



# HAMILTON DISTRICT DARTS ASSOCIATION INC

RULES OF PLAY

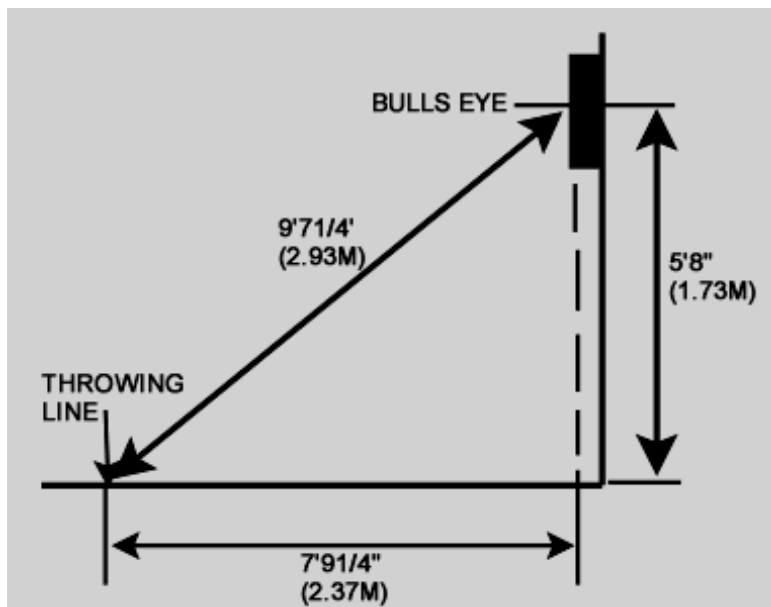
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## 1. THE BOARD:

- 1.1 All competition games shall be played on a standard 46cm (18") bristle type board of reputable manufacture and approved By the Darts Federation of Australia. The board must be in good playable condition with segments clearly defined.
- 1.2 Lighting on all boards shall be suitably illuminated with no shadows. All lighting shall be shaded from the players eyes.
- 1.3 The board must be at a height of 173cm (5' 8") from the centre of the bullseye to the floor. The oche line shall be 2.370 metres (7' 9 1/4") from the point on the floor directly below the bullseye to the oche line. The diagonal measurement from the bullseye to the back of the oche line shall be 2.934 metres (9' 7 1/2"). All measurements are to the back of the oche line.
- 1.4 All boards and dart playing areas are the responsibility of the Home team captain. They are to make sure the board and playing area are on good playable conditions, with enough seating and room for both teams.



- 1.5 The oche line should be a minimum of one  
(1) metre in length and positioned parallel to the face of the board.
- 1.6 Adequate space shall be provided on either side of the board for the scorer to stand. If two (2) or more boards are positioned on the same wall a minimum distance of two (2) metres from bullseye to bullseye should be allowed.
- 1.7 The position of the board is to be so that the “20“and the “3” are at the top and the bottom of the board respectively. These sections of the board must always be the dark coloured sections of the board.

## 2. STANCE:

- 2.1 Players must stand behind the oche line whilst throwing, otherwise the player will forfeit points scored for each throw whilst their foot is not behind the line. This includes all types of footwear.
- 2.2 Where possible all players not participating in the game should remain behind the oche line except for the scorer.
- 2.3 If a problem occurs with “Foot Faults” you should bring the matter to the attention of your captain who should try and rectify the problem with the opposing captain. If this course of action fails, the game should be played under protest and reported in writing to the Secretary.
- 2.4 All players must wait for their opponent to be behind the oche line before throwing their first dart.
- 2.5 There should be an exclusion zone of a minimum 1.5 metre around the oche line.
- 2.6 Wheelchair bound players
- 2.7 Players should refrain from practicing on an adjoining board whilst games are in progress.

### 3. COMPOSITES OF GAMES:

- 3.1 The games shall consist of:
- 1) 2 games of Triples (one leg) 1<sup>st</sup> Div. (best of 3)
  - 2) 3 games of Doubles (best of 3)
  - 3) 6 games of Singles (best of 3)

- 3.2 Starting scores will be as follows.
- (1) Triples 801
  - (2) Doubles 601
  - (3) Singles 501

At the discretion of the committee the lowest division may play:

- a. Triples 601
- b. Doubles 501
- c. Singles 401

- 3.3 In the event of a DRAWN GAME teams will receive 5 points each plus 1 point for the win at the committee's discretion.

- 3.4 All games will be straight start and double finish.

### 4 STARTING TIME:

- 4.1 All matches are to commence by 7.30pm with a deadline of 7.45pm unless both captains agree to a later start. Exceptions to this rule may be granted due to operational requirements of venue.
- 4.2 Players should attend their assigned matchboards within three (3) minutes of the game being called. Failure to comply could result in forfeiture of the game. If a player is otherwise occupied due to matter of an urgent matter, the scorer shall have the discretion to delay the progress of the game for a maximum of five (5) minutes.

## 5 PRIOR TO START OF PLAY

- 5.1 When both captains have completed the order of play on the result sheet, they will sign the top of the opposing teams result sheet to verify the playing order is complete.
- 5.2 Any alterations to the playing order require the opposing captain's agreement and each alteration must be signed by both captains. Failure to comply will result in the loss of one (1) point per alteration.
- 5.3 All players must sign the result sheet prior to commencing play.
- 5.4 Each player may only play in one game per set of games. i.e. one game of triples, one game of doubles, one game of singles.
- 5.5 If playing short the captain of that team is required to let opposing captain know before start of play.

## 6 START OF PLAY:

- 6.1 To start each game the visiting team throws for the bullseye first, followed by the home team. The dart closest to the bullseye indicates which player is to start the game.
- 6.2 In the second leg the opposite player throws first to start this game. In the third leg (if required) the home team player throws for the bullseye first to determine which player commences this leg.
- 6.3 When throwing for the bullseye both darts must remain in the board until the scorer determines the order of play. The scorer must not move either dart whilst adjudging the order of play. If in the process a dart fails to stick into the playing area of the board, the player may throw again.
- 6.4 If a players darts become damaged or lost during the course of a throw the player shall be allowed up to three (3) minutes to repair or replace their equipment.
- 6.5 During a match all players shall conduct themselves in a respectful manner and shall refrain from annoying the other players or using inappropriate language or making offensive gestures and shall refrain from any unsporting like conduct.

## 7 SCORING DART:

- 7.1 The point of the dart must be touching the surface of the board as determined by the scorer.
- 7.2 A dart is considered to have been thrown when the player propels the dart towards the board in a normal throwing action.
- 7.3 Any dart that is thrown, bounces off or falls out of the board shall not be re-thrown. A dart in the board shall not score if a player touches it during a shot.

## 8. THE DART:

- 8.1 Must be produced by a reputable manufacturer and must not exceed a maximum length of 20cm, nor shall each dart consist of a recognisable point, barrel, stem and flight. All darts should have sharp points to avoid board damage.

## 9. SCORING:

- 9.1 The scorer shall record all scores in a clearly visible manner for all players to observe.
- 9.2 The method of scoring shall be by subtraction.
- 9.3 All darts are to remain in the board until the scorer and player are satisfied the score is recorded correct.
- 9.4 The scorer shall not tally the score until the player has completed his/her throw.
- 9.5 The order of the scoring shall be the home team to score the first game and the opposing team to score the second game. Then both teams score alternate games until the match is complete.

## 10 SCORE ENQUIRIES:

- 10.1 Score enquiries whilst at the oche line shall only be directed to the scorer and shall only be given upon request of the player.
- 10.2 Scoring errors are to be corrected prior to the player's next throw. If not corrected, then they are to stand.

- 10.3 The scorer shall only tell the player what score is remaining. If this score is a double i.e. 32 the scorer shall tell the player 32 left NOT double 16. The player must step away from the oche line before anyone can tell them which double to go for.
- 10.4 Any coaching must not be given whilst the player is at the oche line. The player must step away from the line before they can be told what to go for.
- 10.5 If a player asks the scorer for the score remaining and the scorer replies incorrectly, the following shall apply:
- a. If the advised number is hit, then it is called game.
  - b. If the player scores more than the advised number, it is called a bust
  - c. If the player scores less than the advised number, the value of that score is deducted from the correct score
- 10.6 At the end of the game, the darts need to be retrieved before shaking hands with the opposing players.

## 11 PLAYING SHORT:

- 11.1 If playing with five (5) players or less, it is permissible to play three (3) players against three (3) players in the first triples game and two (2) players against three (3) players in the second triples game. Teams are to play short in the last game or games of each set.
- 11.2 If playing short with four (4) players, it is permissible to play either 3 against 3 in the first triples and 1 against 3 in the second triples. Or 2 against 3 players in both triples' games. Teams are to forfeit the last game of doubles and the last two games of singles.

## 12 PLAYER RUNNING LATE:

- 12.1 If a team has a player or players running late, they should inform the opposing captain. If the game should commence before the player arrives the player must sign the result sheet and he/she may join the game in their turn providing their name was included on the result sheet prior to the commencement of play.



### 13 EARLY CLOSURE OF A VENUE:

- 13.1 If a venue closes early due to unforeseen circumstances and the match is incomplete, the team that is leading will be awarded the win. If both teams are equal the game will be considered a drawn game and both teams will be awarded one (1) bonus point each.
- 13.2 It is permissible to complete games using multiple dart boards. In fact, teams should look to play on multiple dartboards if they have not started their singles games by 9pm.

### 14 POINTS SYSTEM:

- 14.1 The team winning each match will be awarded one (1) point for each game won plus two (2) bonus points. The losing team will be awarded one (1) point for each game won during the match.

### 15 PROTESTS:

- 15.1 All protests shall be submitted in writing to the Secretary within fourteen (14) days of said incident.
- 15.2 Protests shall be heard when a meeting can be called at the committee's discretion.
- 15.3 Players or teams dissatisfied with a decision handed down by the Committee shall have the right of appeal.
- 15.4 Protests regarding the positioning or such of dartboards shall only be discussed between captains. If a dispute cannot be resolved by the captains, the game shall be played under protest and the matter should be referred to the secretary within fourteen (14) days.
- 15.5 Any protest regarding a particular board or venue is to be referred to the Secretary in writing. All such protests will be dealt with when the committee hold their next meeting.

## 16 APPEALS:

- 16.1 As per clause 21 of the constitution.

## 17 FORFEITS:

- 17.1 Non – offending teams will receive average win points of other games played within their division including bonus win points.
- 17.2 Teams forfeiting three (3) games may be suspended from the remainder of said competition at the discretion of the committee.
- 17.3 Suspended teams or members shall lose all rights and privileges from said competition.
- 17.4 If a team cannot field a team due to lack of players, they should approach the committee in an endeavour to resolve the problem. Should a team have to withdraw from the competition because of this situation the remainder of the team will keep their entitlements providing they have met the set criteria. Only players withdrawing from the team will forfeit their entitlements.
- 17.5 Captains should as soon as possible notify the secretary and the opposing team and venue if they are in the position that they must forfeit.

## 18 COUNT BACK:

- 18.1 If teams are tied at the end of a competition a “COUNT BACK” of the last six (6) games will be utilized to decide positions for the semi-finals. If after a “COUNT BACK” teams are still tied a result will be determined by the last game which both teams played against each other.

## 19 RESULT SHEETS:

- 19.1 Result sheets are deemed to be a LEGAL DOCUMENT and should be treated as such.
- 19.2 As a legal document result sheets are to be compiled in an extremely neat and legible manner using only **Black or Blue Pen**. All information is to be printed except signatures. Liquid Paper is not to be used. No erasable pens to be used.
- 19.3 Result sheets are to be compiled correctly with names of players to include full name.
- 19.4 Players are to sign result sheet prior to commencement of play. If players are playing in multiple games, they to sign in only the first game in which they play.
- 19.5 Captains are to verify the playing order is complete on the opposing teams result sheet prior to commencement of play by signing the top of the opposing teams result sheet. At the end of the night both captains are to sign both result sheets.
- 19.6 Alterations to result sheets are to be agreed to and initialled by both captains.
- 19.7 All “Highest Peg Outs”, 180’s, & 171’s are to be recorded in the appropriate column and initialled by both captains.
- 19.8 A result sheet must be submitted by the non-offending team in the case of a forfeit. The result sheet must be signed by all players present. The only exemption to this rule is advance notification to the Secretary.
- 19.9 All result sheets are to be submitted to the Secretary within one (1) week of game play. Home teams are responsible for the submission of both result sheets via post or dropping to Secretary personally. Winning teams are requested to notify the Secretary of result as soon as possible via text, or phone call.

## 20 VENUES:

- 20.1 All venues are requested to stay open until 11pm if possible. Venues unable to comply are to provide multiple dartboards to enable teams to complete games earlier by playing on multiple dartboards.
- 20.2 All venues are requested to provide a light supper for competition games only, not semi finals, finals nor grand finals.

## 21 FINALS SERIES:

- 21.1 Venues for the finals are to be at the discretion of the committee.

## 22 DRESS:

- 22.1 All players are to abide by the dress regulations of the venue Players are requested to be reasonably attired in the best interest of both the game and the association.
- 22.2 All players are recommended to wear covered type footwear during any competition organised by this association for their own protection.

## 23 TROPHY ENTITLEMENTS:

- 23.1 Players must have competed in at least seven (7) matches in a three (3) round competition or five (5) matches in a two (2) round competition to be entitled to any award (trophy).
- 23.2 If due to a reasonable excuse and at the discretion of the committee exemptions may be considered to sub-clause 23.1.

## 24 CONDUCT

- 24.1 It is the responsibility of each player to ensure that their conduct whilst representing this association is appropriate. Misconduct will not be tolerated and will be dealt with in a severe manner.

## 25 PROMOTION/RELEGATION:

- 25.1 The two teams that compete in the Grand Final in each division shall be promoted to a higher division. This will depend on the composition of other teams.
- 25.2 The two teams that run last and second last in each division shall be where possible be relegated to a lower division. This will depend on the composition of other teams.
- 25.3 New teams will be graded as seen appropriate at the discretion of the committee. New teams being admitted to the association may affect this promotion and relegation system.
- 25.4 The committee may from time to time request the assistance of members with the required skills to assist with the grading and other functions within the association.

## 26 SPONSORSHIP:

- 26.1 No member shall benefit financially from their participation in any competition organized by this association. The only exceptions are sponsorship by a venue of a team. In addition, only awards given or sanctioned by the association can be exchanged for cash prizes as an alternative to trophies available for such event and shall be at the discretion of the executive committee.

## 27 JUNIOR PLAYERS:

- 27.1 All junior players must be registered with and assessed by the New South Wales Junior Darts Council or affiliate and are to adhere to all the guidelines set out by these organisations.
- 27.2 Junior players are subject to the constitution and rules of play pertaining to Hamilton District Darts Association Inc.
- 27.3 All junior players must have a parent or nominated person to look after their welfare at all games and functions organized by Hamilton District Darts Association, subject to approval of the committee of this association.
- 27.4 Junior players may not bring a partner other than a parent or the nominated person responsible to the annual presentation of this association.
- 27.5 Junior players are not permitted to captain an adult team in this association.