- a) The Annual General Meeting shall be held at a time and place decided by the Executive committee.
- b) The Annual General Meeting shall receive a report and a statement of accounts for the year from the retiring Executive Committee.
- c) The Annual General Meeting shall determine the policies and rule changes if any of the League and elect persons to all positions falling due for election under these rules.

7.2 Special General Meeting

- a) A Special General Meeting may be called at any time by request of the member clubs. This must be by majority of the member clubs.
- b) The Chairman or in his/her absence the Vice-Chairman, shall preside at the Annual General Meeting or Special General Meetings. The Officer presiding at the time shall be entitled to a casting vote in the event of an equal number of votes being cast on either side of a motion.

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8. REPRESENTATION AT MEETINGS

- a) Representation at the Annual General Meeting or Special General Meeting shall be from member clubs only. At the Annual General Meeting all persons attending shall be entitled to a vote. At a Special General Meeting only one representative per member club is entitled to a vote.
- b) Representatives of new clubs applying for membership of the League may attend the Annual General Meeting but shall not be entitled to vote until such time as they are elected to the League, they then will be entitled to one vote only.

9. MOTIONS

Member Clubs may submit motions for discussion at the Annual General Meeting, but such motions must be submitted to the League Secretary at least seven days prior to the date of the Annual General Meeting.

10. EXECUTIVE COMMITTEE

10.1 Composition

The Executive Committee shall consist of the elected Chairman, Vice Chairman, League Secretary, League Treasurer, Discipline Secretary and Media Secretary.

10.2 Officers.

The Chairman, Vice-Chairman, League Secretary, League Treasurer, Discipline Secretary and Media Secretary shall be considered Senior Officers of the League.

10.3 Meetings

The Executive Committee shall meet at such time and place as decided by the Senior Officers.

10.4 Absences

Any member absent from an Executive Committee meeting shall furnish an explanation for such absence. Any member absent from two consecutive meetings without adequate reason shall be considered to have resigned from office.

10.5 Sub Committee

The Executive Committee shall have the power to appoint such sub-committees as may be deemed necessary.

10.6 Co-option

The Executive Committee has the power to co-opt additional members in an advisory capacity.

10.7 All members of the Executive Committee must be registered as players in the League and signed on an official registration form.

10.8 Two Committee Members from one team may serve on The Executive Committee.

10.9 Any member of the Executive Committee whose club is involved in any matter of discipline shall not sit or take part in any meeting where the matter is discussed or vote on its resolution.

10.10 Quorum

A quorum for any meeting of the Executive Committee or any sub-committee shall consist of a majority of the voting members eligible to attend the meeting.

11. ELECTIONS

11.1 Executive Committee

The whole of the Executive Committee shall be elected at each Annual General Meeting.

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11.2 Nominations

Member Clubs may nominate candidates for each position of the Executive Committee. Such nominations must be sent to the League Secretary at least seven days prior to the date of the Annual General Meeting. The retiring Executive Committee shall indicate by means of a circular their willingness to stand for re-election and this shall be considered as a nomination.

12. **DISCIPLINE**

12.1 Members of the Executive Committee may be removed from office by a decision made at the Annual General Meeting or Special General Meeting. The recommendation for removal shall be made by the Executive Committee, which shall by a majority decision have power to suspend any such persons from duty in his office pending a final decision by a meeting.

12.2 Member Clubs

Any Member club who fails to pay a fine or levy imposed by the Executive Committee shall be liable to expulsion from the League. Any registered players of a member club thus expelled are liable to be banned from playing in the League for a set period. The decision to expel any Member Club shall be invested by the Executive Committee and subject to confirmation by an Annual General Meeting or Special General Meeting.

13. **FUNDS**

13.1 The funds of the League shall be under the control of the Executive Committee who shall delegate the management thereof to the League Treasurer.

13.2 All funds and moneys of the League requiring investment shall be invested by the Executive Committee in the name of the League.

13.3 The names of the League Treasurer, Chairman and one other nominated Committee Member shall be registered with the bankers as cheque signatories. The bankers will be instructed to honour cheques signed by any two of the signatories.

14. **AUDITORS**

The League accounts shall be audited each year by a qualified external Accountant appointed by the Executive Committee. A full report of this audit is required to be made available if requested by any league member.

15. **TROPHIES**

All Clubs or individuals who win any of the League's perpetual trophies/shields shall be responsible for the upkeep and wellbeing of the trophy/shield won. Such trophies/shields shall only be presented on finals night. The Club or individual holding such trophy/shield shall be liable to pay for any cleaning, repair, or loss of such trophy/shield.

16. **RULES**

16.1 Amendments

No new rule shall be made, or any of the rules herein or hereafter to be made, may be amended, or rescinded except by a majority of the votes cast at an Annual General or Special General Meeting. Member Clubs may submit amendments to the rules, but such amendments must be sent to the League Secretary at least seven days prior to the date of the Annual General Meeting.

16.2 Interpretation

The interpretation of these rules shall be invested in the Chairman.

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16.3 Rulings

The Executive Committee shall have the power to give rulings on any matter on which the rules are silent after the Chairman has ruled that the rules are silent.

16.4 Any matters not covered by the League Rules set out at the Annual General or Special General Meetings will come under the jurisdiction of the League officials and committee.

PLAYING REGULATIONS

17. TEAM REGISTRATION

17.1 All players must register on an official Registration Form. Registration forms will be given to teams in advance of the league starting at a date and time decided by the Executive Committee. Teams will be given a return date to register their intentions and to return the completed signing on sheet along with any payments. Teams failing to return signing on sheets by this deadline will be deemed as not wishing to participate unless due to unforeseen circumstance in which instance this should be discussed with a member of the Executive Committee in advance. Executive Committee members do have the power to allow for late entries for the benefit of the league.

17.2 The closing date for all registrations shall be decided by the Executive Committee.

17.3 A player shall register for one team only. A player who signs for more than one team shall be banned from playing in the League and Cup(s) for the remainder of the season. Disciplinary action may be taken against offenders by the Executive Committee.

18. NON-REGISTERED PLAYERS

In the event of a team playing a non-registered player, a fine of £10.00 may be imposed by the Discipline Secretary and the result of the game be awarded to the opponents 8-0.

19. TEAMS

19.1 A Darts team shall consist of a minimum of five players and a maximum of twelve players.

19.2 In the event of a team playing with less than five players, the team Captain must inform the opposition team Captain before the names are written on the score card. A draw will then take place in a format agreed by both Captains to draw the name of a player that can play twice in the singles matches. This must be annotated on the result card to show which team has used this option as teams can only use this option a maximum of three times throughout the season.

19.3 In the event of a team failing to arrive and having not previously cancelled the match or informed the opposite team captain and League Secretary, a match score of 8-0 shall be recorded by their opponent.

19.4 Any team with players under the age of 18 years, playing away, must inform the home team of this player and gain permission from the venue landlord for the player to be able to play. This must be done at least 24 hours prior to travelling for the match.

19.5 A New player can sign on for a team, if they have not signed or played for another team registered with the Oswestry & District Darts League during the current season, and can play that night; however, an official registration card containing all details and registration fee needs to be received by the secretary within seven days, for the signing to be accepted. If the secretary does not receive the signing on card and the player registration fee - £5.00 per player, then the team involved will be deemed as playing a non-registered player as per ruling 18.

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19.6 Teams are not allowed to sign on any new players after the 31st January therefore team captains are to ensure they have their squad numbers sorted by this point in the season. Should there be a need to sign any players after this point then the Executive Committee have the power to decide based on ensuring sporting fairness, however, team captains are to approach the Executive Committee in advance to allow a decision to be made and cannot sign players on the night as per ruling 19.5 until a decision has been agreed.

20. MATCHES

20.1 Matches are to take place on Friday of each week. If through the premises being closed on that day, mutual agreement must be made to play during the same week. If the teams cannot come to an agreement the matter should be brought to the attention of the League Secretary.

20.2 Cancelling Matches

Team Captain of the team cancelling the match must contact the other team Captain to let them know of the cancellation and the reason for this, and then contact the League Secretary. This procedure must be completed more than 24 hours prior to the match taking place. If less than 24 hours both Team Captains are allowed to mutually agree to the match being cancelled and rescheduled. The League Secretary must be informed of this by both team Captains to ensure that this is agreed. If both Captains are not in agreement of this, then the team cancelling the match will forfeit the game and a score of 8 – 0 shall be recorded against them.

20.3 Re-arranged Matches

All teams are allowed to cancel matches for a maximum of two matches. After this then matches will be conceded with points going to the opposite team. Any team failing to play on a date which has been re-arranged will concede the match and a score of 8-0 shall be recorded by their opponents. The League Secretary will reschedule matches unless team Captains have decided and agreed a suitable date for the match to take place and informed the League Secretary of this date.

20.4 Order of Play

a) Team Captains in all matches may pick their teams at will. They must complete the names for the singles and record these names on the scorecard prior to the start of the singles games. On completion of the singles games, team captains are to complete the names for the doubles and record these on the scorecard prior to the start of the double's games. The drawn for the random doubles is to take place on completion of the doubles matches. Captains are to put all names of their players present at the venue, regardless of if they have played in the match or not, into the draw so that the opposition captain can draw out two names to take part in the final doubles. This process is to be repeated by the opposite captain. Any team captain found to be trying to circumnavigate this rule may face disciplinary action by the Executive Committee.

b) Teams who do not have a full complement of players shall record the fact on the result card.

c) Should a team be unable to provide a player for any game during the match then the result will be a 2 – 0 win to the opposition team player.

d) All matches are to commence not later than 8.15 p.m. Any late starts not mutually agreed by both captains must be annotated on the scorecard and the League Secretary is to be informed.

e) A player must commence their game within ten minutes of the completion of the previous game.

f) Away teams should arrive at the venue by 8pm

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- g) In the event of bad weather, the away captain must contact the home team if anticipating a late arrival to play the match.
- h) League Knockout Cup - All games must be completed, and it is double off in the singles and doubles. In the event of all games not being completed or teams not playing double off, this may result in the offending team being disqualified from the competition. Teams must ensure they have a minimum of five players, in the event this is not possible, the team without five players must inform the other team captain as per league matches so that a player can be drawn to play twice prior to the match starting. Away team is to throw for the bull first to determine who goes first. Order of play will be five singles and two doubles. Singles will be 501 best of 3 legs, double to start and finish. Doubles will be 1001, 1 leg, double to start and finish.

20.5 Officials

It is recommended that neutral officials be used at all matches. If they are not available, the home team shall provide the marker and the visiting team the checker.

20.6 Officials' Duties

No score shall be recorded by the marker until three darts have been thrown. A player may be told on request what he has scored or what number he requires for game, but not how to get it. When the score has been recorded by the marker such score shall stand. An error by the marker must be corrected before the player concerned commences their next throw. Should a dart fall from the board before the total score is called, such dart will not count in the total score. The marker in the capacity of referee shall make the final decision in all matters, but the Executive Committee shall have the power to reserve or rescind any decision upon the receipt of protest.

20.7 Method of Scoring

In all matches the score shall be recorded in a manner clearly visible to the player. Scoring shall be by the subtraction method, so that the number required for game is always shown. The score must be put down on the left and what is required on the right. It is not permissible to show the double required.

20.8 Games

In a Darts Match each game shall be the best of three legs 501 down, finish on a double (less the League Cup and other competitions where the format of matches is different). Home team to provide an open board from 8 p.m. To allow away team to have a practice.

20.9 Order of Starting

The order of starting shall be determined by the away team throwing first for the bull in all games, each player is to throw one dart at the board. The player whose dart is nearest the centre of the board (bull) shall throw first. The player who starts second in the first leg shall start first in the second leg irrespective of the result of the first leg. If the score is leg and leg the player who started the first leg is to start the third leg. A dart failing to stick in the board shall be re-thrown (this applies to the method of starting only). Away team will always throw for the bull first in all matches.

20.10 Bust Rule.

The bust rule applies if the number required is exceeded, or only one is required, no account of the score is taken.

20.11 Scoring Darts.

Darts which fail to stick in the board cannot be re-thrown and only darts of which the points are touching the surface of the board shall count in the score.

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20.12 Conduct.

Team captains are requested to ensure the conduct of all players and games. The strictest of orders should be kept and no comments made during play. Team Captains are to report cases of misconduct to the League Secretary as soon as possible after the incident has taken place.

20.13 Notification of Results.

The home Captain shall notify the League Secretary of the result of the game by submitting the result card within 24 hours of playing. Result cards are to be photographed and uploaded to the captain's WhatsApp group. Offenders of this rule will be imposed with a fine of £5.00.

20.14 Points.

Points allocated for all League matches shall be as follows: - win: 2 points, Draw: 1 point and lose: nil points.

20.15 League Tables

All leagues are based on a table format and as such the team with most points will win the league. If points are equal then a head-to-head play off will take place at a neutral venue consisting of those teams playing each other in a match of 5 singles, best of 3, 501 legs. The team winning most singles will become the winners. If more than 2 teams, then a draw will take place to decide the order of play in which each team will play each other and the team with the most wins will become the winners. Promotion and relegation will be based on ruling 6.4.

21. **DART BOARD STANDARDS**

All boards must be of a bristle type and comply with the following standards: - diameter = 18", outer bull = 1¼", inner bull = ½", doubles and trebles ⅜" wide, inside treble, and double circle 7½" and 12½" respectively. The board must be of regulation colour provided the beds are of alternative colour and in reasonable playing condition.

22. **INSPECTION OF BOARDS AND PITCHES**

All Clubs are liable to have their board and pitch inspected by a League Official. Any team altering their pitch must notify the League Secretary of a change of pitch or they will be fined £5.00.

23. **THE THROW**

The throwing distance shall be 7 ft. 9 ¼. The centre of the bull to be 5' 8" from the floor and an imaginary line parallel to the floor, 7 ft 9 ¼ long from the centre of the bull shall consist of the actual throw. A fixture on the floor shall denote the 7 ft 9 ¼ mark and shall be at least 18" long. Any raised oche used is required to be of 1 to 2 inches in height. The board shall be fixed firmly to the wall. There shall be no obstacle between the player and the board. Standing in front of the 7 ft 9 ¼ mark shall count as no throw. A marker board shall be located to either the left or right side of the board of a sufficient size to allow the scores to be recorded and allow players to see their scores. Any throw deemed unsafe by the committee either by inspection or by complaints made by league members shall be inspected by the league Chairman to assess safety and suitability of markers and players. This may result in a throw being suspended until recommendations have been carried out and a new assessment done by the Chairman of the league. Suitable lighting must be provided so that a shadow is not cast over the board, use a surround with fitted lighting for best effect.

24. **PROTESTS**

Any protest must be forwarded to the League Secretary not later than two days after the event on which the protest is made and must be accompanied by the protest fee of £5.00 which will be returned if the protest is upheld. Protests about playing conditions must be made before the commencement of a match or game. The playing of a match or game presumes satisfactory conditions. If a protest is made the Result Card must be endorsed "match played under protest" and stating the point of the match from which the protest is made. Any appeal against the Executive Committee's decision on a protest must be accompanied by a fee of £10.00 which will be returned if the appeal is upheld.

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25. TRANSFERS

There will be no transfer of players once they have signed for a team in the league. Special circumstances may affect this ruling and as such the league committee can make a ruling if the transfer is acceptable.

26. ELECTRONIC SCORING

The use of electronic score boards is permitted providing the last five scores are displayed. Also, computers which display the score on a monitor may be used but the actual programme used must not show the player what method is required to finish a score and must also show the previous 5 scores. Monitors must be positioned so players can see what score is required without having to break throw. If using a computer and monitor check with the Executive Committee to ensure the software is acceptable. There is to be no sound from the system used as this may distract other players.

27. FINISHING CHARTS/TABLES

Venues must not show any charts or posters that show players how to finish certain out shots. These must be removed prior to league matches.