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PLAYING RULES

A. GENERAL

- 1) To make recommendation for changes to the rules by the association committee as it may see fit, for the playing of the game of darts. All changes proposed by the association committee must be presented at the next delegates for approval and will only come into effect after the end of the current playing season.
- 2) All matches shall be under the control of the Association.
- 3) All matches shall take place on Wednesday nights or as directed by the Match Director/Tournament Organiser and shall start at 7.00pm (with 15 minutes grace).
- 4) No team shall play with less than Three (3) players.
If three (3) members from each team are in attendance, the match shall start at the specified time.
- 5) Any player failing to arrive at the match, before a result in the fifth (5th) frame of a match is unable to play that night.
- 6) If a team is short of players they must forfeit as follows
 - a. Singles: the forfeit can be played in any of the singles games.
 - b. Doubles: in any game, unless there are five (5) one (1) can play two (2) in the doubles but must forfeit the missing player's shot.
 - c. Triples: can be played with a minimum of 2 players and can be played either in the first or last triples.
- 7) A match shall consist of, in this order:
 One (1) game of triples (801) one (1) leg
 Three (3) games of doubles (601) best of three (3) legs
 Six (6) games of singles (501) best of five (5) legs Division 1
 (501) best of three (3) Division 2 and below
 One (1) game of triples (801) one (1) leg
 In the competitions lowest division doubles are only one (1) leg or as directed by the Executive Committee.
- 8) No player shall play in more than one (1) singles, one (1) of the doubles and one (1) of the triples.
- 9) All games are to be straight start and double finish.
- 10) Match points shall be four (4) points to the winning team as premiership points unless the following occurs:

a). In the event of a drawn match then both teams shall receive two (2) premiership points.

b). If a match is unfinished at the closing time of the venue then the team leading shall be the winner.

11) All games are played with a blind draw as directed by the match director. The blind draw selections are split into 2 parts. All teams games to be written up by both captains. And then all singles to be written up by both captains.

Forfeits can be played in any game.

12) No game shall be played past 60 darts. If both players reach 60 darts then the game is to be determined by throwing closest to the bull regardless of score left. Please put CB as game shot for closest to bull and write down what each person has scored.

13) Any team withdrawing after commencement of the competition shall pay a withdrawal fee (as determined by the committee each year). No player from such team will be eligible to play with any other team within the Association for the duration of that season, until such fees are paid. If a player pays his/her portion of the fees/fine and obtains a clearance he/she is then eligible to play that season.

14) Open toed shoes are banned for all players playing in any Association matches. Any team that allows a player to wear open toed shoes will be fined and lose all match points.

B. FORFEITS:

1) Teams failing to attend a match shall forfeit the match eleven (11) zero - (0) to the attending team.

a). The score sheet is the attending team captain's responsibility. The attending Captain must place at least six (6) player's names, the result 11- 0, sign it, date it, and then place the Score sheet into the pickup box. Failure to comply with the above correctly will result in all match points and games been forfeited.

b). If a team is not prepared to start by 7.15 pm, a forfeit of (11) - Zero (0) may be claimed by the opposing team.

2) During the match, a time limit of three (3) minutes will be allowed between each game. In the event of a player not being ready to play, the opposing team captain may call a forfeit in that game.

3) Teams unable to play on the date arranged or at the venue allocated, shall notify the Secretary/Captain of the opposing team and the Match Director/Tournament Organiser at least three (3) days before the match is to take place. The two opposing team Captains should arrange an alternative date and venue. If no mutual alternative date or venue can be arranged then the opposing team may claim a forfeit and must notify the Match Director/Tournament Officer.

C. SCORE SHEETS:

1) Official scorers from the home team will fill in the score sheets correctly and completely to the Match Director/Tournament Organisers satisfaction otherwise a forfeit of points may occur.

2) Only legible score sheets will count at the end of **season for trophies.**

3) The Captain of the winning team shall be responsible for the score sheets being lodged in the pickup boxes no later than 9.00pm on Thursday night after the match.

4) Players on the offending team will not be eligible for stats, player points or highest pegs.

5) All sheets including forfeits need to be placed in the score boxes. Any score sheets not correctly filled out will receive the following.

1st Offence = Warning, 2nd Offence = loss of 2 game points, 3rd Offence = 6 game points, 4th and final Offence = \$20 fine and loss of 2 match points. Failure to lodge score sheets on time will result in the loss of all match points.

D. ELIGIBILITY FOR FINALS:

1) To be eligible for finals, players must have played a minimum of 50% plus one (1) of the home/away games with the team in the finals.

2) A player who plays in the Association Singles or Doubles Competition will also be credited with a game.

3) A letter to the Committee can be lodged for consideration within 24 hours of completion of the Home & Away season. This concerns any member who does not meet the eligibility requirements.

4) Playing either side of a bye will credit a player with an extra one (1) game in lieu of the bye.

5) Players registering after the 50% mark of the season may play home & away matches but shall not be eligible to play finals.

E. FINAL VENUES:

- 1) The final Venues format will be as follows:

8 (eight) team draw

Week 1(one)

A final - between 2nd (second) and 3rd (third):-will be held at the team venue that finished 7th (seventh) after the home and away.

B final - between 4th (fourth) and 5th (fifth):- will be held at the team venue that finished 8th (eighth) after the home and away.

Week 2 (two)

C final - between the winner of A and 1st (first):-will be held at the team venue that finished 6th (six) after the home and away.

D final - between loser of A and winner of B:-will be held at the team venue that lost the B final week 1.

Week 3 (three)

Preliminary - between the loser of C and winner of D:-will be held at the team venue that lost the B final week 2 (two).

Week 4 (four)

Grand final - between the winner of C and winner of Preliminary:-will be held at the team venue of the minor Premiers.

6 (six) team draw

Week 1(one)

A final - between 1st (first) and 2nd (second) - will be held at the team venue that finished 5th (fifth) (after the home and away).

B final - between 3rd (third) and 4th (fourth) - will be held at the team venue that finished 6th (six) after the home and away.

Week 2 (two)

Preliminary - between loser of A and winner of B:-will be held at the team venue that lost the B final week 1.

Week 3 (three)

Grand final - between the winner of A and winner of the Preliminary:-will be held at the team venue of the minor Premiers.

- 2) Final venues can only be changed for the following reasons:

- a). Finals venue should always be played on neutral ground wherever possible.
- b). Venue not available.
- c). Venue cannot supply suitable area for a Junior/s to be able to play.
- d). At the Committee and match directors discretion.

F. CALLERS AND MARKERS:

- 1) A caller and marker shall be appointed by the Captain of each team. A caller/marker can be appointed at the discretion of both Captains; in the event of a marker, only he/she will then take over the responsibility of the caller.

The marker shall not erase the score until the score has been checked and verified by the player and/or team captain.

- 2) The caller/marker shall ensure that the match is played in accordance with the rules as laid down.

The caller's jurisdiction will commence once the players have been called to the line for the commencement of the game.

On completion of a player's throw of three (3) darts, the caller shall decide the score thrown and communicate that score to the marker.

- 3) The caller/marker shall check the accuracy of the markers work on the scoreboard and will answer all requests from player/s as to the score thrown or the score remaining.

- 4) If a player requires assistance with his/her throw, then he/she may step back from the throw (oche) line and consult with his/her Captain or designated person. In the case of the team's game, the player may consult with his/her Captain or designated person only.

No call or information shall be given to a player when he/she is at the throw (oche) line, except from the caller.

The caller/marker may inform the player of the total score required to finish the game if asked (e.g. 40 (forty) not double 20 (twenty)). If this rule is breached, the opposition Captain shall inform his/her counterpart of the breach and a warning shall be given to the player(s). If the rule is continued to be breached, then the offending team shall forfeit the leg.

- 5) Corrections to the score shown on the scoreboard may only be notified by the caller, captain or participating player.
- 6) If the player asks the caller the score remaining, and the caller replies incorrectly, the following shall apply:
 - a). If the player scores the advised number and his/her dart are in double required to complete the score, then that is the game shot.
 - b). If the players scores less than the advised number, the number Scored will be deducted from the **ACTUAL** remaining score. (e.g. if advised 60 (sixty) but really 58 (fifty eight) and 20 (twenty) is scored, the remaining is 38 (thirty eight) not 40 (forty).
 - c). If a player scores more than the advised score, and also more than the **ACTUAL** score, then the result is a **BUST**.
 - d). If a player scores more than the advised score, but less than the **ACTUAL** remainder, then the new remainder will apply.(e.g. if advised 58 (fifty eight) but really 62 (sixty two) and 60 (sixty) is scored, the remaining Score is 2 (two) **NOT BUST**).

G. ANGRY DARTS:

A Dart thrown with obvious malice and no thought of where it finishes shall be deemed an Angry Dart.

- 1) If a player is considered to have thrown an angry dart, the opposition Captain shall confer with his/her counterpart and a warning shall be given to the offending player.
- 2) If, after the warning, the offending player continues to throw angry darts, then he/she shall forfeit that leg.
- 3) A Player behaviour can be defined as:
 - a). (Offensive behaviour) a person must not conduct himself or herself in an offensive manner in any match, meeting or other Association gathering.
 - b). (Offensive language) a person must not use offensive language in any match, meeting or other Association gathering that disturbs or angers another player or association member.
- 4) All matters to be referred to the Committee for adjudication in the first instance.

H. SCORING DARTS:

- 1) Scoring darts are those in the board at the completion of a throw of three (3) darts or less as is necessary, and shall be indicated by the point of the dart, which must be definitely in, or touching the boards defined scoring surface.

If a dart falls out of the board or is knocked out by another dart before the player retrieves his darts, then it does not count.

- 2) A dart is only deemed thrown if propelled by physical force (e.g. not dropped).
- 3) At no time shall any person other than the player, withdraw his/her darts from the board, and then, not until the caller has called the score thrown and the score verified by the marker.

If a player withdraws his/her darts from the board before the score has been called, then no score will result.

I. PLAYING AREA:

- 1) The captain of the visiting team, prior to the game commencing, has the right to complain about the lighting, condition of the board and general set up, to the opposing Captain.
- 2) In the event of the conditions not being altered to comply with the rules, the Captain may lodge a complaint to the Association Secretary along with a fee (As determined by the Committee each year) within twenty four (24) hours.
- 3) If the complaint is upheld, the fee will be refunded.
- 4) No protest to the above rule can be made after play has commenced.

J. DART BOARDS:

- 1) All matches under the jurisdiction of the Association shall be played on a board numbered 1 (one) to 20 (twenty) with a counter bull 25 (twenty five) and bulls' eye 50 (fifty), and also doubles and triples.
- 2) The dart board shall have divisions clearly marked and shall have the number twenty 20 (twenty) at the top and shall be of the darker colour.
- 3) In no case shall the wires be out of true.
- 4) The visiting Captain may reject any board, which in his opinion, is not conforming to the above, or is in anyway mutilated.

5) The board shall be positioned that the distance from the floor to the centre of the vertical face of the board is 1728mm, and so positioned to allow 915mm clearance from either side of the board, to allow a player to move for his/her throw.

6) All boards shall be subject to inspection by the Executive Committee.

K. THROW LINE:

1) The throw (oche) line shall be a distance of 2.37 metres from the face of the board, measured horizontally along the floor.

2) The throw (oche) line shall be clearly marked and must be at least 91.5 cm long and raised a minimum 10mm high.

3) Throw (oche) line to be checked by Committee at the start of each season and signed by the Match Director/Tournament Organiser when completed.

4) A player's feet must be behind the throw (oche) line and not standing on it.

Note: *Wheel chairs may have the front of the back wheels level with the Throw (oche) line.*

For all other disabilities please check with the Executive Committee.

5) After one (1) warning, the caller/marker will call "foul dart" while the dart is in flight, for each dart thrown by a player

6) While his/her toe is over the back edge of the throw line (oche).

7) Such darts do not score.

8) A player may move as far along the throw (oche) line as he/she desires providing he/she remains behind the throw (oche) line.

9) An "Exclusion Zone" shall be maintained during the Players throw. This zone shall be 100cm in front and behind the oche line and 30cm to either side of the throwing area. The Player with the throw, after retrieving his/her darts will be obliged to walk back to the non-playing position without stepping into the exclusion zone. The non-throwing Player must not enter the exclusion zone behind or at either side until after the throwing Player has completed his/her throw. The players throw is complete once they leave the Oche to retrieve his/her darts.

10) Failure to adhere to these rules will result in a 1st warning from the Scorer or the Team Captain of either side. A second infraction will result in an automatic loss of the current leg by the offending Player.

L. PLAYING IN ANOTHER DIVISION/INTERCHANGE:

1) No player may play in any division below that in which he/her team is allotted except in the following situations:-

a). Only when a team of the same club is short of players.

b). All players may play division above them.

c). If a club, with more than one (1) team in the competition, is short of players in the lowest division, a player may come down from next division above them. The interchange player is to play in the last of the singles, doubles and triples games.

d). When teams have been named for the fourth (4) last match of the home and away, they shall not interchange any players during those last four (4) matches and including any finals.

2) No player may drop down more than one grade permanently in any one season.

3) Any team breaking this rule shall lose all points gained during the match/matches.

M. AWARDS:

1) The Best player will be determined by the Match Director from the Score Sheets.

2) In the event of a dead heat tie, two (2) winners will be announced.

3) To be eligible for the highest singles average trophy you need to have played a minimum of 7 singles games in any given season.

4) To be eligible for highest overall average trophy you will need to have qualified for finals.

N. DRESS RULES:

1) All dress rules pertaining to the venue are to be adhered too.

2) Public Liability will not cover any player wearing opened toed shoes. Committee will enforce a fine and loss of points to any team that allows a player to wear open toed shoes.

O. ORDER:

1) The strictest of order shall be kept at all times and silence, if possible, attend the player taking his / her position for play.

P. YEARLY COMPETITIONS:

- 1) Each year the Association conducts a series of competitions, which are to be played in the following order, with the Executive having the right to suspend or defer any of the competitions.
- 2) **These competitions can be played one (1) night only.**
- 3) Singles and Doubles are to be divided into divisions and players are to play in the division he/she has played during the current season or higher.
- 4) Any financial member of the Association is eligible to play.
- 5) Proof of current membership must be shown at time of entry, or only current members on the register list will be eligible to play.
- 6) In the doubles, both player named in the entry must be from the same division they played during the current season or higher.
- 7) If a player's partner, named in the entry fails to arrive at close of nominations, the player may play as the pair, but forfeit the missing player's shots.
- 8) In doubles, the two (2) players are bound to the team named in the entry.
- 9) All games prior to the final are to be the best of three (3) legs.
- 10) The final is to be the best of five (5) legs, unless overall winner, then it reverts to the best of three (3) legs for a result.

Q. REPRESENTATIVE MATCHES:

- 1) Players representing the Association will receive written invitations and if not accepted, failure to inform the Tournament Officer at least forty eight (48) hours before the event will receive a penalty, suspension or both from the Association.

R. PROMOTION AND RELEGATION:

- 1) The Players in the winning Grand Final Team and the players in the Minor Premiers team from each division shall then be promoted up to the division above.

Except In Division One (1)

- a). The team/players of the minor premiers and premiers shall remain in division one (1) for at least the next proceeding season.
 - b). If the minor premiers and premiers are the same team/players The Runner Up in the Grand Final shall remain in division one (1) for at least the next proceeding season.
 - c). An individual player who wishes to play in a lower grade the following season must apply to the committee in writing.
- 2) If the Minor Premiers and the Winners are the same team then the Runners Up in the Grand Final will be promoted up to the division above.
 - 3) Bottom two sides of each division are relegated to the next lower division
 - 4) If a team drops, out of division, one (1) or division two (2) then only one (1) team will be relegated and two (2) teams will be promoted. If two (2) teams drop out of division, one (1) or division two (2) then **NO** teams will be relegated and two (2) teams will still be promoted.
 - 5) If a team is added to a division, then only two (2) teams will be relegated, but one (1) team will still be promoted.
 - 6) If any team/player refuses to be promoted, they will automatically be disqualified from playing in the A.W.D.D.A. for a period determined by the Committee. The disqualified team/player will still have to play at least one (1) full season in the division they were promoted to after the disqualification period is completed.
 - 7) In the event that a team is disqualified by the above method then the vacancy shall be filled by the next highest placed team in the division below the discrepancy.
 - 8) For any other extraordinary circumstances, such as the entry of a new team, the committee shall have the final decision as to the division that team shall play in.
 - 9) This is to be binding at all times; no correspondence shall be entered into at any time

AMENDMENTS TO THE PLAYING RULES

DATE: **REFERENCE:** **BY:**

04/02/2015 AGM 2014 Bob Scarvell
added Promotion and Relegation section R.

DATE: **REFERENCE:** **BY:**

04/02/2015 AGM 2013 Bob Scarvell

DATE: **REFERENCE:** **BY:**

04/02/2015 AGM 2012 Angus Maitland & Bob Scarvell
numerous clarifications to various rules.

DATE: **REFERENCE:** **BY:**

16/06/2015 Delegate 07/02/2013 Bob Scarvell
added D 4 & 5 K 8 rules.

DATE: **REFERENCE:** **BY:**

26/06/2015 Delegate 07/02/2013 Bob Scarvell
modified H 1 & M 1 and Typing error R 1.

DATE: **REFERENCE:** **BY:**

10/11/2016 AGM 08/11/2016 Bob Scarvell
Modified M removed Fairest as per Motion 3.
Modified A 1. added text as per Motion 6.

DATE: **REFERENCE:** **BY:**

21/01/2019 AGM 2018 Kai Wooten
Numerous update to general rules, score sheets, awards and yearly competition

DATE: **REFERENCE:** **BY:**

21/01/2019 Committee Meeting 2018 Kai Wooten
Numerous updates to general rules, score sheets, awards and yearly competition