

DARTS AUSTRALIA INC



PLAYING RULES

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DARTS AUSTRALIA - Playing Rules

FOREWORD:

Organisers, Hosting Bodies and participants under these rules are subject to the Constitution, By-Laws and administrative decisions of the Darts Australia Inc. In all cases the Constitution, By-Laws and administrative decisions of Darts Australia Inc., shall take precedence to any clause or provision within these rules.

OVERVIEW

1. Application

1.1 These Playing and Tournament Rules shall be known as the “*D.A. Playing Rules*” and referred to herein as the “*Playing Rules*”.

1.2 All D.A. ranked darts events throughout Australia and events conducted under the auspices of the Darts Australia Inc, shall be subjected to these Playing Rules.

2. Definitions

2.1 For the purposes of these Rules the following definitions shall apply:

2.1.1 **A Referee** is the person nominated to control the proceedings of a dart game on an assigned matchboard.

2.1.2 **The D.A.** means Darts Australia Inc.

2.1.3 **D.A. or Australian Ranked Tournament** shall mean tournaments as approved by **D.A.** as darts events that attract D.A. ranking points.

2.1.4 **A Bust** shall mean a score in excess of the value of the score remaining in the game. With a bust the number of darts thrown is counted but no score is counted for the purposes of determining the players average.

2.1.5 **Called** means that the referee has assessed the value of the score thrown and ‘called’ the score to the ‘marker’ as the official score achieved.

2.1.6 **The Marker** is the person appointed to record all scores and the score remaining on the score board as defined under rule 22. The Caller & Marker may be the same person.

2.1.7 **The Controller** is the person responsible for the running of a darts event in accordance with these rules. Except where personal powers are afforded to the Controller under these Rules, the term ‘controller’ is synonymous with the ‘Control Desk’.

2.1.8 **Organiser** - The term organiser(s) shall mean the Darts Australia Inc., its officials, or persons nominated by the Darts Australia Inc., to carry out its functions in relation to a darts event.

2.1.9 **A Throw** is the throwing of three darts (or less if finishing a game). The duration of the throw shall extend from the time the player toes up to the oche to the time the last dart is thrown.

2.1.10 **Encroachment Line** is a tapeline located where possible 1.5 metre’s behind the oche, this is where a player must stand whilst his/her opponent is playing their shot.

GENERAL RULES

3. Advertising

3.1 D.A. and its nominated Organisers reserve the right to protect their sponsors' interests with regard to any advertising material used by the players, teams, organisers and other sponsors during a darts event.

3.2 Players and Officials will not be allowed to wear any clothing that advertises a marketable product, or concern, that is in commercial opposition to the sponsors without the prior permission of the tournament Organisers.

3.3 D.A. reserves the rights to all advertising in respect to a D.A. sanctioned event.

4. Playing Attire

4.1 All players (or teams) representing their State in a D.A. sanctioned darts event shall wear the playing attire approved by their respective State or Territory Darts Council. Such attire shall be subject to rule 3.

4.2 All players' attire shall conform to the good image of the sport, the minimum standard being collared shirt, slacks and covered shoes, or tailored shorts with walk socks. Lady contestants should adjust their attire to an equivalent female standard but shoes must be fully enclosed.

4.3 Where practicable, all players (or teams) should wear identification in the form of a recognisable team or State uniform endorsed with the player's name or an appropriate identification badge.

4.4 No headwear shall be worn without the prior permission of D.A. nominated tournament Organisers. Under normal circumstances approval would only be granted for religious or medical reasons.

4.5 Where medical conditions necessitate the wearing of attire that does not conform to the above Rules, then specific permission must be obtained from D.A. or its nominated Organisers.

5. The Dart

5.1 Players shall provide their own darts [set of 3] which shall consist of a recognisable point, barrel and an attached flighted stem that may be four separate pieces:

- Measuring no longer than 20 centimetres; and
- Weighing no more than 50 grams.

6. Players Rights

6.1 Players shall have the right to request tournament officials to check on the height of the dart board and its distance from the toe line or oche.

7. Players Obligations

7.1 All players (or teams) shall play within these playing rules [and any supplementary rules laid down in any event, flier, entry form or program] provided that such supplementary rules are not in contravention of these playing rules.

7.2 In the event of a player (or team) being involved in, or causing, actions considered to have brought the sport of darts into disrepute then that player (or team) shall be subject to disciplinary measures being taken against that player (or team) which could result in the imposition of fines, suspensions or other penalties.

7.3 Any protest must be lodged with the match board referee at the time of the alleged violation and a judgment shall be made before play resumes. Any late protest will not be considered.

7.4 Any player (or team) failing to comply with any of these playing rules shall be liable to disqualification from the event.

8. Trophies & Prizes

8.1 Except where stated otherwise in the published conditions of D.A. sanctioned tournaments all perpetual trophies shall be held by the winning player (or team) for a period of one year. Perpetual trophies in good repair are returnable to D.A. nominated organiser upon request.

8.2 If a player (or team) is not present at the official presentation ceremony, at Australian Championships, DA Ranked Events or any event held in conjunction with Australian Championships, to receive trophies, prizes or prize moneys. Then they shall forfeit the right to receive trophies, prizes, prize money or applicable ranking points that may be due, with no exceptions.

9. Interpretation

9.1 The tournament organiser nominated shall determine the interpretation of these playing rules in respect to any darts event. The decisions of the organiser shall be final and binding.

9.2 Any matter not expressly covered by these playing rules shall be determined by D.A. Executive, or in their absence the nominated tournament organiser whose decision shall be final and binding.

10. Expulsion

10.1 The nominated Organisers reserve the right to expel any Player Member, or member darts body, found in breach of these playing rules. Such expulsions shall be reported, as soon as practicable, to Darts Australia.

THE PLAYING AREA

11. Authorised Persons

11.1 Only referees, scorers, markers and dart board indicator operators (where used) shall be allowed to stand or sit in front of the player actually throwing darts. Such officials are expected to restrict their movement to a minimum during the course of '*the throw*'.

12. Players Conduct

12.1 No persons shall be allowed in the playing area, other than those defined in Rule 11 and the assigned players.

12.2 A player's opponent must stand behind the Tape encroachment line at the rear of the player at the oche. A player who stands inside this encroachment line whilst his/her opponent is playing a shot, shall forfeit their next throw. (The encroachment line where possible is to be located 1.5 metre's behind the oche).

12.3 In the '*stage finals*' the players (or teams) shall conduct their play under the supervision and direction of a stage official, and in between '*throws*' shall be located in such a position on the stage as to maximise an unrestricted view of the proceedings by players, officials, spectators and television cameras.

12.4 During match play all players shall remain silent and only the player at the oche may direct inquiries to the referee.

12.5 A player at the oche shall not commence his/her throw until his/her opponent is back behind the oche. **Penalty:** loss of that throw.

12.6 A player retrieving his/her darts after a throw shall do so promptly and in such a manner as to not interfere with the next player. **Penalty:** loss of previous throw

12.7 A player, once commencing their throw shall not leave the immediate board playing area. Any player doing so shall forfeit that throw.

12.8 During a match the opponent of a player at the oche, must remain behind the encroachment line at all times until the player at the oche has completed his/her throw. Any player not doing so shall forfeit their next throw.

13. The Dart Board

- 13.1 All dart boards used in tournaments conducted under these rules shall be of the '*bristle type*'.
• shall be 1-20 clock pattern,
• shall have an inner narrow band that scores '*treble*' segment number,
• shall have an inner narrow band that scores '*double*' segment number,
• shall have an outer centre ring that scores '25' and
• shall have an inner centre ring that scores '50' and shall count as a double for the purpose of finishing a leg, set or match. This inner ring shall be called the '*bull*'.

13.2 The dart board shall be fixed on a wall, *or* mobile stands allowing for a minimum of a (3) three metre separation between boards measured Bull to Bull

13.3 The dart board shall be fixed such that the perpendicular height from the centre of the '*bull*' to the floor, at the same level as the '*oche*' shall measure 1.73 metres.

13.4 The dart board shall be fixed such that the '20' segment is coloured 'black' and shall be at the top of the board.

13.5 The standard dimensions of the dart board shall be as follows:

- double and treble ring inside measurement: 8mm
- bull inside diameter: 12.7mm
- outer bull inside diameter: 31mm
- centre bull to inside edge of treble wire: 105mm
- centre bull to outside edge double wire: 168mm

14. Lighting

14.1 All floor dart boards shall be lit by a suitably positioned light fitting to provide at least 100 watts of light intensity. Alternatively 20 watts of fluorescent lighting mounted directly above and in front of the dart board at a distance not exceeding 1 metre from the bullseye is deemed to be adequate lighting.

14.2 Dart Boards used in '*stage finals*' shall be lit by a suitably positioned light fitting to provide 200 watts of light intensity. Alternatively 40 watts of fluorescent lighting mounted directly above and in front of the dart board at a distance not exceeding 1 metre from the bullseye is deemed to be adequate lighting.

14.3 All lights must be fitted with screens that divert all light away from the player's eyes when standing at the oche.

14.4 In '*stage finals*' the general level of illumination may be augmented by use of '*flood*' or '*spot*' lights but extreme care is essential to prevent the introduction of '*shadows*' on the dart board or glare in players eyes when standing at the oche.

15. The Oche

15.1 A raised oche of at least 25mm high and 1 Metre long must be placed in a position where the minimum throwing distance shall measure from the back of the raised oche 2.37 metres along the floor to a plumb line at the face of the darts board.

15.2 The diagonal distance from the bull centre to the back of the raised oche at the floor level shall measure 2.934 metres.

15.3 An encroachment line shall be placed at a distance of 1.5 metre's behind the oche where possible

15.4 A player during the delivery of any dart may not have any part of either foot in front of the toeing edge of the raised oche.

15.4 A player wishing to throw a dart, or darts, from a point either side of the raised oche must keep his/her feet behind an imaginary straight line extending from the '*toe-up*' face either side of the raised oche.

15.5 Any player in breach of rule 15.4 or 15.5 shall first be warned by the referee. Any darts subsequently thrown in breach of these rules shall not score. The referee may appoint an Oche Judge to facilitate the management of the match. Where a repeated breach of rule 15.3 or 15.4 occurs, a Team

Captain, or player may seek the referee to appoint an Oche Judge, who shall be seated in line with the oche. In the case of any infringement of the oche the Oche Judge shall call 'no dart' and no score shall be recorded for that dart.

TOURNAMENT CONDITIONS

16. General Conditions

16.1 Unless stated otherwise all D.A. sanctioned tournaments shall be run on a 'knockout' basis. This does not preclude alternative formats that include a knockout final component.

16.2 D.A. or event Organisers reserve the right to cancel, or change dates, venue and scheduled darts events without giving prior notice. The nominated Organisers also reserves the right to alter the scheduled times of play and playing format whenever deemed necessary.

17. Player Nominations/Entry

17.1 Admission fees to tournament venues, or tournament entry fees are not refundable except on those occasions deemed appropriate by D.A. Executive or the event Organisers.

17.2 All entries must be made on officially approved entry forms (where provided), fully completed and returned together with appropriate entry fee by the specified closing date.

17.3 No entry will be accepted unless it is in accordance with all requirements laid down on the entry form.

17.4 The first named player on a team entry form shall assume the responsibility for immediately notifying other named players in the team of the contents of all communications in connection with the darts events received by him/her from D.A. or the event organiser.

17.5 Only the player(s) named on an entry form as the competing individual, or team, shall be eligible to play in the respective darts event.

17.6 No player shall play in more than one team in any respective darts event.

17.7 All players participating in an individual darts event must play under their legally acknowledged name.

17.8 Acceptance by D.A. or event organizer of a player's entry shall be deemed as an acceptance by that player (or team) of D.A. Playing Rules covering that respective event.

17.9 D.A. or event organizer reserves the right to refuse or withdraw any entrant at any stage during a darts event and their decision shall be final and binding.

18. Registration at the Event

18.1 All players (or teams) shall register at each darts event at the predetermined times advised to all entrants by way of special notice, program or tournament entry form.

18.2 Any player (or team) failing to register by the notified time shall be eliminated from the respective tournament. Entry fees shall not be refundable.

18.3 Any player (or team) not in attendance when called upon to play shall forfeit that leg, game, set or match, whichever is applicable. Entry fees shall not be refundable (see rule 18.4).

18.4 Only three minutes shall be allowed from the time of calling over the public address system for the player (or team) to reach the control desk or assigned match board, whichever requirement is announced.

18.5 Where a timed draw is in use, players (or teams) have the right to be advised of the scheduled time of the next match of that player (or team).

19. The Draw

19.1 There will be only one draw (two draws for a two-life system) for opponents, which shall be conducted prior to the darts event. The bracket (or quadrant) system shall be adopted.

19.2 Where practicable, the nominated Organisers shall arrange preliminary matches to eliminate 'byes' in the first round of the darts event.

19.3 Draw sheets must be displayed in a position for convenient viewing by the contestants, officials and spectators and maintained to represent the current status of the tournament.

19.4 D.A. or the event organiser reserves the right to seed players (or teams) in the draw for the darts event whenever considered desirable.

19.5 No substitution of players shall be allowed in any individual darts event after the Tournament has commenced, i.e. Singles, Doubles and Mixed Doubles.

MATCH PLAY RULES

20. The Throw

20.1 All darts must be thrown by, and from, the hand. To be deemed as thrown the dart must be propelled by some physical force, not merely dropped.

20.2 A throw or shot shall consist of three darts, (thrown one at a time sequentially), unless a leg, set or match finishes in less than three darts, or a score greater than the score remaining is thrown in less than three darts.

20.3 Any dart that is thrown, bounces off, or falls out of the dart board shall not be re-thrown. A dart in the board shall not score if a player touches it during a shot.

20.4 If a player touches any dart which is in the dart board during a throw, the throw is deemed to be completed.

20.5 A player throwing out of order shall have the throw recorded as a foul shot and a zero score shall be recorded.

21. Starting and Finishing

21.1 In all darts events each leg shall be played with a straight start and finish with a double.

21.2 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'.

21.3 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.

21.4 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 dart scoring the required 'double'.

22. Scoring

22.1 A dart shall only score if the point remains in, or touches the face of the dart board within the outer double wire, until after the throw has been completed and the score has been called and recorded on the scoreboard.

22.2 The score is counted from the side of the segment wire in which the point of the dart enters, and remains in, or touches, the face of the dart board.

22.3 Darts shall be retrieved by the thrower but only after the score has been 'called' by the referee. Retrieval of darts thrown before the referee has 'called' a score may result in a 'no score' being called. If the score thrown finishes the leg, as per rule 21 then the referee shall call 'game shot'.

22.4 Upon completion of each throw the referee shall decide the score thrown and communicate the score to the 'marker' whose sole duty is to mark the scoreboard or chalkboard in accordance with Rules 22.6 and 22.7.

22.5 The 'bust' rule shall apply, i.e. 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 the bust shot

22.6 The result of each players throw, including 'busts' and "no score's" must be clearly shown on the scoreboard or chalkboard, giving the score thrown and the balance required to finish the game.

22.7 The method of marking shall be a simple subtraction as per the following example between players 'A' and 'B':

A	versus	B	
501	225	501	298
<u>60</u>	<u>45</u>	<u>120</u>	<u>135</u>
441	180	381	163
<u>136</u>		<u>26</u>	
305		355	
<u>80</u>		<u>57</u>	
225		298	

22.8 All scores and subtractions made on the chalkboard should be checked by the referee, the scorer and players after each throw.

22.9 All requests to check the score recorded and subtractions made must be directed to the referee and made before the player's (or teams) next throw.

22.10 A protest about the score attained after the retrieval of the dart or darts may not be upheld. The referee's decision shall be final and binding.

22.11 The actual score required must be shown on the score sheet and/or the scoreboard and be clearly visible to the players and referee.

22.12 If the player asks the referee for the score remaining and the referee 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 he 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 and is advised 58, but throws 60, then the remaining score is 2 not 'bust'.

22.13 A player during "a throw or shot" may not receive any coaching or advice, except a player whilst at the oche may inquire of the referee the value of a score thrown or score remaining. No indication of the required 'double' shall be given by the scorer or referee, (i.e. 32 required not double 16).

22.14 If a player throws out of order during a Trebles or Doubles game, the throw shall be deemed as a foul shot and a zero score shall be recorded against the player whose turn it should have been; the player (in correct order) from the opposition team shall then have their next throw; the player from the team that committed the foul shot (in correct order) i.e. if player number two (2) was the player who

originally threw out of order when in fact it was player number one's (1) throw then player (1) shall forfeit that walk and have the zero score registered against him/her; it shall then be player two's (2) throw. The game shall then continue to be played in the correct order of turns at the oche.

23. Order of Play

23.1 The order of play shall be determined by a draw, or toss of a coin prior to the commencement of the first leg. The referee or tournament controller shall oversee the draw or toss of the coin.

23.2 The winner of the draw (or toss) shall either:

(a) Throw first for the bull with the player closest to the inner bull being the first player in the opening leg and subsequent alternate legs and sets. Should both opponents bull shot land in the bull [or be equally distant from the bull] then they should throw again with the winner of the toss throwing first.

OR

(b) Throw first in the first leg, or set and all odd numbered legs or sets thereafter in the match. The loser of the draw (or toss) shall throw first in the second leg or set, and all even numbered legs or sets thereafter in that match.

as determined by the nominated Organizers.

23.3 In the event of a dart falling from the board before the throw can be measured, then that player shall throw again for the Bull. In the event of the dart being knocked out of the board by the second player, then both players shall throw again.

23.4 Players are to leave their dart in the board until it is measured by the caller.

23.5 In team tournaments where all players throw in rotation the order of players throwing must be determined and displayed on the match board before the first throw of that leg, set or match, whichever is applicable.

24. Match Assignment/Record/Result Slip

24.1 An assignment/record/result slip shall be made out at the control desk detailing opponents and if appropriate the order of play or throwing order. This slip shall be presented to the assigned match board referee by the player (or team) and the referee shall be responsible for ensuring that the order of play or throwing order (if appropriate) is adhered to.

24.2 The referee shall ensure that the record/result slip is completed at the conclusion of each leg. At the conclusion of the match the referee shall ensure that the slip is correctly completed, clearly indicating the winning player (or team) and ensure that it is returned immediately to the control desk by the winning player (or team).

25. Practice

25.1 Each player (or team member) is entitled to nine (9) practice darts to be thrown at the assigned matchboard prior to the match commencing. Excluding the McMenamin Cup.

25.2 As a general principle, practice should not be allowed on any match board after the darts event has officially started. However, in the event of separate practice facilities being limited, tournament Organisers may authorise practice on unassigned match boards provided that this does not cause any adverse effect to match play in progress or the image of the sport.

25.3 Practice boards shall be provided in or adjacent to the tournament room for the exclusive use of players (or teams) registered in that tournament.

25.4 No practice darts are permitted after the commencement of a game. Players are to be warned by the Captain or referee should they throw practice darts between legs, and any further breach of this rule will result in the forfeiture of the next leg of the game. During team matches, practice may occur between games within a match with the approval of the tournament organisers, provided such practice does not interfere with other match play in progress on adjoining boards.

25.5 In the Peter McMenamin Cup no player can throw other than the permitted practice darts designation in the game, as per Section 11.2c. Once the game has started all players can only throw on

the official match boards. (No practice darts are permitted on the practice boards during the game.) Any infringement of the practice rule will result in the loss of leg as per the rules of play.

26. Australian Championships

In addition to the preceding Match Play Rules the following additional Specific Rules apply to both Senior and Junior Australian Championships.

26.1 D.A. shall ensure the conduct of Australian Senior Championships and Australian Junior Championships occur annually.

26.2 The conduct of Australian Darts Championships shall be under the direct jurisdiction of the D.A., at a venue selected by the host Active Member for that year's championships.

26.3 At the meeting of D.A. preceding (but not at the time of) the championships, the next rostered host Active Member shall present a full report on the proposed venue for the Championships, including the size of halls, distance from accommodation, refreshment arrangements etc.

26.4 D.A. shall approve or otherwise instruct changes to the arrangements as presented under rule 26.3.

26.5 Where venue address, space or layout is significantly altered between the time of approval under Rule 26.4 and the staging of the event, the host Active Member shall transport at their cost one [1] delegate from each competing Active Member to inspect the changes and approve the new arrangements.

26.6 The **Dartboard** - All matches conducted by D.A. shall be played on Dartboards of approved manufacture that comply with Section 13 of D.A. Playing Rules. DA is empowered to direct the use of specific boards that are in support of existing sponsorships.

27. Alteration to Australian Championship Rules

27.1 Competition Rules specific to Australian Championships may only be altered by a majority vote at an Annual General Meeting of D.A. except in the case of extreme expediency.

27.2 A Rule change under the provisions of '*Extreme Expediency*' may occur where:

27.2.1 D.A. Executive receives notice of a proposed priority alteration to the Rules. **AND**

27.2.2 That such application is approved for tabling as a motion by a plebiscite of Active Member bodies present.

28. Liquor Tobacco and Marijuana

28.1 At Australian Senior Championships or DA sanctioned event the smoking of Tobacco and consumption of Alcohol is banned:

- On or in front of the oche during play.
- On stage
- During introductions, interviews and presentations.

28.2 The possession or use of marijuana at any Australian Championship or any DA Ranked Event is prohibited. Players who are found in possession or return a positive result to marijuana using standard ASDA testing shall be subject to the following penalty.

- First Offence - \$1,000 fine and a two [2] year suspension
- Second Offence - Life ban

29. TOURNAMENT REFEREE

29.1 Where an overall Tournament Referee is appointed he/she shall act as umpire in all matters pertaining to these Rules and shall, if necessary, consult with scorer, caller, board referee and other officials before announcing any decisions during the course of a leg, set or match.

SPECIFIC RULES - AUSTRALIAN CHAMPIONSHIPS**1. Commencement of Play**

All games will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the game. The player who loses the throw for the bull shall throw first in the second leg. Should a third leg be necessary, the tie-breaker rule shall apply at the start of the last leg.

2. Tie-Breaker Rule

In the event of a tied result with the last leg remaining the tie-breaker rule shall apply. The last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg.

3. Score Sheet Recording

Official scorers shall be appointed by each team competing in the team's championship. A scorer shall record all play on one board with the other scorer recording the second board.

4. Forfeits

A three minute time limit will be imposed on players to be on the oche once their name has been called to play. **Penalty:** Forfeiture of 1st leg. Continued absence for a further three [3] minutes, **Penalty:** Forfeiture of game.

5. Score of 180 and Game Shot of 170

A player who scores the possible 180 or the maximum 170 game shot in a D.A. conducted championship, shall be presented with a Federation 180 or 170 badge.

6. Maximum Players for Australian Teams Championships

Each representative team to consist of a maximum of eight players. Six players only to play in each match.

7. Format of Play

All representative teams to play a round robin, (i.e. each team plays each other). Each match will consist of the following eleven (11) games:

- a. Two (2) triples games (3 a side) 801 up, straight start, double finish. Each game to be best two (2) of three (3) legs. The winner of each game to receive one (1) game point. Total possible two (2) game points.
- b. Three (3) pairs games, 601 up, straight start, double finish. Each game to be best two (2) of three (3) legs. The winners of each game to receive one (1) game point. Total possible three (3) game points.
- c. Six (6) singles games 501 up, straight start, double finish. Each game to be best two (2) of three (3) legs. The winner of each game to receive one (1) game point. Total possible six (6) game points.

Total overall game points - eleven (11)

- d. Two (2) boards will be used for each match, allocation as follows:

The odd-numbered games in the triples, pairs and singles will be played on the odd-numbered board, i.e. games numbered 1, 3 & 5 on board 1.

The even numbered games in the triples, pairs and singles will be played on the even-numbered board, i.e. games numbered 2, 4 & 6 on board 2.

- e. There shall be at least a fifteen (15) minute break between matches, i.e. from the finish of the last match completed in each round to the commencement of the next round.

8. The Winner

- a. The representative team with the highest number of match points will be declared the winners and Australian Team Champions. Match points will be allocated on the basis of two (2) points for a match win. Each winning team will receive up to ten [10] trophies.
- b. In the event of a tie, the team with the maximum number of game points shall be declared the Team Champions, however, in the event of a further tie, the teams concerned will play a tie-breaker game of 1001 (6 per side) - one leg only, to determine the ultimate winner.

9. Method of Play - Team Captains

- a. The two team captains will toss a coin on board one. The winner of the toss shall have the choice of whether they write their triples on the board first or to request the opposing Captain to write his triples on the board first. Once the triples names have been written on board one, the Captains will then toss on board two to decide who will have the choice.
- b. The Captain of the winning triples on board 1 will write their first doubles on board 1 first. The losing Captain will then write their first doubles on board 1. The Captain of the winning triples on board 2 will then write their second doubles on board 2 first. The losing Captain, from the triples on board 2 will then write their second doubles on board 2.
- c. The Captain of the winning doubles on board 1 will write their third doubles on board 1 first. The losing Captain will then write their third doubles on board 1.
- d. The Captain of the third winning doubles will write their first singles on board 1 first. The losing Captain will then write their first singles on board 1. The Captain of the winning second doubles will then write their second singles on board 2 first. The losing Captain will then write their second singles on board 2.
- e. The winning Captain of each singles on their respective Board thereafter, will place their next player on the board first. The winning captain must write their player's name on the board as soon as practicable after the completion of the last game on that board.

10. Rules for top eight averages calculation

- a. One Ladies and one Men's team shall be selected at each annual Championship. The teams shall total eight (8) players in each. Top eight averages will be calculated from the team's events only.
- b. Method of Selection, the averages shall be calculated by dividing the aggregate scored by the number of aggregate darts thrown. Should a player require 40 and 'peg' his first dart, the score shall be recorded '40 - 1 dart'. Should a player 'bust' on his first dart the score shall be endorsed '1 dart'. Averages to be calculated to three [xx.xxx] decimal places. In the event of a tie [xx.xxxx] decimal places and so on."
- c. To qualify for official averages, players must have played in five (5) teams championship matches or rounds.
- d. Tournament Statisticians shall ensure that the actual score thrown is used to calculate averages and not assume that singles legs are automatically a 501 score.

11. Match Rules for Peter McMenamin Cup

The Peter McMenamin Cup shall consist of two separate Championships (Men's & Ladies) which are played between teams representing Active Members of DA.

This event shall be a round robin conducted in two divisions. Divisions shall be "Green" and "Gold". States/Territories teams and colours in each division are:

GREEN DIVISION		GOLD DIVISION	
WA	(Black)	WA	(Gold)
VIC	(Navy)	VIC	(White)
QLD	(Maroon)	QLD	(Gold)
NT	(White)	NT	(Ochre)
NSW	(Dark Blue)	NSW	(Light Blue)
ACT	(Royal Blue)	ACT	(Gold)
TAS	(Yellow)	TAS	(Green)
SA	(Red)	SA	(Blue)

11.1 Playing Format (Both Women's & Men's Events)

- Each Team will play a round robin of matches against all Teams in their respective Division.
- Each Team shall consist of four players.
- Each Match shall consist of Best of 17 legs, each 501 up, with a straight start and a double or "bull" to finish.
- The first Team to win 9 legs is the Match Winner. If the Match reaches 8 legs each, then Team Managers shall nominate one player from their team to play the deciding 17th leg, in accordance with the Tie Breaker Throwing Order Rule.
- The first placed teams of each group shall then compete in a straight knockout to determine the Champions and Runners-up.
- There will be two completely separate draws for each group when setting up the round robin matches.

11.2 Throwing Order

The first named in the draw throws first *in odd numbered legs*. Second named in the draw throws first in the *even numbered legs*

Order of play within each Team Match

Leg 1 = 1 v 2	Leg 5 = 2 v 2	Leg 9 = 4 v 4	Leg 13 = 1 v 3	Leg 17 = Nominated Player
Leg 2 = 2 v 1	Leg 6 = 1 v 4	Leg 10 = 1 v 1	Leg 14 = 2 v 4	
Leg 3 = 3 v 4	Leg 7 = 4 v 1	Leg 11 = 2 v 3	Leg 15 = 3 v 1	
Leg 4 = 4 v 3	Leg 8 = 3 v 3	Leg 12 = 3 v 2	Leg 16 = 4 v 2	

- The order of play shall not alter after nominations have been made.
- Any player being a substitute may only take the position of the player they replace.
- Players are permitted six [6] practice darts in legs one (1) to four (4). Then three [3] practice darts in legs five (5) to seventeen (17).
- Any infringement of the practice rule or playing order will result in the loss of that leg.
- Once the game has started all players can only throw on the official match boards. (No practice darts are permitted on the practice boards during the game.) Any infringement of the rule will result in the loss of leg.

11.3 Tie Breaker Rule

- In the instance of a tie in this event, a player shall be nominated to contest the tie breaker leg (the 17th leg). That player shall throw for the bull to decide which player shall throw first in the tie breaker Leg.

- b. The first named in the draw [i.e. the team on the left hand side or “home” side of the draw sheet] shall throw first for the Bull. Each player in his turn shall continue throwing until a dart has hit and remained in the face of the dart board. If that dart is in the "25" or "50" bed, then the player shall remove that dart before the opponent throws.
- c. The referee shall award the first throw of the Tie Breaker leg to whichever of the players has thrown a dart nearest to the Bull. If both darts are in the "25" bed, or the "50" bed, or the darts thrown are adjudged by the referee to be equal in distance to the Bull, then the players will be requested to throw again, in reverse order, to obtain a decision.

11.4 Round Robin Preliminary Matches

- a. States/Territories shall select two (2) teams of four (4) players from their State Teams. Players to be listed in order of play 1 - 4, on the official nomination form.
- b. Each Men's or Women's Team will be placed in one of two round robin groups. One team from each State/Territory in each group. All Teams in each group will play one match against each of the other teams in the group. Each match won obtains One (1) point towards that group's table.
- c. The host darts body will conduct a draw prior to the teams' arrival to determine the team players to be placed in the left-hand column within each match assignment form. Any one team should be placed in the left-hand column at least three times within the Round Robin group matches.
- d. The winners of each group will playoff for the Championship.

11.5 Round Robin Tie Breaker.

In the instance of a tie in points occurring between teams after the completion of match play in the round-robin groups, and where a determination of a place is required, then the following Tie Breaker shall be applied:

- a. *Between Two Teams:* Both Teams will nominate one player from their team to play Best of 3 legs, each 501 up. The first player to win 2 legs shall be declared the winner of that Tie Breaker.
- b. *2 – Way - Tie Breaker Throwing Order:* The winner of a bull shoot will throw first in the first and third legs; the loser will throw in the second leg.
- c. *Between Three Teams:* Each of the three teams will nominate one player from their team to play as follows: All three players to play on one board, with the first team to win two legs being declared the winner of the Tie Breaker. If necessary, the remaining two teams shall play a two-way Tie Breaker.
- d. *3 - Way Tie Breaker Throwing Order:* A three way bull shoot shall determine the sequence of throwing order. First leg: 1-2-3; Second Leg: 2-3-1; Third leg (if necessary): 3-1-2; Fourth leg (if necessary): 1-2-3.
- e. *Bull Shoot for throwing Order:* A draw will be conducted to determine whom throws first, second and third for each bull shoot. Darts that remain in the bull or 25 bed will be retrieved before the next opponent's next throw.

In any one particular bull shoot, should two or three players achieve the same distance from the bull, those particular players will throw again for throwing order. If any player wins the bull shoot or is furthest away from the bull between three players, then that one player does not participate in that particular shoot out again. If the remaining two players are the same distance away from the bull, then those two players throw again in reverse order.

11.6 Finals

Both Captains to toss a coin and the winner of the toss goes first.

12. Player Performances

The Host State will maintain player performance records in keeping with DA rules and also player win/loss ratio.

13. Rules for the Singles Championship

- a. Each representative body to be allowed a maximum of eight (8) entries.
- b. The draw to be an eight sectional draw with eight boards to be used for match games.
- c. The draw will be seeded and will be done in such a way the players will not meet players from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players 1 to 8.

The positioning of each player in the draw shall be in accordance with the approved standard 64 or 128 draw as laid down by DA in the Senior Championship Hosting Guidelines

- d. The draw for the singles must be available for perusal by 4.00 pm on the afternoon prior to the event.
- e. The singles event is a one life system, the Ladies to be played best of five [5] legs 501 up, straight start, double finish, escalating to the best of seven [7] legs in the semi-final and best of nine [9] legs in the Grand Final. The Men's Singles to be best of seven [7] legs, escalating to best of nine [9] legs in the semi-final and best of eleven [11] legs in the Grand Final.
- f. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first. The winner of the bull will throw first in the first leg and subsequent odd numbered legs. The loser of the bull will throw first in the second leg and each subsequent even numbered legs after that.
- g. Tie-Breaker Rule: In the event of a tied result with the last leg remaining the tie-breaker rule shall apply. The last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg. The Tie Break rule is to be used before the start of the last and deciding leg.

14. Rules for Doubles Championship

- a. Each representative body may nominate four (4) ladies and four (4) men's pairs.
- b. There shall be a round-robin format for the preliminary rounds and a knockout format for the qualifiers of the event.
- c. The draw to be an eight sectional draw with eight boards to be used for match games.
- c. The draw will be seeded and will be done in such a way the players will not meet players from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players 1 to 4. The positioning of each player in the draw shall be in accordance with the approved standard 32 draw as laid down by the DA in the Senior Championship Hosting Guidelines
- d. The draw for the Doubles must be available for perusal by 4.00 pm on the afternoon prior to the event.
- e. The doubles events are a one life system, with Ladies Doubles to be played best of five [5] legs 601 up, straight start, double finish, escalating to the best of seven [7] legs in the semi-final and best of nine (9) legs in the Grand Final. The Men's Pairs to be played best of seven [7] legs, escalating to best nine [9] legs in the semi-final and best of eleven [11] legs in the Grand Final.
- f. The lead player of each "doubles" pair shall take the bull throw.
- g. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first. The winner of the bull will throw first in the first leg and each subsequent

odd-numbered leg. The loser of the bull will throw first in the second leg and each even numbered leg after that.

- h. In the event of a tied result with the last leg remaining the tie-breaker rule shall apply. The last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg. The Tie Breaker rule is to be used before the start of the last and deciding leg.
- i. In the instance of a tie in wins occurring between pairings after the completion of match play in the round-robin groups, and where a determination of a place is required, then the following Tie Breaker shall be applied:
 - a. Any ties remaining shall be played off under the following Tie-Breaker rule
 - b. All tied pairings will play on one dartboard; the game shall be one leg of 601.
 - c. To determine order of throw for the bull, the players or teams shall draw lots.
 - d. The first pairing to double out shall be the winner; if a further determination is required, the remaining pairing shall continue the leg until one of them has doubled out and then that pairing shall be the runner-up; and so on until all placings have been determined.

15. Rules for Mixed Doubles Championships

- a. Each representative body may nominate a maximum of eight (8) pairs.
- b. The draw to be an eight sectional draw with eight boards to be used for match games.
- c. The draw will be seeded and will be done in such a way the players will not meet players from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players 1 to 8. The positioning of each player in the draw shall be in accordance the approved standard 64 or 128 draws as laid down by the DA in the Senior Championship Hosting Guidelines
- d. The draw for the Mixed Doubles must be available for perusal by 4.00 pm on the afternoon prior to the event.
- e. The mixed doubles event is a one life system, to be played best of five [5] legs 601 up, straight start, double finish, escalating to the best of seven [7] legs in the semi-final and best of nine (9) legs in the Grand Final.
- f. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first. The winner of the bull will throw first in the first leg and each subsequent odd-numbered leg. The loser of the bull will throw first in the second leg and each even numbered leg after that. In mixed doubles it will be the players choice as to who will throw for the bull.
- g. Tie Breaker Rule: In the event of a tied result with the last leg remaining the tie break rule shall apply. The last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg. The Tie Breaker rule is to be used before the start of the last and deciding leg.

16. Replacement Players during Australian Championships

Where a player has withdrawn from an Active Members Representative Team due to illness or other extenuating circumstances at an Australian Championship, that player may be replaced by a majority vote at a meeting of D.A. at which all Active Members are represented: The following conditions shall apply to replacement players:

- (a) The respective Active Member may use a player from their own contingent, provided such replacement player, is of no higher standard than the player being replaced.

OR

- (b) The respective Active Member may seek a player from the host Active Member provided such replacement player is of no higher standard than the player being replaced.
- (c) Players may not be replaced after an event has commenced except in the Australian Teams Championship and the Peter McMenemy Cup where a replacement may be effected prior to the start of the next round.

17. Champion State

17.1 The Champion State Trophy award shall be calculated on a points system taking into account the Men's & Ladies Team event, Men & Ladies Singles, Men & Ladies Doubles, the Peter McMenemy Cup and the Mixed Doubles.

The following is the point allocation table

POINTS SCALE

Place	Australian Teams	Place	Peter Mc Cup	Place	Australian Singles	Australian Doubles	Mixed Doubles
1	64	1	36	1	36	24	24
2	56	2	30	2	30	20	20
3	48	2nd in each div	24	3rd – 4th	24	16	16
4	40	3rd in each div	18	5th – 8th	18	12	12
5	32	4th in each div	12	9th – 16th	12	8 (2nd in Group)	8
6	24	5th in each	8	17th - 32nd	6	4 (3rd in Group)	4
7	16	6th in each	6	33rd - 64th	2	2 (4th in Group)	2
8	8	7th in each	4				
		8th in each	2				

17.2 Placings in each Division are worked out on points gained for the win and the legs won

17.3 If wins and legs make for a tie, then total the number of points for the tied teams and divide by number of teams and allocate those points to each team [i.e. 4th, 5th & 6th are equal on points & wins and legs in Gold Division. 24 points are on offer for those three placings. Divide the 24 points by 3 = each team gains 8 points].

Specific Rules – PACIFIC MASTERS**1. Playing format:**

The tournament is a one-life knock out played under the following format:

	OPEN MASTERS	LADIES MASTERS
Preliminary Rounds	Best of seven (7) legs	Best of five (5) legs
Semi-finals	Best of nine (9) legs	Best of five (5) legs
Final	Best of eleven (11) legs	Best of seven (7) legs

501 straight start, double finish**2. Seeding:**

Sixteen (16) men and sixteen (16) women will be seeded into the Pacific Masters. The first being ranked in order as they are listed in WDF ranking tables provided they are listed in the top twenty (20) positions. The remainder being ranked in order as they appear in DA ranking tables.

3. Playing Rules:

- 3.1 Order of throw shall be determined by the toss of a coin. The winner of the toss throws first in the odd-numbered legs; the loser of the toss throws first in the even-numbered legs.
- 3.2 The Tie-Breaker Rule is only introduced in the semi-final and final game and is determined by the toss of a coin. The winner of the toss shall throw first for the Bull; the closest to the Bull shall throw first in the final and deciding leg.
- 3.3 Six (6) practice darts only by each player prior to the match commencing.
- 3.4 No practice darts are permitted after the commencement of a game.
- 3.5 A player once commencing their throw shall not leave the immediate board playing area, unless for urgent reason and permission granted. Maximum (5) minutes. Penalty; forfeit shot.
- 3.6 No darts are to be retrieved from the dartboard until the score has been called by the Chalker/Caller. Penalty; loss of score of dart or darts removed.
- 3.7 A player retrieving their darts from the dartboard after a shot shall do so promptly and in such a manner as to not interfere with the next player. Penalty; loss of previous shot.
- 3.8 A player at the Oche shall not commence their throw until their opponent is back behind the Oche. Penalty; loss of shot.
- 3.9 All requests to check score tally must be made before the players next throw. Once thrown upon, the score tally may not be amended.

4. General Rules:

- 4.1 Any player not in attendance when called to play will forfeit the match. Three (3) minutes allowed from the time of calling to reach the Oche.
- 4.2 All players participating must play under their own name.
- 4.3 Any player representing their State or Country shall wear the playing attire approved by their respective State or Country.
- 4.4 Whilst playing the players shall not be permitted to wear any clothing advertising a marketable product or concern without the permission of the organisers.
- 4.5 WDF by-laws smoking and consuming alcohol beverages will not be permitted **within the playing area.**
- 4.6 If a player is not present at the Official Presentation Ceremony to receive trophies, prizes or prize money then they shall **forfeit** the right to receive trophies or prize money and ranking points that might be due.
- 4.7 The "Host State" under DA's supervision, will conduct the Tournament and decisions on all matters and interpretations of the rules shall be final and binding.
- 4.8 The organisers reserve the right to refuse admission or eject anyone from the event premises without assigning a reason to do so.
- 4.9 Any matters not expressly covered above shall be determined in accordance with the WDF Playing and Tournament Rules.