

Rules & Regulations

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As agreed at the AGM on Friday 7th August 2026

STEVENAGE FRIDAY DARTS LEAGUE

1) NAME

1.1 The League shall be known as the Stevenage Friday Darts League, hereinafter referred to as the League.

2) ORGANISATION

2.1 Officers: The League shall have the following officers: Chairperson, Secretary, Treasurer and Score Coordinator. The officers shall be elected annually at the AGM and retiring officers shall be eligible for re-election. Nominations for the posts of officers and individual members, together with the names of proposer and seconder shall be submitted to the Secretary at least 14 days prior to the AGM.

2.2 Executive Committee: The League shall be managed by an Executive Committee consisting of:

- (i) The elected Officers
- (ii) Up to three individual members

Meetings of the Executive Committee shall normally be held when required. The Secretary shall notify Teams at least 7 days in advance of an Executive meeting and include an agenda and minutes of the previous meeting. A quorum of four shall be necessary for any business, of whom not less than two shall be serving Officers.

3) FINANCE

3.1 The financial year of the League shall end on the 30th June each year and a statement of accounts up to and including this date shall be presented at the AGM. A current statement of accounts shall be presented at other times at the request of the Executive Committee.

4) ANNUAL GENERAL MEETING

4.1 The AGM of the League shall be held during the month of August. Each Team and Executive Committee member shall be given three weeks notice of the date of the Meeting by the Secretary. An agenda together with nominations for the positions of Officers shall be circulated seven days prior to the AGM. An agenda shall be circulated seven days prior to any Special General Meeting.

4.2 All member Teams shall send their Team Captain (or designated representatives) to the AGM or any Special General Meeting, one vote per Team being allowed. Officers may vote on any proposal. In the event of a tied vote, the Chairperson will cast the deciding vote.

4.3 Any proposals for the amendment of these Rules & Regulations, which may only be actioned at a General Meeting, or any other matters to be included on the agenda, must be submitted in writing to the Secretary at least 14 days prior to the date of such meeting. No amendment can be made to these Rules & Regulations unless it is approved by a simple majority of the voting delegates at a General Meeting.

4.4 The quorum for a General Meeting shall be seven persons, of whom not less than two shall be serving Officers.

4.5 Member Teams not represented at a General Meeting shall be penalised 1 point, unless the Secretary has been previously advised and agreed. New Teams wishing to enter the League shall send a representative to the AGM and will become a member of the League if approved by a simple majority of the voting delegates. Late Team entries may be accepted to the League, prior to the release of the fixtures, at the discretion of the Committee.

5) SPECIAL GENERAL MEETING

5.1 A Special General Meeting shall be called by the Secretary within four weeks of either a resolution for such a meeting being passed by the Executive Committee, or receipt of a written request by authorised representatives of at least five member Teams. The appropriate provisions of Section 4 (Annual General Meeting) shall apply.

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6) REGISTRATION

- 6.1 All players must be registered with the League. Registration lists must be in duplicate and will take effect on receipt of the copy being endorsed by the Secretary.
- 6.2 Teams to nominate their Secretary and Captain, Assistant Secretary and Vice-Captain at the start of the season, only the Assistant Secretary and Vice-Captain are permitted substitutions for Secretary and Captain Knockout Competitions (the same player must play at Finals Night if they qualify, the substitution cannot be reversed).
- 6.3 New registrations will be accepted until 31st December, after this date late player registrations will cost £10 per player. No player is eligible to play until registration fees have been received.
- 6.4 Players may transfer from one Team to another if their original Team agree to the transfer, and the transfer is made prior to the new player registration end date. No additional registration fee is required by the League however the new Team should reimburse the original Teams fee. If the player has played in a Cup or Knockout competition, they would not be eligible to play in the same competition for their new Team.
- 6.5 Any Team playing an unregistered player will forfeit the match to the opponents.
- 6.6 Registration Fees are as follows:
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|-------|---------------------|------------------|
| (i) | Player Registration | £5.00 per Player |
| (ii) | Team Registration | £15.00 per Team |
| (iii) | Charity Cup Entry | £10.00 per Team |
- Other competition fees are to be paid on the night:
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|-------|----------------------|------------------|
| (iv) | Charity Cup Entry | £1.00 per Player |
| (v) | Singles Competitions | £2.00 per Player |
| (vi) | Pairs Competitions | £2.00 per Player |
| (vii) | Fours Competitions | £5.00 per Team |
- 6.7 Each team shall confirm whether Under 18 players are permitted with their home venue prior to the start of the season and inform the committee; this information shall be published on the stevenagedarts.com website. If U18 entry criteria changes at a venue during the season, it is the home team's responsibility to inform the committee. It is the away team's responsibility to check the published entry criteria for any U18 players they may have. Should a match not take place due to an issue with entry of an U18 player, the team at fault shall forfeit the match.

7) PLAYING RULES

- 7.1 The League will adopt the following Playing Rules from the United Kingdom Darts Association (<https://ukdartsassociation.com/general-playing-rules-tournament-rules>), unless otherwise stated:
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|-------|-------------------------------------|
| (i) | 1.0 THROW |
| (ii) | 2.0 STARTING AND FINISHING |
| (iii) | 3.0 SCORING |
| (iv) | 4.0 DARTBOARDS |
| (v) | 6.0 BOARD SETUP AND OCHE DIMENSIONS |
- 7.2 Each game shall consist of the best of three legs of 501, finishing on a double.
- 7.3 The away team shall throw first in leg 1 (and leg 3 if best of 5), home team to throw first in even numbered legs. A toss of a coin will decide the start of any tie-break leg (Away Team to call). For the purposes of knockout competitions, the 1st drawn player/team will be declared the "home" player/team and 2nd drawn player/team will be "away".
- 7.4 Generally, no assistance shall be offered to any player on the mark, but a player can request assistance from the Chalker or their captain regarding the double, the amount they have scored at any time or the number required to finish. When it is felt that a player genuinely needs additional assistance with their

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counting, anybody may assist in any way necessary. Should an opposing Team disagree that additional assistance is required, the assistance should be allowed to continue but reported to the League Secretary by the Team Captain within 24 hours of the match.

7.5 The home team can decide to use an electronic scoring device if it meets the following criteria:

- (i) The display is at least the size of a tablet device (no phones) and is positioned in a similar position to a standard chalkboard
- (ii) The score and running total is shown for both teams, including previous throws
- (iii) Any errors can be corrected easily without unnecessary delay

8) LEAGUE COMPETITION RULES

- 8.1 The League competition shall consist of one Division, each Team playing all other Teams 3 times. If the League were to consist of more than one division, they will be run on a promotion/relegation basis with the top 2 teams of the lower division being promoted to the division above and the bottom 2 teams being relegated to the division below. Should the number of Teams in the League change, the Executive Committee may adjust the League Structure prior to the 1st game of the season if necessary.
- 8.2 Teams unable to field a Team must notify the opposing team no later than 5pm on the day of the match and inform the Secretary, although notification as early as possible is preferred. Games cannot be postponed.
- 8.3 Matches to be played on Friday's, unless arranged by mutual consent. The Secretary must have prior notice of the re-arrangement of games.
- 8.4 Both Teams must be in a position to commence play by 8:30pm, Matches to start at 8:30pm. If a representative of a Team is not present to select Teams by 8:15pm, the captain of the opposing team may claim the Match. Games to be played in order of the listed Teams, unless otherwise agreed by both Captains. All players must be in attendance by 8:35pm unless otherwise agreed by both Captains.
- 8.5 The match format will be 3 * Pairs games, followed by 6 * Singles games. Teams shall be selected by each Captain separately and chalked up together. Players to be listed before match commences.
- 8.6 Each player may play twice (once for singles & once for pairs) however, if a Team only has 5 players, then the additional player for the 3rd pairs game and 6th singles games are selected by blind draw (same player cannot play both games).
- 8.7 Home Team to provide the Chalker who is to write both scores AND running totals. A breach of this rule shall incur a fine of £5 for a first offence and a £10 fine for a second offence; any additional breaches of this rule will result further disciplinary action as decided by the committee.
- 8.8 Home Team to provide the result card, Player names to be written as registered (no nicknames please). Result cards to be signed by both captains at the end of the match and must reach the Score Coordinator within 48hrs of the match being played or a penalty of 1 point will be imposed. A photo of the result card via e-mail or WhatsApp is acceptable.
- 8.9 Teams shall be classified according to their win-loss record, namely 2 points for each match won and 0 points for each match lost. Any team forfeiting a match shall be deducted 1 point (no games or legs shall be recorded for either team). If two or more Teams have the same points total, then the win-loss record between the tied teams shall decide their classification. If still tied; highest aggregate Games Won between the tied teams, followed by highest aggregate Legs Won between the tied teams will decide their classification.
- 8.10 In the event of any Team retiring from the competition, all results relating to that Team shall be void and the League Table will be amended accordingly. Also a fine of £10 will be imposed at the discretion of the Executive Committee.

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9) LEAGUE CUP RULES (DORMANT)

9.1 The League Cup competition will be played at Home Team venues (as drawn). Matches will be played as per a regular League game unless otherwise stated.

9.2 The match format will be as follows:

- (i) 9 * Singles games (best of 3) 501 Single In, Double Out with all games to be played.
- (ii) A team can play with a minimum of 5 players. If a team has fewer than 9 players, then the additional player(s) for the remaining game(s) are selected by blind draw (no player can play more than twice).

9.3 There will be two stages of competition:

- (i) First Group Stage – Following the completion of the first round of League Fixtures, two Groups of four teams will be formed based on their League Position. Group A will consist of teams in positions 1, 3, 5 & 7 and Group B will consist of teams in positions 2, 4, 6 & 8. Each team will play all other teams in their respective group once.
- (ii) Second Group Stage – The top 2 teams from Group A & B will be placed in a new Group 1 and the bottom 2 teams from Group A & B will be placed in Group 2. Each team will play all other teams in their respective group once with Group 1 playing for positions 1-4 and Group 2 playing for positions 5-8. The winner of Group 1 will be the winner of the League Cup.

9.4 Fixtures for the League Cup will be shown on the initial fixture list with the provisional match-ups shown, the fixture list will be updated with Team names once these have been confirmed. It may be necessary to adjust the Group fixtures to avoid a clash, in this case the highest ranked team will play at Home and other fixtures adjusted as needed.

10 KNOCKOUT COMPETITION RULES

10.1 The League will organise the following Knockout competitions, which will be drawn in an open/non-seeded format. Should there be only 3 entries for any competition, then a round robin will be played between all entries. All entries must be from registered players:

- (i) Team Knockout
- (ii) Fours
- (iii) Mixed Pairs
- (iv) Secretaries
- (v) Captains
- (vi) Mens Pairs
- (vii) Ladies Pairs
- (viii) Mens Singles
- (ix) Ladies Singles
- (x) Charity Singles

10.2 The Team Knockout competition will be played at Home Team venues (as drawn) until the Final. The appropriate provisions of Section 8 (League Competition Rules) will apply. The Final will be played at a venue organised by the Executive Committee.

10.3 The following exceptions to the Playing Rules will apply as follows:

- (i) For the Team Knockout a toss of a coin will decide the start of the first game, the team losing the toss will provide a Chalker for the first game. Starting Team and Chalking Team will alternate for the remaining games.
- (ii) Team Knockout Final (501, best of 5 legs)
- (iii) Fours (701, best of 3 legs)
- (iv) Men's Singles Final (501, best of 5 legs)
- (v) Charity Singles Final (501, best of 5 legs)

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10.4 Entries for the individual events to be made on the night at 8pm. Fours can include a reserve which must be nominated prior to the commencement of Round 1. Finals for all individual events will be played on a separate Finals/Presentation night therefore, please ensure availability prior to entry.

10.5 All Teams to provide a prize to raffle at both the Charity Singles Competition AND Finals/Presentation Night, with all proceeds being donated to the Charity of the Winners choice.

11 TROPHIES

11.1 The League will award the following Major Trophies at Finals/Presentation Night, which will then be retained for engraving before being returned to the winners for display at their Home Venue should they wish. Teams are responsible for the safe keeping of the trophies which must be returned to the Secretary prior to the following season's Finals/Presentation Night. Should a Team fail to return a Trophy, they will be financially liable for the purchase of a replacement Trophy:

- (i) League Winners
- (ii) Team Knockout Winners
- (iii) Fours Winners
- (iv) Mixed Pairs Winners
- (v) Secretaries Winner
- (vi) Captains Winner
- (vii) Mens Pairs Winners
- (viii) Ladies Pairs Winners
- (ix) Mens Singles Winner
- (x) Ladies Singles Winner
- (xi) Charity Singles Winner

11.2 The League will award prize money the following at Finals/Presentation Night, based on performance throughout the season:

- (i) Mens Most 180's
- (ii) Ladies Most 180's
- (iii) Mens Highest Finish
- (iv) Ladies Highest Finish

11.3 Rather than individual memento trophies for Winners and Runners-up, prize money will be awarded at Finals/Presentation Night as decided by the Executive Committee.

12 POWER OF INTERPRETATION

12.1 The Power of interpretation of these Rules & Regulations shall be vested in the Executive Committee except during a General Meeting when the Chairperson alone shall interpret.

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APPENDIX A – PROCEDURE FOR DRAWING PLAYERS WHEN SHORT

LEAGUE GAME

- The names of the 5 players on the “short” team should be written on individual pieces of paper and the opposing captain draws two of these names at random
- The name of the 1st drawn player will be the additional player for the 3rd pairs game (Game 3)
- The name of the 2nd drawn player will be the additional player for the 6th singles game (Game 9)

LEAGUE CUP GAME

- The names of the players on the “short” team should be written on individual pieces of paper and the opposing captain draws one of these names at random
- The name of the drawn player will be the additional player for the 1st available game
- The name of the drawn player should be removed from the “hat” and the process repeated until all 9 games have been allocated