



ACT NORTHSIDE DARTS ASSOCIATION **PLAYING RULES**

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1. INTRODUCTION

1.1 Playing Rules

These rules are the playing rules for the A.C.T. Northside Darts Association (ACTNSDA). All teams playing in the weekly competition shall abide by the rules herein.

1.2 Playing Rule Changes

Changes to these Playing Rules can only be made after ratification at any meeting called by the ACTNSDA Committee.

2. REGISTRATION OF TEAMS AND PLAYERS

2.1 Competition Draw and Grading of teams

The match committee shall prepare the draw prior to the commencement of each season's competition. Teams are to be graded according to a total average of the top 3 players nominated in that team. New team entrants are to take the vacancies available in grades based on known or perceived skills.

2.2 Determination of Player and Venue Fees

Player Registration and Team Venue Nomination Fees are to be determined at each Annual General Meeting (AGM) or at special general meeting if required.

2.3 Player Registration and Fees

All players must be registered to play in the competition. A player may be recruited and play on the night of play using his/her initials as the registered number. All subsequent games are to be played using a registered number issued by the Division registrar/recorder.

A Player Registration fee is payable by all players who have played five (5) matches in a season. The current player registration fee is \$15 per player.

The Player Registration Fee is payable as per the Schedule of Events for the season concerned, or as decided by the committee.

A player who is not financial will not be eligible to play in the Finals matches.

2.4 Venue Fees

An all-inclusive Venue Nomination Fee as determined at the previous AGM is payable by each team's venue in full, as per the Schedule of Events for the season concerned.

A team which plays after the Venue Nomination Fee is due and is not financial shall lose that week's total points and all such following points until the team is financial.

A team which fails to become financial in a previous competition will not be permitted to enter any subsequent competition until outstanding dues are paid, or waived by ACTNSDA Committee in the event of extenuating circumstances.

3. PLAYING CONDITIONS

3.1 Boards

All matches shall be played on a standard match play dart board, having numbers and rings clearly marked from 1 to 20 with double and treble rings. The board shall have a bulls-eye consisting of an inner circle scoring 50 and an outer circle scoring 25. The treble 20 must be marked in RED wherever possible and the single 20 BLACK. The inner bull shall be black wherever possible.

3.2 Scoring Sections of the Board

A dart coming to rest within the treble ring shall score three times or treble the score indicated by the numeral on the outer edge of the division which contains that portion of the treble ring.

A dart coming to rest within the double ring shall score twice the score indicated by the numeral on the outer division which contains that portion of the double ring.

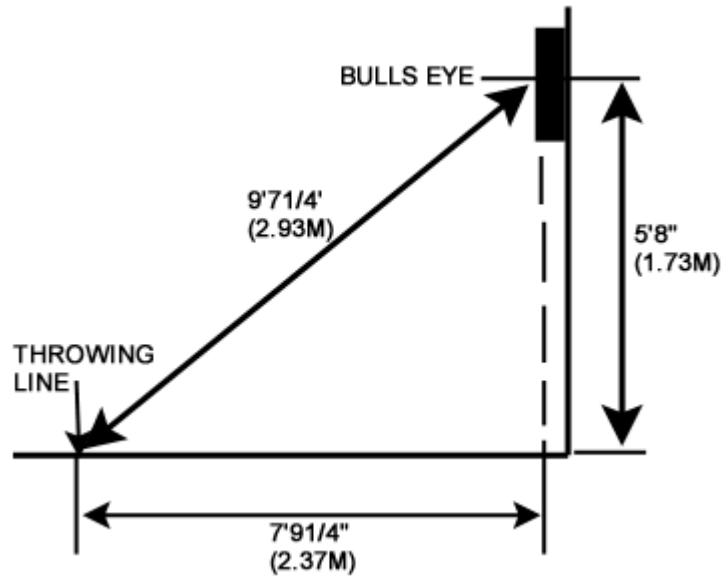
The inner circle of the bulls-eye shall be deemed a double for the purpose of pegging out.

3.3 Placement of Board/other Equipment

The dart board shall be firmly fixed with the 20 division at the top in a vertical position at a height of 1.73 metres from the centre of the bulls-eye to the floor.

The distance of the throw shall be 2.37 metres. The measurement to be taken from a plumb line suspended from the centre of the bulls-eye to the floor and from this point 2.37 metres to a line parallel to the face of the board. This line is known as the throwing line or oche. As a check the

distance from the centre of the bull to the base at the rear (player's side) of the oche is to be 2.93 metres.



The oche shall extend at least 0.458 metres either side of the centre line from a point immediately below the bulls-eye. The distance from the oche to the board shall be measured from the rear of the oche, which is from the player's side not the board side.

Where possible the oche should be raised at least 3.5cm high and should not be less than 5cm wide.

Players must at all times be behind the oche when playing shots. They may move along its length as far as they like, but at all times the oche must be not be trodden on.

Lighting should be of a suitable design and position to enable adequate overall even light on the dartboard surface.

Where possible, scoreboards should be positioned to the left of the dart board in such a position as to be easily read by both players.

If the scoreboard is used with a mobile dart board it should not be fixed to the dart board surround and, if the scoreboard is free standing it should not infringe or hamper upon the playing area of the dart board or any adjacent dart board.

Where two or more dart boards are erected in a given area, the distance between adjoining boards must not be less than 2.5 metres measured from bulls-eye to bulls-eye.

3.4 Board Use – Venues with Two or More Matches on One Night

Where two or more matches are being played on the one night at a venue, use of boards shall be determined by Division and current Ladder placing. A home team from the highest division will have first choice of boards. If more than one home team is in the same division the team currently higher on the ladder will have first choice, with subsequent board choice in seniority order according to division/ladder placement.

4. TEAMS

4.1 Team Composition

A team will consist of not more than eight (8) players. No more than eight (8) or less than two (2) players may be used in a match.

A captain may list as many players' names as he/she likes, but all names must be on score sheet prior to start of play.

In A or B Grades (or Div 1) no player is to play in more than one triples, one doubles and four single games; in C or D Grades (or Div 2) no player is to play in more than one triples, one doubles and three single games.

Failure to comply with 4.1 will result in forfeit of all games.

4.2 Teams with less than 4 Players

A team playing one or more players short in triples or doubles shall forfeit a shot in turn for each non-attending player. A team which has insufficient players to complete all singles games shall forfeit those games for which a player is not available.

Where a team playing one or more players short is required to forfeit a/some game(s), this/these game(s) is/are to be last game(s) recorded.

4.3 Forfeits

Any team giving a forfeit without notifying the opposing captain at least 24 hours prior to the match will be called upon to show good cause why the team and players should not be suspended.

Should any team that has no chance of making the final four give a forfeit on the final match of the league, that team may be called upon to show why the players should not be suspended for one full competition.

Should any team in the final four that has no chance of losing a place, give a forfeit to a lower team thereby enabling the lower team into the final four ahead of another team, then the team giving the forfeit shall be

excluded from the final four and the players automatically suspended for one full competition.

The onus is on team captains to avoid forfeiture situations. Neither team should try to force a forfeit situation. Where there are sufficient players remaining on each team, teams should try to avoid forfeiture situations by nominating players that are eligible to play each other. See Rule 8.3 for further clarification.

4.4 Withdrawal of Teams

Any team that forfeits three matches in a season will be required to show just cause in writing why they should not be withdrawn from the competition.

Any team having played a team which subsequently withdraws from the competition shall retain the match points and game points received from games already played against the withdrawn team.

If a team withdraws from the competition once the draw has been promulgated, then the members of that team will be required to show just cause in writing why they should be allowed to play subsequently during that season. Such action will not be required if said player(s) continue to play with the same venue and in a higher grade.

5. PLAYERS/AWARDS

5.1 Transfer between Teams

Any player who plays 5 or more matches in a division in a season will be graded in that division, and will not be eligible to play in another division for that season.

No player can play in more than one (1) division per round.

In the event of any venue fielding two or more teams in any one division no interchange of players between such teams shall be allowed after the player concerned has played five games with one team.

Any player recorded as registered with a team, whether they have played with that team or not, must get a clearance from that team before he/she can play with another team. Only one clearance shall be granted by the executive committee in any one season to any one player.

Any player recorded as a registered player with a team, whether they have played with that team or not, is eligible to play in any ACTNSDA sponsored competition within the division the player is registered.

5.2 Eligibility to Play in Finals

To be eligible to play in a semi-final or grand final a player must be a registered player and have played five (5) matches with the team for which he/she has registered for the season. Failure to comply with this rule will result in disqualification and forfeiture of the match for the offending team.

5.3 Awards / Trophies

5.3.1 Score of 180 and Game Shot of 170

A player who scores the possible 180 in an ACTNSDA conducted competition shall be presented with a 180 badge on presentation night, or, if already a recipient of a 180 badge, a bar indicating the number of 180s scored with the ACTNSDA.

A player who scores 170 game shot in an ACTNSDA conducted competition shall receive an appropriate award on presentation night.

5.3.2 End of Competition

Players are eligible for end of competition awards as determined by the ACTNSDA committee including:

- Divisional Premiership Winner
- Divisional Premiership Runner Up
- Most Improved Player (based on player points system)
- Most Valuable Player (based on player points system)
- Other Team Trophies in accordance with minutes of the Association

No player shall be entitled for an end of competition award unless that player is registered, financial, and has played five (5) games for the player's nominated team during that season's competition.

The cost of a maximum of eight awards per team shall be borne by the ACTNSDA.

6. MATCH FORMAT

Terminology

‘Match’ - refers to a competition round where either 19 (Div 1) or 15 (Div 2) games are played.

‘Game’ - refers to Triples, Doubles or Singles.

‘Leg’ – refers to any single game of 801, 601 or 501.

6.1 Order of play

The order for playing all competition matches (including finals) unless otherwise agreed to by both captains shall be Triples, Doubles, Singles.

6.2 Competition Matches – Number of Games

Division 1 (A and B Grades)

Triples	best of one	801	No. of games = 1
Doubles	best of three	601	No. of games = 2
Singles	best of three	501	No. of games = 16
			Total games = 19

Division 2 (C and D Grades)

Triples	best of one	801	No. of games = 1
Doubles	best of three	601	No. of games = 2
Singles	best of three	501	No. of games = 12
			Total games = 15

6.3 60 Dart Rule

In any leg of a singles game where each player has thrown 60 darts and the finishing double has not been hit, team captains may invoke this rule. Each player will throw one dart for the bulls-eye and the game will be won by the player who throws closest to the bull on the 61st dart. The score will be recorded as ‘0/61’ for the winning player, and ‘x/61’ for the losing player where ‘x’ is the remaining score for that player (e.g. if the losing player is left on 20 then ‘20/61’ is recorded).

6.4 Venue Closing Before Match Conclusion

In the event that a venue wishes to close the premises before the match has concluded, then the following options are available to team captains:

- If one team has already won the match, then the match will cease, either immediately or (if time permits) at the conclusion of the game(s) being played.

- If the match result is indeterminate, then team captains can either toss a coin to decide the winner, or throw for the bull to decide a winner.

A note should be written on the score sheet to indicate that the match was shortened due to the venue closing.

6.5 Elimination Finals, Semi-Finals and Grand Finals

Group A

Triples	best of one	801
Doubles	best of three	601
Singles	best of three	501

With the first team to win 10 games the winner

Group B And Below

Triples	best of one	801
Doubles	best of three	601
Singles	best of three	501

With the first team to win 8 games the winner

6.6 Number of boards

Group A	Min 2 boards for Teams, Doubles and Singles
Group B	Min 2 boards for Teams, Doubles and Singles

7. OFFICIALS

7.1 Marker

In all games, the marker shall assess the scores thrown.

The marker shall ensure the match is played in accordance with the rules as laid down.

The marker's jurisdiction shall commence once the players have been called to the oche for the commencement of the game.

Upon completion by the player of his/her throws of three darts, the marker shall record the scores.

No call or information shall be given to a player once he/she is at the oche except by his/her captain or the team's nominated representative who is allowed to tell his/her players how to peg without the player moving from the oche.

Failure to comply with the above will result in forfeiture of the leg by the offending team.

The marker will answer all requests from the players as to the score thrown and/or the remainder on the board.

The marker may inform the player of the total score or the score required to finish the game if asked by the player.

The marker shall only indicate the balance required to finish the game and not the method of throwing it (e.g. the marker shall call 40 left not double 20 left).

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

- If the player scores the advised number and his/her last dart is the double required to complete that score then game shot shall be called (e.g. if a player is advised that he/she requires 60 when in reality he/she requires 58, a score of 20 double 20 will be called game shot).
- If the player scores less than the advised score, the actual number will be deducted from the true remainder as displayed on the markers' scoreboard (e.g. if a player is advised that he/she requires 60 when in reality he/she requires 58, a score of 20 only gives a remainder of 38 not 40).
- If the player scores more than the advised score and more than the actual score, the result is bust or no score.
- If a player scores more than the advised score but less than the true remainder the result is bust or no score (e.g. if the player needs 62 and is advised 58 but throws 60 the remaining score is 62 not 2 left).
- If a the player scores less than the advised score but more than the true remainder then the result is no score or bust (e.g. if the player requires 17 and is advised 27 then throws 19 the remaining score is 17 not 8 left).

The marker shall call "game shot" when player scores the winning double to finish the game.

In all games the score thrown will be shown on the scoreboard by the simple subtraction method. The marker will only place on the scoreboard the score thrown and the balance remaining to finish the game.

If the player throws a score that is higher than the balance required or would leave a balance of one (1) then the player has "bust" and the marker shall make no annotation on the scoreboard apart from an "x" to denote the player's unsuccessful turn.

The marker shall not enter into any conversation with anyone unless corrections of the score are required or the remaining score is requested during a player's turn, and is to remain as still as possible during throws.

Correction of the score shown on the scoreboard may only be notified by the participating players, or their captains, to the marker.

Once a score has been played on, no alteration shall be made to the score shown on the scoreboard, unless corrected by the players/captain of the respective team involved.

7.2 Oche and Foot Fault Judge

Upon the agreement of both captains, by direction of an appointed referee, an oche and foot fault judge may be appointed.

The oche and foot fault judge shall be seated in line with the oche. He/she shall not distract the players and shall remain silent except in the case of an infringement of the oche, in which case he/she shall call out "no dart" and no score shall be recorded for that dart.

The player throwing shall pay heed to the judgment of the oche judge.

7.3 Referees.

For semi-finals, finals and grand finals a referee may be appointed by the match committee. Such referee shall be available by phone in the event of a dispute.

8. PLAYING THE MATCH

8.1 Start Time

All matches are to start no later than 7:30 p.m. except by agreement between the two captains, in which case up to a maximum of 15 minutes grace may be agreed to. A team running late to arrive at the venue should contact the opposing team captain prior to start time, otherwise a forfeit may be declared by 7.35 p.m. Failure by a team to comply with the agreed start time will result in that team forfeiting the match.

8.2 Number of games Required to Win

The team which wins more than half the possible number of games in a match wins that match, but all games should be completed if time permits. For elimination-finals, semi-finals, and finals, the first team to win more than half the possible games will be the winner and the match will cease at this point.

8.3 Nomination of Team Players

Team captains should nominate the players to play in the triples game first, and record the player registration numbers on the score sheet. The doubles game player nominations may be recorded at the same time, or immediately following the triples game.

Following completion of the doubles games, each captain is to nominate players for the first singles games on each board and record their registration numbers on the score sheet.

In subsequent singles games, the captain of the winning team has the option to request the opposing team to name their players first, or nominate his/her next player/s first. Captains of the respective teams must only nominate players that are eligible to play each other.

The onus is on team captains to avoid situations where a player has been nominated (by the team winning the board) and the opposing team cannot provide a player as they have no eligible players left because they are either played out or have already played the nominated opponent. Should this situation arise, a 'No Result' will be recorded for the game. If this is the deciding game of the match, then the match winner will be decided by a bull throw off (scoresheet to be annotated accordingly). See para 4 below for bull throw-off rules.

Player(s) registration number(s) must be entered on the score sheet no more than three minutes from the end of the previous game. Failure to do so will result in the three minute rule being applied and forfeiture of the leg will occur. This rule may only be enforced during a game type where all games in the preceding game type have been completed. The term game type refers to one of Triples, Doubles or Singles. e.g. All doubles games must be completed before the three minute rule can be applied to the losing captain to nominate his/her first singles player.

8.4 Commencement of Play

The home team shall nominate a home board and shall throw first on that board at the commencement of each match. The team to throw first for the triples game may be the home team or be decided by the toss of a coin as determined by the team captains.

Should a game be tied at equal legs, either a coin toss will be made or the players shoot for the bull in accordance with rules below:

- In the case of doubles, the lead player on the score sheet will call the coin toss or throw for the bull.
- Each player throws only one dart for the bull. If a dart falls out, hits the wire and rebounds, he/she is to throw another dart.

- If a player throwing for the bull knocks the opponent's dart out of the board, both players must throw again.
- If when shooting for the bull, the first player's dart lodges in the centre bull it shall remain there whilst the second player has his/her throw.
- Should both players lodge their darts in the centre bull or be an equal distance from the centre bull then both shall retrieve their darts and throw again.
- Both darts must be in the scoring area of the board when the distance is measured.
- The player who wins the coin toss or with the dart nearest the bulls-eye (as determined by the marker) shall have the option to throw first for score.

8.5 Method of Play

Each player will stand at the oche and throw three darts or less as is necessary at the board to obtain a score.

All competition games shall be played straight start and doubles finish.

A three minute time limit will be imposed upon each player to be at the oche and commence play once he/she has been called.

Once play has commenced the three minute rule applies to all three darts not just the first one.

The three minute rule is intended to speed up the game; continued use of the three minute rule to delay proceedings will result in the leg being forfeited and, if continued, the game.

An optional nine (9) darts practice per player is only permitted prior to each game during the match. No darts practice is permitted between legs of a game. Players are to be warned by the Captains if this rule is breached. Breaching this rule will result in the forfeit of the next leg.

In the case of triples and doubles, the lead player on the scoresheet shall throw first in each leg. The order of the scoresheet will then be followed.

8.6 Darts In/Out of Play

The amount scored by each dart shall be indicated by the point of the dart, which must be definitely in or touching the board's surface.

Darts that are in the board after the third dart has been thrown and the player steps forward of the oche will be counted.

If a dart strikes another dart and knocks that dart out of the board no score shall be recorded for that dart.

If a dart should stick into the end of another dart no score is recorded for the second dart.

Only those darts whose points are actually touching or embedded in the scoring surface will be counted.

If a dart falls out of the board after the caller has announced the total score, for the number of darts thrown, the score for that dart still stands.

A dart is deemed to have been thrown only when propelled by physical force, not dropped.

No part of the player's feet shall be on or over the oche; the player's feet must remain behind the oche at all times during his/her throw.

9. DISPUTES/PROTESTS

9.1 Protest Procedure

Where a team believes that they been treated unfairly under the rules of the Association they may lodge a protest to the Association. This protest is to be in writing detailing the events that took place, people involved and where known the rules that may have been contravened. Protest must reach the Association by 5:00 pm on the Friday immediately following the incident.

Where the Association has received a written protest from a team within the time limit shown above, the Association is to form a protest sub-committee consisting of three committee members. The protest sub-committee is to meet and reach a decision on the protest by the Monday immediately following receipt of the protest.

The decision of the protest sub-committee is final.

9.2 Replays

Any replays resulting from a dispute or protest will be played where possible so as not to disrupt the competition or to extend it beyond the normal scheduled concluding date.

Replays to decide places are only necessary when the teams in question are equally tied on points, games and the game win/loss percentage.

If teams tie for second or fourth place at the end of the competition prior to the finals series then a replay must be played between the teams to determine which shall be second or third place and which shall be fourth. All such replays are to be played in finals format, i.e. first team with a majority of won games wins.

All replays must be played at a place, date and time agreed to by the two captains. If the two teams to replay cannot agree on a date or place the ACTNSDA match committee will set a venue, date and time.

10. PLAYER/TEAM CONDUCT

10.1 Statement of Player/Team Conduct

The intent of this statement of player/team conduct is that it be non-proscriptive with regard to what constitutes acceptable player behaviour, however players are asked to conduct themselves in a responsible manner within the spirit of the competition.

The ACTNSDA promotes a competition that is conducted in a manner whereby all teams and players are given a 'fair go' when competing.

The main foundation of the ACTNSDA competition is that it be conducted in a fair, friendly and competitive manner.

Teams and players are requested to be respectful of opponents and to conduct themselves appropriately.

While it is appreciated that playing conditions can sometimes be boisterous, some simple courtesies can go a long way to promoting a comfortable darts-playing environment.

Should a dispute arise between players/teams, team captains are asked in the first instance to attempt to resolve differences amicably, however if this is not possible then there is a formal course of action that can be taken by following the sub-rules below.

10.2 Reporting a Breach of Player/Team Conduct

To report a breach of player conduct, an ACTNSDA team captain must lodge a complaint with an ACTNSDA committee member by no later than 5:00 pm of the Friday following the competition round in which the alleged breach occurred.

Conduct breaches can be reported verbally, by text message, by email, or in writing.

10.3 Appointment of a Disciplinary Sub-Committee

In the event that a breach is reported and is considered as inappropriate behaviour by the ACTNSDA committee, then they shall appoint an ACTNSDA Disciplinary Sub-Committee (minimum of 3 committee members required) to conduct a disciplinary hearing. The sub-committee will convene a hearing prior to the commencement of the next competition round. While not compulsory, both team captains will be asked to be present at the disciplinary hearing.

The complainant and the offending player/team will be advised of the outcome (and penalty if applicable) following the conclusion of the hearing, prior to the commencement of the next competition round.

10.4 Penalties Applicable for Breach of Code of Conduct

In the event that the Disciplinary Sub-Committee unanimously finds that a breach has occurred it will deliver one or more of the following penalties:

- Loss of a nominated number of competition points for a team and/or
- Suspension of a player/team for a nominated period of time and/or
- Reduction of a nominated number of MIP/MVP points for a player/players and/or
- Request replay of a match.

In the event of a non-unanimous outcome, the Sub-Committee must refer the complaint to the ACTNSDA committee for a recommendation.

The decision of the ACTNSDA Sub-Committee / Committee is final.

11. COMPETITION POINTS

Points within a Divisional competition are to be as follows:

- | | |
|----------------|--|
| . Match | 4 Match points will be given for a winning match. |
| . Team Forfeit | 4 Match points with a 15-0 win credited to the non-forfeiting team. The forfeiting team will record a 0-15 loss. |
| . Bye | Points awarded for a bye will be determined by the committee after the draw for each season is completed. |

- . Meeting 4 bonus points will be given for attendance at each AGM and prescribed monthly meeting.

Places on a Divisional competition ladder are to be determined by the total of Match and Bonus points a team has earned, and the game win/loss percentage (where a team is on equal points).

12. REPORTING OF MATCH RESULTS

Result sheets must be fully completed by each captain in regard to the total score and total darts for each player, match result, home and opposing team details, most valuable player, highest peg-out and date of match.

Result sheets of each match are the responsibility of the captain of each team and must be delivered to the nominated tavern/club or sent by email to the recorder for the division by 5pm on the Friday following the match.

Failure to comply with this rule may incur a loss of 2 points.

13. MEETINGS OF THE ASSOCIATION.

13.1 Annual General Meeting

The Annual General Meeting (AGM) is to be held on the first Monday of September each year. Office bearers of the association (the Committee) are to be elected at the AGM. The outgoing Committee, all team Captains (or their representatives) and players wishing to nominate for Committee positions are required to attend.

13.2 Committee Composition

The office bearers consist of:

President
Vice President
Secretary
Treasurer
Registrar/Recorders for each Division
Events Coordinator
Other positions deemed necessary in any season

13.3 Special General Meetings

A Special General Meeting (SGM) may be convened by the ACTNSDA Committee when deemed necessary. The Committee and team Captains (or representatives) should attend SGMs.

13.4 Team Monthly Meetings

A meeting is to be held on the first Monday of each month for teams participating in the current competition. The Committee and team Captains (or representatives) should attend team monthly meetings.

13.5 Executive Meetings

Meetings of the ACTNSDA Committee are to be held as often as required to ensure the efficient running of the Association.