

Stevenage and District Ladies' Darts League

Rules (2026-27)

- Part 1 - Registration
- Part 2 - Role of the Committee
- Part 3 - Annual General Meetings
- Part 4- Funding
- Part 5 - League Games and Team Knockouts
- Part 6 - Remaining Knockouts / Competitions
- Part 7 - Changing Fixtures
- Part 8 - Eligibility & Conduct
- Part 9 - Trophies

Part 1 - Registration

A) Any properly constituted Licensed House may be affiliated to the Ladies League. Subject to acceptance by present members will be decided prior to the annual general meeting (AGM). New teams will be allowed to join the league before the commencement of each new season.

Teams are registered, not the Licensed House they represent.

B) Teams are to be registered at the AGM, before the meeting commences. Failure to do so will result in the team being ineligible to participate in the league.

The Registration Fees must include:

- A Pub/Club payment of a £10 registration fee.
- A payment of £5 per team for the Bella.
- An annual Subscription of £30.

A total of £45 must be paid at the AGM before the start of each season. Failure to do so could result in the team being dropped from the League, unless alternative payment arrangements have been made with the treasurer.

New teams will be required to pay a bond of £25 which will be held in the league's account.

Should a team return a damaged trophy, the costs incurred will be taken from the bond for repairs. If a trophy is lost or damaged beyond repair, it is up to the winner's team to reimburse the cost of a new one.

The team will be required to bring their bond back up to £25 in order to continue playing in the league.

Entry to competitions will cost £2 per player on the night.

C) New members may be signed up at any time during the season but must be registered with the Registration Officer (by phone or WhatsApp) at least 24 hours before playing. If a player wishes to change team, she must write to the Committee stating their reasons, and a decision will be made.

- D) Players must be sixteen or over; but it will be at the discretion of the Pub landlord/landlady to allow players of sixteen onto their premises. It is the responsibility of the 16-18-year old's team to ensure that they are safe, and that consent has been given for them to attend.
- E) No County or Super League Players are allowed to register with any team. This also applies to any men wishing to participate in the mixed pairs.
- This rule does not apply to the Blind Open Pairs competition as it is a charitable event.

Part 2 - Role of the Committee

- A) The league will be administered by a Committee consisting of a Chairwoman, Registration Officer, Treasurer and Social Media Manager. If a Representative deems it necessary, one additional role may be added. There must be a minimum of three Committee members at all times throughout the season.
- B) The Chairwomen will be responsible for overseeing the league, managing the Committee, conducting AGMs and has the casting vote. The Chair will also create league fixtures and ensure results are collected and published to WhatsApp and the Stevenage Darts website, at least every two weeks.
- C) The Registration Officer will be responsible for managing all league competitions, as well as maintaining an up-to-date list of teams and their players.
- D) The Treasurer will be responsible for maintaining the league's accounts, which must be made available at Committee meetings and upon request by any representative. The accounts must be balanced every six months and verified by another Committee Member. The Treasurer will also oversee charity collections, make payments and participate in the ordering of trophies.
- E) The Social Media Manager will be responsible for managing Facebook messages, posters and publishing.
- F) The Secretary is a standing role within the Committee, but in the absence of a dedicated Secretary, the responsibilities shall be shared by the remaining committee members.
- G) The Committee will hold an AGM ahead of each new season. Any arising issues throughout the season may be discussed/resolved over the WhatsApp group, or an emergency general meeting (EGM) can be arranged. Failure to attend an EGM may be subject to a fine of £5.
- Should the Committee feel an immediate decision is necessary, a decision will be made at the time.
- H) All paperwork is the property of the League and should be handed over whenever there is a change of Committee.
- I) The Committee shall make any new rules that they may deem advisable and provide for any contingency that may arise. This may include calling an EGM, which is within the committee's remit.

- J) This is a rolling committee. That means the committee stays as it is until either a member stands down or their position is challenged.

Part 3 - Annual General Meetings

- A) The AGM will be held ahead of the new season each year. The Committee will give due notice of at least two months, and request any items for debate and changes to rules.
- B) The business of the AGM is the production of verified accounts for the year, reports on the previous year's activities, setting the subscription and joining fees, decided meeting nights for the coming year and changes in the Rules.
- C) A team representative MUST attend the AGM. ONE vote per team. The representative must also register the team to be eligible to play the following season. Seven days' grace will be given in exceptional circumstances.

Part 4 – Funding

The funds will be banked by the Treasurer at the appropriate bank.

Fund raising is to take place during select competitions. Competitions shall fund raise using cards (darts/football cards), with the exception of the Bella, where there will also be a raffle. All funds raised on the night of the Bella will be included in the charity donation. The winners of the Bella and the Blind Open Pairs competitions to select a charity of their choosing.

Part 5 - League games and Team Knockouts

- A) All matches to be played on a bristle board of good condition. The throw shall be 7ft 9.25ins and at the correct height of 5ft 8ins to the centre of the bull. The Oche line must be marked at the correct length in a distinctive manner. All players to stand behind the person throwing, and anyone watching should not be overcrowding them.
- B) All matches shall be 5 pairs, 301, double start, double finish.
All three legs to be played (except in Knockouts).
- C) Names of players and reserves to be put on the board by 7.30pm, matches to commence at 7.45pm. If a team delays the start of the game by 15 minutes or more without good reason, the first 3 legs of the game will be given to the opposing team.
If a player does not turn up, a reserve can be substituted in at any time.
If a team cannot provide the required amount of players on the night - a maximum of five players can play twice.
- D) Captains are able to choose their pairs and who plays twice. They must mark the names on the board with an asterix for these players.
- E) The Draw - Captain's choose their pairs and write them down on separate pieces of paper. The Captain's then meet and write their names up on the board together.

- F) All matches to begin with the away team throwing first in the opening leg. In the second leg, the home team throw first. The third leg is decided on the toss of a coin, called by the away team.
- G) All darts that are thrown count, whether they stick in the board or not. Darts score only if they remain in the board until they are retrieved.
Both scores and amount remaining must be shown on the chalk board.
- H) During a match, a player may be instructed on the throwing of her darts only by her partner.
- I) The chalker may say what score is left. If the chalker gives the wrong amount for remaining score and the players win the game, that amount will stand. Any dispute of chalks must be made by the offended team before her partner throws her darts.
- Electronic Scoreboards may be used if they apply to the above. If darts are removed before the chalker has been able to confirm the score, then the score does not count and the throw is void.
- J) Results must be sent in via WhatsApp as soon as the game has finished. At least one team must send in a photograph to show both the players' names and leg score. The other team must agree that all the results are correct.
- K) In the event of a tie for League Championship, the win will be awarded to the team who won the most games throughout the season. In the event of a complete tie, the title will be shared.
- L) The Team Knockout draw is to be done by the Chairlady at the league game prior to the competition, to ensure a witness from another team is present. The Team Knockouts are to be played at home venues with the first team pulled out being the home team.

Part 6 - Remaining Knockouts/ Competitions.

- A) A minimum of 2 league matches must be played before being eligible to compete in a competition. The fixtures will be arranged to give all players a fair chance to meet this eligibility requirement.
- B) It is first name(s) pulled out to throw first. If required, the third leg should be decided by the toss of a coin.
- C) A reserve may only be used when playing the Fours. The reserve's name must be registered with the Registration Officer when the FIRST KNOCKOUT is played. If the Officer does not receive this information NO reserve will be allowed to play at any time for any reason.
- D) Marking to be done by home team, with an away team member to act as checker. Losers must chalk, or ensure that someone chalks for them. Failure to do so will be punishable, the action will be decided by the Committee.
- E) There is no limit to the amount of competitions one player can enter during a season.

The Bella competition will now be played as a ladies' pairs charity competition.

Part 7 - Changing fixtures

A) If a game is not able to be played as stated in the fixtures, the game may be swapped (for example, team A should be the home team, but are unable to play at their venue, so the game is played at their opponent's venue instead). The return game will then be played at Team A's venue.

If need be, there are spare boards at The Post Office Club should there be a problem with venues.

B) In the event of a match being cancelled/forfeited due to one team not attending (unless previously agreed between the Captains, see Part A of this rule) the team able to play will claim eight points only.

C) League matches may be rearranged, so long as both captains are in agreement, otherwise, the team unable to play will forfeit the match. Each team must either notify the Committee of the cancellation, or post it on the league's WhatsApp group, along with the new date of play.

D) If a team decides to change its venue then all members of the team must be in agreement, if there is a split then it goes with the majority. In the event of a 50/50 split the Committee and representatives will make a decision.

Part 8 - Eligibility and Conduct

A) If a team is found to have played an ineligible player, all points may be deducted. This will be discussed by the Committee and may also include discussions with the League.

B) In the event of a match being disputed, the Captain of the team raising the dispute shall:

- inform the other Captain of her intention to dispute the match.
- inform a Committee member, within 24 hours, that the match has been disputed, and
- submit a written report outlining the reasons for the dispute within 5 days.

If all three of these conditions are not complied with then no dispute will be considered and any results shown on the result chat shall stand.

C) Any team/player guilty of a breach of the rules or of bad conduct at a match shall be liable to disciplinary action, which will be decided by the Committee.

This league prides itself on being a friendly league. Bullying, intimidation, discrimination and manipulation will NOT be tolerated.

Anyone found to have breached this will be asked to explain their reasons to the committee before appropriate disciplinary action is decided.

Part 9 - Trophies

A) Presentation of all trophies to be held at a place chosen by the Committee.

B) Perpetual trophies must be returned when the Committee requests them, and in good condition. Failure to comply with either of these points will result in either a deduction from

the team's bond, or loss of bond altogether. The bond will need to be made back up to its full amount to allow the team to remain eligible to play.

- C) In the event that a perpetual trophy is lost or irreparably damaged, the current holders team shall be responsible for the cost of its replacement.
- D) If a team are to leave the league whilst in possession of a perpetual trophy, they must return it to the league. If the trophy is not returned, the team will be responsible for the cost of its replacement.
- E) If a player chooses to leave the league, they will not receive a trophy. Captains/secretaries must notify the committee of any person who leaves or joins the league.
- F) Any honourable mentions such as 180s or a high finish (a finish above 80) are to be recognised by the league, and players are to be awarded with a certificate.