

ISLE OF PORTLAND DARTS LEAGUE RULES 2026

GENERAL

1. The League will be known as the Isle of Portland Darts League.

All players must be registered from Portland pubs and clubs.

ANNUAL GENERAL MEETING

2. The Annual General Meeting will be held before the start of each summer season.

It is expected that each pub/club entering a team in the Isle of Portland Darts League attend the AGM with at least one representative from that venue for the duration of that meeting. Failure to do so will result in a loss of 2 points per team, per venue.

COMMITTEE

3. A working committee of at least eight (plus Chairperson) will be elected annually and will be responsible for the day -to-day running of the league, with the Chairperson having the casting vote.

3a. A quorum of five Committee members will be present for decision making.

The Committee and contact details for this year are as follows:

CHAIRMAN	PETE BARRETT	07950331091	(PUNCHBWOL)
LEAGUE SECRETARIES	TRACEY JONES	07772873384	(EXCHANGE)
(ROLE SHARE)	DONNA JONES		(BLUES CLUB)
TREASURER	MARK JONES	07837721659	(BLUES CLUB)
FIXTURES SECRETARY	JOSE MCLEOD	820905	(CORNER HOUSE)
MEMBER	KELLY NASH		(BLUES CLUB)
MEMBER	CINDY ELLERY		(PORTLAND SOCIAL CLUB)
MEMBER	JEFF WEBB		(PORTLAND SOCIAL CLUB)
MEMBER	BRIAN SIMPSON		(BLUES CLUB)
MEMBER	CHLOE MASTERS		(EXCHANGE)
MEMBER	SANDRA MCGANN		(CORNER HOUSE)

ENTRY

MONDAY NIGHT – OPEN LEAGUE TUESDAY NIGHT – LADIES ONLY

4. The committee will decide upon which division a new team entering the league will play in, promotion and relegation still stands. New teams and existing teams that change 3 or more players will be seeded from previous form to establish fair league position.

4a. When entering the Isle of Portland Darts League, you are agreeing that your team will play at any venue within the league. Teams are not to refuse to play at a venue. Failure to comply will result in a win claim for the non-offending team.

4b. If an individual has been banned from a pub/club, then it is the landlord/landlady's discretion to allow them to play at their pub. A reserve player should be used if the pub does not allow an individual to enter. If the fixture cannot be fulfilled by the team, then a committee member needs to be informed a.s.a.p.

4c. No teams will be allowed to join the league part way through the season.

4d. Captains are responsible for their team fulfilling league fixtures, complying with the league rules and for ensuring good sportsmanship within the game.

REGISTRATION

5. Summer & Winter league - £30 per team.

Pairs and Singles entry fees - £3.00 per player.

Payment in cash only.

5a. Teams can initially register 4 players and 2 reserves for £30, a further 2 players can register for free at any point within the season. Additional players may be registered throughout the season for a nominal registration fee of £2.00 per player. Players registered during the season need to be clearly marked on the Result sheet with a * to avoid any confusion. When the maximum number of players has been reached, (i.e. Men's/ladies- 8 summer/winter) it will be noted by the fixtures secretary. If at any time during the season a team fields an additional player over and above the 8 free and without submitting a player registration fee, any points that this player wins either in singles, pairs or the team game will be deducted from the final score.

5b. Once a player has played one game for a Portland league team, he/she is then precluded from playing in any other Portland league team for that season.

Ladies who play in the Monday night league are not permitted to play Tuesday night as well, this also applies to knockout/pairs/singles.

Anyone breaking this rule will result in loss of all points earned by that player. These will then be awarded to the non-offending team.

This does not include the official landlady or landlord, they are permitted to play for any of their home pub Monday Open League teams to help fulfil fixtures, in addition landladies will also be permitted to play for any of their home pub Tuesday Ladies League teams to help fulfil fixtures.

GENERAL ETIQUETTE & CONDUCT

6. Please respect your opponent always, during a match players shall conduct themselves in a manner of respect for the other player(s) and shall refrain from annoying the other players or using offensive language or making offensive gestures and refrain from any unsportsmanlike conduct (e.g. such as deliberately losing a leg or match, deliberately delaying match play, interfering with the throw of another player, barracking or excessive noise).

Please consider the eye line of the thrower, any excessive movement can be off putting. Please allow the game to flow; it is disrespectful to leave your opponent at the oche while you do something else e.g. go to the bar, answer your phone etc. It is polite to shake your opponent's hand after the game has finished.

Any player found by the league to be in breach of this rule shall be deemed to have brought the game into disrepute and actions will be taken by the league which could include a written warning or disqualification from further participation in the league for the remainder of the current season. However, in the event of disqualification the player and/or the players team captain will have the right to appeal immediately the sanction made and the league committee will hear any arguments from the disqualified player/team captain before the league committee confirm the decision.

MARKER/CHALKER ETIQUETTE

6a. Markers are to position themselves to the side of the scoreboard and not obstruct the players' view of the scoreboard. Markers are expected to be stationery and only move to enter the score or to check the score at the thrower's request. The marker should not face the thrower. Any form of distraction to the thrower is unsportsmanlike: this includes talking across the thrower and excessive movement.

When all 3 darts have been thrown, the score should be announced and agreed upon before entering the score and before the darts are removed from the board. Any dispute on the score must be rectified before the opponent throws.

The marker is expected to call the nearest to the bull decision, acknowledge the double out and to keep count of the legs won.

The Away team may appoint a 'checker' of the scores if they wish to do so.

BOARD / OCHE

7. Board height will be 5'8" to the centre with a minimum throw of 7'9 ¼ ". The board is to be in good condition, wires intact, no lumps etc., and have adequate lighting. The scoreboard must be forward of the dart player so that the score can be clearly seen. An oche must be used for all matches.

7a. Any Player overstepping the throw will be warned by their captain who may have been notified by the opposing team captain. Thereafter, if overstepping continues, any score made by that player will be classed as a "No Throw".

7b. Any visiting team unhappy with the condition of the match play board should raise their concern with the home captain prior to the start of the match. If the board cannot be replaced, the game may be re-arranged. The committee should be advised accordingly.

7c. All throws will be inspected by a committee member before the start of the season and before cup competitions to ensure they comply with rule 7.

FORMAT

8. SUMMER / WINTER LEAGUE:

Monday night league all Divisions: Two Pairs – 3 Legs x 501, Four Singles – best of 5 Legs x 501, Team Game 1 Leg x 701

Tuesday night league PLAY: Two Pairs - 3 Legs x 501, Four Singles – 3 Legs x 501, Team Game-1 Leg x 701

ALL GAMES ARE STRAIGHT START WITH BUST RULE AND DOUBLE TO FINISH.

MONDAY OPEN LEAGUE - ALL LEGS ARE TO BE PLAYED IN PAIRS, BEST OF 5 LEGS IN SINGLES AND TEAM GAME. WINNING TEAM MAXIMUM 19 POINTS IN TOTAL, MAXIMUM 27 POINTS AVAILABLE PER GAME.

TUESDAY LADIES LEAGUE - ALL LEGS ARE TO BE PLAYED IN PAIRS, SINGLES AND TEAM GAME. WINNING TEAM MAXIMUM 19 POINTS IN TOTAL.

Legs to be finished on a double, scores may be busted. If a score totals more, or one less, than required to "go out" (therefore a double is unachievable), the score for that throw is voided and total score remains the same as before the throw.

After a lapsed period on attempting a double out finish, nearest to the bull will be accepted as a finish, but ONLY if both teams agree.

8a. All games start with bull up for the first leg, home team to throw first. The winner of the bull throws first in the 1st and 3rd legs. The loser of the bull throws first in the 2nd leg. Bull is counted as double 25.

8b. Tuesday league matches will commence at 8.00pm. Monday league matches will commence at 8.15pm.

8c. All registered members of the team can play on a single night if their names are drawn before the game commences. This means that any of the 8 registered players can take part in a single match. (Please see attached appendix 1).

8d. The names of players will be pulled out from a 'blind draw' to determine the order of play. Once the names have been written up the game has started, then they cannot be changed.

8e. The relevant venue should be notified as early as possible for any delay in arrival of team members. Where possible if a delay occurs, teams should commence with the available players.

8f. If a team is a player short, then games can be played with a player(s) less and a throw(s) less.

When a team has less than the full squad necessary, blanks, (or the equivalent) must be entered into the draw in order that the bye(s) are drawn out at random and not deliberately placed at the beginning or end of the draw.

In pairs and 701, the game can be played with a player(s) less and a throw(s) less.

E.g. For pairs, team A would throw 6 darts to team B's 3.

In singles, the player who has been drawn against the 'bye' will be awarded 3 points automatically.

8g. MONDAY OPEN LEAGUE ONLY – In the event of a draw for first place at the end of the season to ensure an outright winner for the league/division the tying teams will play a head to head game at a venue (agreed by the committee) to determine the outright league/division winning team. The format for the head to head game will be the same as the ordinary league/division game as stated above. This game must be played on a date to be agreed with the committee.

PAIRS AND SINGLES COMPETITION SUMMER & WINTER LEAGUE

9. Entry to pairs and singles competitions is open to all registered players in the Isle of Portland Darts League who have played at least three games in total within the current season (either league, cup or a combination of both).

Entry forms for pairs and singles will be distributed prior to round one.

Entries must be handed into the appropriate venue, details of where and when will be stated on the entry forms. No late entries will be accepted. There is a fee of £3.00 PER player, per competition.

9a. Match play for Monday pairs / singles competitions is the best of 5 legs – 501

Match play for Tuesday ladies pairs competition is the best of 5 legs – 501

Match play for Tuesday ladies singles competition is the best of 5 legs - 501

Pairs and singles will be played across the divisions and not by divisions.

9b. The highest Shot out and any 180s scored will not count towards the end of season league trophies.

KNOCKOUT CUP AND KNOCKOUT PLATE

10. Depending on fixture arrangements, a knock out cup competition may take place throughout both the winter and summer season. All teams playing in the IOP league are automatically qualified to play in the 1st round of the KO cup. Fixtures will be established by a blind draw conducted by the committee prior to round one.

10a. Teams that lose in the first round of the KO cup will be entered into the KO plate, following the same format as KO cup. The plate is only available to those teams that lose in the first round of the KO cup. Teams losing in subsequent KO cup rounds will not be eligible to enter the plate competition.

10b. Format for both Knock out Cup & Knock out Plate to be played across all divisions:

Monday night league. PLAY: FOUR SINGLES 3 X 501, TWO PAIRS 3 X 501, TEAM GAME 1 X 701

Tuesday night Ladies league. PLAY: FOUR SINGLES 3 X 501, TWO PAIRS 3 X 501, TEAM GAME 1 X 701

10c. The winning margin e.g. 10 must be achieved before both captains can agree to end the game.

10d. The final of the knock out cup and plate will be held on neutral ground. The teams involved will be responsible for marking the match. A committee member will be in attendance for the beginning of the match but will not be expected to mark.

10e. The highest Shot out and any 180s scored during the Knock Cup / plate competitions will not count towards the end of season league trophies.

10f. All players must have played at least one league or one cup game to be eligible to play in the knock out cup/plate semi-finals and final. Any team who breaks this rule will be automatically eliminated from the competition.

RESULT SHEETS

11. Official result sheets with the match score and correct names of players are to be handed in to the Punchbowl (Tophill) or the Portland Social Club (Underhill) no later than 48 hours after a match has been played. Captains of the winning teams are responsible for handing in the result sheets.

For a trial period of Summer 2025 and Winter 2025/26 Leagues Captains can join a WhatsApp Group which will also allow them to submit result sheets electronically to the Fixtures Secretary. During the

trial period hard copies of results sheet must still be submitted to the designated venues within the stipulated timeframe as above

Late result sheets will result in the loss of 2 points from the winning team. Missing result sheets will be counted as late.

Captain's personal home telephone numbers or the home venue telephone number must be on the result sheet. These numbers will not be divulged to anyone else and will only be used by the committee when necessary for communication purposes.

11a. Home teams will be responsible for the completion of: the date, the division, team names, player names, scores, final score, captain's signature, phone number and any highest shot outs or 180's scored for both teams. The away team will be responsible ONLY for the completion of their own players' names and captain's signature and phone number. Any information missing from the result sheet will result in 1 point being deducted from the relevant team. Please see appendix 1 for a correctly filled in result sheet.

MATCH POSTPONEMENT/CANCELLATION/REARRANGEMENT

12. Any team needing to postpone a game should notify the opposing team at least 24 hours before the match. If less than 24 hours' notice is given, the non-offending team may claim the game.

If a game is to be rearranged, the non-offending team will, within 7 days, offer two dates to the offending team for the match to be played. The offending team will confirm acceptance of a date within 7 days of the offer. The game must be played by the date specified on the current fixture sheet. If either team then fails to fulfil the agreed fixture the team that can play (i.e. the new non-offending team) will claim the game.

12a. The committee will set a date for all games to be completed by. All rearranged matches must be played by this date.

12b. A team should not cancel two successive matches unless agreed in advance with the committee. If successive cancellations continue to happen then the team may be removed from the league for the remainder of that season.

12c. Teams will not be allowed to postpone league matches to play in miscellaneous cup or other league matches e.g. Weymouth super league or county. In this circumstance the committee will decide the outcome.

12d. MONDAY OPEN LEAGUE - If a game is "given away" in the first half of the season for any reason, the non-offending team will be awarded the winning margin (i.e. 14 points) and the 701. If a game in the second half of the season is "given away" for any reason, then the points obtained from the first half of the season or the winning margin (whichever is greater) will be awarded to the non-offending team, and the 701.

TUESDAY LADIES LEAGUE - If a game is "given away" in the first half of the season for any reason, the non-offending team will be awarded the winning margin (i.e. 10 points) and the 701. If a game in the second half of the season is "given away" for any reason, then the points obtained from the first half of the season or the winning margin (whichever is greater) will be awarded to the non-offending team, and the 701.

12e. Contact phone numbers will be given to every team captain, so they can rearrange matches with each other.

CHANGE OF VENUE

13. No team may change venue during a season unless there is a valid reason (i.e. closure of venue). The committee will need to sanction any move.

WITHDRAWAL FROM A LEAGUE

14. If a team withdraws from the league at any point in the season, then all games will be voided and all points concerning that team will be cancelled.

14b. A team that has withdrawn will automatically be relegated in the next comparable season.

14a. If a team has withdrawn, then players can NOT register for any other team within that season.

DISPUTE/COMPLAINT/OBJECTION

15. Teams wishing to raise any complaint or objection relating to any match game, must do so in writing, no later than 3 days after. The committee will then decide on appropriate action to help resolve any issues.

15a. Team/ Individual Conduct

In the first instance of an issue arising regarding poor behaviour, the landlord of the venue being complained about will be informed with a view to the landlord resolving the issue. If this cannot be resolved or a 2nd incident arises, then statements from the captains and the landlords of the venues involved will be submitted to the committee for further investigation.

15b. If individual players or teams are deemed to bring the league into disrepute or break the IOP darts rules, then the committee will take appropriate action. This may result in a ban, points deduction, or whatever the committee decide as fitting.

LEAGUE DIVISION DRAW

16. If at the end of a season a Division has two teams drawing for 1st place with each team having level points then the two drawing teams will be required to participate in a "play off" match at a neutral venue nominated by the Committee to determine the overall Division winner. The "play off" match will follow the normal format of that Divisions matches (pairs, singles and team game). All players participating in a "play off" match must be a registered for their team in the current League and have played a minimum of five league games prior to the "play off" match.

PRESENTATION NIGHT

17. Summer and winter league will have individual presentation nights. Finals and some semi-finals of pairs and singles competition will be held on this evening. Pubs and clubs who are registered for that season will be considered to become a host venue for presentation night, the venue will need access to a minimum of 2 boards and have access for entertainment and trophy presentation. The committee's decision on host venue will be final.

TROPHIES

18. On winning a perpetual trophy, it should be signed for upon receipt. Winning venues are responsible for the trophies' safekeeping. Trophies will be collected by a committee member prior to the next relevant season's presentation night. The trophies are to remain at the winning venue.

18a. In the event of a venue closing the perpetual trophy will be held by the committee.

18b. Perpetual trophies will be issued to the winning teams for each division.

18c. Perpetual Wooden spoons will be issued to teams that finish bottom of each division.

18d. The Ultimate Losers, Nick Green trophy will be awarded to the bottom team of the Open League lowest division

APPENDIX

ISLE OF PORTLAND DARTS LEAGUE – RESULTS SHEET		
MENS/WOMENS LEAGUE	Re-arranged Game Date:	
DATE: 16/1/1996	DIVISION: 1	<u>SCORE</u>
Home Team Name: THE BEATLES 'A'	Away Team Name: TAKE THAT	
J. LEHNON & P. MCAGNEY 1 st Pairs (Play all 3 x 301/501)		G. BARLOW & M. OWEN
R. STAR & G. HARRISON 2 nd Pairs (Play all 3 x 301/501)		H. DONALD & J. ORANGE
Singles (Play all 3 x 301/501)		
1. S. SUTCLIFFE	1. G. BARLOW	3-0
2. P. BEST	2. M. OWEN	2-1
3. B. EPSTEIN	3. H. DONALD	1-2
4. G. MARTIN	4. J. ORANGE	0-3
Team Game: 701		1-0
FINAL RESULT: 9-10		
Captains Signature & Home Tel no:		Captains Signature and Home Tel No:
825473		462311
J. LEHNON.		G. BARLOW.
Highest Shot Out:	180's	
G. MARTIN - 157	J. ORANGE	