

SOMERCOTES & DISTRICT DARTS & DOMINOES LEAGUE

RULES FOR 2026 SEASON

1. The name of the league shall be the “Somercotes & District Darts & Dominoes League”.
2. All meetings of the League will be held on the dates indicated on the Fixture sheet, at 8pm Prompt start. Venues will be advised by the League Secretary.
Clubs not represented at meetings.
First Meeting Missed - FINE **£ 5.00.**
Second Meeting Missed – FINE **£ 10.00.**
Subsequent Meetings Missed – Fine Increases by **£ 5.00** Each Time.
3. Annual subscription to the League will be £60.00 per registered club.
This will be payable by £20.00 at the A.G.M and £20.00 at each of the next 2 League meetings.
Any new club joining the League will have to pay a £5.00 joining fee at the A.G.M.
4. League matches to be played on Wednesday nights.
POSTPONEMENT/ REARRANGEMENT OF LEAGUE MATCHES SHOULD BE AVOIDED. unless exceptional circumstances or adverse weather conditions prevent the match being played, these to be confirmed by the League Secretary.
Any cancellation of matches, opposing team to be given at least 72 hours notice.
League Secretary also to be notified.
Any team cancelling a match with less than 24 hrs notice will be fined £20.
If the cancelling team should have been playing an away match then the fine may be given to the opposing team as compensation for any food purchased or already prepared that cannot be saved, otherwise the fine will go into the League funds.
Where cancelling of a match is unavoidable both teams shall try to reschedule the match to be played within the same half of the season the original match was due to be played in by:-
The non cancelling team trying where possible to give 3 alternative dates to play the match without suffering themselves because of loss of players due to the alternative dates.
If the match cannot be rescheduled the team cancelling the match will forfeit the match 4-0 at darts & 3-0 at dominoes and be fined £20 (on top of any late notice cancellation fine), win points will also apply.
If the cancelling team should have been playing an away match then the fine will be given to the opposing team as compensation, otherwise the fine will go into the League funds.
Repeated cancellation resulting in forfeiting 3 matches may result in expulsion from the League.
This rule is subject to alteration as necessary by the committee.
5. Matches to be played on a League basis with 2 points for each match won & 1 point for each game won, with separate tables for darts and dominoes Leagues.
At the end of the season, if teams are level on points, matches won, then ‘legs for’ will determine winners.
Promotion and relegation to be decided by the aggregate points of darts and dominoes.
Promotion and relegation of teams to be decided at the next A.G.M.

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6. The signing of one form registers one player for both darts & dominoes.
Anyone 16 & over may play in the League, but each team is limited to 2 x 16-18yr olds maximum, and Proof of Identity & Age should be shown to the League Secretary Prior to them Playing.
Initial registration of players to be handed in no later than the first League meeting.
After this further players can be signed on up to the **28th June 2026** unless extended by the League Secretary for exceptional circumstances.
Players to be registered by first advising the League Secretary by phone, text or e-mail, **prior to them playing**, then completing a signing on slip and handing it in at the next League meeting.
If a player is on the match sheet but not registered with the League then that leg will be forfeited and awarded to the opposition and the team will be fined £5 for each unregistered player.
See also Rule 21.
If a player signs for two different teams, the player is registered with the team on whose match sheet their name first appears.
7. There must be a minimum of 5 players for a match to take place.
See rule 13.
8. Teams should aim to have names on the match sheet and start playing by 8-15pm, but starting no later than 8-30pm.
All players should be present and ready to play once the match has commenced.
An earlier start is permissible, by agreement between teams, if players are available to start.
Should any member of a selected team fail to be in attendance when their name is called to play, they will be deemed ineligible and the captain will have the right to fill the vacancies with any nominated reserve players. If no nominations the leg will be forfeited.
The only exceptions to this rule are if the players fall into one of the categories below.
See also Rule 13.
- a. Players unavoidably delayed.
The League appreciates that from time to time individual players may be unavoidably delayed but need to have some measures in place to stop the whole match being disrupted.
Therefore if a player has been delayed the team captain of that player should be aware of this and should advise the opposing team captain.

If the opposing captain agrees to wait for the delayed player then playing of the other matches not involving the delayed player should continue as best as is possible. However if the delayed player has still not arrived, by 10-00pm at the latest, a named reserve may be used or the game will be declared void and awarded to the opposing team.
- If the opposing captain does not agree to wait for the delayed player then play of other matches should continue in sequence until it comes to the match/es involving the delayed player at which point if they are still not present then a named reserve may be used or the game can be claimed by the non offending team.
- b. Shift workers
The League has always had an unwritten rule that allowance will be made for players who are on afternoon shifts and work nearby to enable them to play in the League. The following rules are to be applied in relation to afternoon shift workers only.

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If a team contains a player that is on afternoon shifts the team captain of that player should advise the opposing captain and the game involving that player, which should only be one of the later games, should be delayed until the player arrives.

However if the player has still not arrived by 10-20pm latest, a named reserve may be used or the game can be claimed by the non-offending team.

These exceptions DO NOT apply to individuals playing in other matches in other competitions on the same night.

Any misuse of these rules will be referred to the League committee.

9. League Darts games to consist of

a.) 5 singles games, 501 up, straight start, double finish, first out wins, best of 3 legs.

b.) 2 pairs games, 701 up, double start, double finish, first out wins, single leg.

Away team to break first in all games, (then alternating in 3 leg games).

Busting rule now applies.

If a player hits a score that is greater than needed to checkout, or leaves a score of only 1, then they have bust and the scores of all darts in that turn will be voided, forfeiting any darts left and returning them back to the score they started on at the beginning of their turn.

10. Darts matches must be played on a standard size board, 5'-8" high from the floor to the centre of the bull, throw to be 7'-6" minimum, toe lines should be clearly marked for 7'-6" & 7'-9 ¼" distances and shall be 2'-0" long and must be distinct. Note:- there is nothing stopping players stepping back to 7'-9 ¼" and throwing from there if they wish.

During the playing of darts games there should be no spectators in the eyeline of the player on the oche wherever possible, if not the spectators should remain still and silent whilst play is in progress. When a player is on the oche the opposing player should stand well back until it is their turn to throw. There should be no shouting or any other disruptive behaviour whilst any player is throwing their darts.

If any player is being put off by any such behaviour then the following procedure should be used:-

1. The affected player should ask the home team marker to request all watching the game to be quiet whilst players are throwing their darts.
2. If the disruptive behaviour continues the affected player should pause playing and request both team captains to warn all watching against any further disruptions.
3. If the disruptions continue the affected player/s are within their right to abandon the game, marking the match sheet thus, and referring the matter to the League Secretary.

The League Secretary will investigate the matter and if it is found there has been disruptive behaviour the game will be awarded to the non-offending team & the offending team may be docked further points or fined.

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11. League Domino games to consist of:-

3 games of pairs runout, first to 5 legs up, away team to drop first.

In the event of a player playing out of turn including the drop, the offending player shall forfeit the leg.

Anyone playing a wrong domino will forfeit the leg except when the domino goes at the other end.

Should a wrong domino be played and not noticed until a further domino or dominoes have been played, the leg to become void and the leg played again by the same drop.

If a player knocks and then realises they can go before another domino is played on the board then the domino is allowed to be played, otherwise the game is ended and the offending player forfeits the leg.

If a player knocks, then on a subsequent go plays a domino of value equal to that already knocked at then the game is ended and the offending player shall forfeit the leg.

2 games of 5's & 3's, first to 121 pegs, dead hole to be pegged, no player to go out on drop, away team drop first.

In the event of a player playing out of turn including the drop, the offending team is penalised 8 points back, and the game starts again with the same/ correct drop.

If anyone plays a wrong domino, which is noticed when played, then that domino becomes dead and is taken out of play, the offending team is penalised 8 points back and play continues.

If a wrong domino is noticed sometime after it has been played then play should continue.

If a player knocks and then realises they can go before another domino is played on the board then the domino is allowed to be played, otherwise the offending team is penalised 8 points back, and the domino that was to be played placed face up in front of the player. The game continues and the domino must then be played when possible on a subsequent turn but the offending team cannot score from that domino.

If a player knocks, then on a subsequent go plays a domino of value equal to that already knocked at, then the offending team is penalised 8 points back and they cannot score any points from the domino played, and the game continues.

All penalty points can be deducted either immediately or when the side has sufficient points to deduct from.

5's & 3's games must be played 1st & 2nd in the order of play in the match, as per the match sheet.

Good dominoes to be provided.

Any complaints regarding condition of dominoes will be investigated.

12. At all dominoes games there shall be no spectators overlooking the playing of the games.

If any of the players are not happy with anyone overlooking the game they should ask them to move and if they do not they should involve the team captain to resolve this.

If any comment re playing of the game is made, by players or spectators, it shall be awarded to the non offending team. It is not the intention that this rule should stop any banter exchanged during the game but to make it clear there should be no comments made which could influence the dominoes being played.

13. In the event that a team is short of Darts players then any of the players that play in the 5 singles games of darts can play once again in the 2 doubles games of darts.

In the event that a team is short of Dominoes players then any of the players that play in the 5's and 3's domino games can play once again in the pairs runout domino games.

Note:- there is no rule preventing the same two players playing together at 5's & 3's and runout if required.

Any misuse of this rule will result in the offending team forfeiting the leg.

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If a team is short of players then players can play twice at both darts and dominoes, in accordance with the above, but the following should also be observed.

- a. The League expects team captains to apply common sense when selecting their team sequence such that games are not held up by waiting for players to finish one game before starting another one.
 - b. Team captains should play any player who is either unavoidably delayed or on shifts towards the end of the match and should avoid wherever possible having to use these players to play more than once.
 - c. Team captains may agree to play games out of sequence to enable play to move forward.
 - d. Playing someone twice at darts and dominoes is not intended to be used as “the norm”, week in week out.
14. Once the playing of any game has commenced then play should continue until it is completed. i.e smoking breaks during the game are not allowed.
15. If a team is unable to fulfil their fixtures and withdraws from the League then all their results throughout the season shall be removed from the Darts and Domino League tables.
16. The 2 Cup competitions, the Combined Cup and the League Cup, which are included in the League fees will be played as indicated on the fixtures, unless mutually agreed otherwise and approved by the League Secretary.
NO POSTPONEMENT/REARRANGEMENT OF CUP MATCHES ALLOWED, unless exceptional circumstances or adverse weather conditions prevent the match being played. This is to be confirmed with the League Secretary.
Any cancellation of matches, opposing team to be given at least 72 hours notice. League Secretary also to be notified.
The team cancelling the match will forfeit the match and be fined £20.
If the cancelling team should have been playing an away match then the fine will be given to the opposing team as compensation, otherwise the fine will go into the League funds.
17. Both Combined Cup and League Cup matches to be 6 singles games of darts, 501 up, straight start, double finish, first out wins, best of 3 legs, plus 3 games of runout dominoes and 2 games of 5's & 3's dominoes as per league rules.
18. The League Cup is only open to teams who are knocked out in the preliminary round matches of the Combined Cup.
19. In all cup matches the first drop or first throw is to be decided by the toss of a coin, then alternating for further games.
20. All Cup Finals will be played on neutral grounds.
21. All players in any cup round must have played in not less than two League matches or have been on the match sheet at least twice. (Prelim round excluded) Unless exceptional circumstances.

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22. Match results to be notified to the League by the home team each week,
**PREFERABLY ON THE NIGHT OF THE MATCH BY TEXT, BUT
NO LATER THAN 12.00 NOON ON THE SATURDAY FOLLOWING THE MATCH,**
by either:-

Match sheets to be delivered to the League Secretary @
38 Long Meadow Rd,
ALFRETON, DE55 7PD.

OR

Telephone, Text or 'Whatsapp' messaging result to 07923130964

OR

E-Mailing result to alfretondartsdoms@btinternet.com

All match sheets to be handed in

NO LATER THAN THE NEXT LEAGUE MEETING AFTER THE MATCH.

First Late Result - FINE **£ 5.00.**

Second Late Result – FINE **£ 10.00.**

Subsequent Late Results – Fine Increases by **£ 5.00** Each Time.

23. Match sheets should not be defaced or torn up, any team doing so will be fined £5 on the 1st occasion, increasing to £10, then £15 etc on subsequent occasions.
24. Protests must be sent in writing to the League Secretary within 48 hours and must be accompanied by a fee of £2.50. The committee will then meet to deal with the protest. If the protest is overruled the fee will be forfeited and go to the League funds. If the protest is upheld the money will be refunded.
25. All fines to be paid within 28 days.
26. Items on the agenda ONLY will be discussed at the Annual General Meeting, there will be "no other business" discussed. Teams not represented at roll call will be deemed to be no longer members of the League.
27. All raffle tickets sold must be ripped up into individual tickets and placed in the draw.
28. The home team may choose to serve food either half way through the games or at the end of all of the games.
The opposing team must be advised when the food is to be served before the start of the games. Allowance must be made when playing games straight through for any late order players working shifts etc to still enable them to play their games.
29. Any prize monies not collected within 2 months from the end of the season will be forfeited and returned to the League funds.
30. Electronic Scoring Boards may be used to score darts games, the League preference being the type where previous scores can be seen and corrected, if necessary, once inputted on a visible screen for all to see, players and spectators.
If a Electronic device is being used to score by the home team then a score caller from the away team should be present at the side of the dart board to check/call the darts score and also monitor the scoreboard.

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31. Teams must be in attendance at a minimum of 50% of the League Meetings.
32. There should be no sexist or derogatory comments made about players.
33. Anything not provided for in the rules the committee may add to.