

Sevenoaks & District Ladies Charity Darts League

Constitution and Rules (Issued 07-09-2026)

1. THE LEAGUE.

- 1.1 The league shall be known as “The Sevenoaks & District Ladies Charity Darts League”.
- 1.2 Membership is restricted to Public Houses and Clubs within a 10 (ten) mile radius from Sevenoaks Railway Station.
- 1.3 The aim of the league is the organisation of competitive darts through league and knockout competitions and to raise money for local charities.
- 1.4 The selection of specific charities is the responsibility of the Committee and will be announced at the A.G.M. Suggestions for worthwhile recipients will be welcomed by the Committee.
- 1.5 The Annual General Meeting shall be held at place and date specified by the outgoing Committee on any date between the end of the season and the 31st August each year.
- 1.6 A minimum of 28 (Twenty eight) days notice shall be given for the A.G.M.
- 1.7 Each team can send as many members as they like to the A.G.M. but there is only one voting member per team.
- 1.8 Alterations to the rules shall only be made at the A.G.M., notice of any proposed alterations must be sent to the League Secretary in writing not later than 21 days before the A.G.M..

2. THE LEAGUE COMMITTEE.

- 2.1 The Committee is charged with the responsibility for overseeing the conduct of the league during its term of office.
- 2.2 The Committee shall consist of 5 (five) voting members elected for their posts at the A.G.M. which include the following:- Chairlady, Vice Chairlady, Secretary, Treasurer, and 1 (one) other member.
- 2.3 Any Committee member shall be entitled to be reimbursed for expenses incurred on league business.
- 2.4 The Committee shall meet during the year to conduct League business on any dates, which it deems suitable.
- 2.5 Removal of a Committee member requires the unanimous agreement of the other voting members.
- 2.6 A vacancy on the Committee, for whatever reason, is to be filled by the Committee, co-opting a replacement who must fulfil the same criteria as the retiring member.

3 THE TEAMS.

- 3.1 Each team is responsible for its own internal affairs.
- 3.2 Each team must have a **minimum of 6 (six) registered players.**
- 3.3 If a player wishes to change teams within the League during the season, she may do so providing she gives the Committee written confirmation of agreement from both captains concerned. This may be done up until the end of the first half of the season only.

4. COMPLAINTS AND PROTESTS.

- 4.1 All complaints and protests are to be made in writing to the Committee no latter than one week following the incident, accompanied by a fee of £1.00 (one pound). This will be returned if the complaint is upheld.
- 4.2 All complaints will be dealt with at the next meeting of the Committee at which the complainant may be asked to attend

4.3 The ruling of the Committee will be final.

5. **ACCOUNTS.**

- 5.1 The Treasurer shall open a Bank Account in the name of “The Sevenoaks & District Ladies Charity Darts League”.
- 5.2 All monies received shall be deposited in this account.
- 5.3 Payments out of the account can be made by any Committee member who is on the bank mandate. At any one time there must be at least two Committee members with access to the bank account to provide oversight.
- 5.4 The Committee shall be responsible for producing an annual balance sheet and statement of accounts which will be presented for approval at the A.G.M.

6. **FEES.**

- 6.1 Annual League entry fees and Knockout competition fees are decided at the A.G.M.
Current League Entry Fee is £40, reduced to £35 if your team attended the A.G.M.
Current K.O. Competition Fees, Triples £6, Pairs £4, Singles £2.
Captains Plate is included in the League entry fee.

7. **LICENSEES.**

- 7.1 It is the responsibility of each licensee to safeguard his charity box and to pass it and its contents to any committee member as requested.
- 7.2 Nothing whatsoever in this constitution is to be held as being prejudicial to the rights and responsibilities of individual licensees in the conduct of their business.

8. **PLAYING RULES.**

- 8.1 The throwing distance is 7ft 9¼ (which is measured along the floor from a line plumbed vertically from the face of the dartboard to the floor, to the oche). The oche should be marked clearly on the floor by means of adhesive tape, metal strip or any other practical method. The height of the board from the centre of the Bull to the floor shall be 5ft 8in.
- 8.2 Electronic scoreboards may be used, as long as
a) a minimum of 5 (five) previous scores are visible at all times.
b) A chalk board, or white board and marker pen is available for use.
The home team is responsible for providing a scorer, and the away team for providing a caller to check the score thrown and the running total is correct if wanted.
- 8.3 A pub/club may not enter more than two teams in the League unless a second dartboard is always available.
- 8.4 League matches are played on Thursdays, and should start at 8.30pm promptly. (Fifteen minutes may be allowed for emergencies). But all matches must start by 8.45pm. NOTE: Home team Captain to enter the start time on the Result sheet.
- 8.5 All league matches consist of eleven games: **six singles games 501 up, three pairs games 501 up, and two triples games 601 up.** All games are played straight in, double finish, bull to count as a double, with the bust rule applying. One (1) point is awarded for each game won.
- 8.6 The order of play is usually: Pairs, Singles, Triples, but this order is at the discretion of the home team captain. NOTE:- BEFORE THE SINGLES GAMES ARE PLAYED a DRAW will be made by both Captains who will draw their opponents players to determine who plays who.
A Team is six (6) players plus up to Two (2) Reserves . Captains have the choice of using their reserve players during the match if they so wish. The names of up to 8 players per match to be entered on the Match Board and Result sheet before the match starts. NO Names to be added after play starts.

- 8.7 All League Matches are started by the Away Team throwing first, alternating thereafter.
- 8.8 The Home team to provide and RETURN the completed Result sheet to the Fixture Secretary as soon as possible after the match.
- 8.9 A team may not play with fewer than four players. If a team has at least 4 players, the match MUST still be played and cannot be cancelled. When a team is short, six Singles and three Pairs will still be played but the missing player(s)' throw must be forfeited in the Triples. The draw for the Singles and Pairs will be done by the opposing Captain as follows:
- If you have 5 players, one of the five players can be drawn out to make up the last Pair and another player to make up the last Single.
 - If you have 4 players, two of the 4 players can be drawn out to make up the last Pair and the other two will play in the Singles.
- 8.10 All points have to be played for, i.e. all fixtures have to be fulfilled, and no points can be claimed without being played for. When teams are playing short, all 11 games should still be played. For example, if both sides have five players, six singles must still be played by drawing out players as in rule 8.9 rather than playing 5 singles.
- 8.11 Matches may only be cancelled due to severe weather or other exceptional circumstances. Team captains should contact the Fixture Secretary and the opposing captain as soon as they realise they cannot fulfil a fixture. If this is on the date of the match, it should be no later than 6.00 pm. The two captains concerned should then agree a new date for the match as soon as possible and notify the Fixture Secretary accordingly. Rearranged matches may be played on a night other than Thursday if both captains and the home landlord are in agreement. Two matches can be played on one night when the two teams next meet (known as a 'double header') but TWO separate matches must be played – just doubling the points of one match will not be accepted. This would mean an early start at 7 pm. Alternatively, there will be Thursday nights set aside for outstanding matches but if it is intended to use the night at the end of the season, teams should first check with the Fixture Secretary that it is available.
- 8.12 If any team is still unable to fulfil or rearrange a fixture as described in 8.11, or there are any other disputes between teams concerning cancelled matches, they must notify the Fixture Secretary, who will try to resolve the issue. In the event that a match is still not played, it will be referred to the League Committee, who will decide on the action to be taken, including awarding points and any other penalties.
- 8.13 In the event of venue unavailability, the captain should advise the opposing captain and the Fixture Secretary as soon as possible so that a new venue can be arranged. It may be possible, if this is in the first half of the season, to reverse the home and away fixtures, providing that there is no venue clash if either pub/club has a second team, and that the opposing captain and landlords are in agreement.
- 8.14 All players must be registered with the League. If necessary, a new player(s) is allowed to register on the evening of play throughout the season, provided that:
- (a) she has not played for another team in the League that season;
 - (b) the result form is clearly marked 'New Player'.
 - (c) her full name in capitals and with her signature to be entered on a Emergency & Extra player Registration form and returned with the match result form, to the Fixture Secretary after the match.
- Captains should retain a copy of their team's registration (signing-on) form at the start of the season, and add to it the names of any new players registered during the season.
- 8.15 Any team playing an unregistered player will automatically have three points deducted.
- 8.16 If a Pub/Club has more than one team in the League, then one player (but one only) from each of its teams is allowed, if required, to play for another of its teams per match, provided that the team to which she is registered plays in the same division or lower than the team which is borrowing her.
- 8.17 In the event of a team withdrawing from the League before the season is completed, all points for and against will be deleted from the relevant league table.

- 8.18 At the end of each season, a minimum of the top two team will be promoted from each of the lower Divisions (depending on entry received for new season, more than two teams may be moved up a division, to make way for any new team that have entered for the new season). The bottom two teams in the higher divisions will be relegated.
If two or more teams are level on points in the divisional table, position is then determined by the highest number of wins. If this is also equal, position is then determined by head-to-head (league Results between the teams concerned), except for any promotion/relegation/championship issues at the end of the season when there would be a play-off between the teams concerned at a neutral venue.
- 8.19 If a team wishes to change their venue before the start of the new season, they would re-enter the league in the lowest division, as if they were a new team. However, if they take at least five of their existing players with them, they would be allowed to retain their divisional position.
- 8.20 In the event of a charity Box game not being played, it is deemed that the team that lost the second triple be bound to make a contribution to the Box and that the winning team make a donation as well. It is hoped that players will be generous with their contributions as all the money goes to local charity's in the Sevenoaks Area.
- 8.21 The Amelia Charity Fund is another way to raise money other than the Charity Boxes. The team with the highest collection will hold the Amelia Shield for one Year..
- 8.22 The decision of the Committee shall, in all matters, be final.
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Knock-out competitions.

- 8.23 The following competitions will be held each season:
Singles, Pairs, Mixed Pairs, Triples, Captains Plate.
- 8.24 Only players registered with the League are permitted to enter the competitions (except for partners In the Mixed Pairs).
- 8.25 The Draw for each competition will be made by the Committee, who also will arrange the dates and venues. Competitions will be played on Thursdays. Competitions start promptly at 8.30pm. Any player not checked in by and ready to play at this time will be disqualified.
- 8.26 All competitions are played across the whole league.
- 8.27 All competition matches are played best of three games, until the semi-finals and finals which are both played best of five games.
- 8.28 All competitions are played straight in, double finish (bull to count as a double), the bust rule to apply. Singles & Captains plate 501 up, Pairs and Mixed Pairs 501 up, Triples 601 up.
To determine who throws first, each side should throw one dart for the Bullseye. The side nearest the Bullseye throws first in the first game, alternating thereafter.
- 8.29 All competitions: Once an individual or pairs team has played their first round, no changes of players are permitted. In the Triples up to four players may be entered per triple, any three from four may play per round, but if the fourth player has not played they may if required, play for another triple entered by the same team. Once a player has played they are not permitted to play for any other triple entered by a team. If Pairs and Triples find that they are short of a player on the night, they may play without that player, forfeiting her (his) throw.
- 8.30 On Finals Night:
(a) Scorers must be neutral
(b) Either team may ask for a Caller, who must also be neutral
(c) If no Caller is provided, the Scorer must call out the score loudly so that the player can check the score before taking their darts from the board.
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