**Harlow & District Premier Darts League**

 web site: [www.harlowdarts.co.uk](http://www.harlowdarts.co.uk) Facebook: Harlow Premier Darts League e-mail: grahamgtanner@ntlworld.com

 **RULES 2025-2026**

 **Amended or New Rules Printed in Red**

1. Teams must be represented at ALL meetings. All members from previous season are entitled to attend, speak, make proposals and amendments etc. at the Annual General Meeting. At no meeting, including the Annual General Meeting, ar e teams entitled to more than one vote per team. Existing member teams not represented at the Annual General Meeting may be excluded from the league for the ensuing season. Fines for teams not represented at meetings will be decided by the committee dependent on circumstances but covered by Rule 30.
2. Committee members are entitled to vote on all matters at all meetings, having one vote per committee member. The Chairman is only allowed to vote when a casting vote is required. In the event of a committee member standing in for the Chairman in, the individual concerned will only be allowed to vote as the Chairman.
3. Teams from the previous seasons League represented at the Annual General Meeting will reform the League for the ensuing season. Those members will then decide what number of teams will formulate the League for the ensuing season. If any vacancies occur, new team membership applications will be considered strictly in the order in which they were received. If there are any team vacancies after the Annual General Meeting the committee will be given licence to attempt to fill these vacancies.
4. New teams accepted into membership of the League at the Annual General Meeting can only vote on matters discussed, after they have been elected into the League.
5. League entrance fee for teams is £60.00 but may be reviewed and amended at the Annual General Meeting.
6. LEAGUE MATCH FORMAT / RULES

In all games Captains select players who will play in the order of Captain’s selection.

BOTH Captains must write teams on board at the same time

League matches shall consist of **TWELVE** games, the winners of each game being awarded one point, a total of **TWELVE** points being played for in each match. League match format is as follows and to be played in the following order:

**1 FOUR** One game with two teams of four players from each side play one leg x 801

 Winners receive 1 point.

**2 THREES** Two games with two teams of three players from each side play best of 3 legs x 701.

 Winning teams receive 1 point each game.

**3 PAIRS** Three games with three teams of two players from each side play best of 3 legs x 601.

 Captain to select 6 players in three teams of two.

 3 points to be played for, winning pairs receive 1 point each game

**6 SINGLES** Six games of singles play 1 leg x 501. Captains to select 6 players as singles.

 6 points to be played for, winning players receive 1 point each game

**Away team throws First in Game 1, then 1st throw alternates through remaining matches**

**MINIMUM OF FOUR PLAYERS REQUIRED TO PLAY EACH MATCH**

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In the event of team only having **FIVE** players present

FOUR Play as normal*,*

THREES Team with one player short forfeit last shot in second three

Last slot empty for team playing with five players

PAIRS Team with one player short play third pair 1 against 2 forfeiting every other shot

Team with one player short name five players to play

SINGLES Team playing with 5 players forfeit 1 single. Team with full side only name 5 players

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In the event of team only having **FOUR** players present

1 FOUR – Play as normal

1 THREE – Team with two players short forfeit one three

Both teams name three players to play

2 PAIRS – Team with two players short forfeit one pair

Both teams name four players to play

4 SINGLES Team playing with 4 players forfeit 2 singles.

 Both teams name four players to play

Forfeited points are awarded to the team with full side.

1. League matches to start at 8.30pm. Home team is responsible for open board being available before 8.00pm.
2. All League games will be straight start and finish on a double. Bullseye shall count as double 25. Away team throw first in first game (first triple), third game (first fours), fifth game (first pair) and seventh game (third pair). Home team throw first in second game (second triple), fourth game (second four), sixth game (second pair) and eighth game (fourth pair). When pairs are played, best of three legs, first throw in first leg is as previously stated, second leg, (and when third leg is necessary), first throw alternates.
3. All matches shall be played on match quality dartboards. Both Captains to agree board and oche are up to required standards before match commences. The condition and availability of the venue and match board quality is the responsibility of the home team, not the management of the venue.
4. The throwers feet must be no closer than 7’ 9¼” from the front of the dartboard at floor level. The centre of the bullseye must be 5’ 8” up from the floor. Raised oches must always be used.

1. Cancellation of matches is not permitted. In the event of a team failing to field a minimum number of players to play a match It is the responsibility of that team to rearrange that match before the end of the season and inform league secretary of any such situation. If there are any free weeks in the league calendar these dates must be utilised. In the event the match cannot be played the league committee will make final decision on how the points are awarded giving the team that did not cancel the match preferential consideration where appropriate
2. TRANSFERS: Requests for transfers must be lodged with the committee through League Secretary. The committee will consider any such request on its individual merits with the main criteria being it should be to the benefit of the league and its members. Once approved any such transfer will require a fee of £5.00 to be paid.
3. League committee will consist of a Chairman, Secretary and Treasurer.
4. **RESULT CARDS:** All players present names must be written on result card by Captain whether they play or not. It is not necessary for players to personally sign result card. The HOME team is responsible for ensuring match result card is available for completion at the match and the League Secretary receives the completed card no later than the Wednesday following the date of the match. The HOME team is responsible for telephoning or texting match result to Result Secretary on 078858 00741 before the end of the day following the match. Alternatively, Secretary must have result card delivered to his address within the same period. Late telephoned results and delivery of result cards are subject to fines Rule 30.
5. Teams can sign on new players at any time during the season by advance notice to league secretary or alternatively by informing any committee member before the start of any match, This can be done in person, by phone or text. New players details can be written on result card. There is no cost for signing additional players.
6. The league committee have total control over discipline within the league. The committee have the right to fine and/or cancel registration of any offenders and refuse them participation in any league run event.
7. In the event of a team leaving the League before they have completed the first half of its seasons fixtures, all points played for involving that team will be deducted. In the event of a team leaving the League during the second half of the season having fully completed first half of seasons matches, only points played for involving that team in the second half will be cancelled. Relevant points played for in the first half of that season will stand.
8. The home team is responsible for supplying callers and chalkers. The caller shall be the only person allowed to inform the thrower what has been scored or what is left. This information shall only be given at the throwers request. The away Captain has the right to request a change in caller or chalker, or both, providing he can give adequate reasons to the home Captain
9. A minimum number of **EIGHT** players are required to sign for a team at the start of a season before the team registration form can be accepted.
10. Any team holding trophies belonging to the League are responsible for their well being and upkeep. Any loss, damage or replacement of League property shall be paid for in full (at prices prevailing at the time), by the team responsible. No team or player shall be allowed to keep any League perpetual trophy permanently.
11. The committee shall be allowed to override League rules where, through unforeseen circumstances, strict adhesion to the rules could be deemed detrimental to the League.
12. Prizes given by the League will be trophies, giftware and or cash at the discretion of the committee.
13. League Winners and Runners Up, Team Knockout Winners and Runners Up, Knockout Eights Winners and Runners Up will be awarded eight trophy/prizes per team. Knockout Fours Winners and Runners Up will be awarded five trophy prizes per team. Knockout Triples Winners and Runners Ups will be awarded four trophy/prizes per team. The League will endeavour to obtain additional trophy/prizes for any team requiring them but relative costs must be borne by teams requiring them.
14. The use of electronic scoreboards as the sole method of recording scores in any match connected with the league is strictly forbidden.
15. Trophies will be given to the season’s highest finisher and the scorer of the most 180’s. Only League matches will be considered for the aforementioned awards. Players will only be considered for these awards if the relevant scores are recorded in the appropriate space provided on the match result card.
16. Teams are responsible for the behaviour of their members and supporters.
17. Fines for breach of League rules shall be a minimum of £5.00 and a maximum of £10.00. The committee shall decide what amount fines shall be. Perpetual offences from the same player/team will result in the offender/s expulsion from the League.
18. In the event of any League match being abandoned the points played for at the time will stand. The committee will decide whether the remaining points will be played for or awarded and to whom.
19. Any Player/Team owing money to the League (including fines) will be barred from participating in any League run event and not be allowed to rejoin the League until such time any money owed is paid.
20. Callers and Chalkers of any game are not allowed to drink on the oche whilst a game is in progress
21. The committee will be allowed to co-op individuals on to the committee whenever they consider the need arises.
22. Venues of teams joining the league must allow players of all ages into their premises to participate in any league match or competition run by the league.
23. Any complaints from teams or members must be put in writing and submitted to the league secretary. Complaints will then be investigated by league committee and appropriate action will be taken.
24. There will be a Disciplinary Committee made up from three league members which must be from three different teams. Secretary will forward any disciplinary issues to the said committee who will investigate the issue and report back to the league secretary with their decision and any penalties they wish to impose. League secretary will advise teams/members involved. In a case where any disciplinary case involves one of the committees own team, that member will step down from the investigation. In that case should there be a split decision between the two remaining committee members the league chairman will make the deciding vote.
25. There will be a secondary league made up from those teams that finished in the bottom half of the league in the preceding season league. Points for this league will be awarded from those won in main league matches but only when said teams are playing each other. Trophies will be awarded to winners and runners up of this league which will be known as the Sub League

**KNOCKOUT RULES**

**Bull for First Throw:** In all knockouts players will throw for bullseye to establish who throws first . Once first throw is established, teams/players will take alternate turns for first throw in each leg from then onwards. Player/Team named first in draw will take first throw at bullseye. Second player may request first dart to be removed if in semi-centre or bullseye. In the event of drawn throw, players will take alternate turns at first throw until decided. All knock-out games are straight start and double finish.

Teams may not compete in any knockout with less than the

 required number of players for that particular event.

If in the case of multi player knock-outs a team is short of a players to make a team, league registered players from other teams may be invited to play as a guest subject to that person having qualified for entry to the knockouts by virtue of having played the requisite number of league matches for that season

**Knock-Out Qualification:** Players not having signed result cards for at least 40% of League matches will only be allowed to enter end of season knockout competitions by permission of the committee. Team Secretaries of players in this position must apply to League committee for this dispensation. Exact number of card signings will be announced during league season once total number of teams in the league is confirmed. Any signed on player can play in mid season knockouts.

**Calling & Chalking:** Where practical in multi-teams/ player Knockouts, chalkers for first games of night will be nominated from last teams/players drawn out. After first games, losers will chalk following games. Teams/Players not fulfilling their calling/chalking obligations will be fined £5.00 per player for each offence and barred from playing that event in the next season they play in the League. Players/Teams owing fines or money to the league are exempt from all league run events until outstanding debts are paid in full.

**Committee Discretion:** The committee has the discretion to vary and or amend the format of any knockout to suit the situation on the night. This may relate to the time available and/or the venue being used. Should this be necessary all possible care will be taken to avoid there being any disadvantage to any team or players involved.

**Knock-out Entrances:** All entrants into Knock-out competitions with the exception of mixed pairs must be from league registered players. If on the night of multi-team knock-outs a team is short of the number of players to play in a competition, surplus team members may be recruited as a guests to make up the team number. Any guest player must be a registered member of a team in the league and have attended the requisite number of league matches to qualify to play in end of season knockouts. Any signed-on member can play in mid-season knockouts.

**Team Knockout:**  A minimum number of SIX players are required to play the Team Knockout. The match will be the best of 3 legs x 701 Captains will write SIX players up on the board. The first three from each side will play each other followed by the second three from each side playing each other. Players will throw in the order the captain has selected them. There is **NOT** a card draw for this competition. If a team wins the first two legs the match will be over a 2-0 win to the victors. If after the second leg the score is 1-1 a third leg of 701 will be played.

If a third leg is necessary captains must select a team of three from the names already on the board.

A team may make multiple entries in Team Knockout. Playing teams will supply one official each, caller and chalker. League trophies and individual trophy/prizes will be awarded to winners and runners up. There will be one draw over the whole league. **Entrance Fee will be £6.00 per team.**

**TEAM KNOCKOUT**

This is the comp that is on one of our KO Dates at GPCA

Originally Straight 8’s best of 3 leg 1001

Then changed to first to win two legs/games teams of three

1 x Single Best of 3 legs x 501 = 1 Point

1 x Pair Best of 3 legs x 601 = 2 Points

! x Three Best of 3 legs x 701 = 3 Points

If at this point the score is 3-3 play 1 leg of all 6 players x 801 to decide winner

**Teams are chosen by random draw**

Captains names 6 players or more and they are drawn from the hat

If more than six players are named only the first six play, the others lose out, but

may be included for selection in following matches if the team progresses to next round

Players selected play in the order they are drawn for the whole match

Playing order stays the same if the six is needed

**MATCH PLAY - TEAM ROUND ROBIN**

Matches to be played in two randomly drawn groups A & B. Teams in each group will play each other once only.

Each match will be played for 18 points. Match will be 9 pairs x 2 legs and all points to be played for

Three groups of three pairs will play each other 2 legs of 601. Names to be put up in groups of 3 pairs at a time.

Playing pairs will be changed after each group of three. Players may play in all groups of three but only once in each group. Individual players must not play with the same partner more than once,

Alternatively, different players may be brought in for each set of three pairs.

First Players name on the board throws for bullseye then first throw alternates throughout the whole match

Marking and calling is shared between both teams. Winners of each group will play off for competition winner

**No Entrance Fee as included in League Entrance Fee**

**Fours:** Best of three legs x 801 straight start and double finish. Teams may make as many entries in the fours as they wish, and may register up to a maximum of six players from which four may be selected to play any three leg match. Players may not be changed between legs of any match. Losing team are responsible for chalking the following match. League trophies and individual trophy/prizes will be awarded to winners and runners-up.

**Entrance Fee £4.00 per Four.**

**Threes:** Each match will be the best of three legs x 701. Teams may make as many entries in the threes as they wish, and may register up to a maximum of four players per team from which three may be selected to play any three leg match. Players may not be changed between legs of any one match. Losing team’s are responsible for chalking the following match. League trophies and individual trophy/prizes will be awarded to winners and runners up. **Entrance Fee will be £6.00 per Three.**

**3-2-1 KO:** Team consists of 3 players.Each match to be played (1 game 3v3 x 1 leg x 701) – (1 game 2v2 x 1 leg x 601) – (1 game 1v1 1 leg x 501). Names for the whole match to be written on board before each match starts 1 team of three, 1 pair and 1 single. That playing order cannot be changed between legs. No player may be named more than twice. **Entrance fee £6.00 per team.**

**Pairs:** Best of three legs x 601 straight start and double finish in all rounds up to and including the quarter final (last eight). The semi final and the final will be best of five legs. Teams may enter as many pairs as they wish. Only two players may be registered for any one pair, reserves are not permitted. Losing pair are responsible for chalking the following match. League trophies and individual trophy prizes are awarded to winners and runners up.

**Entrance Fee will be £4.00 per pair.**

**Mixed Pairs:** Best of three legs x 501 straight start and double finish. Mixed pairs may be formulated with both players being members of the League or one League member and one guest. Teams may enter as many mixed pairs as they wish. Only two players may be registered to play in any one mixed pair, reserves are not allowed. Losing pair are responsible for chalking following match. There are no League trophies for this competition. Individual trophy/prizes will be awarded to winners and runners up. **Entrance Fee will be £4.00 per pair.**

**Singles:** Best of five legs x 501 straight start and double finish in all rounds up to Semi Final and Final which will be best of seven legs. Teams may enter as many singles as they wish. Losing player is responsible for chalking the following match. League trophies and individual trophy prizes will be awarded to the winner and runner up. **Entrance Fee will be £2.00 per player.** This entrance fee will include entrance into the singles plate competition.

**Singles Plate:** Entrance will be optional to all players who have lost their first game in the singles knockout. Entrance fee for plate competition has been paid by virtue of fees paid to enter Singles knockout. Players must register their request to be included in plate competition if they lose in their first game of singles competition. The Plate competition will begin as soon as is reasonably possible. This may mean starting on the second week of the competition. This decision will be made on the night by the committee and will depend on number of entrants in main singles event and state of progress. Plate competition will be best of 3 legs x 501 up to the semi-final and the final which will be best of 5 legs.

**Licensees and Officials:** Team Secretaries, Captains, Vice-Captains, League Committee and one Landlord/Landlady /Licensee/ Steward from each of the venues used by registered teams qualify for entrance in this competition. No substitutes are allowed. Team Secretaries, Captains and Vice Captains must be as listed on League registration forms. Playing format for this competition will be decided on the night of competition. Losing player is responsible for chalking the following match. **Entrance Fee £2.00 per player.**

**Under 19’s** Competition will be open to all league registered members under the age of 19 years on the date of the first league match of the season. Best of three legs x 501 straight start and double finish in all rounds up to and including the quarter final (last eight). The semi final and the final will be best of five legs. Teams may enter as many players as they wish. Losing player is responsible for chalking the following match. Individual trophy prizes will be awarded to winners and runners up. **Entrance Fee £2.00 per player.**

**Ladies:** This will be a singles K.O open to all registered Female members of the league. Matches will be best of three legs x 501 straight start and double finish. They committee will consider increasing Semi-final and Final matches to best of five legs, dependent on time available on the nigh. Losing player is responsible for chalking the following match. League trophies and individual trophies will be awarded to the winner and runner up. **Entrance Fee £2.00 per player.**

**Over 50’s:** This competition will be open to all registered league members who are 50 years old or over on the night the competition is played. The format for this competition will be decided by the committee on the night of the competition dependent on the number of entrants. **Entrance Fee £2.00 per player.**

**High Flyers Knockout:** This competitionwill be open to all players who have scored a 180 or recorded a 100 or 100+ outshot during the season’s league **and knock-out matches that have been played up to the date the competition is played.** These scores must be recorded on result cards in the spaces provided to be eligible **or recorded to the control table on the night of multi team knockouts**. Match format will be decided on the night dependent on number of entries. **Entrance fee £2.00 per player**.

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**Christmas Charity Night:** When possible the league will run a charity competition on the closest possible Friday night during the Christmas break. The competition format will be decided on the night. All entrance monies will be paid on the night and go straight to the current season’s charity fund.