

**Wynnum & Districts Darts Club Inc**  
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# **Wynnum & Districts Darts Club Inc.**

## **Competitions Rules of Play**

Version 2022

## **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.

### Club Annual Membership

- \* \$ 25.00 Club Membership per year for members registering with Darts Qld
- \* \$ 5 membership to Zone 2,
- \* \$5 Wynnum and
- \* \$6 membership to the Junior Rugby Leagues Club. All Payable by 3<sup>rd</sup> week of play

### Tuesday Competition

- \* \$100/team nomination Fees
- \* \$ 40.00 per week games fees (\$ 10 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.
- \* If you have a fill in player, the Fee is \$5 with the remainder made up by the other Registered team players.
- \* \$ 10.00 Transfer fee applies to transferring from one team to another during the season. Notify committee & sit out of play for 1 week.

#### Tuesday Competition Payouts

- \* The prize money and prize pool should be reviewed by the committee at the beginning of each season to determine payout options so ensure this competition self-funded. This will be presented on the first night of the new season and approved by the Executive Committee.

### Wednesday Competition

- \* \$ 48.00 per week games fees (\$8 per player) to be paid even if less than 6 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.
- \* \$8.00 Transfer fee applies to transferring from one team to another during the season.
- \* Notify committee & 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.
  - a. Tuesday - Teams must have a minimum of 3 players to commence a game or a forfeit will be called. If a forfeit is called, the opposing team will claim the points. A match can be played if agreed by both captains, as a social match. 180's and pegs will count.
  - b. Wednesday - Teams must have a minimum of 5 players to commence a game or a forfeit will be called. If a forfeit is called, the opposing team will claim the points. A match can be played if agreed by both captains, as a social match. 180's and pegs will count.
  - c. Forfeits A three-minute time limit will be imposed on players to be on the oche once their name has been called or is written on the whiteboard to play.
    - c.i. Penalty: Forfeiture of 1st leg. Continued absence for a further three [3] minutes, Penalty: Forfeiture of game.
- (b) If a team does not have the required players as shown in Rule (a) a. or b.' they may call from players from other teams to fill their team for the night.
- (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 unless approved by both captains. Refer Forfeit Rule (a) c. above.
- (e) The home side is determined by the team that is listed first on the draw sheet.
- (f) Order of Play
  - a. Tuesday The order of play is determined by the score sheet.
  - b. Wednesday The order of play is determined by the score sheet.
- (g) Payment in the event of a forfeit
  - a. Tuesday all team fees are to be paid by each team and the team that has been forfeited against receive the 18 games and 7 pegs each player. The team forfeiting the game is required to phone the opposing Captain at their earliest possible time to allow all players to be notified.
  - b. Wednesday all team fees are to be paid by each team and the team that has been forfeited against receive the 11 games and 5 pegs each

player. The team forfeiting the game is required to phone the opposing Captain at their earliest possible time to allow all players to be notified.

- (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 of this rule will incur 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) Wednesday - All players must have played 6 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 finals.
- (p) When the Bull throw is used to determine a "tie-break" leg, if required, a toss of a coin is to be used. When Dart Connect is being used the "Coin Toss" button is to be used.

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 for a 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) 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.
- (b) 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.
- (c) 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
- (d) The result of each player's throw, unless the player "busts" must be clearly shown on the scoreboard or whiteboard, giving the score thrown and the balance required to finish the game.
- (e) If Dart Connect is not being used then the method of marking shall be simple subtraction as per the following example between players 'A' & 'B'

"Sample of Scoring"

"A"	"B"
501	501
60	120
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
441	381
136	26
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
305	355
80	57
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
225	298
60	80
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
165	218
65	30
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
100	188
60	60
<hr style="width: 100%;"/>	<hr style="width: 100%;"/>
40	128
<hr style="width: 100%;"/>	
40	
<hr style="width: 100%;"/>	
0	Check Dart called

- (f) The scorer and players should check all scores and subtractions made on the whiteboard 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.**