



HEXHAM AND DISTRICT DARTS LEAGUE RULES

1. **The League** will be known as Hexham and District Darts League (HDDL) and will be open to male and female players (Updated AGM 2022).
2. **Games** will be played on Fridays unless both teams agree to play on a different night in the same or following week.
3. **Teams** to consist of **SIX** (6) players but teams may play with a minimum of **FOUR** (4) Players and games to start at no later than 8:30pm. The board must be made available for practice for 15mins before the scheduled start.
4. **The board** measurements must be as follows:
Height 5ft 8 ins (1727mm) from the centre of the Bull to the floor and the Oche should be 9ft 7½ ins (2934mm) measured diagonally, from the centre of the Bull, to the floor giving a “throw” (Board to Oche) of 7ft 9¼ ins (2369mm).
5. **The A and B Divisions** will operate as follows (AGM 2017).
 - (i) ‘A’ Division League games will consist of **9 legs** made up as follows:
THREE (3) doubles legs of **601** and **SIX** singles games, each consisting of **3** Legs of **501** all of which all must be played. The winning Doubles will score **1** point towards the their Team’s total. The winning Singles player will also score **1** point towards the their Team’s total. The winning team will receive **2** Bonus points added to their total.
 - (ii) ‘B’ Division League games will consist of **11** Legs made up as follows:
Two Trebles Legs of **801**, **THREE** doubles legs of **601** and **SIX** singles legs of **501**. All legs will count as **1** point and the winning team will receive 2 bonus points.
6. **SUPER SINGLES**
A Division: Supersingles points are only awarded for each singles leg won at the rate of 3 points for each leg won & for all scores of 180 and finishes of 100 or greater at the standard tariff in League matches only.
B Division: Supersingles points are awarded for all legs won at the rate of 6 points for each singles leg won. 2 points for a doubles win & 1 point for a Trebles win. In addition points are awarded for all scores of 180 and finishes of 100 or greater at the standard tariff in League matches.
7. **ALL LEGS MUST BE PLAYED (Both Divisions).** All legs will be straight start with a double finish. **Bull** to count as **double 25**.
THE BUST RULE will apply to all **LEAGUE and CUP** Checkouts. (**AGM 2021**)
8. **PLAYERS** Names will be drawn before the game to determine their Team position. (AGM 2010)
9. **THE PLAYER** THROWING FIRST WILL BE DETERMINED BY THROWING FOR THE BULL. THE PLAYER WHO'S DART IS DEEMED NEAREST TO THE BULL WILL HAVE THE CHOICE OF THROWING FIRST OR SECOND. DARTS LANDING IN THE BULL OR 25 CAN BE REMOVED IF REQUESTED BY THE PLAYER THROWING SECOND. ONLY DARTS STICKING IN THE BOARD WILL COUNT. BOUNCE OUTS, FOR ANY REASON, MUST BE RE-THROWN. THIS

WILL BE REPEATED FOR EVERY LEG WITH THE HOME PLAYER ALWAYS THROWING FIRST. (AGM2010)

10. **Teams** failing to give twenty-four hours notice to cancel a game will receive a **SIX POINT** fine. A member of the committee must be informed of the postponement and all re-arranged games must be played within 14 days, if not the committee will choose a date for the game to be played. Any team refusing to play game set by the committee will be withdrawn from the league.
11. **A player** having played for a team, will not be allowed to play for another team until they have been transferred officially at the cost of £2:00. *The cut off point for transfers will be the 1st Jan in the current season.* (AGM 2022)
12. Should any team decide to drop out of the league, all their games and Points will become **VOID**.
13. **The COMMITTEE WILL NOT tolerate ungentlemanly conduct!!** The person/ persons responsible for any such behaviour will be banned for a Period of time to be decided by the Committee.
14. **THE LEAGUE:** The Number of Divisions (normally 2) will be decided by the Committee after Team registrations are received and confirmed. All New Teams will be placed in the Lowest Division existing at the time.
15. **FINAL LEAGUE POSITIONS:** The number of games won will determine Teams tying on points at the end of a season. In the event of these still being equal then a **PLAY OFF** would be necessary.
16. **League result cards** are the responsibility of the **WINNING CAPTAIN** Both teams are responsible for result cards being correct. A penalty of FIVE POINTS will be given to both teams if they are proved to be incorrect. Score Cards must be in the **RESULT BOX** in the Hexham Unionist Club, Beaumont Street, HEXHAM, by 9pm the Following Monday. *However players may eMail or text a photo of the card before the specified time. The original Score card should be retained and submitted at the next Captain's Meeting.*
LOSS OF POINTS to the winning team will be the penalty for these **LATE CARDS**.
17. **REGISTRATION OF PLAYERS for LEAGUE MATCHES.** A team may play any player who has **NOT PLAYED** for another team in any Division in the current season without prior registration
18. **CUP COMPETITIONS:** Players wishing to play in **ANY** cup competition for a Team must already be registered with that Team.
*Players having played in a Cup Competition will be **Cup Tied** in that competition.*
NEW REGISTRATIONS OR TRANSFERS will NOT be allowed on the night of a cup competition.
TRANSFERS WILL NOT BE ALLOWED AFTER THE END OF THE LEAGUE SEASON
19. **The committee** will decide cup Dates, Venues and rules.
20. **All grievances** or protests must be in writing and in the hands of the Secretary, at least one week before a Monthly Meeting with the Appropriate £1.00 fee.

21. **A Captain's Meeting** will be held on a Bi- Monthly basis at 7:30pm at the Hexham Unionist Club, Beaumont Street, HEXHAM . A representative from each team **MUST ATTEND** meetings for Cup and Money Draws and paying in £20 per meeting. Any Team not represented at the meeting will be unable to claim Money from the Draw should their team be drawn on the night.

22. **The Annual General Meeting** will be held at the start of each season and a Registration of Teams and Players will be made for the season. A Team registration Fee will be payable, the amount of which will be decided by the Committee

180 and Checkout Points Allocation

Hitting a 180 earns **4** points (League Matches Only)

Checkout Points Allocation (League Matches Only)

170 - 161 = 10 pts

160 - 151 = 9 pts

150 - 141 = 8 pts

140 - 131 = 7 pts

130 - 121 = 6 pts

120 - 111 = 5 pts

110 - 100 = 4 pts

UPDATED 1st December 2023