

SYDNEY WESTERN SUBURBS DARTS LEAGUE

PLAYING RULES

Rule 1

DIMENSIONS

All matches under the jurisdiction of the New South Wales Darts Council shall be played on a Standard Pattern Dart Board, having numbers and divisions clearly marked with double and treble ring. The bulls-eye to consist of an inner circle scoring 50 and outer circle scoring 25. The diameter of the board shall be 18 inches (46cm.). The diameter of the outer ring of the bulls-eye shall be 1-1/4 inches (3.175cm.) The diameter of the inner ring of the bulls-eye shall be 1/2 inch (1.27cm.). The distance from the centre of the bulls-eye to the outside treble wire shall be 4-1/8 inches (10.4775cm.). The distance from the centre of the bulls-eye to the outside double wire shall be 6-5/8 inches (16.8275cm.). The width of the treble ring and doubles ring shall be 3/8 inches (.9525cm.). Any measurements to within 1/8 inch (.3175cm.) to be standard. In no cases shall the wires that form the boundaries be out of true.

Rule 2

POSITION OF THE DART BOARD

The Dart Board shall be firmly fixed at a height of 5ft. 8ins. (1.73m.) from the centre of the bulls-eye to the floor.

Rule 3

DISTANCE OF THROW

The distance of throw shall be 7ft. 9-1/4ins. (2.37m.). The measurements shall be taken from a plumb line suspended from the centre of the bulls-eye to the floor and from this point 7ft. 9-1/4in. (2.37m.) to a line clearly marked and parallel to the face of the board, which shall be known as the "oche".

Rule 4

"THE OCHE"

The toe line or foot line shall be clearly marked with suitable material and shall be at least 4ft. (1.2192M.) long and at least 1/2 inch (1.27cm.) in width. 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 or over trodden upon. THE EDGE OF THE LINE FURTHERMOST FROM THE BOARD SHALL BE THE 7FT. 9-1/4INS. (2.37M.) MEASUREMENT.

Rule 5

THE DARTS

The darts and flights used by players can be of any weight; make and material best suited to the thrower.

Rule 6

CONDITIONS OF BOARD AND PLAY

The captains of both teams shall mutually agree that the board and conditions of play are satisfactory and in accordance with the Rules as laid down. Any protest as to conditions of play shall be lodged with the opposing captain and in the event of the conditions not being altered to comply with the protest, the captain making the complaint, shall play under protest and enter on the score sheet the words "PLAYED UNDER PROTEST" and both captains to initial them. Such protest to be reported in writing to the Honorary Secretary of the S.W.S.D.L. within seven days and he shall tender said protest to the Disputes Committee. No protest can be made after the match has commenced.

Rule 7

DARTS IN AND OUT OF PLAY

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

DARTS OUT OF PLAY: Darts that rebound from the board. Darts that stick into other darts. Darts that fall out or are knocked out of the board before the throw of three darts is completed. And before the scorer has called the score. Darts that have been ruled as "NO DART" by the Scorer. Three darts in the treble ring, double or bulls-eye ring is "NOT GAME SHOT" unless the total in the double ring or the inner bull adds up to the correct total required. In no circumstances once a dart has been thrown past the "oche" it shall be given back to the thrower to be thrown again.

Rule 8

The result of each throw of three darts unless the player "busts" (i.e. exceeds the required score) must be clearly shown in chalk or suitable marker on a scoreboard giving the score thrown and the balance required to finish the game. The method of scoring shall be by subtracting the last score from the previous total. The Home Team shall provide the scoreboard and chalk or marker at all matches. The scoreboard shall be in a position in front of the player. No one but the scorer and/or check scorer shall stand in front of the player.

Rule 9(a)

SCORING

No call or information shall be given to a player once he is at the "oche" except by the Scorer. The Scorer may inform the player of the score thrown if asked. The Scorer may inform the player of the total score required to finish the game if asked. Neither the Scorer nor any person shall indicate to the player the double required or the method to obtain it. Each player shall withdraw his/her own darts from the board. A captain who may have a physically handicapped, deaf or mute player in his team may, with the permission of the Scorer, assist his player to the degree that is necessary whilst at the "oche", except that he may not tell the player the 'double' required.

Rule 9(b)

INTERPRETATION

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

- (1) If the player scores the advised number and his last dart is the double required to complete the score that is game shot. E.g. If the player is advised that he requires 60 when in reality he required 58, a score of 20, double 20 will result in game shot.
- (2) If the player scores less than the advised number, the number scored will be deducted from the ACTUAL remaining score. 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.
- (3) If the player scores more than the advised score and also more than the remaining score the result is BUST.
- (4) If the player scores more than the advised score but less than the TRUE remainder, the new TRUE remainder will apply. I.e. if the player needs 62, is advised 58 but throws 60, the remaining score is 2 - Not Bust.
- (5) The method of scoring shall be by simple subtraction as per example shown below between players A and B: (I) A versus B 501 501 60 120 441 381 136 26 305 355 80 57 225 298 (ii) Corrections to the score shown on the score-board may be only notified to the scorer by the Captain or participating player. Corrections must be made before any further darts are played. Once a score has been played on, no alteration shall be made to the score shown on the scoreboard.

START OF GAME

Rule 10

All games to be started by 8pm.

START AND FINISH OF A GAME

Rule 11(a)

Teams, Doubles and Singles games shall be straight start and a double finish.

Rule 11(b)

To finish a game teams or players must throw a double, e.g. if the score is 11 to go, one, three, five, seven or nine must be thrown to leave an even number or double, then double five, four, three, two, or one can be thrown to finish the game. A player or team throwing more than the required score needed to finish the game "busts" and reverts to the original score at the commencement of the throw (in this case 11). If a player "busts" with any one of his three darts he shall immediately cease throwing.

Rule 11(c)

If a player completes a game with the first dart thrown and continues to throw with his remaining dart. THE GAME IS DEEMED TO HAVE BEEN FINISHED AND NOT BUST.

Rule 12

A player who scores 180 (3 treble 20's) in a S.W.S.D.L. conducted competition shall qualify for a S.W.S.D.L. 180 badge. Scores of 180 must be recorded under "Special Scores" on the back of a competition sheet, or by an official at any S.W.S.D.L. conducted Special Events Match. A player scoring a 170 Peg Out will qualify for a special S.W.S.D.L. award.

FOOT FAULTS

Rule 13(a)

Any non-playing team member may warn an offending player if that player steps on or oversteps the "oche" line once. The non-playing team member shall advise his Captain if that player does so again, and the Captain shall advise the Scorer of the foot fault.

Rule 13(b)

For persistent foot faults, after being warned, the player will lose the score for that dart. If he or she continues, an independent foot fault judge, agreeable to both captains will be appointed.

Rule 14

SMOKING

No smoking or drinking while you are scoring. No smoking or drinking on or in front of "oche" line or between "oche" line & 1 meter behind that line.

Rule 15

All players who enter a D.F.A. conducted competition. Must be registered members of an affiliated Zone in accordance with the Constitution and shall have been. Registered by that Zone with the New South Wales Darts Council.

Rule 16

Any Team playing an unregistered player shall forfeit the match and be dealt with as laid down by the Constitution.

Rule 17

No player's name shall be changed once a player's name is on the board.

Rule 18

A player at the "oche" line shall not commence their throw until the opponent is back behind the "oche". Any infringement of this rule shall incur a loss of that shot penalty.

Rule 19

A player retrieving their darts after a shot shall do so promptly and in such a manner as not to interfere with the next player.

Rule 20

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

Rule 21

At all Grand Final matches, host Club shall supply scorers.

Rule 22

A player may, at any time, check his/her score visually by walking to the Board without jeopardising his/her throw. The player, however, **MUST NOT TOUCH HIS/HER DARTS**. The interpretation of the term "throw" applicable to N.S.W. Rule is that a dart is deemed to have been thrown when it is propelled with physical force only.

Rule 23(a)

The duties of the Scorer shall be to record the scores. In chalk or appropriate marker on the scoreboard. He shall comply with the requirements of Rule 8 and Rule 11(c).

Rule 23(b)

He will refrain from excessive movement whilst a player is throwing his darts and should not turn and watch the player.

COMPETITIONS

Rule 24

S.W.S.D.L. will conduct Special Events from time to time when they may deem fit.

Rule 25

All Special Events winners of championships played in B and C Grades will be upgraded to the next grade and will remain there for a period of one (1) year. The winner and runner-up of A Grade will also remain there for one (1) year.

GAMBLING

Rule 26

Gambling in any form during a S.W.S.D.L match or competition is not allowed and any player or official infringing this rule shall be liable to be disqualified by the S.W.S.D.L or affiliated Association.

Rule 27(a)

No white out to be used on score sheets at any time.

Rule 27(b)

The Recorder will accept no photo copied or faxed material, unless requested.

Rule 28

All games shall cease at closing time of host Club.

Rule 29(a)

Two (2) or more boards shall be used in all matches including Semi-finals, Finals and Grand Finals when necessary.

Rule 29(b)

If 2nd Singles has not commenced by 9.45pm two (2) or more boards MUST be used.

BEHAVIOR

Rule 30

S.W.S.D.L. shall not tolerate physical violence or abusive language in our Sport of Darts. Guilty parties shall be suspended immediately.

ABSENTEEISM

Rule 31(a)

In the event of either team having less than six players the following shall apply:

TREBLES: Can not be played two (2) players against two (2) players

DOUBLES: Cannot be played one (1) player against one (1) player

Rule 31(b)

A team with less than four (4) players must forfeit the match to the opposition.

Rule 31(c)

A team receiving a forfeit must fill out their score sheet as normal, write across the front of the sheet "WON ON.FORFEIT", and have at least four (4) of their player's signatures on the back. The score sheet **MUST** then be sent to the Recorder in the normal time frame to reach the recorder by the following Monday. The team **MUST** inform the Recorder or they will not receive any points for the match.

Rule 31(d)

The team giving a forfeit shall not receive any points for that match and need not send their score sheet in.

Rule 31(e)

In the first round the team receiving the forfeit shall receive the highest points for that division on that night as well as three (3) count back singles points. The team receiving a forfeit in the second round shall receive the same amount as the first round (if team lost they will receive six (6) points + their singles count back).

Rule 31(f)

A game that is won on forfeit must be clearly stated under that players name e.g. "WON ON FORFEIT" or that win shall not be recognised.

Rule 32

Vacancies may be put wherever the Captain so desires.

Rule 33

Any player not in attendance when called to play will forfeit the game. Only three minutes will be allowed from the time of calling to reaching the "oche".

Rule 34

If a player is not present at the official presentation ceremony to receive jackets, trophies or vouchers without the organiser's permission, the player shall forfeit the right to such jackets, trophies or vouchers that may be due.

ELIGIBILITY TO PLAY IN SEMI FINALS

Rule 35

A player must play in a minimum of six (6) matches to qualify. Last registration to be accepted up to the seventh round and must give one (1) weeks notification before playing.

PHONES

Rule 36

No speaking on mobile phones in the playing area as this can upset other players. You can take the phone away from the darts area.

APPENDIX

Rule 37

Any point not covered by these Rules shall be referred to the Disputes Committee whose decision shall be final subject to an appeal to a meeting of S.W.S.D.L. Delegate