



Maltby & District Invitation Darts League 2025-26

RULES

1. The board to be fixed so centre is 5ft. 8in. high.
2. Throw to be 9ft. 4½in. diagonally from bull to toe line (equivalent to 7ft. 6in. horizontally).
3. Toe line to be clearly marked and must be toed.
4. Team to consist of seven players.
5. 501 up, start and finish on a double, bull to count double 25, trebles to count when scoring.
6. All away darts.
7. Contestants for 7 games to be drawn for unless one (or both) teams have less than 7 players available. In this case the team with the most players available can select their "best" players to be in the draw, and then will gain the remaining points up to the number of players available. For example, if a team has only 5 players available, then the opposing team can select their 5 best players to be in the draw. If this team has 7 players, then they will start the match 2-0 up, but if they only have 6 players available, then they would start the match 1-0 up, with only 6 points gained during that match (you cannot gain a point if you do not have a player available). Only the League Chairman and League Secretary can change the aforementioned format of the League. Games to start at 8:45 pm. Draw to take place at 8:40 pm or before. All players in the draw must be present at the time of the draw or they forfeit the game. The order of play is at the discretion of the home team captain. Only the League Chairman and Secretary can change the format of the League.
8. No darts may be re-thrown, only points remaining in the board at the time of retrieval to count.
9. A "throw" means three darts.
10. No player is allowed to play for more than one team in this League.
11. No transfers.
12. Protests against playing conditions must be made to the respective captains, and should be settled by them before play commences, as playing of a match presumes conditions are satisfactory.
13. Any other protests concerning matches must be made in writing to the League Secretary within seven days of the match being played.
14. Home team to send in result to the League Secretary by e-mail or SMS text message.
15. Home team to provide marker, away team to referee. Scoring by subtraction method (chalk and board, or marker pen and white board, or electronic scoreboard), so that number scored and number required for game is always shown. Board to be fixed and visible to all players. Referee is in complete control of the game and his decision is final. Team captains are responsible for the decorum of their players.
16. Registration up until 30th September and number of players are unlimited.
17. Registration fee £40 per team irrespective of the number of players.
18. Any team playing an unregistered player will forfeit all points for the match and can be disqualified from the League.
19. All League matches to be played on Thursdays.
20. All players registering do so on the understanding that they agree to abide by these rules.
21. Annual trophies to be awarded to winners and runners up for the League, cup competitions, and highest finish during the season. Trophies to be returned at least one month before Finals Night.
22. Unlimited entries can be made for the following cup competitions; individuals, pairs, triples and four-man competitions. Entries to be handed in on the date decided by the League Secretary. All charged at £2 per entry.
23. The Committee is in complete charge of this League and have the power to add to, or alter any of the rules. The "Committee" consists of a representative from each registered team at the time of voting.
24. Any team that does not have a representative present at any League Meetings will be levied with a fine of £5, apologies or any other reasons will not be accepted in mitigation against this fine. Failure to send a representative to two League Meetings during any one season will require re-election to the League the following season. The final decision to take this step will be at the discretion of the three League Officials.
25. The board to be declared open at 8:15pm and that when two players are named and called to the board, they are the only players at the board.
26. Unlimited number of County players can be registered (as indicated on the Registration Form). However, only 2 County players may be selected to play in any one League game at a time, 2 can be entered into the 7-man and 4-man competitions, and 1 in the triples and pairs competitions. All players can enter the individual's competition. The term "County" means having played for the County during the past two years from this season's AGM. Any Team members selected for the County after the season has started do not figure in the ruling until the following season.
27. For all chargeable competitions, fees must be handed in at the time of handing in entry forms, otherwise entries become void.
28. Any team cancelling a match will forfeit all points. No matches can be re-arranged.
29. Amendments or additions to League Rules must be submitted in writing to the League Secretary before the start of the AGM. These proposed changes will be discussed at the AGM, and left for consideration until Meeting No. 1 two weeks later, whereupon a vote will be taken to decide the outcome of the proposed rule changes. In the event of a voting tie, the League Chairman will have the casting vote. No further changes can be included during Meeting No.1 and any failed rule proposals cannot be re-proposed for 3 years.
30. League Table positions will be decided based upon the following. The highest total points, followed by the least number of games played, followed by the highest number of wins, then the highest away points.
31. For all cup competitions, once the draw has been posted to the Web Site, no substitutions are allowed under any circumstance.
32. Players from teams that drop out of the League may sign for another team with immediate effect.