

# MAROONDAH SOCIAL DARTS ASSOCIATION Inc.

## *PLAYING RULES*

### **1.0 The Dart Board.**

- 1.1 All matches shall be played on a board approved by the Association. The board shall have the numbers and divisions clearly marked (1) one to (20) twenty with a double ring and a treble ring. The board shall have a bulls-eye consisting of an inner circle scoring (50) fifty and an outer ring scoring (25) twenty-five.
- 1.2 A dart coming to rest within the treble shall score (3) three times or treble the score indicated by the numerals on the outer edge of the division which contains that portion of the treble design.
- 1.3 A dart coming to rest within the double ring shall score twice or double the score indicated by the numerals on the outer edge of the division which contains that portion of the double ring.
- 1.4 A full size board must be used and in no case shall the wire that forms the divisions or boundaries be out of true.

### **2.0 Position of the Board and Distance of throw.**

- 2.1 The dart board shall be firmly fixed at a height of 1.73 metres from the centre of the bulls-eye to the floor.
- 2.2 The distance of throw shall be 2.37 metres. This measurement shall be taken by measuring from the centre of the Triple 20 to the BACK of the oche a distance of (3) three metres.
- 2.3 The oche shall be clearly marked with tape or raised strip and shall be at least (1) one metre long. The oche shall be parallel to the face of the board. The measurement of the oche line from the board shall always be taken to the BACK of the oche line. A raised oche, when used, shall be at least (1) one metre in length and at least 2.5 cm in height.
- 2.4 Players must, at all times, be behind the oche. They may move along its' length as far as they like, but at all times the line must not be trodden on.

### **3.0 Caller**

- 3.1 The Caller is in complete charge of the game and shall, wherever possible, stand to the right hand side of the board.
- 3.2 The Caller's duty is to call the correct score thrown and to answer any question/s by a player regarding the score thrown or score remaining to complete the game.
- 3.3 The Caller must only indicate the score remaining in a game NOT the method of achieving that score (e.g. "There is 40 left" NOT "Double 20 remaining").
- 3.4 The Caller shall ensure that the match is conducted in accordance with the rules as laid down.

### **4.0 Marker**

- 4.1 The Marker's responsibility is to mark the chalk/white board keeping a clear record of scores thrown and the balance required to finish the game.
- 4.2 Corrections to the score shown may only be notified to the marker by the Caller, Captain or participating player. Once a score has been played on no alteration shall be made to the score shown on the board.

## **MSDA Inc. - Playing Rules**

### **5.0 Commencement of the game.**

#### **5.1.1 Standard Competition.**

At the commencement of the match the Captains shall toss a coin to determine which team will throw first for the bull in the first leg of the match. Throwing for the bulls-eye will alternate between teams for the remainder of the match.

If any game is stipulated as a "Best-of" result (i.e. Best of 3, Best of 5) and the deciding game must be played to determine the result then the coin shall be tossed to determine which player shall throw first for the bull.

#### **5.1.2 For Association Competitions (Singles/Doubles/etc.)**

The toss of a coin shall decide which team/player throws first for the bulls-eye. The player throwing his dart nearest the bulls-eye shall commence the first game. The loser of the nearest the bulls-eye shall throw first in the second game. If a third game is required to decide the match then the toss of the coin shall be used to determine which players throws first at the bulls-eye.

5.2 In the event of a dart being knocked out of the board or both darts landing in the bulls-eye, both players shall have another throw. Should the first dart land in the bulls-eye then it shall remain until after the second dart has been thrown.

5.3 No dart shall be touched by the player or Caller until the caller has determined the nearest to the bulls-eye. This is determined by the point that the dart has entered the board.

### **6.0 Foot Faults**

6.1 At the discretion of the Contest Director an oche judge may be appointed for all competitions and finals conducted by the Association. The oche judge will be seated in line with the oche and shall not distract the players. He shall remain silent except in the case of an infringement of the oche, in which case, he shall call out "no dart" and no score shall be recorded for that dart.

6.2 The Caller shall pay heed to the judgement of the oche judge.

### **7.0 Darts In and Out of play.**

7.1 Scoring darts are those sticking in the board at the completion of a throw of (3) three darts or less, as is necessary. Scoring darts shall be indicated by the point of the dart which is definitely in or touching the defined playing surface of the board.

7.2 If a dart falls out of the board before the caller announces the total score it does not count, as only the darts actually touching or in the board are counted when the score is announced.

7.3 If a dart falls out of the board after the total score has been announced, it does count, but if a dart knocks another dart out, the fallen dart does not count.

7.4 If a dart is resting on top of another dart or darts, the point of such dart must be actually touching the scoring surface to score the number at which it is pointing.

7.5 Only the player may withdraw his/her darts from the board and only after the Caller has called the score. No score can be altered once the darts are withdrawn.

7.6 The Bulls-eye counts as fifty (50), also as double twenty-five (25), which if thrown when a score of fifty (50) remains, shall be called as "Game Shot".

## MSDA Inc. - Playing Rules

### 8.0 Commencement Times.

- 8.1 Start time for play will be 07:45 pm with 15 minutes leeway provided thereby ensuring that no match commences after 8:00 pm. In order to commence play at 8:00 p.m. players names must be entered in the scorebook and placed on the whiteboard/chalkboard no later than 7:55 p.m. In the event of the non-appearance of a team or refusal of a team to commence playing by this time the other team may claim a forfeit game. If doubles, triples or a team game is the first scheduled match then for each additional nine (9) minutes of time that elapses after 8:00 p.m. the other team may claim an additional forfeit game. If singles matches are scheduled then Rule 9.1 applies.
- 8.2 If a late start does occur the team with the most points, at closing time of the premises at which the game is being held, shall be declared the winner. If this action is undertaken the actual starting time must be detailed on the reverse of the score sheet and signed by both captains.
- 8.3 All other competitions conducted by the Association shall commence at a time and place as designated by the Contest Director. If any player is not present at the commencement of the competition or is unavailable to play when his/her name is called to participate, and after the expiration of five (5) minutes, is still not available to play, that player SHALL forfeit his/her match. The competition entry fee designated for the event MUST still be paid by the player.

### 9.0 Forfeits/Walkovers.

- 9.1 A three (3) minute time limit will be imposed on players to be on the oche, once their name has been called to play. A player not present at the oche within the prescribed time shall incur a penalty of the forfeiture of the first leg of that game, or the entire game if it only consists of one (1) leg. Continued absence will incur the forfeiture of succeeding legs of the game. This shall also apply to the start of the second or third legs of a game following the completion of the previous leg.
- 9.2 Once on the oche a player shall have a maximum of three (3) minutes to throw three (3) darts.
- 9.3 The Committee shall be advised of any instances where forfeiture of games or legs have taken place, including the full circumstances concerning the forfeiture. Disciplinary action may be taken against offending players.
- 9.4 If a walkover occurs, the match result will be decided on the average score scored between the two teams in previous games against each other. If walkover occurs in the first round of the season then the result will be determined by the least possible margin (i.e. one (1) game difference).

### 10.0 Dress of Play.

- 10.1 **Footwear** : Enclosed footwear shall be worn at all times during play. Socks, stockinged feet, bare feet and all open footwear is considered inappropriate for the playing of darts. The definition of enclosed footwear is as supplied by the DFA - "*Footwear constructed in a manner whereby the upper fully encloses the foot, and does not incorporate a "peep toe" and shall not be attached to the foot by straps or any other type construction, including the rear of the shoe.*"  
The wearing of soiled workboots is to be actively discouraged at all times.
- 10.2 **Dress** : Suitable dress must be worn at all times. Clubs and other venues within the Association may have specific dress requirements - these must be adhered to at all times. It is considered inappropriate for the following clothing to be worn - work clothes (overalls, etc.), shirts without collars, tank-tops, singlets, brief shorts, torn, damaged or badly soiled clothing.

## MSDA Inc. - Playing Rules

### 11.0 Conduct of Members.

- 11.1 All members of the Association are to conduct themselves in a fit and proper manner at all times and must comply with all the Rules and Regulations of the Association, The Victorian Darts Council and/or The Darts Federation of Australia. They must also comply with any rules and requests as laid down by the management of the various venues and/or clubs within the Association.
- 11.2 Any player believed to bringing the game or the Association into disrepute should be reported to the Committee, who will decide what action should be taken. Reports should be made in writing within one week of the incident.
- 11.3 Unsportsmanlike conduct and/or the continued use of coarse and abusive language is considered as inappropriate conduct for members of the Association, their guests and any visitors to the Association venue/s.

### 12.0 Relegation/Promotion.

- 12.1 The Association shall implement a system of Promotion and Relegation at the conclusion of each season. No more than two (2) sides from a lower division may be promoted to the next higher division whilst no more than two (2) sides of a division may be relegated to a lower division. The Contest Director shall determine which teams shall be promoted/relegated dependant upon overall results at the conclusion of the season. This shall only apply if the same team/s are registered to play the following season. If this rule cannot be applied then the Contest Director and the Committee shall assess any new teams which enter the Association, together with any teams that re-register for competition, and formulate the Association divisions accordingly.

### 14.0 General.

- 14.1 ***Any situation not covered within these rules will be decided by the Contest Director and if disputed shall be arbitrated by the Committee.***

#### ***Playing Conditions.***

- 14.2 Only the Caller and the Marker shall be in front of the oche during the conduct of a game.
- 14.3 No players or persons are to stand close to a player whilst he or she is throwing so as to cause them discomfort or to upset their throwing action.
- 14.4 Smoking and/or drinking, in front of or at the oche, by either the Caller, the Marker or the Player is strictly PROHIBITED.
- 14.5 All games shall be played to a zero conclusion i.e. No "Nearest the Bulls-eye" or no "No Bust" decisions will be permitted.
- 14.6 Players names are to be written on the score sheet prior to the commencement of each leg, then placed on the score board by the Captain of each team or the appointed Marker. A player MUST be in attendance when his/her name is entered on the score sheet and the score board unless agreement contrary to this is reached between the Captains. If any player arrives before the start of a leg he may be included in that leg.
- 14.7 If a players name is placed on the score sheet and score board and prior to the commencement of the game, the player is called away due to emergency, then a substitution, if available will be permitted.
- 14.8 During "Finals" competitions only throws of the maximum possible (180) and/or the maximum finish (170) will be recognised for end of season presentations. Awards for "Highest Finish" , "Highest Score" , "Most Singles Wins" and "Most Tons Thrown" will only apply to Home and Away season.
- 14.9 A neutral umpire will be present at all Finals matches.

## MSDA Inc. - Playing Rules

### ***Finals Eligibility***

- 14.10 To be eligible to play in the Final Series a players' name must appear, on the team score sheets, in a minimum ten (10) of all Home and Away matches played during the season.

### ***Formats***

- 14.11 The Contest Director will determine competition formats each season however an example could be :-  
Leg 1 - three (3) x Doubles game  
Leg 2 - six (6) x Singles games.
- 14.12 Division 1 & 2 singles will be played as all three (3) games of 501, Division 3 singles games will be played as all three (3) games of 401. All Doubles games shall be played to 601 and Triples to 701. This applies to all Divisions.

### ***Practice Boards***

- 14.13 Wherever possible practice boards should not be positioned adjacent to the Match board.
- 14.14 Withdrawn

### ***BYE***

- 14.15 In any week when a team has a scheduled "BYE", then that team will be credited with a win and four (4) premiership points. No Game Score "For" or "Against" will be recorded for a "BYE".

### ***Responsibilities of Captains/Teams***

- 14.16 It is the responsibility of the Home Team to make the necessary arrangements in regard to the provision of playing board/s, tables, seating, supper, etc.
- 14.17 Both team Captains are responsible for sending in the result sheet, for their team, from the match. Failure to ensure that the sheet reaches the Contest Director NO LATER THAN the Monday following the match will result in the loss of 4 match points for the offending team whether they won the match or not. A box will be provided at the centre for the collection of all sheets from matches at the centre. Sheets from matches NOT conducted at the centre MUST be mailed or delivered to the Contest Director as required by this rule. The collection box will be cleared at the completion of play for each Home & Away round. Any score sheets not placed in the collection box by the time of clearance MUST be mailed/delivered to the Contest Director by the deadline stipulated in this rule.

## **MSDA Inc. - Playing Rules**

### ***Registrations***

- 14.18 The deadline for registration of teams for the Wednesday night competition shall be the LAST Wednesday in January of each year.
- 14.19 Individual player registrations MUST be submitted on or before the deadline date as advised by the Contest Director each year. This date shall always be prior to the commencement of competition play for the new season. Any subsequent registrations after the start of the season must be advised to Contest Director NO LESS THAN 24 hours prior to the commencement of play in the match the new player wishes to participate in.
- 14.20 Any team playing an unregistered player shall lose all games scored in any leg that the player participated in. If this changes the result of the match then the offending team shall have the result reversed by the Contest Director and the opposing team shall be awarded the match and subsequent match points.
- 14.21 To participate in the Wednesday Night Association all players MUST be FULL MEMBERS of the MSDA. To obtain full membership all players MUST have achieved the age of 16 or above.
- 14.22 All players in MSDA events SHALL be registered members of the MSDA.
- 14.23 No player shall be permitted to represent the MSDA unless they are actively participating in a darts competition conducted by the MSDA.
- 14.24 At the completion of each season all players shall be declared free agents and may register with any team of their choice prior to the commencement of the new season. Once the new season's competition has commenced no player may transfer to another team without the approval of both Captains and the consent of the Contest Director.
- 14.25 No player will be permitted to register with, or transfer to, a team more than one division lower than the division in which the player participated during the previous season's competition. Transfer forms are available from the Contest Director.
- 14.26 Any players choosing to represent the MSDA in VDC competitions and failing to attend that competition without an acceptable excuse SHALL be suspended from all MSDA events (other than Home & Away competition) and any further VDC representative events for a period of twelve (12) months from the date of the offence and/or a fine as determined by the Committee.

### ***Power Failure/Outages.***

- 14.25 In the event of a power strike all games scheduled for that night shall be postponed to a later date to be determined by the Contest Director.