

# **Hull Monday Independent Trebles Darts League – Rules 2025**

This document lists the current rules for the Hull Monday Independent Trebles Darts League. All rules should be noted and followed by all teams and their players. These rules will be used to solve disputes between players and teams. These rules cannot be changed, altered or worked around without the approval of the Hull Monday Independent Darts League Committee. This set of rules is valid from the date in the title and should any rules be added or amended then this document will become invalid.

## **1. General Rules**

- 1.1. The League is open to any team wishing to enter within the Hull area (subject to committee approval)
- 1.2. Matches to be played on a Monday evening and games must start by 8:30pm and the away teams to be in the venue by 8:15pm (Games can be played on other nights or a different start time only if agreed between both captains)
- 1.3. The dartboard should be set up with the following measurements (Oche means throwing line):
  - 1.3.1. Centre Bull to Floor – 173cm or 5 feet 8 inches – Vertically
  - 1.3.2. Centre Bull to Oche – 293.4cm or 9 feet 7½ inches – Diagonally
  - 1.3.3. Front of Dartboard to Back of Oche – 237cm or 7 feet 9¾ inches – Horizontally
- 1.4. The oche must be clearly marked with either a raised oche, tape, metal strip or 'dart mat'. Chalk Lines and Laser Oche's are not acceptable oche's to use
- 1.5. Free drinks for scores of 140 or higher is at venue's discretion. If a venue is to provide a free drink, the selected drink is to the discretion of the venue and must be the same drink that the player is drinking on the night. Free drinks for 140+ must be for the player achieving said score. This applies to league games only.
- 1.6. Teams must ensure that the venue has the necessary area and equipment to be able to host games
- 1.7. Teams must ensure that their venue gives the team(s) enough time to be able to finish their match (Roughly 11:30pm)

## **2. Registration of Teams and Players**

- 2.1. All teams must have a minimum of six players however games can be played with four so as not to cancel a match
- 2.2. All teams can have a maximum of twelve players registered for any one season
- 2.3. No player can play for more than one team at a time in the league
- 2.4. Players should firstly be registered on the league entry form, however, to register any other players captain's should enter their full name on the scoresheet and clearly mark as a new player. ***Please note: registration constitutes first game played.*** Also see rule 2.10 & 2.12
- 2.5. If a team is found to have played someone that is registered for more than one league on the same night, any points gained by the player will be void and awarded to the other team. Please also see 2.6 & 2.10
- 2.6. A player cannot be registered for two leagues that play on the same night. If a player is to transfer from another league on the same night, they cannot continue playing for their previous league and must surrender any prior commitments with that league once they have played their first game with the HMITDL. Failure to comply will result in the said player being de-registered and banned from the HMITDL and the team which signed the player will receive a reduction of a minimum of 9 points but could be up to a maximum of a ban from the HMITDL.
- 2.7. If a registered player no longer becomes part of a team, then said player must be de-registered from the team by contacting the league secretary, failure to do this could result in the player entering knockouts they are not eligible for (see 7.1)
- 2.8. If a team chooses to move venue at any point during an open season, there may be a charge of £20 to the league to cover all administrative changes and the new venue must pay an extra £50 entry fee. (fee maybe waived by the committee under exceptional circumstances)
- 2.9. Any player that signs for a team must play a minimum of 2 league games before being eligible to enter a knockout tournament; any changes to this can only be made through agreement by the HMITDL committee
- 2.10. No team may sign a player during the second half of the season (beyond 27<sup>th</sup> March 2023) without prior permission from the committee (Exceptional Circumstances Only)
- 2.11. If a team drops out of the league during the season, all points from games with the team will be void and will be deducted from the teams that have played them.
- 2.12. The committee reserve the right to reject a player signing on for any of the lower divisions if said player is deemed to have exceptional ability beyond the players of these divisions as part of fair play.
- 2.13. Acceptance of any team entry forms at the point of registration by the committee constitutes the teams agreement to uphold the rules within this document.

## **3. Playing Format**

- 3.1. All games will consist of Three Pairs Games each 1 Leg x 1001 and 6 Individuals with format dependent on division:
  - 3.1.1. **Premier Division** – 3 Pairs Games (each 1 leg x 1001) & 6 Individuals games of 501 Best of 5 Legs
  - 3.1.2. **Division One** – 3 Pairs Games (each 1 leg x 1001) & 6 Individuals games of 501 Best of 3 Legs
  - 3.1.3. **Division Two** – 3 Pairs Games (each 1 leg x 1001) & 6 Individuals games of 701 Best of 1 Leg
  - 3.1.4. **Division Three** - 3 Pairs Games (each 1 leg x 1001) & 6 Individuals games of 501 Best of 1 Leg
- 3.2. All games to be randomly drawn by the home and away team captains. Firstly, the away team will draw players for the home team and vice versa.
- 3.3. A Player cannot play in more than one pair or individual game (if so only the first game played will be for points)
- 3.4. Games must be played in the order drawn, however exceptions can be made if both team captains agree to the change. **Cup games can not be altered and must be played in order drawn**
- 3.5. First name drawn (in pairs games) throws for the bull, home team to throw for the bull first in pairs and individuals games.

- 3.6. In Premier Division, the winner of the bull for the individuals will throw first in legs 1, 3 and 5. Division One will be legs 1 and 3. You must not throw for bull in every leg of the individuals.
- 3.7. When throwing for Bull, if both darts are in the same segment of the bull, then players must throw again, same order.
- 3.8. If a team has a vacant date during the season, no points will be awarded to the team

#### **4. Fielding Less Than Six Players**

- 4.1. If a team cannot field six players, you must still include any missing player(s) into the draw, this refers to the pairs and individuals. If missing player(s) are to play individuals, they must be ready to play at the time of drawn game otherwise they will forfeit the game.
- 4.2. All individual game points given to a player will still count as a win on the Top 16 standings as it is not that players' fault that they did not get a game
- 4.3. If a player does not turn up in time for the last pairs game, that player will lose the right to play in the individuals unless the opposing captain agrees to let them play.

#### **5. Scoresheets**

- 5.1. Both teams must fill in a scoresheet and send them to the HMITDL committee via a divisional chat page set up for Captains. Scorecards will not be accepted any other way
- 5.2. Scoresheets must be signed by the home and away team captains
- 5.3. Any 180's or highest checkouts must be included in the notes section of the scoresheet, or they will not be added to totals on the website
- 5.4. Teams must ensure that the scoresheet has the player's first initial and surname and it is clearly readable

#### **6. Re-arranging Games**

- 6.1. To postpone a game, team captains must contact a member of the league committee and the other captain with 24 hours' notice before the game (Sunday Night)
- 6.2. Both team captains must agree on another date for the game to be played; otherwise, the fixture will be re-arranged by the league. The League recommends that games are rescheduled to one of the two re-arranged games slots given in the fixtures.
- 6.3. No 1<sup>st</sup> half games can be played in the 2<sup>nd</sup> half of season and vice versa, without committee approval
- 6.4. If a team cancels a game and the game cannot be rearranged for whatever reason, the team cancelling will be deducted points (negative) and the opposition will be awarded average points or they will be awarded 5 points whichever is greatest.
- 6.5. If 6.4 comes into play, the non-cancelling team players will be awarded an individual win
- 6.6. If a team persistently cancels games throughout the season, this may result in said team being removed from the league
- 6.7. Cup games cannot be re-arranged and failure to turn up to a cup game will result in the team being removed from the tournament including shield/plate for that season.

#### **7. Knockouts**

- 7.1. All knockouts are open to any player registered with the Hull Monday Independent Trebles Darts League
- 7.2. Rules are decided by the league committee and will be published on the website and social media platforms
- 7.3. Rules and entry fees should be listed on the website; these can be changed to the discretion of the league committee
- 7.4. Late entries to a knockout will only be allowed at the discretion of the committee member running the draw (as published on the website)
- 7.5. All KO Cup/Shield and Plate games should be completed (not first to 5) as the league is obligated to each venue hosting events.

#### **8. League Standings**

- 8.1. League Positions will be decided by the total accumulated points for each team
- 8.2. If accumulated points are equal, positions will be decided by the number of games won.
- 8.3. If positions cannot be decided based off number of points or games won, and in positions of promotion or relegation, a play-off game will be arranged by the league at a neutral venue to decide the positions (No points from that game will count towards the league or top 16 standings)

#### **9. Top 16 Standings**

- 9.1. The Top 16 standings will be decided by the number of individual games a player has won in each division
- 9.2. If there is a tie with any wins of a player, the win percentage of a player will then decide positions however it will not decide standings at the bottom of the Top 16 Standings (Least Games)
- 9.3. If a player in the Top 16 has wins tied with a player that is not in the Top 16 standings, then every player(s) tied will be allowed to play in the Top 16 Playoff at the end of the season
- 9.4. If a player cannot attend the Top 16 Playoff, they must notify a member of the HMITDL Committee ASAP so they can find a replacement player to take the available space

#### **10. Minimal Expected Standards**

- 10.1. It is expected due to the close proximity darts is played that a level of personal hygiene is maintained for the comfort of players, spectators and venue staff.
- 10.2. Aggressive behaviour towards players, spectators or otherwise (including verbal abuse) will not be tolerated and will be dealt with as misconduct (see below)
- 10.3. As the League pays out prize money and relies on the support of the teams and players, it is expected that individuals are there to collect their own prize(s) on presentation night where possible or send a representative from their team. Any exception must be through the League Committee. All unclaimed prize money will be put back into the league.

11. **Misconduct** *On all occasions of misconduct reported to the league, the HMITDL Committee will decide the appropriate outcome. The HMITDL Committee's decision will be final.*