

North Herts Darts League

Chairman: P.Hale
Secretary: T.Impey
Treasurer: D.Earl
Match Secretary: D.Brookes

Web Site: stevenagedarts.com/nhdl
E-mail: nhdl@stevenagedarts.com

Rules 2025-2026 Season

Administration

1. At the AGM, a committee will be selected to fulfil the following roles:
 - Chair – To oversee the duties carried out by the rest of the Committee members, to have the deciding vote in the event of a tied vote, to manage all League meetings and to assist other committee members.
 - Treasurer – to manage the League finances including collection of competition entry fees, transfer fees, registration fees etc and to assist other committee members.
 - Secretary – to record and distribute the minutes of meetings, register players and teams. Organise venues for competitions and finals night etc. and assist other committee members.
 - Match Secretary – To manage the league fixtures and competitions. Receive results from captains. Publish league tables, results, high finishes, 180's etc. Registration of teams and players for competitions.
 - All players may attend the AGM however only 1 vote per member team is allowed
 - Committee members are not team representatives at meetings
 - Committee members to step down at AGM. No rolling committee.
2. Playing Rules:
 - a. All games/matches are to be controlled by UKDA rules
 - b. Any player barred from a venue must inform their team captain and will not be permitted to attend any further matches at that venue.
 - c. All members must behave in an orderly manner, failure to do so will result in sanctions that the Committee will decide. This includes refusal to chalk after losing in a competition.
3. League meetings will be held only when required, for example, Knockout draws or urgent business.

Registration & Fees

4. Registration for all teams takes place on an agreed date. All players are to register at least 24 hours before the Registration meeting, new players joining after the season has started must also register with the Secretary at least 24 hours before playing. Registration fees for new players should be paid at the next meeting.
5. No new players or transfers will be permitted after the 1st of January unless the committee approves.
 - League fixtures and example results sheets will be given to the team representatives at the Registration meeting, date agreed at the AGM.
 - The first league games will start on the second Wednesday in September.

6. Fees for season:
 - Team registration: £25.00 per team
 - Player registration: £5.00 per player
 - Three's Knockout: £5.00 per team (4 players)
 - Open singles knockout: £2.00 per player
 - Doubles knockouts: £5.00 per pair
 - Champion of Champions: £1 per player per competition (with teams paying a minimum of £4 entry)
 - League Open: £2.00 per player
7. Each team shall pay a £25.00 deposit to the league, which will be refunded in part or in full (subject to any fines not being incurred during the season). This deposit is known as the team bond. Teams need to confirm if the bond has been paid by themselves or their venues.
8. All players playing in league and knockout competitions must be registered. Team and initial player registration fees must be paid to the Committee before the season commences for that team to play. Fees for new players joining after the season starts must be paid before the player's first game. Fees for knockout competitions must be paid by the date the Committee gives.
9. Teams in possession of annual trophies must return them by the date given by the Committee. Failure to do so results in forfeiture of the bond.

The majority of finals for Knockout competitions will take place on the night unless they are played over multiple venues. An exception would be the Team Knockout final, which would take place on an earlier date and at a neutral venue.

The trophies and awards for the League may be presented at a separate Presentation Night at a later date, or the Finals Night, as determined by the League Committee.

10. Transfer of players – this can only take place with the approval of the committee. Transferred players are considered 'cup-tied' for any competitions they played in with their original team. If the player has not participated in any competitions before transferring, they are eligible to play for their new team.

Fixtures & Format

11. A minimum of 14 teams are required for the league to consist of two divisions. This will be at the discretion of the committee.
12. Each league match will comprise of nine games and shall be played in the following format: three doubles followed by six singles
 - Doubles: best of Three, 501 straight start, double finish
 - Singles: Best of Three, 501 straight start, double finish
 - If the game is 1-1 in legs, the deciding leg will be nearest to the Bull With the Away team to throw first.

13. If there are 2 divisions – Division 1 format will be the best of 5 legs, straight start and double finish (singles), best of three legs, straight start, double finish (doubles). Division 2 – best of three legs, 501 straight start, double finish (singles and doubles). If there is only one division the Division 2 format will be used.
14. The home team's Captain will write their team on the score sheet. The away team's captain will write their team on a separate sheet which will then be added to the score sheet.
15. Matchboard shall be declared open by 8.15pm, all matches to start no later than 8.30pm.
16. A player shall be permitted to play only once in each of the singles and doubles games during a match.
17. The winning team shall be awarded 3 points on the league table.
18. Should a player not be in attendance when their game is due to be played, the captains may hold the game back and play the next game instead. Rule 19 will still apply.
19. Should all possible games have been played and a player is still absent, the points for the unplayed game will go to the team whose player is in attendance as a 2-0 win.
20. The minimum number of players required to be present at the start of a league match for it to go ahead is 6. The last doubles game would be forfeited if the players are not present when it is due to be played. Where a team has 5 players, the last doubles game will be forfeited, and a 2-0 win will go to the team that has the players present.
21. Games cannot be re-arranged unless in exceptional circumstances i.e. inclement weather or team bereavement, and only with agreement of the full committee.

Results

22. Both teams must email the results via tablet or via message to the WhatsApp results group at the end of the match (if possible) if not by 8 pm the following day, to the match secretary. Failure to do so will result in a 1-point deduction.
23. Any team failing to attend a match (as scheduled in the fixture list and agreed by the Committee) shall forfeit all their match points to their opponents, regardless of the reason given (**A 9-0 WIN WILL BE GIVEN TO THE OPPOSING TEAM**). If neither team is prepared to play, no points shall be awarded to either team.
24. In the event of the point scores being equal in the league table, the number of matches won will determine the teams' positions. Should the points and matches be equal, then the difference between games for and against (then in turn, legs for and against) shall decide the teams' positions.

25. Should a team drop out/be dismissed from the league after playing in any knockout competitions, the teams drawn against them will be given a bye. Teams or players already knocked out of the competition will not be reinstated. Following the removal of a team from the League, all points accrued by teams when playing against the leaving team will be rolled back to the start of the League season and will no longer be counted in the teams' scores for the League table.

Competitions

26. Cup matches will be forfeited by a team if all the players nominated to play are not present when the game is due to start. This is with the exception of the Threes and Team Knockouts. For the Threes, a minimum of three of the four players must be ready when their game is due to start. For the Team Knockouts, a game may start with four players present, but players who were not present at the start of the game may not join the team later in the rest of the match without the prior agreement of both Captains. This would mean that the third doubles game would be forfeited by the team with insufficient players and the match would move on to the singles games.
27. All players in the individual, doubles and three's competitions must have played a minimum of two league matches.
28. Players in all Knockout competitions must notify the competition organiser of their attendance immediately upon arrival. Failure to do so will mean that the player will not be included in the competition draw. Players must register by 7.45pm at the latest to enable games to start at 8pm. It is the responsibility of each player to make sure their attendance is registered.
29. No team shall be allowed to change a player in a Knockout competition once the players have been nominated. Any team doing so will be disqualified from the event for which the player/s were changed. This does not apply to the Open Knockouts.
30. In all knockout competitions, the chalking will be shared (alternating) by the teams taking part, including semi-finals and finals.

Team Knockout

31. The order of play for this competition will be singles first, then doubles (the reverse of League games). All legs are to be played and will be double in.
- Format for the singles – Play all 3 legs, 301 Double start, Double finish
 - Format for the Doubles- Play all 3 Legs, 501 Double start, Double finish

Rules 14, 15 and 18 should apply equally to Team Knockouts as they do in principle as if it was a League match.

Three's Competition

32. Each team may enter multiple teams for this event. All teams shall pay the entrance fee stated in Rule 6.

33. Each Three's team entering the competition will register a maximum of 4 players per squad.

Only 3 of the named players shall play during each leg of the match. A player may be exchanged after singles and doubles, the competition organiser must be made aware of the exchange before the match is due to restart.

34. Each Three's game will consist of one singles game, one doubles game, and one game of three (as a tie-break if required). Format:

- Singles 501 Double start
- Doubles 501 double start
- Three's 701 Double start

League Open

35. This competition will be pairs, blind draw. It is open to all players in the league.

36. The format will be 501, straight start, double finish, best of three legs.

Individual Knockout Matches

37. The Men's Singles and Ladies' Singles competitions in addition to all the doubles competitions are Open. This means that any registered League player may pay the entrance fee and take part in these competitions.

38. Doubles competition pairs may be made up of players from different teams. For Closed competitions (Captains, Secretaries etc) only the holder of the relevant position in each team is eligible to play.

39. All competition entrants must register with the League by the date given by the Committee.

40. All individual Knockout matches will be the best of three legs, 501, straight off, double finish, except for the Men's Singles which will be the best of five legs, 501 straight off, double finish with the final being best of seven legs.

Champion of Champions

41. Teams will hold knockouts to determine their top player for singles. The winner of the singles will then play the Professional on presentation night. A night will be allocated for Champions of Champions, which will be played on this night. The captain is to inform the Match Secretary of the winner once the game has been played.

The format will be best of three legs, 501, straight off, double finish

Top 16 & Plate Competition

42. At the conclusion of the league season, players who played in at least 75% of their teams league singles games will be eligible for the Top 16 & Plate Competitions.

Players will be ranked based on their performance in the following order:

- Game Win %
- Leg Difference
- Legs For

The top 16 players will be invited to play in the Top 16 competition, any players unable to take their place in the competition will be substituted by the next player in the list until all 16 slots are filled.

The remaining eligible players will be invited to play in the Plate competition. No player can take part in both competitions and no player finishing in the Top16 can play in the Plate.

43. The format for the Top 16 will be the best of five legs, 501 straight off, double finish with the final being best of seven legs.

The format for the Plate will be the best of three legs, 501 straight off, double finish.