

Chester & District Darts League

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LEAGUE COMPETITION RULES

1. All competitions shall be governed by the Committee as defined in the Constitutional Rules
2. Any singles player shall be eligible to play in one of the doubles games. No player to play more than twice in each match. All games to finish with the strict double required to make up 501 or 701, and if, during the course of the throw, the number required for the game is exceeded, the throw ceases, and no account is taken of the score obtained during that throw.
3. The inner bull (50) to count as a double, (25) the outer bull.
4. The checker of any individual game is solely in charge of games he checks, and scores will be by subtraction method.
5. A throw consists of three darts, and any type of darts may be used. Should the flight of the dart become loose or detached whilst being thrown, it shall constitute a throw. A dart must travel 4 foot 6 inches to constitute a throw.
6. All dartboards used in League matches shall be of a standard design, adequately illuminated, and fastened so that the centre of the bull is 5 feet 8 inches high. The throwing distance being 7 feet 9 & one-quarter inches from the face of the board measured horizontally. The toe line shall be plainly marked and shall not be less than 18 inches long. A player wishing to throw a dart from a point either side of the oche must keep his feet behind an imaginary straight line extending on either side of the oche.
7. It is permissible to inform a player, if asked, the number he requires but he must not be told how to get it (i.e. he would be told "40" not "double 20").
8. In the event of a player throwing an arrow or arrows after "busting" he shall forfeit the game, result opponent 501.
9. If a player touches any dart, which is in the dartboard, during a throw, then that throw shall be deemed to have been competed.
10. If a dart falls out before the checker calls the score it does not count. Only darts actually touching the board or in the board are counted when the score is announced. If a dart falls out after the score has been called, it does count. If a dart knocks another one out, the fallen dart does not count.
11. If a dart is resting on the top of another dart or darts, the point of such dart must actually be touching the board to score the number it is pointing to, otherwise it scores nothing. A dart or darts "on top" fails to score and likewise three darts "on top" is not game. Note: the point touching the wire does not count.
12. Any darts mistakenly thrown by a player after scoring the required double shall not be counted, as the dart scoring the required double concludes the game.
13. All perpetual trophies shall remain the property of the Chester & District Darts League, and shall be held by the winning players for a season, at the pub or club for which they play. They shall be returned to the League when requested in a good and clean condition. Any club failing to do this may be charged with the repair bill. In the event of two or more clubs with an equal number of points, a play off will decide.
14. A three-way play off will be decided under Super League rules. A copy of these rules may be obtained from the League Secretary.
15. Players registered for the doubles & singles competitions may only change in the first round whether they play or draw a bye. **Only players partaking in the League before the draw takes place are eligible for entry to competitions.**
16. A game shot called by the checker is valid, only if the darts thrown achieve the required finish, and remain in the board until retrieved by the player at the time game shot is called.
17. If a game shot called by the checker is declared invalid, and then the player shall have the right to continue his throw, which is in progress, in an attempt to achieve the required finish.
18. If, as a result of the error declared in 17, the player has retrieved a dart or darts, then the checker shall replace the dart or darts in as near as is practicable, the same position or positions and then invite the player to complete his throw.
19. The Committee is the sole interpreters of these rules, and from their decision there will be no appeal. The Committee shall deal with any matter not referred to in these rules.
20. The Committee reserves the right to add to, or amend any rule at any time.