ALBOX AND DISTRICT DARTS LEAGUE

RULES

Revision 5.2 June 2026

Last changes:

- Amendment to Rule 2, Bull up only once at the start of each game.

1. There will be one league with two divisions. All matches to be played on Tuesday night. The draw for the Singles will be done NO LATER than 8:15 pm and the match must start NO LATER than 8:30 pm. (The team responsible for a delay in either of the above, will forfeit the first game 2 legs to nil.) Both teams will put their five players down and the draw will take place to give the playing order. (Changes in the playing order will be allowed, after consultation between the Captains, prior to the draw being made, but if any player is not ready on the oche when their game is due, then they will forfeit the game two legs to nil.) At the end of the Singles games, as before, the Doubles pairs are put forward and the opposite Captain will draw a pairing and the playing order will be done. (As with the Singles and prior to the draw, changes in the playing order will be allowed, after consultation between the Captains.)

   Please note: The times 8:15 and 8:30 will be as per time shown, i.e. Clock, TV, etc., in the premises where the game is being played and not the captains devices. if either team has any complaint re the above, then their complaint should be noted by the opposing Captain and the games MUST be played. Any complaint MUST be put in writing to the Chairman within 24 hours of the game. The result must still be sent in by both Captains, with a note that the game(s) were claimed as per Rule 1. and the Chairman informed of any such events.

   Match format: Eight games consisting of five singles, three doubles, 501 double out, best of three. The center bull counts as a double finish. The overall winning team scores three points or in the case of a draw, one point will be awarded to each team. If teams have the same amount of points in the league table, their positions will be decided by 'games won' difference.

2. Starting the game. Home team Bull up, first & nearest the Bull Starts . Alternate player starts the second leg & if the game goes to a third leg, then the player that won the Bull & started the first leg, starts this leg (as we now don't Bull up again). In the doubles , if it goes to a third leg, then the 2nd player from the team that won the Bull up , starts followed by the 2nd player of the other team. Any team with less than six players , forfeits one game per player & the game is marked as a " two legs to nil " win. The Home team will provide a Chalker & the Away team a Checker if they so wish.

3. (Repealed) If the match is not started by 8:30 pm, the team responsible for the delay may be required to forfeit games. Start of competition must be no later than 8:30pm on the oche. This is not time to start practicing or to list team members or other similar delaying tactics.

4. The inability to field a full team for a scheduled match is not a valid reason to postpone a match. No captains should ask for or agree to postponement due to not having enough players. If a captain has a valid reason for postponement (bad weather, road closure etc.), contact the opposing captain as soon as possible. The rearranged match must be played before the end of that half of the season. If the captains are unable to agree on a rescheduled date, the chairman should be contacted immediately. NOTE: Cancellations

must be notified by 2 pm on Tuesday to avoid unnecessary travel or food preparation, failure to do so the secretary will deduct 3 points from the offending team.

5. The throwing pitch is to measure 7' 9 ¼ " (seven feet, nine and a quarter inches) THIS IS THE DISTANCE FROM THE SURFACE OF THE DART BOARD, NOT FROM THE WALL WHERE THE DARTBOARD IS MOUNTED, height from the floor to the centre of the bull, 5'8" (five feet, eight inches) and the hypotenuse 9'7" 2/5' (nine feet, seven inches and two fifths). Standard treble board is to be used of reasonable quality. Oche must be secured to the floor and be at least 1" (one inch) high. ADEQUATE LIGHTING SHOULD BE USED. Where possible at least two lights should be used to avoid shadows. - Raised oche will be enforced. - There is to be no intimidatory behavior on the oche and the opposing player should stand behind player on the oche.

6. This year the Knockout Cup and Plate competitions will be sponsored by the league and will be played during the season. All teams will be entered into the Knockout cup and the draw will be made for the Preliminary/1st round prior to the date set aside in the fixtures. All the teams will be notified of the draw.

7. There is a trophy for the highest finish in a league match. Both captains should make a record of the highest finish of the evening on the match night. The secretary should be advised of highest finish along with the results.

8. All results Including 180's and high checkouts must either be sent by e-mail or mobile telephone text message, by BOTH TEAMS by 10:00 am the following day to the following: ▪ albox180darts@gmail.com ▪ Mobile number for text messages is 665 28 68 40. (Also WhatsApp) The results will be posted on www.alboxdarts.com and also emailed to registered contacts. Note: Any Team that fail to comply with this rule, for whatever reason, will receive a Formal Warning. Further breaches by the same Team will result in that Team having Points Deducted as follows: 1st Time = 1 Point Deducted, 2nd Time = 2 Points Deducted., 3rd Time = 3 Points Deducted, and so on if necessary. TEAM CAPTAINS it is your responsibility and very important for the Smooth running of the League that this Rule is complied with.

9. Players are only allowed to move from one club to another once during the season. Whatever the reason for the move the committee must be notified of any such move.

10. A copy of these rules must be displayed in the bar during the match.

11. The Winners Trophies remain the property of the Albox Darts League and must be kept in a good, clean condition and returned to the committee when requested.

12. A list of telephone numbers and email addresses for every team will be issued with the new fixture list. The following information is required at registration for the new season: – A minimum of two contacts for each team including both emails and mobile numbers – Details of venue and telephone number of the venue

13. The registration fee is € 40 per team for the 2023-2024 season. This fee is non-refundable should a team pull out of the league after registering.

14. Under no circumstances will the league tolerate any violent, abusive or threatening behavior towards other players, spectators or host bars members. The committee will take disciplinary action against any person such committing the said offenses. Whose team players persistently any breach this rule will be disqualified from the league.

    It is ok to be having a bit of Banter and Fun with your own Players and with the Opposing Players, but it should be made quite clear that none of the above type of Behaviour is Acceptable. There Most Definitely should not be any Swearing of any sort or Derogatory Comments aimed at your own Players or any of the Opposing Players.

    There should be NO SHOUTING OUT TO YOUR PLAYERS AND TELLING THEM WHAT SCORE THEY HAVE LEFT OR HOW TO ACHIEVE IT. (This is not within the spirit of the game and is unfair to opposing players). If players are not sure of what score they have left, then they should ask the Chalker or Checker (if deployed) and they should tell them or write it on the Scoreboard, but not tell them how to achieve it. And Under no circumstances should a Chalker or Checker stop a player mid throw, if they have made a mistake and tell them how to rectify it. If a player makes a mistake then it is their responsibility to rectify it themselves and no one else's. If this happens then the Chalker or Checker can remind them of the score they have left (but not how to achieve it) at the end of that throw or prior to them commencing their next throw.

    In Doubles Games, Players are allowed to communicate with their partner in between Throws, but once a Player has thrown their 1st dart then the only people that they can communicate with are the Chalker or Checker and not their Doubles Partner.

    When a Player is throwing on the Oche, then other Players should be standing behind said Player and where possible not within their eyeline and they certainly should not be having a conversation with other people. The only people who should be in front of the Player throwing is the Chalker or Checker.

    Chalkers/Checkers should be standing as still as possible and definitely should not be drinking or talking to other people whilst a Player is throwing.

    This Rule is there to make sure that ALL PLAYERS have the same sporting chance to throw their best darts, uninterrupted and to have the same equal chance as their opponent(s).

    Any breaches of this Rule should be noted by the opposing Captain and the Chairperson informed in writing within 24hrs so that the committee can decide what action, if any is deemed necessary.

15. A copy of the accounts will be made available to captains at the end of the season.

16. It is the team's captains or their deputy's responsibility to communicate with all members of the team. This includes results, meeting minutes, the rules, fixture list and periodic notices. Individual team members have indicated that they have not been informed of competitions, rule changes etc.

17. Any New Team entering the Darts League will automatically be placed into the lowest division. The term "New Team" will apply to any Team that has not competed in the League before or who has competed but dropped out in a previous season and are applying to re-join or a Group of Players who break away from an existing Team, to form another Team (this rule will not apply to a Whole Team that moves from one venue to another, for whatever reason).

18. Each team will be allowed to Register up to 12 players prior to the Team Registration closing for the Winter League. Only registered players will be allowed to play official games in the League and in the Cup. New players may be added during the season or if a player completes a Player Move as per Rule 9, but only up to the maximum of 12 players. In either case, each new players details MUST be forwarded to the Committee and then added to that teams Player Registration before that player can play. A notification with the players name(s) will then be sent out to inform all teams.

19. Whenever there is more than one division, in the Winter League, the bottom two teams in Division 1 at the end of the season will be relegated to Division 2, and the top two teams in Division 2 at the end of the season, will be promoted to Division 1, for the next winter league.

    If there are three divisions, the same will apply: The bottom two teams in Division 2 at the end of the season will be relegated to Division 3, and the top two teams in Division 3 will be promoted to Division 2, for the next winter league.

    This rule will not apply to any summer league.