

DARLING RANGE DARTS ASSOCIATION (Inc)

PLAYING RULES

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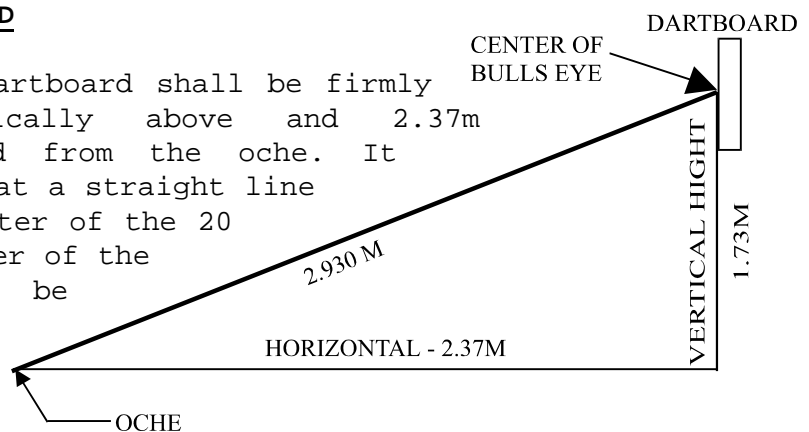
PLAYING RULES

1. DIMENSIONS

The dartboard shall be of a standard pattern approved by the W.A.D.C. having numbers clearly marked with a double and treble ring. The Bullseye to consist of an inner circle scoring 50 and an outer circle scoring 25. The diameter of the outer ring of the Bullseye shall be 3.175cm. The diameter of the inner ring of the bull's eye shall be 1.27cm. The distance from the center of the bull's eye to the outer treble wire shall be 10.4775cm. The distance from the center of the Bullseye to the outer double wire shall be 16.8275cm. The width of the treble ring also the double ring shall be .9525cm. The Dartboard shall have divisions clearly marked and in no circumstances shall the wires that form the boundaries be out of true.

2. FIXING THE BOARD

The center of the dartboard shall be firmly fixed 1.73m vertically above and 2.37m horizontally removed from the oche. It shall be so fixed that a straight line running from the center of the 20 division to the center of the 3 division shall be vertical.



3. THE TOE LINE

The toe line or foot line shall be clearly marked with a raised board or similar material and be named the "oche". It shall be at least 1.2192m long running parallel to the dartboard and at least 3.81cm high. Players must toe the oche. They can move along it as far as they like but at all times must be behind it. The oche must not be over-trodden or trodden upon. Thongs and open footwear are not permitted to be worn by any person playing in any competition organized by the association except with special permission having first been granted by the President or Secretary of the Association.

4. THE DARTS

Darts can be of any make and of any material and weight best suited to the thrower. They must not exceed 19.05cm in length.

5. REGISTRATION

At a date so decided, by the committee, every club shall provide the Association, on the approved forms:-

1. A list of the clubs executive officers.
2. Team nominations and players particulars.

Once a nominated team has been duly approved by the Association Recorder, the Committee and the appropriate registration fees paid, the players listed are considered registered players for the Darling Range Darts Association inc.

Any club wishing to play a new player after team registration must first gain the approval of the Association Recorder.

All new registrations shall be submitted to the Recorder by phone (see Fixture sheet for number) **prior** to him/her playing his/her first game.

A club will be penalized for playing an unregistered player. (See Rule 31).

6. TEAM NOMINATIONS

Clubs will supply nominated teams on the approved form for grades A, B, C, and (D - numbers permitting). However, the aggregate averages of the top six (6) players in the team submitted will determine the final grade in which that team is placed.

After a club has supplied the Association Recorder with the appropriate team nomination form, by the due date, the teams mean average will be taken into account when allocating grades to a particular team.

Therefore when considering the nomination of a new player, after initial registration, the new player's average must not significantly change the current team's average.

Mean average is "the average of the top six (6) players" per nominated team.

If a player has previously played with the D.R.D.A.inc their most recent average shall be used. Recorder may go back 5 seasons only to find an average, if the player is new to the D.R.D.A.Inc and is from another Association that average shall be used. If a new player to darts, therefore having no average, that player will receive 37 for a man and 35 for a woman this average will be adjusted over the player's first 5 games and then will stand for the remainder of the season.

Once all teams nominated are allocated their mean average by the Association Recorder the committee shall see fit to complete the graded draws for the season with the proportion of teams being near equal for all grades. ie. If nineteen (19) nominated teams six (6) - A grade, seven (7) - B grade and six (6) - C grade.

7. **MULTIPLE TEAMS IN ONE GRADE**

Clubs that nominate more than one team in the same grade shall nominate the teams as team 1, team 2, team 3, etc.

8. **TRANSFERS**

Any player wishing to transfer from one club to another within the Association must first gain approval by submitting to the Committee the approved transfer form, signed by the Secretary of the players' current club. The player must be a financial member of the current club.

9. **TEAM COMPOSITION**

A maximum of ten registered players shall form a team.

14-Year-old players can take part in a DRDA Competition only if their 15th birthday falls during the season they are playing in.

Four players shall be the minimum number of players to form a team.

A maximum of Three (3) Women players can play for a team on any one night, more than that and Rule 31-5 applies.

A club whose team is short of players is permitted to play a reserve from another grade upwards. Should any individual player play upward on a third occasion, that player is then to be automatically transferred to the next higher grade and is no longer eligible to compete in that player's original grade.

No player may transfer between teams in the same grade. Same penalty as for non-registration. (See Rule 31 for penalty.)

Any player not in attendance by the end of the first game shall not be permitted to play that night.

Any team being short of players or reserves shall play short and miss shots.

Any missing player(s) shall be indicated last in all games.

10. **EMERGENCIES**

If a player becomes ill or is genuinely called away during a match any reserve, in attendance with that team and being a registered player, may play in his/her place.

11. MATCH PLAY FOR GAMES

HANDICAPS - These will apply to summer and winter competitions and will be adjusted after each round.

A Grade = Handicaps on Trebles, Doubles, & Singles.

B & C grades = Handicaps on Singles only.

A penalty applies to a team who uses a player with the wrong handicap (See Rule 31/11A)

CAPPING - Each grade (excluding the "A" Grade) will have a Team Capping applied to it, The Capping will be determined by the recorder after the team lists have been assessed and sorted.

Note: - any team breaking the Capping on the night of play will be penalized (See Rule 31/11B)

The following games format shall be played for all matches of the official fixtures: -

	<u>TREBLES</u>	<u>DOUBLES</u>	<u>SINGLES</u>
"A" GRADE2 X 801.....	3 X BO3 601.....	6 X BO3 501
"B" GRADE2 X 801.....	3 X 601	6 X BO3 501
"C" GRADE2 X 801.....	3 X 601	6 X 501

Order of throw shall be decided by the toss of a coin for the first game of the match and then games will alternate. The Captain of the last winning game shall nominate his players first for the next game.

12. ASSOCIATION CHAMPIONSHIPS AND SPECIAL EVENTS

To be eligible to play in an Association championship a player must be a registered player with the Association.

Any player who nominates for any Association championship and fails to attend the game, ready to play at the set time, will have their club penalized. (See rule 31 for penalty).

Game format:-

Open and A & B grades Singles Championships:-
 Best of three games, 501 up.
 C & D grades - Best of three games 301 up.

Open and A & B grades Doubles Championships:-
 Best of three games, 801 up.
 C & D grades - Best of three games 601 up.

The winner of the toss to shoot one dart for the bull first. Closest to the bull will go first. In the event that both players score a bull the players are to shoot again. The order for shooting will be reversed for the second game. The player to shoot first in the third game shall be decided by the same procedure as the first game. There will be no even shots on the last game. In the event that no toss or shot for the bull has taken place the game shall proceed without protest.

The final shall be played best of five games.

13. QUALIFICATION FOR FINALS

SUMMER & WINTER COMPETITIONS

To be eligible to play in the Association Summer or Winter Competition finals a player must have played at least 1\3rd (rounded up) of the games as set down on the official fixture sheet of the current competition.

Any new player registered must play in at least 1\3rd (rounded up) of the games of the current competition.

14. DISQUALIFICATION

All players registered with the Association shall at all times abide by the Constitution, the Playing Rules and the Competition Rules applying to the game of darts. Non compliance may result in the player being disqualified from the Association.

15. GAMBLING

Gambling in any form is not permitted and any player infringing this rule will be disqualified.

16. SILENCE

Reasonable silence must be observed during the progress of any game. In the event that two or more matches are being conducted at the same venue, due consideration should be extended to teams participating in the other matches.

17. CONDITIONS

The Captains of both teams shall mutually agree that the board and the conditions of play are satisfactory and in accordance with the rules of the game.

No player shall be permitted in front of the Oche whilst the game is in progress except to retrieve darts. Markers and Callers will be removed if they are drinking or generally moving about and distracting players.

There shall be NO SMOKING by Players, Markers or Callers at or in front of the Oche.

18. START OF PLAY

Both teams must be ready to commence fixture matches at 7.50pm. If the match has not commenced by 8.05pm (unless mutual agreement is reached between both Captains) the Captain of the team that is ready to play may claim a forfeit. Association championships and Special events shall commence at 7.30pm sharp.

19. FORFEITS

When a team claims a forfeit all players must sign the score sheet and the Captain must forward it to the Association Recorder in accordance with Rule 21. The forfeiting team will be penalized (See rule 31 for penalty).

Both teams must pay call fees.

20. MATCH POINTS

The team winning the match will be awarded **two premier points and one game point for each game won.**

The losing team will receive **one game point for each game won.**

21. SCORE SHEETS AND RESULTS

The home team is to be shown first on all score sheets irrespective of who wins the toss.

Players shall sign their own names at the top of the score sheet. Player names shall be printed clearly at the bottom of the score sheet.

Playing Results are to be phoned through to the recorder on the night of play (See Fixture sheet for number) the HOME team is the one that is responsible. Penalties apply for non-compliance. (See rule 31 for penalty.)

Score sheets are to be in the hands of the Association Recorder by 3pm on the Tuesday immediately after the game. Address is as printed on the current fixture list. The home team is responsible for forwarding the score sheet. Penalties apply for non-compliance. (See rule 31 for penalty.)

22. REFEREES'

A referee shall be appointed to officiate at all matches. The referee shall enforce the laws and decide any disputed point. The referees' decision on points of fact connected with the match shall be final as far as the match is concerned. The referees jurisdiction commences from the time a player is requested to "toe the Oche" for the commencement of the match. The referee shall have the power to suspend any player from taking any further part in the match or leg without caution if the player is violent in conduct. The referee may "No Dart" a player infringing the rules by overstepping or treading on the Oche.

23. SCORERS

The official scorer at any match shall take down the scores in the score book against the names of the players taking part in the game. The scorer shall have full view of the game; the playing area and the markers score board. The score thrown to win in each game is to be identified with the word "PEG" and both the word "PEG" and the winning score are to be circled in red ink. Any scores of 180 are to be circled in red ink and the name of the thrower noted at the top right-hand side of the score sheet.

24. DUTIES OR MARKER

The marker shall record on a score board visible to both sides the total of the throw as called by the caller. The method of scoring shall be by subtracting the last score from the previous total.

The marker shall on no account handle any dart. Darts shall not be removed from the board in the case of a dispute until such time as the dispute is settled, but in the case of the thrower pulling the darts the score called by the caller shall count.

25. DUTIES OF CALLER

The Caller shall announce the total on the dartboard at the completion of the throw of three darts. If so desired the thrower can request from the caller, at any time during the throw the total number on the board and the number required to finish a game or leg but not which double is required.

The Caller shall ensure that the Marker has recorded the correct total and subtraction after each shot.

In the event that an official referee is not appointed the Caller shall be the official Referee.

26. DARTS IN PLAY

Scoring darts are those sticking in the board on completion of the "throw" of the three darts and shall be indicated by the point of the dart, which must be in, or touching the board. Should a dart enter the designated wires to define a number and enter under the wire to the next number, the score shall be that which the dart entered.

27. DARTS OUT OF PLAY

- (i) Darts that rebound from the board.
- (ii) Darts that stick into other darts.
- (iii) Darts that fall out of or are knocked out of the board before the throw of three darts is completed.
- (iv) If the dart is dropped in front of the Oche it may be retrieved. However, if in the act of throwing, the dart falls past the Oche the throw is to count.

Three darts in the treble ring, double ring or bulls eye ring is not "game shot" unless the total in either the double ring or the bulls eye, scoring 50, adds up to the correct total required.

In no circumstances once a dart has been thrown past the Oche shall it be given back to the thrower to be thrown again.

28. NO SHOT

If a player throws out of turn it shall be called a "No shot".

(Explanation: If "C" throws before "B" *no shot* is called and "B" misses his turn. The opposition then throws and "C" throws his turn.)

29. GAME SHOT

If the player trying for game shot scores more or one less than the number required the player shall cease throwing and shall be considered to require the same score as needed before the throw commenced.

30. PROTESTS

Any protest as to the legality of a dart thrown shall be made at once to the referee.

Any protest as to the prevailing conditions of play shall be lodged with the opposing captain and in the event of the conditions not being altered to comply with the protest, the Captain making the complaint is to play under protest.

The protest shall first be advised verbally to the Association Secretary within seventy-two hours of the completion of the match or event in dispute and then shall be confirmed in writing to be in the hands of the Association Secretary within a further forty-eight hours. Failure to confirm the protest in writing shall immediately withdraw the protest.

31. FINES AND PENALTIES

The following fines and penalties shall apply for infractions of these rules:-

Rule 5 Playing unregistered player - \$10.00 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.

Rule 9 Player playing out of registered team - \$10.00 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.

Rule 11A Team using a player with the wrong handicap - One (1) point will be deducted and awarded to the opposing team for every game a player uses the wrong handicap. The only handicap allowed is the up to date one given by the Recorder.

Rule 11B Team who breaks the grade capping - \$10.00 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.

Rule 12 Player non-attendance at championship - \$5.00.

Rule 19 Team forfeiture - \$10 and the forfeiting team will receive no points at all. The team claiming the forfeit will receive eleven (11) game points plus two (2) premier points.

Rule 21 No Phone Result or Late lodgment of score sheet - \$5.00 and loss of two (2) premier points.

32. SUMMER DARTS

A summer competition may be arranged at the discretion of the Committee. A nomination fee of \$60.00 per team will apply. No registration requirement shall be enforced unless Rule 5 and Rule 8 apply.

33. NOTICES

Notices to clubs and players from the Committee shall be deemed sufficient notice when such notice has been sent by the Association Secretary to the last known address of the addressee. If a notice is sent to a player a copy of that notice shall be sent to the player's Club Secretary. The Association Secretary shall ensure notices are forwarded to the addressee within seven days of each meeting.

34. POINTS NOT COVERED

Any points not covered by these rules shall be referred to the Protest and Disputes Committee for their decision, which shall be referred to the Committee.

