

League Rules (updated March 2026)

General League Rules

1. All teams must register with the league.
2. Registration Fee is set for each season and fees must be paid in full at the EGM/AGM. Failure to pay fees at this time may result in the team being excluded from the forthcoming season.
3. Registration forms must be filled in correctly and posted on the WhatsApp discussion/captains' group.
4. No new players can register after the halfway stage of season.
5. No player is allowed to play for more than one team in a season unless their team pulls out of the league before the halfway point.
6. No team is allowed to change venue without Committee approval, and new venue, if acceptable, must be checked for suitability (Oche/Board/Lighting etc) by Committee prior to being accepted. All venues need to be in the league catchment area of The Dengie hundred/Maldon/Woodham Ferrers
- 6b. New and existing venues must be made available if required or on receipt of a complaint, to be checked for suitable and accurate oche measurement and lighting etc.

7. Match Format-

Division 1 & 2

2 x Trios, 1 leg 701

3 x Pairs, 1 leg 601

6 x Singles 1 leg 501

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1 x captains 1 leg 501

1 Point is available for each game 18 points in total including captain's point.

Captains game to be played by the captain, if the captain is unavailable then the vice captain can play this game. No other player to play this game. Should neither captain or vice be available, the point will go to the opposition.

7b. 180s and 100+ shotouts and -20 dart legs which are hit in the captains will now count as normal.

All games are straight start finishing on a double or bullseye.

8. **Away team** to start **first** then alternate until the captains and away captain will throw first in captains' game. The home team lay their cards down 1st face down.
 9. Teams may select their Trios & Pairs but all match pairings must be decided by a blind draw by the opposing Captain. A team must field a minimum of 4 players. If four players are available then **the team with 6 players (home or away) will lay down 6 cards first**. The team with four players will cover any 4 cards and the two cards not covered receive an automatic win. This is the fairest method as it would not be fair to penalize the team that turned out with 6 players. You are not allowed to play with 3 or less players. A game cannot be postponed and if only 3 or less players are available on the night, a 11-0 win + captain's point will be awarded to the other team.
- A team fielding just 4 players may play 1 x trebles and 2 x pairs and 4 in each group of singles. 11 points are available and a win is still possible with just 4 players.
10. No player is allowed to play twice in the same section.

11. No matches to be called off. There are no postponements or re-arranged games allowed.

Postponements are no longer allowed.

It is advised that captains ensure they have adequate players to cover sickness or holidays etc. there are no exceptions to this rule which applies to all teams in all divisions.

12. At no time can double point games be played.

13. Each team to supply a good match board it must be at a height 5'8" to bulls eye and a **raised oche** at a distance of 7'9 1/4" to the board. The board must be suitably lit without shadows etc.

14. Chalk board or white board dry wipe board to be supplied for scoring and teams **MUST** use **competent chalkers**

15. The home board must be opened to away players for practice from **8.15pm** onwards. Matches should be started no later than **8.30** Teams arriving late – **Opponents can claim 1 trios if game not started by 8.45 and 2 x trios if games not started by 9pm.**

The Home Captain may call the visiting team to make the first Trios draw at 8.30 and only players in attendance and signed in may be added to this draw. A short delay may be allowed if a player is arriving shortly but this is at the discretion of the Home Captain only.

A player arriving after the draw has been completed cannot be added to that draw but may take part in any further draws for that match. There is no deadline for players to sign in but each player must be signed in before the following draw is made. (if a player signs on after the pairs draw has been completed, that player cannot be substituted into the pairs but will be able to be entered into both singles draws).

16a. (Updated Rule (2019). **Both team captains must post result sheet photos straight after each match and no later than the following day midday** following match. Any home team failing to notify result by the deadline will have TWO points removed from their total to include captain's point if relevant. Penalty will apply to a team not submitting a result in the form of a two point deduction. Notify results on League "WhatsApp = DHDL" best method is WhatsApp straight after match. It is recommended that each team allocates a player who would be responsible for notifying result although it is generally the captain's responsibility.

16c. Match result sheet must be made available to both teams from the home captain. This is the home captain's responsibility. This should be completed by all players prior to the start of the match. Failing to ensure the sheet is completed by both teams will constitute a 2 point deduction penalty. Note that every player should be signed on the sheet **BEFORE** being placed in the draw, you cannot place a player in a draw unless they are on site and available (**NOT ON THE WAY**).

17a. Complaints to be made in writing only and sent to League Secretary Or Chairman, Committee decisions are final.

Any player reported for bad behaviour or offensive or racist conduct will be barred from the league for following season. A life ban may be applied in more serious complaints, if upheld.

Complaints needs to be in writing (letter or email to Secretary) and where possible, should be made within 14 days of offence where at all possible, and may be submitted by any registered player.

Complaints received later than 14 days, depending on seriousness of complaint may still be actioned by Committee but may result in less action being able to be taken without a very good reason for delay.

17b. Any player bringing the game into disrepute by not respecting fellow players or that makes personal remarks in such a manner as to bring the league into disrepute will be subject to disciplinary action at the Committee's discretion and which may include limited suspension from the league or even a total ban.

17c. Postponement games. **THERE ARE NO POSTPONEMENTS.** Please give adequate notice if you have to cancel and both captains for non played matches **MUST** notify secretary stating which team actually cancelled, certainly within 24 hours.

17d. In the event of extreme weather causing unsafe travel for the majority of teams, a blanket cancellation of all fixtures for that day will apply and a 0-0 result entered. If only one or two teams are affected, the committee will determine what action is required and their decision is final. We will not put our teams or players safety at undue risk.

The committee will use comments and suggestions from as many captains as we can make contact with on the day and will make a decision based on those. Teams able to travel may play the fixture but it will be as friendly with no points given, if a match ban has been issued. There are no bad weather weeks available in the Summer league.

18. Any team that drops out after season has started may not be invited back. Team fees are not refundable.

19. Captains Cup. In the event of a draw at the end of the season, a play off will be done on finals night (format best of 3 x 501) however if any of the captains games were played by the vice, or were awarded through a cancelled game, these games be not counted in the event of a draw. This includes all captains' games played by the vice or captains points awarded through a cancelled game.

20. A mid-season Captains' meeting may be held if deemed necessary. If captains want a meeting, post it on the captains' chat and put it to a vote if to have one.

21. Only players aged **14** and above may play in this league. Any players who join teams and are under **14** will have all their points deducted and disciplinary action may be taken against the team. Individual venues have the final decision over the minimum ages for their venues (listed on the website)

22. All team and individual trophies or shields that are presented for display in venue are, and remain the property of the Dengie Hundred Invitation League. They must be displayed and kept in good condition. They must be available for collection at the end of term. All trophies must be returned immediately should a venue leave the league. Damage to trophies or loss/failure to return on request will result in that team/venue being charged for replacement of outstanding trophies/shields.

23. The Committee have the authority to enforce rules and any decisions made by the committee are final.

24. In order to take part in the end of season knockouts, a player must have taken part and played in at least 5 fixture matches and have been entered on results sheets for those occasions.

25. Both Summer and Winter Seasons will commence with an AGM as they are run separately. No EGM but Committee generally will stand for 12 Months and may stand down at the Winter AGM

In some extreme circumstances, it might become necessary for a rule to be lifted or modified to ensure fairness in certain situations. This isn't done lightly but is a right reserved based on a joint committee decision that where possible is discussed with team captains.

Knockout Rules

End of Season Competitions Players **MUST** have played at least **5** league games and appear on the result sheets, to qualify for the knockouts as per league rules. (NO EXCEPTIONS)

The Home team for selected knockout venues should be prepared to organise the draw and report the results after the match as well as notifying the Landlord, IF a committee member isn't available on the night. The Sheets required can be downloaded from the website.

All boards within the league should have adequate lighting and a raised oche and the board should be in good condition.

A volunteer chalker will be required to start the first game and from then on, the loser (or one of the losers in the event it's a pairs or trios) should stay to chalk the following game. If you don't stay and chalk the following game (if required) you will not be allowed to enter any other knockouts this season.

The draw should be a blind draw and 1st names(s) called for each round will be first to throw for the bullseye and winner will start 1st and 3rd legs.

The formats are as follows:

Where two boards are available, A single draw should be made with the next players on, being allocated the next free board. Players cannot select their own preferred board, since all throws vary somewhat, this is the fairest way to proceed.

- Trio's: Play down to the last 2 Trio's, with the last two playing in the Final on Finals night.
- Pairs: Play down to the last 4 pairs with the last four playing semi-finals and Final on Finals night.
- Singles: This is a two-venue event with each venue using two boards where possible. Play down to the last 2 singles at each venue – last four playing semi-finals and Final on Finals night.

Teams are required to distribute their players equally (or as near as) between the two venues in the Singles Knockout. If the team only has 2 players, they can go to one venue. If more than 2 players they should be split evenly across venues. There are no limits per team to the number of eligible players, pairs or trios that can be entered into the knockouts.

Venues are selected on suitability, such as space within the bar, parking, and compatible layout for viewing etc., not on their ranking in the league tables. Winning or coming runner up in your division does not guarantee a knockout venue. Teams that do not send players to away venues will not receive a knockout venue the following season. Venues that have been unsuitable or where complaints have been received repeatedly will not be offered a knockout. There is a shortage of two board venues within the league and venues that can provide 2 boards will be given priority where required.

A photo of both the draw and the results should be posted into the Whatsapp group as soon as practical after the event. Sheets for this can be found in the downloads section of the website

Knockout Cup Rules

- Play 6 singles, 3 pairs, 3 pairs, 6 singles (normal league format)
- 1st team to reach 10 points goes through. If the score reaches 9 all, each team has to nominate a player from their team to play a decider, best of 3 x 501.
- It would be considerate to complete all 18 legs

Please follow the below rules;

- Home team will throw for Bull 1st leg and the away team to chalk.
- The following leg the away team will throw first for the Bull and home team chalk and so on alternating through all games with the player throwing first for the Bull and the other team chalking that leg.

After each round, based on a pre-determined system draw at the AGM , the next round will be posted on the website. NOTE: When submitting the result, on the normal result sheet posted to the WhatsApp discussion group, please remember to submit the actual score when the 10th leg was won, NOT the 18 leg score.