



## The Brentwood Borough & District Dart League



Last updated – 07th September 2024

### RULES

These rules should be available at all venues on the night of a match.

1. The League shall be called the Brentwood Borough & District Darts League (BBDDL) & shall be open to teams from the Licensed Houses & Clubs in Brentwood area & surrounding districts.
2. The League shall be governed by the League Officials & the decision of this body shall be final.
3. The League Officials shall consist of the Chairman, Vice Chairman, Secretary and Treasurer.
4. The League Officials shall have the power to co-opt members as & when necessary.
5. The League Officials & Committee shall be elected annually at the A.G.M. unless otherwise notified all meetings will be at The Bentley Village Club.

*Where more than one person puts themselves forward for a role a blind ballot will be held to appoint that position, the vice role will then be offered to a runner up in order of votes. Should none of these accept the vice role the appointed officer shall be at liberty to appoint their own vice / assistant officer.*

6. The League Officials can call an A.G.M., E.G.M. Secretaries or Committee Meeting at time, date and venue agreed, where possible, at the previous meeting.
7. Any items such as a player transferring from a defaulting team or amendments to the rules, etc... shall be submitted to the Secretary in writing & they will be discussed at the next meeting.
8. The League shall consist of 2 seasons Winter & Summer.
9. New Teams can register for either league prior to the start of that league.

*If and when a new team want to join the league and they are considered to be lengthy distance from the middle point (Old Post Office, Brentwood), then a league vote would take place regarding their acceptance into the league.*

10. All new teams shall be subject to a-one year (both Winter & Summer season) probation. The venue must be vetted by a League Official, ideally prior to an AGM, or within 14-days, before being notified if acceptance is granted. The team will be informed by letter what is expected of their team, i.e. sportsmanship; friendly environment; compliant with league rules. At the end of the probationary period, existing teams in the relevant division, along with the League Officials, will vote on accepting the team into the league on a permanent basis.
11. The Committee shall decide on the number of teams in each division depending on the number of teams registered.
12. At the end of each season, two teams will be relegated & two teams promoted from each division. However, the League Officials reserve the right to adjust the balance of the divisions as need be, including promoting more than two teams and requesting a team to remain in a division.
13. All new teams shall join in the bottom division and for their first season in both winter & summer league and shall pay all of that season fees, not refundable, as a guarantee of their commitment to playing. Any team returning to the league after only 1-season absence will be placed in the division dependant on the strength of the team.

- 14.** A team shall consist of 6 or more players registered as a team regardless of the name of the team or the venue at which they play.
- 15.** If for any reason a team changes its home venue or name, this shall not affect its status in the League. In the case of some team members changing venue and others staying, then if 51% (or more) stay (or move) then they retain their league status, the other 49 % (or less) are classed as a new team.
- 16.** Both captains in a league game, or competition officials in competitions, should mutually agree that the board & conditions are satisfactory. Protests or objections of any kind in both league matches & competitions including conditions of play (i.e. poor quality board) should be noted on the result sheet as "played under protest" & a written protest along with a £10 fee should be sent to the League Secretary within 7 days explaining the situation. Should the protest be upheld, the £10 fee will be returned.
- 17.a)** Any club or players proven guilty of any breach of the rules will be brought before the Committee. Any player referred to the Committee for violent or disorderly conduct or bringing the League into disrepute will be brought before the Committee to explain their actions & may at the discretion of the League Officials be banned from the League.
- 17.b)** Teams have the right to refer to the League Secretary any behaviour or actions they believe to have affected the outcome of a match or that brings the league into disrepute. This includes but is not limited to: causing a distraction whilst a player is throwing, repeated inappropriate language, violent conduct, poor etiquette from chalker / caller, etc. If teams want to lobby an appeal in relation to any of the above then the same process will be followed as that in **rule 16**.
- 18.** Any club playing an ineligible player will be brought before the League Officials.
- 19.** In the event of a team dropping out of the League (or is expelled) in the first half of the season; all their results shall be null & void, and all points shall be deducted. If a team drops out (or is expelled) in the second half of the season then their results for the first half will stand. Any results in the second half will be null & void.
- 20.** Non attendances by a team secretary or a team representative at a secretaries meeting will incur a fine the level of which shall be set at the A.G.M. When a fine has been levied against a team for whatever reason, (including late result sheet) the team secretary will be notified by e-mail or post & the fine must be paid to the League Treasurer within 14 days of the date of the letter.
- 21.** Every registered player has the right to attend the A.G.M. but only one vote per team.
- 22.** All monies paid to the League must be receipted by the Treasurer. No monies are deemed to have been paid to the League if either side cannot produce a receipt or bank proof of payment. Bank details available on request.
- 23.** Teams must be registered prior to the start of the season. Teams will be notified in writing the latest date for registering, late registrations will only be allowed at the discretion of the committee.
- 24.** Any team that does not return League paperwork on time i.e. player registration sheet & competition entry sheet shall be liable to a fine of £10, which will increase by £5 for every week or part of week that the paperwork is late.
- 25.** Each player shall sign an official team registration sheet once for the winter season & once for the summer season, in their own handwriting declaring which team they shall play for in the coming season, any player signing in a false or assumed name shall be liable to suspension.
- 26.** If a team has an underage player, it is their responsibility to call the Home Venue, Landlord and ensure that the player will be allowed into the venue – this is purely at the Landlord's discretion. The underage player must be accompanied by their Parent or Legal Guardian.
- 27.** No player shall sign for a team in the league if they have debts or liabilities to another team or the league itself.

**28.** No members will be eligible to play in any league or K.O. competitions until they have filled in & signed their names on their team's registration form, which must be with the league secretary by the Monday prior to the 5th match.

**29.** New members joining a club after the registration fee has been paid will be allowed to play 7 days following receipt of their registration & payment of late registration fee to the League Secretary. New members details can be written on the bottom of the result sheet & along with the fee can be posted to the league secretary. Payment to treasurer in cash or cheque, please no cash in the post. The league Secretary will accept new members playing with less than 7 day's notice, as long informed prior to playing as a matter of courtesy. If not informed, then the players results will be null & void until notified (see rule 17). No late signings will be permitted after the halfway stage of league fixtures.

**30.** No Member having signed for one club will be allowed to sign on, or play for, another club after the first match of the season unless they have not played for their original club. Any player wishing to transfer for any reason other than above must get permission from the Committee. Any player not having played for their registered team may transfer without the permission of the committee. In all cases of players transferring the League Secretary must be informed before the player can play for his new team otherwise that players' results will be null & void until the League Secretary is informed.

**31.** If the Governor, Captain or Secretary change during the season the League Secretary must be informed as soon as possible after the event otherwise, the New Governor, Captain or Secretary will be excluded from their respective Competitions. Only named Governor, Captain and Secretary as written on the Player Registration Sheet will be allowed to compete in their respective Competitions. If a Vice Captain is named on the original registration form they can replace the Captain only if the Captain is unable to attend.

**32.** The board shall be 5ft 8in (173cm) from the floor to middle of bull, & the throw 7ft 9.25in (2.73metres) marked clearly, preferably with a raised oche or a rigid line, a chalk mark on the floor is not acceptable. Players must stand behind the oche; they must not stand on it. Any player over stepping the oche, will be warned by the referee and if this happens again the referee is entitle to call "No Score". The lighting must be of the standard that no shadows are thrown over the scoring area of the board. There must be no fruit machines, televisions or flashing images in the player's eye-line once on the oche.

**33.** The League match will consist of 6 singles 501 best of 3 legs and 3 pairs 501 best of 3 legs, straight start double finish, bull counts as double 25.

**34.** The order of play is decided by the toss of a coin, away team to call, winner of the toss to throw first in games 1,3,5,7 & 9 losers to throw first in other games, the order is reversed in the 2nd leg, if it goes to a 3rd leg then the winner of the 2nd leg throws first for the bull, in the event of the first player hitting the bull they should remove their dart before the other player throws theirs, If both players hit the bull or 25 or the caller (being referee) is unable to decide which is nearest then both players shall throw again with the order reversed.

**35.** The home team to chalk & the away team to call in all league games.

**36.** Result sheets must have the players full names entered & signed before the match starts. (No nicknames) Players must be in attendance when the draw is done, if you have a player who is going to arrive late, you should tell the opposing captain; if you do not then the opposing captain has the right not to let that player play. Names must be legible otherwise no player of the season points can be awarded.

**37.** The order of play in league games is decided by 6 names being written on separate pieces of paper, & being drawn by opposing captains & written on the blackboard, the same for the pairs. Games should be played as displayed; they can only be altered in the event of extra-ordinary circumstances & at the discretion of both captains.

**38.** The match draw must take place at 8:30 pm for an 8:45 pm start. In the event of a team not being ready to play by 8:30 pm, their opponents, if they wish may claim at 8:45 pm the game providing there is no valid excuse. They will be awarded their average points provided they send in a signed result sheet with their 6 names on & stating "game claimed". If at the appointed time (8:30 pm) a team is not complete (minimum of

4 players) that team shall have defaulted, two defaults in a season means expulsion from the league.  
**Use common sense.**

**39.** No game can be cancelled unless there are adverse weather conditions or transportation has broken down or had an accident on route to venue. A team must play if they have 4-players available and must travel to away games. However, If a team cancels a match with less than 24 hours' notice then that team becomes liable to pay their opponents a £10 fine in compensation for food, £10 fine to the league and will lose the match 9-0, with the opposition awarded a 9-0 win. Any team cancelling 2 matches will be expelled from the league and fined £50 if wanting to re-enter within three-seasons. All players from the team will not be permitted to register to another team within three-seasons unless a minimum of £8.33 (1/6th of £50) is paid. In all cases where a team cancels a game, the venue, team secretary and league Secretary must be informed immediately.

**40.a) Summer League (All divisions):** A team that is short of 1 or 2 players can play a wildcard to ensure all six singles and three pairs are played, and this can be used twice during the season. Only the player's first game points will be awarded to the player. No individual points will be gained from the second game. Team points will still be awarded for both games.

If a team has played the wildcard twice already, then an opponent shall be awarded a walkover & given the team point & the opposing captain can pick an equal amount of players to play, you do not have to put the word "bye" in the draw.

**40.b) Winter League (All divisions except division 1):** A team that is short of 1 or 2 players can play a wildcard to ensure all six singles and three pairs are played, and this can be used once during the season. Only the player's first game points will be awarded to the player. No individual points will be gained from the second game. Team points will still be awarded for both games.

If a team has played the wildcard once already, then an opponent shall be awarded a walkover & given the team point & the opposing captain can pick an equal amount of players to play, you do not have to put the word "bye" in the draw.

**40.c)** If a wildcard is played and singles draw means that a player will be playing twice in a row (i.e. player drawn out 5th is then drawn as the wildcard and will also play 6th) then the game order will be altered so that the follow on game will be played first (i.e. if drawn out 5th and 6th, games will be played 6th first, then 1st, 2nd, 3rd, etc. and the same if the players are drawn 4th and 5th, games will be played 5th first, then 6th, 1st, 2nd, etc).

**41.** All league matches to be played in accordance with the fixture list.

**42.** No call is to be made or information given except by the referee (the caller) the player should ask the caller what is scored & what is left. Other players should not shout out what number or double to go for. The referee has the right to disqualify any player not observing this rule.

**43.** To finish a game the exact number must be thrown, if a player scores more than the required number that throw shall not count & the player shall revert to their original number.

**44.** Three darts shall constitute as a throw, all darts count under any circumstances, should a flight fall out while being thrown it shall count, any protest as to the legality of a dart thrown should be made to the referee.

**45.** The score is to be taken on a blackboard & chalk or other suitable medium that is clearly visible to the players. In the event of a protest or objection arising during the match, the match must be played & the League Secretary notified of the protest. The method of scoring shall be by deduction. Should an electronic score board be used it should show both the score remaining and the previous scores thrown, and for some reason the scores are lost, i.e. power cut or scorer pressing the wrong button, then if both players can remember their scores the game to re-start where it finished, if agreement cannot be reached then that leg to be void and it is to be started again.

**46.** Match scoring is one point per game (a maximum of 9). A bonus point will be awarded to the winning team of each match. The League winners shall be decided on points, should two or more teams have the same amount of points, the winners will be the team with the most wins.

**47.** Open boards should be from 8:15 pm at the latest.

## **COMPETITIONS**

**48.** The running of all League competitions is the responsibility of the Secretary, who will wherever possible, be at the venues to do the draw & ensure the smooth running of all competitions. In addition the League shall run the following competitions, in the winter season: All-in-Singles, Divisional Singles, Divisional Pairs, All-in-Pairs, Mixed Pairs, Four's KO, Captains, Secretaries, Governors, Best Player and Team Pairs, Highest Finish & Most 180's and Charity Knockout Cup

The Divisional Singles and Pairs in the winter are not pre-entered, just turn up & "pay & play". The Divisional Reps will collect entry fees and perform the draws.

In the summer season the Don Young Memorial Trophy, Alfie Wright Trophy and the Ralph Trunks Memorial Trophy are all 6 a-side competitions. Best Player & Team Pairs (league) also the Highest Finish & Most 180's. All teams are automatically entered into the 6's K.O. Cups. Also in the summer there is the Horsnell Shield and if fixtures allow the Courage Cup.

**49.** All competition players must be selected from players registered. No new signing may play in any Knockout competition after the 1st round has been played. The KO 6's, Don Young, Alfie Wright & Ralph Trunks accepted, the competition officials at each venue shall be appointed by the league Secretary.

**50.** Competition entrants must be present by 8:20 pm & the competition to start by 8:35 pm. The draw will be done at no later than 8:25 pm. The ladder system will be used for successive rounds. The competition official may at their discretion delay the start if they see fit to do so, but don't rely on this.

**51.** The Highest Finish & 180's at all competitions (excluding finals night) shall count in tables.

**52.** The Individual singles (known as "All-in-Singles") and Divisional Singles is open to any registered league player that has attended a minimum of 50% of their team's games (names to be recorded on sheet as proof of attendance).

Courage Cup is a singles competition, only open to the top two players from each team from the best player table.

All-in-Pairs and Divisional Pairs can be made up of any two players, from different teams (so long as the players are playing in the division relevant to the competition entered). Each player needs to have played a minimum of 50% of their team's games.

Mixed pairs, this is open to any mixed pair of whom one must be a registered league player.

Fours competition this is open to 4 to 5 registered league players from the same team that has played a minimum of 50% of their team's games, any 4 of whom can play each leg, one substitution can be made after a leg Matches will be 701 best of 3. Once substituted a player cannot play again in that game, but must wait until the next round.

The rules for competitions are as league games except as stated above.

**53.** Captains, Secretaries & Governor Cups, these are open to the registered Captains, Secretaries and Governors. The Governors Cup is open to all Governors Landlords, Stewards of registered league teams. Entrants must be as named on the player registration form, no substitutions allowed. In the summer League the format for the Captains/Secretaries is Captain V's Captain, Secretary V's Secretary, if it is 1-1 then play as a pair. In the final it is best of 5 the other 2 legs are each Captain plays the other secretary.

**54.** Losing players & teams are expected to call/chalk the next game in all competitions (or get someone to chalk in their place) otherwise they will be banned from entering competitions for one year.

**55.** Best player & team pairs' competitions are divisional. Points are awarded as follows. 2-0 win = 3pts; 2-1 win = 2pts; 1-2 loss = 1pt; 0-2 loss = 0 pts. Points are accumulated through the season. The best player being the one with the most points at the end of the season. In the event of a tie the number of games won & lost will be taken into account. Team pair's is for the team accumulating the most points in a season as in best player competition.

**56.** All League & Competition games must be played with the minimum number of players specified for that

game i.e. pairs must be played by 2 players. The exception being the 4's & 6's but the appropriate throws must be missed.

**57. "All in Singles"** – Once the venue drawn has been completed no player can change venue for any reason. No player who was not on the original entry form will be considered to play.

**58. All Pairs competitions** (including "All-in", Mixed or Divisional). Once the venue drawn has been completed no pair can change venue for any reason. If any 1 player of the pair is unable to attend then they may be replaced by any player not entered in the competition, under the normal rules of that competition. In the event of 2 players from different pairs not attending from the same team a single team can be made and the players can attend either venue that they were originally allocated.

**59.** The All-in-Singles, All-in-Pairs and Four's KO entry form must be received 4 weeks prior to the competition date with entry fees. The draw will take place 3 weeks prior and e-mailed to all secretaries. Only the Bardswell, Bentley Club & HHCC will be used, and no players can change venues for any reason.

**60.a)** The winners & runners up in team competitions shall be entitled to 6 trophies and may request up to 8. If the team requires more they will be required to pay for them. If a team loses or damages a trophy they will be held responsible for the cost of repair or replacement. Teams are required to bring the perpetual trophies back to a meeting when requested in a clean condition; failure to do so will incur a fine.

**60.b)** If a team does not collect their trophies at the results nights, without prior informing the League Secretary, then they shall forfeit their right to any trophies due to them the following year.

## **RESULT SHEETS**

**61.** Notification of results. Both teams shall provide a result sheet which should be signed by all players (these should be maintained by each team for their own records in case of any disputes.) The winning team is responsible for informing the League Secretary via Text immediately after the match has finished. Then the result sheet must be posted next day with 1st class stamp or via E-Mail or Fax, using the supplied templates; the sheet should arrive with the League Secretary no later than the Thursday after the game. It is the responsibility of the two captains (in a league match or league competition) or the competition official (in the case of other competitions) to ensure that the sheet is filled in correctly & is legible. In a knockout competition it is the responsibility of the winner to send in the result sheet to the League Secretary. If the league secretary receives an illegible, incorrectly filled in or incomplete result sheet then the team or players shall forfeit those results. The deadline for the receipt of all result sheets is the Thursday following the match or competition. If the result sheet from a League match is not received by the deadline then the winning team shall be subject to a fine. In the case of a competition the player or team responsible for the late arrival of the sheet shall forfeit the right to go through to the next round.

**2. Missing result sheets:** If a sheet has not turned up 10 days after the match or competition, it shall be deemed lost in the post. Teams / Players shall be notified either by an E-Mail, which sheets are missing. The teams / players involved will then have 7 days to contact the League Secretary with the result. The recommended way to do this would be for both teams to fill in their "half" of the sheet and send them in so that they can be compared and all points can be awarded. Should either team not do this the game shall be declared void and no points will be awarded to that team.

## **GENERAL INFORMATION**

**63. Entrance fees.** An entrance fee for the winter & summer league shall be set at each A.G.M. All teams having indicated their desire to play for the season must pay in full. The league committee to ensure a minimum of 1 calendar month notice for meeting and payment. The fees for Knockout competitions for each player will be set at the A.G.M. and must accompany the entry form; entry into the Captains, Governors and Secretaries is free. Summer competitions are pay on the night as are the winter divisional competitions.

**64.** If there are any rules that you are not clear about, an e-mail or phone call too the League Secretary will receive immediate attention.

**65.** Any Social Club or Public House that are unable to provide food for the away team, must notify the

League Secretary so that the opposing teams are informed prior to the match

**66.** All Perpetual Trophies must be signed for at the presentation by the team Secretary or Captain and must be displayed at the venue. If the venue is unable to safely display any perpetual trophy, the trophy must be held by a league Official or displayed at the Bentley

### **SITUATIONS NOT COVERED BY THE RULES**

**67.** Any situation which arises not covered by the rules, use common sense or refer to one of the Officials initially; and subsequently to a committee meeting for a decision & if need be a new rule or an amendment to a rule can be made.

## **REMEMBER COMMON SENSE CAN SOLVE MOST THINGS.**

### **LEAGUE OFFICIALS 2024-25**

Chairman: Kevin Stammers  
League Secretary: Daniel Knapp  
Vice Chairman: Damian Partis  
Treasurer: David Knapp

### **COMMITTEE MEMBERS**

Vice Secretary: TBA  
Vice Treasurer: Daniel Knapp  
Vice Treasurer: Kevin Stammers  
Presentation Official: Daniel Knapp

### **Competition Representatives:**

Division 1: Daniel Knapp  
Division 2: Damian Partis

### **LEAGUE FEES & FINES 2024-25 (Cheques Made Payable to "Brentwood Darts League")**

Winter subs £45 per team  
Charity Cup Entry £10 per team (Optional)  
Summer subs £40 per team  
Competition fee £2 per player per comp  
Late Registration fee £2 per player  
Rule infringement fines £10