



HORNCHURCH & UPMINSTER DARTS LEAGUE

League Rules as of October 2026.

1. There will be one league meeting, the A.G.M at the end of the Summer league. Each team must have a representative attending the meetings. Any player registered within the team can represent the team, but each team are only eligible for one vote. Failure to attend will result in a 5-point deduction. Missing two consecutive meetings will result in the team being fined at the committee's discretion. The League Officials have the right to call an A.G.M, E.G.M, secretaries' or committee meeting at any time if required.
2. An entrance fee for both the winter and summer leagues will be £40 per team. There are no entry fees for any competitions other than £1.00 per player for the Joe Harvey Memorial.
3. All new teams' venues must be vetted by a league official, ideally prior to an AGM, or within 14 days. Before being notified if acceptance is granted the team will be informed as to what is expected of them, i.e. sportsmanship, a friendly environment, and compliance with league rules.
4. All new teams shall be placed at the foot of the divisions, the team shall pay all that season's fees, which are not refundable as a guarantee of their commitment to playing
5. At the end of each season, two teams will be relegated and two teams promoted from each division. However, the League officials reserve the right to adjust the balance of the divisions if required to do so, including promoting more than two teams and requesting a team to remain in a division.
6. The board shall be 5ft 8in (1.73metres) from the floor to the middle of the bullseye, and the throw 7ft 9.25inches (2.37 metres) OR 5ft 8inches (1.73 metres) from the floor to the middle of the bullseye, and 9ft 7.5inches (2.93 metres) from the bullseye to the oche, marked clearly with a raised oche, a chalk mark or tape on the floor is not acceptable. Players must stand behind the oche, they must not stand on it. Any player overstepping the oche will be warned by the caller, if this happens again the caller will be entitled to call "No Score". There must be no fruit machines, televisions, gaming, music machines or flashing images in the player's eyeline or within the playing area once on the oche. If an issue occurs, it must be flagged to both captains before the match starts. If the issue is not resolved prior to the start of the match, the result sheet must state, "played under protest", all details should be sent to the League Secretary within 7 days of the result sheet, detailing the situation.

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7. Both captains in a league game, or competition officials in competitions, should mutually agree that the board and conditions are satisfactory. Protests or objections of any kind in both league matches and competitions, including conditions of play (i.e. -quality board, lighting), should be noted on the result sheet as “played under protest”. Details of the situation should be sent to the League Secretary within 7 days explaining the situation.

8. Any club or players proven guilty of any breach of the rules will be brought before the committee. Any player referred to the committee for violent or disorderly conduct, or bringing the league into disrepute, will be required to explain their actions and may, at the discretion of the league officials, be banned from the league. The decision made by the committee will be final. A team’s behaviour is the responsibility of its captain.

9. Any team playing an unregistered player without getting prior authorisation will be deducted 10 points. Any team forging signatures of unattended players will be deducted 10 points. The league will decide if further action is needed.

10. In the event of a team dropping out of the League (or being expelled) in the first half of the season, all their results shall be null and void with all points being deducted.
If a team drops out (or is expelled) in the second half of the season, then their results for the first half will stand. Any results in the second half will be null and void with all points being deducted.

11. Teams must be registered prior to the start of the season. Teams will be notified of the latest date for registering, late registrations will only be allowed at the discretion of the committee.

12. Each player shall sign an official team registration sheet for the winter season and for the summer season. These names will be posted on the website against each team. They should be written on the sheet declaring which team they shall play for in the coming season. Any player signing in a false or assumed name shall be liable to suspension.

13. If a team has an underage player, it is their responsibility to contact the home venue/landlord to ensure that the player will be allowed into the venue—this is purely at the landlord’s discretion. The underage player must be accompanied by their parent or legal guardian.

14. No player shall sign for a team in the league if they have debts or liabilities to another team or the league itself.

All previous versions are not eligible for use.

15. Each team may register as many players as they wish. New players may only be signed on during the first half of the season unless agreed by the committee, no new players can play on the Thursday if they are not registered by 12:00pm the Tuesday before. The last time to do so will be the Tuesday before the end of the first half of the season, this is denoted by once every team has played all other teams in their division the first-time round. First and second halves of the season are denoted by fixture dates. New players or transfers during the season must be notified to the Chairman and League Secretary prior to their first game before being eligible to play. In all cases of players transferring, the league Chairman must be informed prior to playing. Transfers can only play in competitions if they have not previously played in any round for their previous club. Once the first round of any competition is played, the team must stay as it is for the rest of the competition with no changes to players.

16. No late signings will be permitted after the halfway stage of league fixtures unless there are extenuating circumstances, which would have to be agreed by the committee.

17. No player having signed for one club will be allowed to sign on or play for another club after the first match of the season unless they have not played for their original club or the team has dropped out of the League.

18. Any player not having played for their registered team may transfer, but notice is to be given to the committee.

19. The home team must chalk, and the away team must call in all league games. The use of electronic scorers, apps, or PC software systems is permitted, BUT THEY MUST SHOW MORE THAN ONE LINE OF BOTH TEAMS SCORES.

20. No call is to be made or information given except by the referee (the caller). If at the oche, the player should only ask the caller what is scored and what is left. Other players must not shout out what number or double to go for. The caller has the right to disqualify any player not observing this rule. All issues must be reported to the league committee at the time of the event and a note made on the game's result sheet. A disqualified player cannot take any further part in the match.

21. Three darts shall constitute a throw, all darts count under any circumstances. Should a flight fall out while being thrown, it shall count. Any protest as to the legality of a dart thrown should be made to the caller. All darts thrown at the dartboard will count, no loose darts are to be thrown. At no time must the darts be removed from the board before the score has been announced, the entry of point of the dart will decide the score.

22. All trophies that need to be returned should be returned to the chairman at the relevant meeting.

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23. To start a league match, the away team will throw first, the home team will throw first in the next game, so on throughout the match. If there is to be a deciding leg, then the team who went first will start the leg. The caller's decision shall be final. Method of play will be:

Winter League:

Two games of 3-a-side 601 best of 1 (one point for each game)

Three games of pairs 501 best of 3.

Six singles games best of 3 (Division 1:501) (Division 2: 501) (Division 3: 401)

Summer League:

Two games of 3-a-side 601 best of 1 (one point for each game)

Three games of pairs 501 best of 3.

Six singles games best of 3 (Division 1:501) (Division 2: 501) (Division 3: 401)

Enabling a team to score a maximum of 11 points. The winning team will receive 2 bonus points. The order will be decided by the team captain's draw at the start of the match, this can be name cards, or names written on pieces of paper.

24. Names of competitors must be recorded on a board by 8:30pm, and play is to start at approximately that time. Open board to be declared at 8:15pm.

Any players arriving past 21:00hrs must have the oppositions approval to take part.

25. Each team must have at least 4 players to constitute a match. If a team only has 5 players, they are permitted to play 2 players against 3, missing a turn each time. For pairs, the same applies; the player who is on their own misses a turn each time. If a team only has 4 players, the captain is allowed to play either of the following ways: play three in the first 3's game and forfeit the second game, or play two in the first game and two in the second game, with the opposition getting back-to-back throws with their second and third players.

OR

If a team only have 4 players, the captain is allowed to play either 3 in the 3's and forfeit the second game of 3's, or play 2v3 in both games of 3 a side to have a chance of winning both points, missing a throw.

The Captain is allowed to play 2 players a piece in the first 2 games of pairs, and forfeit the 3rd pair, or they can blind draw all 3 and have 2 in one pair and 1 in each of the remaining games of pairs with the captain choosing the 2 lone players he wishes to play in the pairs, missing a throw. This is down to the captain's discretion. If a full team are playing again less than 6 players it is down to the captain with the captain choosing the 2 lone players he wishes to play in the pairs who they wish to play in each section, the draw should not constitute all players, captains' discretion.

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26. Teams must give at least 24 hours' notice to cancel a match and inform the league and opposition. Any games postponed with insufficient notice will result in a 4-point deduction. Failure to turn up without notice will result in a 10-point deduction. The team that has had the cancellation against them will receive average points (minimum of 6) plus the 2 bonus points. If it is the away team, they will also be liable for the cost of any food provided. Teams will only be able to postpone a maximum of 1 game per season without being penalised, which should be played in the spare week. Teams cancelling 2 games will have 4 points deducted; 3 games cancelled will result in a further 8-point deduction; 4 games will result in the team being removed from the League at the discretion of the committee. If a team has had 2 or more games cancelled against them and does not have spare weeks to play them, the cancelling team will lose all points, and the opposing team will receive average points (minimum 6) plus the 2 bonus points.

27. The winning team must send their result sheet in by 10:00pm the following day. Result sheets can be sent via WhatsApp or email. The results sheet is kept by the home team and can be handed in at meetings. Late results will result in a 4-point deduction.

28. Result sheets must have the players full names and signed before the match starts (no nicknames). Players must be in attendance when the draw is done. Names must be legible. Any lost or missing sheets will result in a 2-point deduction per sheet. Maximums and high finishes will only be counted if confirmed on the sheet and the player has signed their attendance. 100 and over consists of a high finish.

29. Winners and runners-up of the league will be entitled to 8 trophies. If extras are required, the secretary should be informed, and a deposit will be required (amount to be decided by the secretary).

30. All K.O. finals are to be played over the best of 5 legs unless notified otherwise.

31. Players must attend 50% of league matches to qualify for competitions. Attendance is governed by the signed result sheets. The League Secretary will keep a log of all players' attendance and will issue a record of who is eligible to play in competitions in the week prior to them taking place.

32. Players names that are on the result sheet but do not turn up must have their names crossed out captains are to sign to confirm this has been done.

33. Teams not completing the fixture list will be banned from the League for the next season (either Summer or Winter), unless there are extenuating circumstances. If they wish to rejoin after that, it will be put to a vote before acceptance.

34. In the event of a tie at the end of the season, the result will be decided by countback. If the teams are still level, a playoff will be played at a neutral venue.

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35. Players in competitions who lose and do not chalk the next game will be banned from future competitions. Players can ask somebody to do it for them, but there must be no delays.

36. Sandwiches/food for the winter league are expected to be provided for the summer league, this remains optional.

37. The committee reserve the right to amend the leagues structure in keeping with the league's progression and changes.

38. There will be 2 spare weeks at the end of the season to play rescheduled games. the first game rescheduled should be played in spare week 1.