

North Herts Darts League

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

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Rules 2026-2027 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:
 - All games/matches are to be controlled by UKDA rules
 - Any player barred from a venue must inform their team captain and will not be permitted to attend any further matches at that venue.
 - All members must behave in an orderly manner, failure to do so will result in sanctions that the Committee will decide.
 - A player must chalk (or arrange an alternative chalker) on their board after losing in a competition. The player should remain at the board after losing, if they are not ready to chalk within around 3 mins then they will be banned from playing in any future competition in the current season.
 - A Halo Light and Raised Oche is required
 - Each venue to provide a new match dartboard at the start of each season
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 registration meeting/evening.

5. New players & transfers will be permitted until the 1st of January. New player registrations will be allowed after 1st January however, these will cost a late registration fee of £10 per player
 - 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
 - Open singles knockout: £2.50 per player
 - Doubles knockouts: £5.00 per pair
 - League Open: £2.50 per player
 - Royal Rumble competition: £2.50 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. Should a team field an un-registered player then the match will be forfeited 9-0 to the opposing team.
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.

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
 - Away team to throw first in each game
 - Home team to provide a chalker for each game
 - If the game is 1-1 in legs, the deciding leg will be nearest to the Bull (see Appendix A) With the Away team to throw first.
13. If there are 2 divisions:
 - Division 1 format will be:
 - Singles: Best of Five legs, 501 straight start and double finish
 - Doubles: Best of Three legs, 501 straight start, double finish
 - Division 2 format will be:
 - Singles: Best of Three legs, 501 straight start, double finish
 - Singles: Best of Three legs, 501 straight start, double finish
 - 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. Electronic Tablets can be used for scoring if the following criteria is met:
 - The tablet is located close to where a normal chalk board would be
 - The App used shows both score and running total for both teams, as well as previous throws
17. A player shall be permitted to play only once in each of the singles and doubles games during a match.
18. The winning team shall be awarded 3 points on the league table.
19. 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 20 will still apply.
20. 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.
21. The minimum number of players required to be present at the start of a league match for it to go ahead is 5; if a team has fewer than 5 players then the match will be forfeited 9-0 to the opposing team. Where a team has 5 players, the last doubles game and last singles game will be forfeited, and a 2-0 win will go to the team that has the players present.

22. 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

23. 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.
24. 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.
25. 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.
26. 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

27. 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, apart from the Team Knockout. 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.
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.

Team Knockout

30. In the Team knockout competitions, the chalking will be shared (alternating) by the teams taking part, including semi-finals and finals.

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 19 should apply equally to Team Knockouts as they do in principle as if it was a League match.

League Open

32. This competition will be pairs, blind draw. It is open to all players in the league and will be played on Presentation Evening unless a Pro is booked.

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

Royal Rumble

34. A Royal Rumble competition will be organised for each division, the format will be one leg of 501, straight start, double finish. The challenging player shall throw first.

35. Two players will be drawn at random to play the first game, with the 1st drawn player to throw first. The winner stays on and the loser is eliminated. Another player is then drawn at random to challenge the previous winner until one player remains.

Individual Knockout Matches

36. 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.

37. All players in the individual and doubles competitions must have played a minimum of two league matches.

38. Should enough Youth players (Under the age of 21 at the start of the season) be registered with the league then a Youth Singles competition will be organised.

39. 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, or their deputy as nominated at the start of the season, is eligible to play.

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

41. All individual Knockout matches will be the best of three legs, 501, straight off, double finish, except for:

- Men's Singles which will be the best of five legs and the Final being best of seven legs. Earlier rounds may be reduced to best of three legs dependant on number of entries.
- Men's Pairs where the Semi-Final & Final will be best of five legs

Top 24 Competition

42. At the conclusion of the league season, players who played in at least 66% of their teams league singles games will be eligible for the Top 24 Competition.

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

- Game Win %
- Leg Difference
- Legs For

The top 24 players will be invited to play in the Top 24 competition. When there are two divisions, the top 12 players from each division shall be invited. Any players unable to take their place in the competition will be substituted by the next player in the list until all 24 slots are filled.

43. The format for the Top 24 will be:

- Four groups of six players in a Round Robin playing each other once
- Group games are best of three legs, 501, straight off, double finish
- Top 2 from each group progress to the Knockout phase
- Knockout games are best of five legs, 501, straight off, double finish

Handicap Singles Competition

44. At the conclusion of the league season, players who played in at least 50% of their teams matches and at least 2 league singles games will be eligible for the Handicap Singles.

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

- Singles Win %
- Singles Games Won
- Singles Leg Difference
- 180s Scored
- Total Matches Played

The highest ranked player will have their handicap set to the highest value (i.e. 501) and the lowest ranked player will have their handicap set to the lowest value (i.e. 301). All other players handicap will be automatically calculated.

45. The committee will determine the Handicap Range, and where there are two divisions may add an additional handicap value to Division One players, to ensure the competition is as equitable and competitive as possible.

46. The tournament will be an unseeded knockout draw. Each player will play using their handicap value for the entire tournament. The format will be the best of three legs, straight off, double finish throughout.

Presentation Evening

47. When a separate Presentation Evening is arranged to present awards and trophies, should a Professional Darts player be booked, each team may nominate one player from their team who will play the Pro. If no Pro is booked, then the Blind Pairs will be played (Rule 32 & 33)

Appendix A – Format for Nearest the Bull

- First Drawn player to throw for the bull first
- Should a dart bounce out of the board then the dart can be re-thrown
- If the player scores 25 or Bull then the 2nd player can choose whether the dart is removed or left in the board
- The second player then throws, if the dart is closer then they have won the bull
- If both players score 25 or Bull, or it cannot be determined which dart is closer, then a re-throw is required
- On a re-throw, the order of throw is reversed. In a pairs game, the players who did not originally throw for the bull will now do so