

**Wynnum & Districts Darts Club Inc**

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# **Tuesday Night Competition**

# **Rules of Play**

Version 2019 – Reprinted 2020

## **DRESS REGULATIONS.**

- The minimum attire for men is slacks, jeans, tailored shorts with walk socks, sport socks, collared shirt and covered footwear. No stubbies, thongs, sandals or scuffs, work clothes or tattered clothing are permitted. No hats of any kind to be worn.
- The minimum attire for ladies is skirts, slacks, jeans. culottes, shorts with blouse or dresses and covered footwear, no bike pants, abbreviated shorts, thongs, sandals or scuffs, work clothes or tattered clothing are permitted. No hats to be worn.
- It is the captain's responsibility to ensure the dress rules are observed as the opposing captain has the right to refuse to play against any opposition member in breach of this dress code.
- The only exception to this dress code will be on the submission of a doctor's certificate and permission must be sought from the executive.

### **These guidelines are set out by Darts Queensland.**

- Bad language will not be tolerated. Please be considerate of other patrons.

## **FEES**

The captain of every team is personally responsible to ensure that all fees are up to date.

- \$ 30.00 Club Membership per year for members registering with Darts Qld \$ 5 membership to Zone 2. Also a \$6 membership to the Junior Rugby Leagues Club. All Payable by 3<sup>rd</sup> week of play
- \$ 28.00 per week games fees (\$ 7 per player) to be paid even if less than 4 players on the night. All game fees are to be paid on the night of play or the following week in case of a forfeit.
- \$ 5.00 Transfer fee applies to transferring from one team to another. Notify committee and sit out of play for 1 week.

## **RULES OF THE GAME.**

- (a) Games are to start promptly at 7.30 pm. Forfeit time 7.45pm. Play may commence earlier if both captains are agreeable. Teams must have a minimum of 4 players to commence a game or a forfeit will be called. If a forfeit is called, the opposing team will claim the points, but a match can be played with fill in players as a social match. 180's will count.
- (b) If a team has 4 players, they may call from players from other teams to fill their team for the night, but the results of their games will not count towards the overall result unless they are playing with other original team members i.e. Singles will not count, doubles and trebles will only count if they are teamed with players of the original team.
- (c) The games are to finish at 10:30 pm. No games are to be started after this time regardless of the game situation. Any game already may be completed subject to the final finish time being 11pm. If this game is not completed, the full game is cancelled and the result prior to the commencement of this game counts. Finals will be played until a result is obtained.
- (d) Team captains are to ensure that the games keep moving with no breaks between games.
- (e) The home side is determined by the team that is listed first on the draw sheet.
- (f) The home team will toss a coin and the opposing team will call. The winner shoots for bull first. Closest to bull starts the first game. The Chalker has final control on who is closest and can ask for the shot to be retaken if even. Games will alternate between teams. Loser of the shot at bull will chalk. Scoring alternates from then on
- (g) If a team does not have enough players and need to forfeit the game, the Captain must phone the opposing Captain by 6pm and advise of a forfeit. Otherwise the forfeiting team pays for both teams' game fees.
- (h) No person shall be allowed in the playing area other than players and scorers.
- (i) A player's opponent must stand at least 1 metre behind the oche.
- (j) A player retrieving their darts after a shot shall do so promptly and in such a manner as not to interfere with the opposing player
- (k) A player shall not commence their throw until their opponent is back behind the oche, any infringement to this rule will occur a loss of the shot as a penalty.
- (l) Darts cannot be removed from the board until the scorer has checked and named the score.
- (m) During match play the player at the oche may direct enquiries to the scorer

- (n) Players and officials and guests are not permitted to smoke within the club, or consume liquor in the playing area between the front of the table and the dartboard.
- (o) All players must have played 3 games for the team they were originally registered with or transferred to (after approval from the committee and appropriate fee paid) before being eligible to participate in the semi-finals or finals.

#### **NEW RULE 2019**

- (p) Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined at the Control Desk or at the Match Board by a draw or the toss of a coin.

The winner of the Bull throw shall throw first in the match and all subsequent "odd numbered legs" which will also include the "tie-break" leg if required.

In throws for the Bull each player, in Singles events, or one of the team members shall throw one dart for the Bull. The dart must remain in the dartboard in order to count and re-throws shall be made until a dart remains in the dartboard. If the dart enters the "25" or "Bull" sector it shall be removed before the opponent takes his/her throw. Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.

If a deciding leg is required i.e. Tiebreaker in the match, the same sequence will be followed.

#### **THE THROW.**

- All darts must be thrown by, and from, the hand, to be deemed a throw. The dart must be propelled in a forward motion using some physical force, not merely dropped.
- A throw shall consist of three darts unless a leg, set or match is finished in less than three darts or a score greater than the score required. Any dart that is thrown bounces off or falls out of the dartboard shall not be re-thrown.

#### **STARTING AND FINISHING.**

- In all darts events each leg shall be played with a straight, start and the finish shall be on a double.
- The "bull" shall count as "50" and if "50" is required to complete a leg, set or match then the "bull" shall count as double "25".
- The "bust" rule shall apply if a player scores more than the score required then the score thrown will not count and the player shall revert back to the score required prior to his opponent's last throw.

- The first player (or team) to reduce the score required to exactly zero by obtaining the required double out, is the winner of that leg, set or match, whichever is applicable.
- Any dart mistakenly thrown by a player, after scoring the; required "double" shall not count, as the respective leg, set or match is concluded by the darts scoring the required "double".

**Interpretation:- If the player throws the dart at a double and is not sure it is in or out and does not query the shot and throws another dart into the board and misses the double, throws a third dart and goes in a single, and when approaches the dart board finds that the double is in, the game is over and the last two darts do not count.**

## SCORING

- A dart shall only score if the point, remains in, or touches the face of the dart board within the outer double wire and having been "called". In the event of a dart falling out of the board after it has been "called" it shall count as a score.
- The score is counted from the side segment wire in which the point of the dart enters, and remains in or touches, the face of the dartboard.
- Darts shall be retrieved by the thrower but only after the score has been "called" by the scorer. Retrieval of darts thrown before the scorer has called a score may result in a "no score" being called
- The result of each players throw, unless the player "busts" must be clearly shown on the scoreboard or chalkboard, giving the score thrown and the balance required to finish the game.
- The method of marking shall be simple subtraction as per the following example between players 'A' & 'B'

"A"	"B"
501	501
60	120
441	381
136	26
305	355
80	57
225	298
60	80
165	218
65	30
100	188
60	60
40	128
40	
0	

Game of Darts

- (f) The scorer and players should check all scores and subtractions made on the chalkboard after each throw.
- (g) All requests to check the score recorded, and subtractions made, must be directed to the marker and made before the players (or teams) next throw.
- (h) A protest about the score attained after the retrieval of the dart or darts may not be upheld. The markers decision shall be final and binding.
- (i) The actual score required must be shown on the score sheet and/or the score board and be clearly visible to the players.
- (j) If the player asks the marker for the score remaining and the marker replies incorrectly, the following shall apply: -
  - a. If the player scores the advised number and the dart is the double required to complete the score, the throw shall be called "game shot"
  - b. If the player scores less than the advised number, the value scored during that throw will be deducted from the actual score remaining i.e. if the player is advised 60 but in reality, needs 58 and then scores 20 only, the remaining score is 38 not 40.
  - c. If the player scores more than the advised score and also more than the remaining score the result is bust.
  - d. If the player scores more than the advised score but less than the true remainder, the true remainder will apply, i.e. if the player needs 62, is advised 58 but throws 60, then the remaining score is 2 not bust.
- (k) A player whilst at the oche may enquire of the scorer the value of a score thrown or score remaining. No indication of the required "double" shall be given by the marker. (i.e.32 required NOT double 16). Whilst at the OCHE a player may not receive advice or coaching from any competitor, official or spectator, other than provided for under rules (g) and (j). **A player may stand back from the oche and ask their captain or a member of their team for assistance and then return to the oche.**