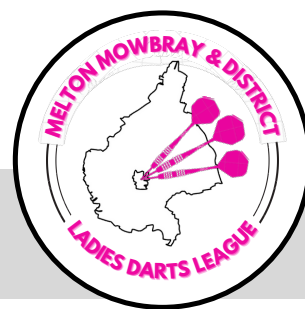


# Melton Mowbray & District Ladies Darts League

## League Rules 2025-2026



### 1) LEAGUE SPECIFIC RULES

a) Matches must be played in the following order:

LEAGUE			
GAME	STARTING SCORE	NO. OF GAMES	GAMES PER PERSON
Singles	401	6	1
Pairs	501	3	1
Trebles	701	2	1

b) If a player is not available to play for their singles, this will result in the leg being awarded to the opposition's player. If a player definitely will be arriving, but will be late, as notified before the start of the game to the opposing Captain, the player will be drawn last. If the player does not arrive by the time of their singles game, they will be ineligible to play.

c) Scoring for the match, for each team, is the number of leg wins/lost, plus 2 extra legs for a match win, and 0 extra legs for a loss. These are totalled up for both teams and the league table is updated.

d) The League Championship is decided on the team with the highest number of legs won that season. The League table will reflect this, showing the team with the most legs at the top, going down in order, to the team with the least legs at the bottom.

e) If at the end of the season, there is a tie for the League Championship with Legs achieved, then the Forward points will be used to determine the winner. In the event that both the Legs and Forward points are equal, the committee will arrange a play-off on a neutral board.

## **2) CUP SPECIFIC RULES**

a) Matches must be played in the following order:

<b>CUP</b>			
GAME	STARTING SCORE	NO. OF GAMES	GAMES PER PERSON
Pairs	501	3	1
Trebles	701	2	1
Team	801	2	2

b) Cup matches are played as the best of 7 legs. As soon as a team wins 4 legs, the match is over. No 140's or 180's will count after this score has been reached. If the teams wish to carry on and play all 7 legs, they may do so but this will be on a friendly basis and not count towards the score.

c) If, at the end of the season, the same two teams are in more than two semi-finals, the committee will decide to play some of the games on a neutral board on a different night.

## **3) RULES FOR LEAGUE AND CUP MATCHES**

a) There will be 6 players in each team. No team can play with less than 5 players.

b) All league games and cup games are to be 'straight start and double finish'. We do not play the bust rule; this means your first scoring darts will count even if you bust with your second or third.

c) Visitors to start the odd-numbered games, home teams the even-numbered games.

d) Playing format to be drawn on the night. Visiting captain to draw home team and vice versa.

e) No player exchanges after the match has started.

f) **GAMES AND TOURNAMENT DATES** set by the committee for all tournaments and league games are final. Any player failing to arrive on time forfeits the chance to play.

g) **SCORING**

**i)** All the matches are to be scored on the board by the home team and must show the score achieved by the player and the remaining total score to aim for.

**ii)** The score must be visible to all players.

**iii)** The Chalker's score is final.

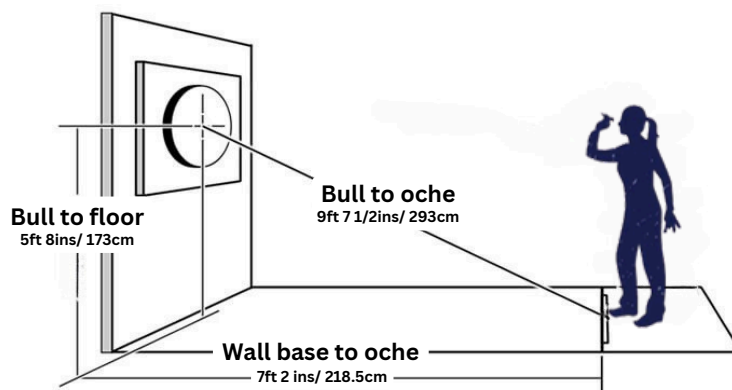
**iv)** The Chalker may use a calculator provided the score and working out is on the board. Electronic boards are only to be used if the previous five scores are displayed at all times.

**v)** Darts must remain in the board until the score has been agreed. If darts are removed before the score has been agreed the score will count as zero in the event of a dispute. All darts should be removed by the player and not by the chalker.

**vi)** Home teams are responsible for providing their own chalkers. If the home team are unable to provide a chalker, then the away team are eligible to claim the game.

**vii)** It is good courtesy to wait until the scorer is finished before the next player throws.

**h) BOARD SET UP.** All throws are to be taken from behind the oche situated at 7'2 (218.5cm) from the wall. The board height should be from the centre of the bull and at a height of 5'8" (173cm) from the floor, which should be a diagonal line measuring 9'7 1/2" (293cm) from bull to the oche. See the diagram below for details:



## **i) START TIMES**

**i)** League and cup matches are to start by no later than 8:15pm.

**ii)** You must be ready to start by 8:15pm, after this time, should one team be not ready, then the other Captain has the right to claim the match.

**iii)** Any claimed games must have a signed sheet from both captains or, a screenshot of a message with both captains in agreement, to prove that the game has been claimed. Please send this to the committee. This is to prevent unnecessary arguments

**iv)** If you would like to start your game at another time due to circumstances, captains must discuss this between them. This can include a slightly earlier start if both teams are already present and in agreement. NOTE: This is only allowed if both captains agree.

## **j) SCORE SHEET**

**i)** An exact score of 140 or 180 will count in league, cup matches and the single, doubles and triples tournaments. Those scored in the cup matches count up until the game has been won i.e. a team reaches a score of 4 legs, not after this. The score must be entered on the score sheet and initialled by both team captains. If achieved in a tournament, the host of the board must write these down and submit to the committee.

**ii)** Should a 9-dart finish occur, this should be noted down on the score sheet and initialled by both team captains.

**iii)** Home captains are responsible for the score sheets which must be handed into headquarters by noon on the Friday following the match.

**iv)** You can also send a picture of the score sheet via text, Whatsapp or email to Lauren Stevenson. Details for her will be in your welcome pack and on the score sheet. The photo must include the score sheet with both captains' signatures and all totals filled in.

**v)** Failure to submit the score sheet on time will result in the home team being fined £5.00. This will be due to be paid no later than two weeks from the day of the score sheet submission deadline.

**vi)** Should the fine not be paid within two weeks, the team will incur a deduction of two legs from their total and the fine will still be due.

**vii)** For every two weeks that the fine is not paid, the team will accrue another two-leg deduction. They will also risk being removed from playing in the league for the rest of this current season and/or the next.

**k) HIGHEST CHECKOUT SHIELD** is for the checkouts of 100 and over - the person who holds the highest checkout of the season will keep the shield for 1 year.

## **l) GAMES/FOOD CANCELLATIONS OR REARRANGEMENT**

**i)** Any team who is unable to fulfil a match must notify their opponent's captain by 8pm Tuesday before the match is to be played. It is up to the home team to inform their respective publicans of cancelled or rearranged matches.

**ii)** Teams whose opponents fail to arrive, or arrive with less than five players, shall be awarded the game unless prior notice has been given.

**iii)** The team that cancels should rearrange the match, for a mutually suitable day and should be played within four weeks of the original date, wherever reasonably possible. It must be at the same location it was due to be played, unless exceptional circumstances apply in which case you should seek further advice from the League Committee if this cannot be achieved.

**iv)** Should a game not be played, due to any of the rules stated in *i-iii* above, then the 'attending team' will win 7 legs and 2 additional legs for a match win; so 9 legs in total. The 'non-attending team' will receive zero legs.

**v)** Please refer to your fixtures sheet to check if the home/away team usually provides/requires supper. A symbol beside the team's name will denote they **DO NOT** provide supper.

**vi)** Whilst not a rule, should away teams not require food providing, please kindly inform the home team at least 48 hours before the match.

#### **m) PLAYER REGISTRATIONS**

**i)** Players may be registered at any time during the season and may be signed to play that night provided payment of the registered fee accompanies the score sheet (with their name on the back stating they're a new sign-on) that week to HQ.

**ii)** A grace period will be allowed until 12 noon Friday after the match to hand in the fee to headquarters.

**iii)** Failure to do so by then will result in that team losing all 11 legs for that match.

**iv)** The minimum age for any player is 16 years old. If a team plays an underage player, the team will have to forfeit that game and the opposing team will win all 11 legs plus 2 legs for the win. **NOTE:** Prior to the game commencing please inform the premises you have a player under 18 years old, as they may have to leave by a certain time.

#### **n) PLAYER TRANSFERS**

**i)** No player is allowed to transfer after playing for the team with which they are originally registered.

**ii)** Transfer will be allowed provided that the player has not played in either a League or Cup game during that season.

**iii)** There are two exceptions to this rule:

(1) Publicans may play for any of their pub teams, either in a league or cup match.

(2) If a team withdraws during the season, players may transfer at no extra fee.

#### **o) LEAGUE WITHDRAWAL/TEAM EXCLUSION**

**i)** If a team fails to fulfil three consecutive matches (this includes league and cup games), the team will be withdrawn from the league by the Committee.

**ii)** Should there be any team exclusion or withdrawal, legs will be calculated as follows:

**iii)** Up to the halfway point - all legs are amended back to the start of the season.

**iv)** After the halfway point - all legs are amended back to the start of the halfway point.

**p) TEAM REGISTRATION.** Teams for the forthcoming season must be registered and paid for at the AGM, unless they receive prior agreement with the committee for an extended deadline.

**q) TEAM DIVISIONAL POSITIONS.** Preliminary notice of divisional positions or division mergers will be given at the AGM. Final notification will be by the issue of the league fixture charts.

**r) TEAM VENUE CHANGES.** If a team changes from one venue or public house to another, the team will only stay in the current division they play in, provided that 5 of the original players stay within the team.

## **s) BEHAVIOUR**

**i)** Team captains are responsible for the behaviour of their supporters and their team

**ii)** in the event of their interrupting a game, the captain should take appropriate action.

**iii)** Complaints received by the committee will be investigated and dealt with accordingly. This may result in fines, loss of legs or exclusion from the league; whichever is the most appropriate.

## **t) FINES**

**i)** There will be a £5.00 fine for cancellation of matches with less than 24 hours notice given.

**ii)** Fines should be paid no later than 12 noon Friday, within 2 weeks of the formal issue of the fine. Should the fine not be paid, your team will be deducted 2 legs from their league championship total and the fine will be due within another 2 weeks. Leg deductions will accrue, at a rate of 2 legs, for every 2 weeks the fine is not paid.

**iii)** If fines still remain unpaid for a prolonged period of time, then the team will be removed from the league for the remainder of the season, and potentially for the following season too, should the committee deem this necessary.

## u) TROPHIES

*i)* All main trophies remain the property of Melton Mowbray & District Ladies Darts League. They are issued on loan to the winning teams for one season only, and are required to be returned to the Committee upon their request.

*ii)* All trophies are the responsibility of the team who won it, not the venue.

*iii)* Should a trophy be lost/stolen or damaged when it is returned to the committee at the end of the season, then the team will be liable for the cost of repair/replacement of it.

## v) COMPLAINTS

*i)* Protests/disputes must be given in writing to Headquarters at The Cherry Tree, via the League's Facebook Messenger, or email at [melton.ladies.darts@outlook.com](mailto:melton.ladies.darts@outlook.com)

*ii)* The committee will investigate and discuss the matter with both team captains, and then resolve the matter. **Please do not raise complaints directly with a committee member.**

## w) COMMUNICATIONS

*i)* All team captains/ vice-captains are responsible for updating the committee with any changes to their details or leadership roles. This should be done no later than 24 hours before the next league or cup game is due to be played, to enable the committee to inform the other teams.

*ii)* **Team members will not approach committee members directly, outside of normal league events or matches. Nor will communications be sent to their personal accounts/numbers.**

*iii)* All communications, of any kind, must be done in writing and sent to headquarters at the Cherry Tree, via the League's Facebook Messenger account or email at [melton.ladies.darts@outlook.com](mailto:melton.ladies.darts@outlook.com)

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