

SUTHERLAND SHIRE DARTS ASSOCIATION

RULES OF PLAY

1. DIMENSIONS:

All matches under the jurisdiction of the Sutherland Shire Darts Association shall be played on a standard pattern dart board, having numbers and divisions clearly marked with a double & triple ring.

The bull's eye to consist of an inner circle scoring 50 & an outer circle scoring 25. The diameter of the board shall be 460mm (19 inches).

The diameter of the outer ring of the bull's eye shall be 31.75mm (1 ¼ inches).

The diameter of the inner ring of the bull's eye shall be 12.7mm (1/2 inch).

The distance from the centre of the bull's eye to the outside treble wire shall be 104.775mm (4 1/8 inches).

The distance from the bull's eye to the outside of the double wire shall be 168.275mm (6 5/8 inches).

The width of the doubles and trebles shall be 9.525mm (3/8 inches). Any measurements within 3.175mm (1/8.inch) to be standard.

In no case shall the wires that form the boundaries be out of TRUE.

2. POSITION OF THE DART BOARD:

The dart board shall be firmly fixed at a height of 1730mm (5 feet 8 inches) from the centre of the bull's eye to the floor.

3. DISTANCE OF THROW:

The distance of the throw shall be 2370mm (7 feet 9 ¼ inches).

The measurements shall be taken from a plumb line suspended from the centre of the bull's eye to the floor and from this point 2370mm to a line clearly marked and parallel to the face of the board, which shall be known as the "OCHE".

4. THE OCHE:

The toe line or footline shall be clearly marked with suitable material and shall be at least 12.7mm (1/2 inch) in width and shall be at least 1.122 metres (4 feet) long.

Distance of throw shall be measured from the BACK of the "OCHE" along the floor to a plumb line at the face of the dart board.

5. THE DARTS:

The darts & flights used by the players can be any weight within reason; make and material best suited to the thrower, but must be thrown.

The interpretation of the term “throw” applicable to SSDA rule is:

All darts must be thrown one (1) dart at a time by and from the hand to be deemed as thrown.

The dart must be propelled with physical force and not merely dropped.

6. CONDITION OF BOARD AND PLAY:

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

Any protest as to conditions of play shall be lodged with the opposing captain and in the event of conditions not being altered to comply with the protest; the captain making the protest shall play under protest and enter on the scoresheets the words “PLAYED UNDER PROTEST” and both captains to initial them.

Such protest shall be reported in writing to the Secretary of the Association within seven (7) days and the matter will be decided by the committee. No protest can be made after the match has commenced.

Under no circumstances do ladies have to play in public bars, unless they wish to.

Objections to be lodged prior to commencement of play.

7. DARTS IN AND OUT OF PLAY:

Darts in play

Scoring darts are those sticking in the board at the completion of a “throw” of three darts, or less as is necessary and shall be indicated by the point of entry of the dart which must be definitely in or touching the board.

Darts out of play

Darts that rebound from the board, darts that stick into other darts.

Darts that fall out or are knocked out of the board before the “throw” of the three (3) darts is completed and before the scorer has called the score.

Darts that have been ruled “NO DART” by the scorer or an official.

Three (3) darts in the treble ring, double ring, or bull’s eye ring or the inner bull’s eye ring is “NOT THE GAME SHOT” UNLESS the total in the double ring or the inner bull 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 throw again.

8. MARKING:

The result of each throw of three (3) darts unless the player “BUSTS” (i.e. exceeds the required score) must be clearly shown in chalk on a board (or any approved

marking pen on an approved board) giving the score thrown and the balance required to finish the game.

The method of scoring shall be made by subtracting the last score from the previous total.

The home team shall provide the blackboard and chalk (or other board and pen) at all matches.

The scoreboard shall be in position in front of the players.

No one but the scorer and marker shall be in front of the thrower.

In circumstances where automatic or dial type scoring machines are used in Association controlled matches, or competitions, they must first be approved by the associations.

9. SCORING:

(a) No call or information shall be given to a player once he/she is at the "oche" except by the scorer.

The scorer may inform the player of the total required to finish the game IF ASKED.

Neither the scorer nor any other person shall indicate to the player the double required or method to obtain same.

Each player shall withdraw their own darts from the board.

A captain who may have a physically handicapped, deaf or mute player in the team, with the permission of the marker or scorer, assist that player to the degree that is necessary whilst at the "oche", except that, that player must not be told the "double" required or method to obtain same.

(b) INTERPRETATION:

If the player asks the scorer for the score remaining and the scorer replies incorrectly the following apply:

1. If the player scores the advised number and the last dart is the double required to complete the score – that is game shot, i.e. if the player is advised that they require 60 when in reality they required 58, a score of 20, double 20 will result in game shot.
2. If a player scores less than the advised number the number scored will be deducted from the actual score, i.e. if the player is advised 60, but in reality needs 58 and they score 20 only, the remaining score is 38, not 40.
3. If the player scores more than the advised score and also more than the remaining score the result is bust.

4. 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, the remaining score is 2 – not bust.

5. The method of scoring shall be by subtracting as per example shown below between players A & B:

A	B
501	501
<u>60</u>	<u>120</u>
441	381
<u>136</u>	<u>26</u>
305	355

(c) Corrections to the score shown on the board may only be notified to the marker/scorer by the CAPTAINS or participating players.

Once a score has been played on, no alteration shall be made to the score shown on the scoreboard.

10. START OF GAME:

(a) In all competition matches the home team shall throw first in the first game and thence each team shall take alternate turns to throw first.

The team that throws first in each game is to indicate its team or player in that game before the team or player throwing second.

If three (3) legs are required to decide the winner of a singles game the player that threw first in the first leg has the first throw for nearest to the bull to decide which player throws first. Nearest to the bull wins the throw.

(b) The home team shall supply all scorers/markers in all games.

Semi-finals, finals and grand finals shall be started by a toss of a coin and the team captain winning such toss has the option to throw first in the first game or throw first in the second game.

After the first game each team shall take turns to throw first.

The team that puts up their player first scores that game and thereafter each alternate game.

(c) All championship matches are to be started by a toss of a coin, the team or player winning the toss to throw first in the first game.

If a third leg is required to decide the game a new toss will be made and the winner will throw first in the third leg.

11. START AND FINISH OF GAME:

(a) All games shall be straight start and a double finish.

(b) To finish a game, teams or players must throw a double, e.g. if the score is 11 to go, one (1), three (3), five (5), seven (7) or nine (9) must be thrown to leave an even number or a double, then double five (5), four (4), three (3) two (2) or one (1) can be thrown to finish the game.

A player or team throwing more than the required score needed to finish the game "busts" & reverts to the original score at the commencement of the throw in this case.

If a player busts with any one (1) of their darts they shall immediately cease throwing.

In the singles should both players have thrown sixty (60) darts or more in the one (1) game and both players are on a double, they **must** then throw one (1) dart each at the bull's eye, the closest dart to the bull's eye wins.

(c) If a player completes a game with the first or second dart thrown and continues to throw with their remaining dart(s) "the game is deemed to have been finished and not bust".

12. MODE OF PLAY:

A team (on the night) shall consist of a maximum of six (6), and a minimum of three (3), players whose name must be written on the board prior to the start of the first game, and which shall not be altered thereafter.

13. In the event of a team having only three (3) players the mode shall be:

Team's game three players the fourth throw will be missed.

The second doubles and the fourth doubles will be played by one (1) player who shall miss every second throw.

The last singles will be forfeited.

14. All competition matches shall consist of nine (9) games, as follow:

The Teams game one (1) leg, four (4) players, Div 1, 1001, Div 2, 1001, any lower grade 801.

Two (2) Doubles and two (2) reverse doubles one (1) leg, Div 1, 801, Div 2, 601 any lower grade 401.

The same four (4) players may play in the reverse doubles, but not with the same partner that they played with in the first doubles.

A player may only play a maximum of 2 doubles games in one night. i.e. only once in one of the first two doubles and only once in one of the last two reverse doubles.

A player may only play once in singles and once in the team's game.

4 Singles best of three (3) legs, all grades 501.

All games are straight start, double finish.

15. Should a team forfeit, then it shall not be entitled to any points, and the team receiving the forfeit shall receive the maximum points that have been obtained by any team in that grade on the night.
16. Should a team drop out in the middle of a competition, then that particular grade shall be regarded as having a bye from the beginning of the round in which the team dropped out.

17. BYES:

No competition points shall be scored for a BYE.

18. The starting time for competition matches is 7.30p.m., with a leeway of 15 minutes.

If for any reason a team cannot be in attendance before 7.45p.m., the team to be played shall be notified by phone as to the length of the delay and reasonable discretion to be made.

If a player is running late and a team does not have enough players to play the games in the sheet order games may be played out of order, with both captains' agreement, until the late player arrives. Games then revert to the normal order of play.

A player may arrive and play the last game/s provided their name is on the board before the commencement of play.

In circumstances where roads are blocked, or blackouts etc., and matches have to be postponed, these games must be played before the following Tuesday night, and at a time acceptable to both teams.

If no decision can be made it will be left to the Dart Association Committee to decide the matter.

Where possible, when games are likely to run over closing time of the home team, when the time is reached one half hour (1 1/2) prior to that club's closing time, the match is to be played on two (2) boards.

Any team refusing to do so shall forfeit all games not played by the home club's scheduled closing time.

19. SCORE SHEETS:

(1) The team captains are responsible for the correct filling out of the result sheets.

Each player must have their name printed then signed on the score sheet in the space provided.

Each captain must counter-sign opposition's sheet and any 180's recorded or they will not be counted.

(2) Both captains are responsible to have the match sheets signed, dated, handed to, or emailed to the recorder no later than THURSDAY P.M. following the match.

(a) Should matches be deferred, match sheet to be sent the next day after the match.

(b) A "ONE POINT PENALTY" shall be incurred for late score sheets.

(3) Sheets must be completely filled in. Incomplete sheets may not be recorded and averages may not be accepted.

(4) Points scores will be circulated at each meeting.

(5) Members wishing to compete in Zone, State championships or Shire Representative Teams must take averages (or compete in the highest grade at State Championships).

20. SEMI-FINALS & FINALS:

(a) Semi – finals and finals shall be played at neutral venues.

(b) To be eligible to play in semi – finals and finals, a player must have played in at least half (1/2) of the scheduled matches during the competition rounds in that grade.

(c) In all draws, semi-finals shall be played by the first four (4) teams ahead on the points table at the completion of the competition rounds in each grade.

The team finishing No. 1 shall play the team finishing No. 2, the team finishing No. 3 shall play the team finishing No.4.

The winner of 1 and 2 shall move straight into the Grand final.

The loser of 1 and 2 shall play the winner of 3 and 4, in the final, the loser of 3 and 4 shall drop out, taking no further part in the competition.

The winner of the final match will move into the grand final.

(d) The winner of the lower grade goes up to the next highest grade.

The last placed team of a higher grade goes down to the next lower grade circumstances permitting.

(e) Should a team refuse to play at a venue in a Semi-Final, Final or Grand Final that has been nominated by the committee for that night, they will forfeit their match.

21. Any player who throws 180 (three treble 20's) in Association conducted competitions, championships or representative games shall qualify for an Association 180 badge & a Trophy (where applicable)

Any player who finishes by throwing "170" (two triple 20's and bull's eye) to finish a game, will be eligible for a special trophy.

22. FOOT FAULTS:

The scorer shall call "NO DART" if a player treads UPON the "oche" during the throw.

The player shall forfeit any score thrown with the dart once the scorer has called "NO DART".

The opposing team captain may (during the interval between throws) point out a foot fault to the scorer.

NOTE: It is customary for the scorer to warn an offending player once on the first occasion, and then penalise any further breaches.

23. THE SCORER:

(a) Shall have full view of the game, the playing area and the marker's scoreboard.

(b) Shall ensure that no player steps on or over the "oche" during the throw and shall be the sole judge of a player being "NO DARTED".

(c) Shall answer any requests from a player as to the score "thrown" or remaining on the board.

(d) Shall decide the score that a player has "thrown" and shall communicate that score to the marker, be sole judge of the "game shot" and shall check the accuracy of the marker's work on the scoreboard.

(e) A player may at any time check the score visually by walking to the board without jeopardising the throw.

The player, however, MUST NOT TOUCH THE DARTS IN THE BOARD.

(f) The scorer must be acceptable to both captains.

(g) The scorer has the final say on the fairness of the throw.

24. THE MARKER:

The duties of the marker shall be to record the scores on the scoreboard and will comply with the requirements of rule 8 and rule 11 (c) of these playing rules, and will refrain from any excessive movement whilst a player is throwing their darts and should not turn and watch the player if that player requests him/her not to do so.

25. In Association competition or championship matches, the duties of the scorer and marker may be combined.

26. CHAMPIONSHIPS:

Shire Championships shall be run on the following lines:

All championships shall be played on a two (2) life system.

In the event of a straight singles events it shall be best two (2) out of three (3) legs, 501 straight start, double finish.

Straight Doubles events shall be best two (2) out of three (3) legs, 601 straight start, double finish.

All finals will be best three (3) out of five (5) legs, straight start, double finish if time permits otherwise best of three (3) shall be played.

A Handicapped singles competition and a handicapped drawn doubles is also accepted and these would also be played annually.

27. To be eligible to play in the Shire Championships, a player must have played at least half the matches in the grade nominated for since the last championship.

If a player has played in two (2) grades since the last championships, the higher grade must be played.

HANDICAPPED SINGLES & HANDICAPPED DRAWN DOUBLES,

After five (5) games & having played a minimum of three (3) games, new players may have an average calculated.

Players must have played in the previous competition if not playing in the current comp.

28. PLAYERS:

Only financial members of the Clubs or Associations or their Dart Club may play in competitions and championships arranged by the Darts Association.

This is to be controlled by that Club, Association or Dart Club.

Any member unable to join their mother Club owing to limited membership, may play whilst waiting for membership, on letter of approval from that club.

29. Any team may, in an emergency, borrow a player from a lower grade from their own Club, to make up its Four (4) members on the night.

If a player plays in a higher grade for three (3) games, that player must remain in the higher grade.

No player shall be moved across a grade. (However, in semi-finals finals or grand final no player can be borrowed)

30. A competition player may not drop more than one (1) division from his last competition to another competition.

31. Should a player wish to move to another Club/team before the commencement of round three (3) they may do so providing that the Club/team they are leaving gives a clearance, and providing permission is granted by the Committee of the S.S.D.A.

32. ETIQUETTE:

It is expected that spectators or members of the team playing show reasonable conduct whilst a game is in progress, and at all times remain well back from the "oche".

The playing area shall be deemed as the area between the board and the "oche" line with 600mm (approx. 2 feet where applicable) on either side of this area and two 2 metres (6 feet) behind the "oche" line.

No person other than the active player/s and authorised officials should be in this area when a game is in progress.

A player's opponent must stand at least 600mm (approx. 2 Feet) to the rear of the player at the "oche" line.

It is not permitted to practice or play social games on the boards alongside the board being used in competition whilst a competition game is being played.

Foul and abusive language will not be tolerated at any time.

There will be no drinking in front of the "oche" line by any player, scorer or official or behind the "oche" line by any player/s for a least one 1 metre (3 ft 3 in).

Players at the oché line shall not commence their throw until their opponent is back behind the "oche" line.

Any infringement of this rule shall incur a "loss of shot" penalty.

33. FEES:

Competition fees are to be set by the Shire Darts Association before commencement of each competition, and are due for payment with team nominations at each competition grading meeting.

However, all monies must be paid prior to the commencement of each competition otherwise any team unfinancial is ineligible for that competition.

No unfinancial team is eligible to play in semi-finals.



PRESIDENT: Anne Bamforth.

DATE: 31st January, 2018



SECRETARY: John Hunter.

DATE: 31st January, 2018