

Barnstaple Mens Winter Darts League 2026-2027 - General Rules

<https://www.barumdarts.co.uk>

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Alterations are shown in **bold blue type**.

1. All Divisions will play five singles games, each of three legs 501 flying start. All 15 legs must be played for result to stand. 2 points awarded for a win. Bust rule applies to all divisions.
2. Division 1 play 3 x best of 3 legs pairs, 701 flying start., 1 point awarded for each set of 3 games won. Division 2 play 3 x legs of pairs, 701 flying start, 1 point awarded for each leg won. The total number of points won by each team at the end of the season will determine the winners and runners-up of the pairs cup for each division. Bust rule applies. A player may only play in a maximum of two games/legs of pairs. If they play in two gamers/legs they must have a different partner in each game/leg. **If BOTH captains agree, the pairs 701 start can be increased or decreased if the game is heading for an early or late finish. The ACTUAL starting score must be written on the sheet. This will prevent games finishing too early or too late. As far as possible, the 701 start should be stuck to.**
3. The points awarded in the singles league shall be 2 points for a win. Pairs league shall be one point per game/leg won.
4. All Divisions: If a team is short prior to the start of the match, they may use the OXO rule if desired. **BEFORE THE MATCH STARTS**, the opposing team Captain shall draw at random **one** player from the side which is short who shall be allowed to play twice in that match (their second game must be the fifth singles game that evening.) This player **cannot** be replaced should another team member turn up later. Teams may use this rule once in any league game throughout the season in the SINGLES only. OXO cannot be used in pairs legs.
5. In all league matches the singles will be played before the pairs. **OXO may only be used a maximum of twice in each half of the season.**
6. In league matches, the away Captain shall write their player on the score sheet first, followed by the home Captain by way of an open draw. Teams for all cup matches shall be drawn at random prior to the start of the match by means of a blind draw.
7. All team cup matches to be played over 2 legs home and away, 25 legs per game. Matches as drawn by Committee. 501 flying start, 5 players each playing five legs, best of 50 legs in total. Bust rule applies. In the event of a tie after 50 legs, each Captain to draw 1 player at random to play 1 sudden death deciding leg. Matches in team cups and shields are free.
8. Singles cup is 501 flying start best of 5 legs except final which is best of 7 legs. (Entry is free.) Losing player marks. Bust rule applies.
9. Pairs cup and random pairs cup 701 flying start best of 5 legs except final which is best of 7 legs. (Entry is free.) Losing pair marks. Bust rule applies.
10. If there is a tie at the end of the season a play-off will decide the outcome of any division.
11. Team cups will be played over two legs of 25 legs each up to the Semi Finals. All cup finals will be played on finals night, best of 25 legs. Final of Captains cup to be played on Captains Cup night, best of 7 legs. Finals of random pairs, pairs and singles are to be played on the night the competition is held, best of 7 legs.
12. Captains cup to be played on one night, date to be advised, at the Plough Inn, Bickington.
13. Teams may register a maximum of 12 players. **New players must be registered at least 48 hours before any game and their £3 registration fee must be paid at the next league game. No new players may be registered after last game of the first half of the season. NO EXCEPTIONS.**
14. No players may be de-registered during the first six weeks of the season.
15. A registration fee of £3 per player shall apply. Team to pay a match fee of £5 per team per game for all league games. All team cup/shield matches are free. (No match fees apply on finals night.)
16. All score sheets must be handed in by 8pm on Sunday after the game to the Royal Exchange, the winning team is responsible for handing in the sheet and if it is late will lose all points gained in match. Photos of sheets may be posted on the Facebook page, but sheets must still be at Royal Exchange on time. Sheets sent by Messenger or WhatsApp Etc. WILL NOT BE ACCEPTED.
17. Any disputes must be put in writing to the league secretary or handed in at the Royal Exchange by the Captain by 11pm on Sunday following the game, in a sealed envelope. There is no fee for this. Any disciplinary action arising from such a dispute shall be at the discretion of the Committee.

18. Gambling will be strictly forbidden; any person found to be gambling would be disqualified from the league.
 19. **Any player being intentionally abusive to another player or committee member will be banned from the league for the remainder of the season with immediate effect. Their participation in future seasons of the league will be decided by the committee with those affected present. Depending on the severity and intent of the abuse used, the ban may be extended as and when appropriate. Please do not use this rule as an excuse to stop light-hearted banter and jokes between teams as this is not the intended reason for this rule. Deliberate misinterpretation of this rule may result in sanctions being applied to the opposing team as this is not within the spirit of the rules of this league.**
 20. Any team failing to fulfil any 2 matches in one season will be expelled from the league.
 21. The league does not impose an age limit on players but any player under the age of 18 will only be able to play at the discretion of the management of the venue where the game is being played.
 22. All league and cup games must be played on the date set by the Committee. If a fixture needs to be cancelled, the captain who wishes to cancel must inform both the Secretary and opposition Captain by 12pm on the date of the fixture. All cancelled games must be played within four weeks of the original date with the non-cancelling Captain giving the cancelling Captain three dates (which do not have to be on a Thursday) from which they must choose one, else all points will be awarded to the team that did not cancel. Late cancellations due to Covid 19 will no longer be allowed.
 23. Teams to inform Secretary in writing if change of captain or venue in current season.
 24. The team with the highest points of the season will be the holders of the cups for a period of 12 months. The winning Captain/Landlord must sign at the league's presentation evening and be held responsible for the upkeep of the trophy and return to the league in a clean state. If any damage occurs to the trophy within this time the captain/landlord will be asked to pay for any repairs or cleaning cost incurred.
 25. All league games are scheduled to start at 8pm. Play must start no later than 8.15pm and late starts must be reported to the Secretary. Continuous play must be maintained. If the next player is not on the premises when due to play the opposing Captain may, unless agreed otherwise, claim that game. The Away team must be allowed on the matchboard 10 minutes before the scheduled start time.
 26. Proxy votes are forbidden at AGM and committee meetings.
 27. Proposals for rule changes must be submitted in writing to the committee at least fourteen days before the date of the A.G.M. This can only be done by emailing any proposals to barumdarts@outlook.com or putting your proposal letter in the box at the Royal Exchange. Any proposals brought up at the A.G.M and not submitted as detailed above will not be considered or discussed.
 28. If a team or team drops out of the league or is expelled during the season all records will be deleted and no money will be refundable.
 29. Score sheets must be completed correctly with names printed in full and must be in pen not pencil (180-date-result-highest out shot) and signed by both captains; all score sheets in pencil will be void.
 30. In all league and cup matches the player winning the bull shall throw first in all odd-numbered legs (1, 3, 5, etc). The home player shall throw for bull first.
 31. The throwing position (this can be a raised oche, mat, laser oche or tape etc.) and must be indicated on the floor at a distance of 7'9¼" from the board. If no such marking is present, the away team will be entitled to claim the game. Chalk marks or any other temporary making on the floor will NOT be allowed.
 32. The bust rule shall apply in all matches.
 33. The home team must provide the scorer, and each score is to be written down before being deducted from the total if an electronic scoring device is not used.
 34. Martin Kent Memorial Cup is 301 double start (**nb:** you must start on double five) best of 3 legs (Entry fee is a minimum of £2 per player payable on night – proceeds to North Devon Hospice)
 35. 180s and high outshots will count in all league, cup, shield and competition games EXCEPT Champion of Champions, towards the most 180s and high outshot trophies.
 36. All venues will be checked by the league before the start of each season to ensure the throw, lighting and boards are of an acceptable standard. And defects will be advised to the venue given time to rectify these before the league starts.
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