

Barnstaple Summer Charity Darts League

Brief Rules 2026

NOTE TO VENUES – THIS IS A FRIENDLY LEAGUE TO TRY AND HELP BOOST TRADE. SO PLEASE DO NOT PROVIDE FOOD AS THIS WILL ADD TO YOUR EXPENSES WHEN NOT NECESSARY.

All matches to be played on Thursday of each week.

Each league match shall consist of five singles games of best of five legs each 301 double start, double finish and three pairs games of best of three legs 601 flying start, double finish. One point will be awarded for each best of five singles won and one point for each best of three of 601 pairs won. For a fixture to be complete, ALL GAMES MUST BE PLAYED and results recorded on the sheets provided.

Captains are not restricted to using the same five players who played in the singles in the pair legs, but all players taking part must be registered with that team. Any registered player is eligible to play in the singles and the pairs. However, any player may only play in a maximum of two pairs games. If playing in two pairs games, players must play with a different partner in each game.

Bust rule DOES apply meaning you can bust a score to return to the previous double.

Away captain to write the name of their player on the sheet first, followed by the home captain.

As this is a Charity League with no prizes for the teams, a team short of players for the singles may draw the players required to complete the singles games from their players present BEFORE the match starts. This can be done in as many matches as needed. Please do not moan about this rule as the main objective of the Summer League is to have a night out playing darts while raising money for good causes. All players who are present from the start must play BEFORE any of the players playing twice play their second game. If other players turn up, they WILL be allowed to play in the singles, taking the places in the order of those playing twice.

The players (home player first) shall throw for bull before the first leg of each game to decide who throws first; the first throw in each leg shall alternate thereafter and players do not throw for bull before the deciding leg.

One point awarded for each game won in the singles and pairs, meaning a total of eight points are available each match. Group Tables will be produced but these are for information only as no trophies will be awarded at the end of the season.

If two or more teams are tied on points at the end of the season, leg difference will determine the winner. If leg difference is equal the results between the two sides will be used. If the teams still cannot be separated, then a tie will be declared.

Matches to start at 8.00pm. One player is to be at the venue and ready to play not later than 8.15pm.

There will be a time limit of 5 minutes allowed between each game else the opposing team can start to claim legs at the rate of one leg every five minutes.

Due to their being no free weeks, any cancelled games will not be able to be rearranged. Therefore, in the event of a team requesting to cancel a game, all points for that game will be awarded to the opposing team. In the event of a cancelled game, no charity money will be collected for that particular game.

Any team failing to turn up and play its game will have all the points awarded against them. If the team which does turn up want to pay their charity money, they can do so by filling in the envelope and handing it in as normal, but this is not compulsory for the result to stand.

All score sheets and money collected must be left in the box at The Union Inn by no later than 8pm on the Sunday following the game, unless the organiser is contacted, and it is agreed that the sheet may be handed in late. It is the responsibility of the winning captain to see that this is done, or his team will forfeit the game 8-0 to the opposition. The winning Captain will also be responsible for ensuring that any money is paid to the league for BOTH teams, even if the sheet is late.

FULL RULES CAN BE FOUND IN THE SUMMER LEAGUE SECTION OF www.barumdarts.co.uk