



Wednesday Summer League (WSL)



Season 2025

Committee

Chairman:	Aiden O'Mahoney	Tel: 07786 910655
Vice-Chairman:	Josh Pearson	Tel: 07367 281677
Treasurer:	Paul Riley	Tel: 07849 626192
Secretary:	Steven Curtis	Tel: 07800 811883

The captains are all part of the committee, and if any issues arise during the season, a captains' meeting will be convened, with the captains' decision being final.

WSL Bank Details

Account Name: P Riley trading as WSL

Sort Code: 20-05-74

Account Number: 33902919

PLAYING RULES

1. The league shall be known as the **Wednesday Summer Darts League**.
The league matches are to be played on **Wednesday evenings only**.
No re-arranged games are permitted; if any team fails to attend their scheduled fixture, they will forfeit the match with a score of 13-0. A fixture may, however, be reversed if the home venue is unavailable for use on the night of the match.
2. The league shall be open to all public houses and are accepted as members by vote at the captains meeting.
3. Games are to be played on a 1 – 20 clock board, bullseye counting as double 25. The board is to be 5ft 8ins in height from the floor to the bullseye. The minimum throwing distance is 7ft 9 1/4ins, from the point plumb with the board to the rear edge of the toe line.
4. A raised oches of at least 35 – 40 mm is to be used
5. All venues are required to permit entry to players and supporters under the age of 18, provided they are accompanied by a responsible adult.
6. If a team is unable to fulfil their fixture, they **MUST** inform a committee member **AND** the opposing landlord by 6:00 p.m. on the evening of the match. Failure to do so will incur a £10.00 fine, payable to the opposing landlord, to cover the cost of food. **League fixtures cannot be rescheduled for other sporting events.**
7. A £50.00 entrance fee is required to join the league, which covers up to 15 players All teams must complete the players' registration form and submit it to the Secretary before the first game of the season.
8. Team can register a new player on the night to play. Just add player to the registration form and send to the Secretary again. Up to 15 players are included.
9. WSL will purchase up to 10 individual trophies. If teams need extra trophies they will have to let the Secretary know and the team will have to pay the extra.
10. No player can be registered after end of July 2025.
11. There are No transfers allowed. Unless player have not played a game for the current team.



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12. The home team must provide a scorer. If one team requests the away team to have a caller, the away team must provide a caller for all games. If both teams agree that a caller is not required, players cannot complain about the results or scores provided. Scores must be recorded in a manner that allows both teams to monitor the progress of play.

Only electronic scoreboards with a count-back feature are permitted, provided they remain visible at all times. If the electronic scoreboard does not display a count-back, the captains must agree on its use. If the away captain objects, they can request the home team to use a chalkboard instead.

13. The secretary shall call a Captains meeting for which 21 days' notice shall be given to all clubs. Notice of any proposed changes to the rules must be submitted to the secretary, in writing, 10 days before the captain's meeting. Each team must be represented by their captain. Any team not represented shall risk expulsion from the league at the discretion of the member teams present.
14. At least 4 players must be present by 8:30 p.m. to start matches, with play continuing uninterrupted unless prior agreement is reached between both teams. Teams failing to comply will forfeit 3 legs.
15. For teams of five players, the opposing team captain will draw two names from the five, and these two players must play three times each. For teams with six or more players, no player is permitted to play three times in the game.

For teams of six players, all players must play two games each.

If a registered player arrives, they must play one or two games unless both captains agree otherwise at the start of the match.

For teams of four players, they will forfeit the triples game and one singles game.

If team only have 3 or less players, they will forfeit the game and the other team will get 13-0

16. **Games Formation:**

1 game of Triples - play all 3 legs, 701 up, start and finish on a doubles.

2 Games of Doubles - play all 3 legs, 501 up, start and finish on a doubles.

5 games of Singles - play all 3 legs, 301 up, start and finish on a doubles.

All legs to count (24) 2 points for a win. 1 point for a draw. Bull counts as a double.

The triples are to be played first, then doubles to play second, and finally the 5 games of singles.

17. Home team to nominate a player before each game of single, two players before each game of doubles and three players before each game of triples.
18. Home team starts first leg of the first triples, thereafter the starting team alternates.
19. All games to be played with a double start and double finish.



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20. Results sheets is recommended to be uploaded to the WhatsApp group, or the home team can email picture to the Secretary (picture must be legible).
21. No Cancellation of games apart from bereavement or inclement weather.
22. All games are played in a sporting manner.
23. Any protests must be submitted, in writing, to the secretary within three days of the incident.
24. Any winning/drawing team found to have played an ineligible player, will have his/her results removed from that game.
25. In the event of a tie between teams for trophies, teams have a play off.
26. The captains will have the authority to fine, suspend, expel, or otherwise discipline any team or individual guilty of misconduct. Where suspension or expulsion is being considered, the individual or team concerned shall be given the opportunity to state their case, before a meeting of the full committee prior to any final decision being taken.
27. The captains decision on all matters is final.

TEAM KNOCKOUT

1. Formation:
1 game of Triples - play all 3 legs, 701 up, start and finish on a doubles.
 - Home captain to write down their 3 players in throwing order then the away team to throw. Bull up to see who has the throw in the 1st and 3rd legs.
2 Games of Doubles - play all 3 legs, 501 up, start and finish on a doubles.
 - Captains select their players, captains then draw out the two doubles game and written down. Bull up in both matches to see who has the throw in the 1st and 3rd legs.
5 games of Singles - play all 3 legs, 301 up, start and finish on a doubles.
 - Captains select their players, captains then draw out all five singles game and written down. Bull up in all matches to see who has the throw in the 1st and 3rd legs, of each match.
2. In the result of a 12 all draw, the five players from the singles to play one leg of 1001, in order of the singles draw. Straight start, double finish. Bull up to see which team will have the throw.
3. **The triples are to be played first, then doubles to play second, and finally the 5 games of singles.**
4. KO draw will be drawn by the main committee. 1st Round after the team meeting

Competitions



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1. Entry Fees and formation:
Singles £3 per player, 301 up best of 3, start and finish on a doubles
Doubles £3 per player, 501 up best of 3, start and finish on a doubles
Triples £3 per player, 701 up best of 3, start and finish on a doubles
2 Player £3 per player, see rules below.
180 competition, if you hit 170+ during the league you enter for free, otherwise £3 per player, 501 up best of 3, straight start and finish on a doubles.
2. Players have to play or attend 50% of games up to the selected competition date.
If player turns up but doesn't play captains have to enter the names on the result sheets to be eligible.

Triples – played or attended = 1 game
Doubles – played or attended = 3 games
2 player – played or attended = 4 games
Singles – played or attended = 5 games
180 – played or attended = 5 games
3. No limits to the number of players entering the competition, all registered players are eligible.
4. The player drawn out first throws for the bull, winner of the bull goes for 1st and 3rd legs.
5. All competitions will be played down to the winner.

2 Player Team Rules

1. The game will consist of the best of 5 legs.
2. The order of play is selected in how the names are presented on the registration forms for the 2 Player Team Event.
3. Players to bull up for the throw in the first leg, winning team will get the throw in 1st, 3rd & 5th legs.
4. **Leg 1: (1v2) – (Bull up winning team throws in 1st, 3rd 5th legs)**
Player 1 will play Player 2 in a singles leg of 301 double start double finish.
Leg 2: (2v1)
Player 2 will play Player 1 in a singles leg of 301 double start double finish.
Leg 3: (Pairs)
Then there will be a leg of pairs, 501 double start double finish.
Leg 4: (2v2)
Player 2 will play Player 2 in a singles leg of 301 double start double finish.
Leg 5: (1v1)
Player 1 will play Player 1 in a singles leg of 301 double start double finish. First to 3 legs wins.