

ILLAWARRA DISTRICT DARTS ASSOCIATION
RULES

DART ETIQUETTE

Darts as in other sports has a code of ethics, which should be practiced by those who participate in the game. To make your game more enjoyable follow these rules: -
Avoid delaying the game by being ready to throw when it's your turn and give consideration to those who are waiting to follow you at the board.
Always observe the hockey. You must never cross the line in practice or competition.
Do not walk in front of the Hockey Line when a match is in progress.

Do not:

- *Talk or sledge any Player whilst at the Hockey line.
- *Argue incorrect scores unless the darts are in the board.
- *Foot fault.
- *Ask or give any advice to a Player once a Dart has been thrown.
- *Touch any darts in the board whilst scoring.
- *Distract a thrower who has taken his stance at the hockey.
- *Gamble in any way shape or form during any I.D.D.A match or competition.

Do:

- *If you lose a game in competition be a good loser. Avoid unnecessary or unethical sportsmanship.
- *Always allow your opponent three (3) darts practice if he so requires before you commence play and Do remember the scorer or referee has complete control over your match.
- *Display good sportsmanship at all times.
- *Ask the scorer only two questions: -“What have I scored?” and “What have I left?”.
- *Draw attention of your Captain to foot faults observed. This matter should be pointed out in a nice manner to the opposing team, requesting their support observing the Rule.
- *The success of this Association depends mainly on the support given by its affiliated clubs and its members who are hereby invited to help in its work.
- *Attend regularly the monthly meetings and make themselves available for representation as the Association may from time to time require.

This copy of the Rules of the game of Darts is provided for your help and interest. We sincerely hope you will benefit by its guidance. This Association offers thanks to all its members who made this book possible with their knowledge and wisdom.

RULES INTRODUCTION

- *Darts in the bull or centre score 50, which is double 25 and can start or finish a game.
- *Darts in the small ring round the centre scores 25.
- *Darts in the narrow bands at the outer divisions of the board count double.
- *Darts in the inner narrow band count treble.

RULES

DISTANCE OF THROW

1. The board shall be 5'8" inches (1.73m) high measured from the centre of the bull to the floor. The hockey shall be plainly marked. The hockey shall be 7 feet 9 ¼" inches (273cm) in a direct line from the board. Diagonal from the bull to the 8-ft mark measurement should be 9 ft 7 ¼" inches (293cm).

MATCHES

2. All games shall be straight start and double finish.
3. All games shall be started by throwing for bull, that is to start the 1st, 3rd, 5th and 7th leg as required. In Competition games the away team shoots for bull first and in Championship games the first name/number shoots first. The winner of the bull shot may elect if he wishes to throw first or not. In fours, doubles or any teams game the player who is listed first must throw for bull.
4. In Fours, Doubles and Teams games the first player listed shoots first in each leg.

SCORING

5. Three darts in a bed is not game unless the three darts are in the double bed and are exactly the score required (ie score required-120, scored D20-D20-D20, total 120). That is three 25's is not game shot.
6. A player is not required to go for the set double for game, but can finish on any double providing his score is correct.
7. In all games the score shall be assessed by the scorer appointed for that match. He shall have the final say in any dispute not covered by these rules. The method of scoring shall be subtraction, showing score thrown and remainder to be thrown. No double is to be written on the scoreboard, only the number required for game.
8. A) The scorer shall call the score after the third dart of each player except when the player asks what is left? the score must then be chalked on the board, (number scored and total remaining) but not the double required.
A Captain who may have a physically/mentally handicapped, deaf or mute player in the team may, with the permission of the Referee or Executive assist their player to the degree that is necessary whilst at the "Hockey".

B) If a player asks the scorer for the score remaining, and the scorer replies incorrectly – the following shall apply
*If the player is advised that they require 60, when in reality he requires 58, a score of 20 double 20 will result in game shot.
*If the player scores less than the advised number, the number scored will be deducted from the **actual** remaining score. ie If the player is advised 60 but in reality needs 58 and they score 20 only, the remaining score is 38 not 40.
*If the player scores more than the advised score and also more than the **true** remainder the result is BUST.

*If the player scores more than the advised number but less than the **true** remainder, the new true remainder will apply. ie If the player needs 62 and is advised 58 but throws 60 the remaining score is 2 – NOT BUST.

C) If a mistake/error is made in the calculations by the scorer during a game and the mistake/error is picked up before either player hits the double, then the mistake/error can be amended. That is to say, if a player notices a mistake/error at any time it can be changed to the correct score. It can't be changed after a player hits the double that is left.

9. Only the darts with points actually in the board shall be counted. A dart which wedges between other darts with the point not in the board must not be counted. The point of a dart touching the wire does not count nor does a dart knocked out by another dart or a dart that falls from the board before the scorer has called the score. Where the dart enters the board is the number scored. If a dart enters a number and protrudes into the next the first number hit is the one to count. The scorer or referee shall call "game shot" immediately after the double has been thrown.
10. No dart shall be thrown after a player busts (that is exceeded his score required). The definition of a thrown dart is a dart that has been propelled by physical force to the board.

FOOT-FAULTING

11. Consistent foot-faulting after being twice warned and a player shall lose the score of the dart thrown in competitions not policed by this Association. A player is foot faulted as the dart is thrown. Team Captains are requested to enforce the foot-faulting rule.

REGISTRATIONS

12. A) Registration of all players is compulsory this includes life members playing. The registration fee is Ten dollars (\$10.00) per player and is due at the beginning of the dart season or at the next delegates meeting following a players first game. This registration fee covers all competitions conducted by this Association, but not NSW Dart Council competitions. In addition Six dollars (\$6.00) capitation fee is imposed on each player for each weekly competition game played (Life Members exempt)
 - B) Any team playing unregistered players shall lose all points for that match.
13. Any player wishing to play in any competition conducted by the Association shall be allowed to register on the night provided delegate informs President/Secretary before and name and address of the player is placed clearly on the result sheet and the appropriate fee is payed at the next delegates meeting.

GRADINGS

14. The Committee has the power to regrade or grade players as they see fit without letters being submitted from individuals.
15. The Committee has the power to grade teams as they see fit.
16. All players gradings to be done at the beginning of each year, not during the year.

TEAMS

17. All teams must have their teams submitted by the first Tuesday in January at the start of each year.
18. A) Any club having more than one team entered in a competition and are short of a player may fill the vacant position from another team (from the same club or pub) with both Captains permission. The player concerned can only go up a grade not down a grade. If the player concerned plays three (3) times, he must stay with the team he transferred to for the duration of the competition.

B) If a player who starts off the year with a team and his registration is paid by said team, if he wishes to transfer to another team in the next competition he must reimburse that team his registration fee.
19. Should a team be short of a player on night of play in any competition they shall be allowed to play fours and doubles but still miss a shot if the result sheet is filled out prior to the commencement of play.
20. All matches shall commence at a time set by each club, being either 7:30pm or 8:00pm. A forfeit may be claimed 15 minutes after the starting time if the opposing team is not in attendance. If a forfeit is claimed result sheets must be filled in and sent as usual. Teams receiving a bye – result sheet not required.
21. Home team Captain to provide the match game boards for the opposing team to practice on for at least 30 mins before the commencement of match.
22. Any Captain who has played competition on a dart board he considers unfit for Play must notify the Secretary within 48 hours to enable the Secretary to notify the club or hotel to have their boards brought up to standard.
23. A) Any team forfeiting three (3) consecutive games shall be disqualified from the competition in progress.

B) A forfeit is to be scored as 6–0.
24. Any team withdrawing from a current competition, genuine players will be allowed to transfer immediately, subject to Executive approval.
25. If a player is ill during a match a replacement may be used if both Captains are in agreement.

26. All teams are to receive ten (10) calendars at the start of each year; additional calendars will cost \$2.00.
27. All clubs must consult the I.D.D.A before setting dates for Club Championships. If they do not, then any I.D.D.A registered player who plays in Club Championships that clash with any I.D.D.A game will automatically be suspended for a period of twelve (12) months.

RESERVES

28. All competitions will be ten a side as required with unlimited reserves.

SCORESHEETS

29. The home team is always shown first on Association result sheets. Winning captains are to forward the result sheet to the Secretary within 48 hours after the match. Failure to send in result sheet – teams will lose points at the discretion of the Committee.

SEMIS & FINALS

30. All play-offs to revert to a point score count-back to decide the final placing's.
31. A) Players in any team must have played at least five (5) games with their team in that competition. Only one bye per comp can be used provided the player plays any game prior to the bye.

B) The Committee is to make the draw for semis and finals to allow teams to select their seats and practice on the correct boards.

C) All semis & finals to start at 7:30pm.
32. Teams making it to finals are allowed a maximum of twelve (12) trophies.
33. All Minor Premiers to receive a team trophy regardless of winning or losing.
34. A) All A Grade finals to be played on the most central boards to allow for spectator room.

B) Singles in all Grades are to be the best of 5 Legs 501

CHAMPIONSHIPS

35. A) Boards must be made available for practice after 7:00pm on championship nights.

B) Names taken no later than 7:30pm.

C) Players losing game must score or be penalised three championship games.

D) The Committee shall have the power to suspend any member who misbehaves at any championship immediately. Any person so suspended shall be cited to appear before the Committee at their next meeting.

36. On Championship nights' numbers will be called three times, two (2) minutes after the third call a forfeit will be given.
37. No team's games are to be started after 11pm, but will be played at a time and date set by the Executive.
38. If a player wins a Championship for three (3) consecutive years, he will receive a trophy in recognition of the achievement.

MEETINGS

39. Each registered team is permitted two delegates at each Bi-monthly meeting. All delegates will receive all meeting dates at the start of each year via Web page, E-Mail (if requested) and at the first delegates meeting for the year. In all future competitions winning teams will receive two (2) points, a Draw receives (1) point and losing team zero (0) points. Teams failing to send a delegate to the delegates meeting will be penalized three (3) competition points. Any delegate unable to attend may appoint a substitute from their team for that meeting.
40. All members attending the Annual General Meeting shall be entitled to receive two (2) drink vouchers to the value of the price of a schooner of beer.
41. A) Any team failing to have their delegates attend any meeting of the Association of which due notice is given will automatically lose three (3) competition points.

B) No excuses are to be accepted for non-attendance of meetings.
42. After each meeting the Minutes are to be signed by the President.

MONEY COMPETITIONS

43. All Money Comp winner's money to be paid on the day of play.

ILLAWARRA REPRESENTATIVE TEAM

44. Players wishing to compete in the Illawarra Representative Team must submit their names to the Secretary at the beginning of each year. If required play-offs will be played to select the team.
45. All Representatives are to receive a shirt showing who they represent.

LIFE MEMBERSHIP

46. Life Membership of the Association may be conferred upon members who have either been officers of the Association for a period of ten (10) or more years, or who have, over an extended number of years, rendered outstanding service to the Association.

GENERAL

47. 180 badges will be presented at the first Delegates Meeting of each year to players throwing the possible score in any I.D.D.A competition during the previous year.
48. Any alteration of fixture date or times will not be allowed unless permission be given by the Committee.

49. Under no circumstances will Ladies be allowed to play in I.D.D.A Men's competitions.
50. South Coast Mixed Doubles and South Coast Mixed Fours are conducted by this Association and the above rule does not apply.
51. Any player who is reprimanded, fined, suspended or expelled receive notice in writing within 7 days of the complaint being lodged, notifying them of the details at hand and any further information that the IDDA deem necessary.