



PLAYING RULES

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AUSTALIA DARTS LEGENDS (INC) PLAYING RULES INDEX

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AUSTRALIA DARTS LEGENDS (INC) - Playing Rules

FOREWORD:

Organisers, Hosting Bodies and participants under these rules are subject to the Constitution, By-Laws and administrative decisions of the Australia Darts Legends (Inc). In all cases the Constitution, By-Laws and administrative decisions of Australia Darts Legends (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 “*A.D.L. Playing Rules*” and referred to herein as the “*Playing Rules*”.
- 1.2 All ADL ranked darts events throughout Australia and events conducted under the auspices of the Australia Darts Legends (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 ADL.** means Australia Darts Legends (Inc).
 - 2.1.3 **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.
 - 2.1.4 **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.
 - 2.1.5 **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.
 - 2.1.6 **The Tournament Director** is the person responsible for the running of a darts event in accordance with these rules.
 - 2.1.7 **Organiser** - The term organiser(s) shall mean the Australia Darts Legends (Inc)., its officials, or persons nominated by Australia Darts Legends (Inc)., to carry out its functions in relation to a darts event.
 - 2.1.8 **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.
 - 2.1.9 **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.
 - 2.1.10 **Playing Area** is the area between the dart board extending back to the front of the table positioned behind the encroachment line.

GENERAL RULES

3. Advertising

- 3.1 ADL. 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.

4. Playing Attire

- 4.1 All players' attire shall conform to the good image of the sport, the minimum standard being Males Black dress trousers or black dress jeans, collared sleeved shirt, dress black knee length shorts. Ladies Black dress slacks or black dress jeans, black knee length skirt or shorts. Unacceptable attire – denim clothing, work shorts, singlets, tank tops, hot pants, track pants, cargo pants, leggings. Any clothing with crude or offensive designs or writing on them.
- 4.2 Proper enclosed footwear must be worn at all times, open toed shoes, thongs, scuffs or sandals must not be worn. Subject to Rule 4.5
- 4.3 All players should wear identification in the form of a recognisable State shirt.
- 4.4 No headwear, including electronic devices, shall be worn without the prior permission of ADL. 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 ADL. 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 Obligations

- 6.1 All players 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.
- 6.2 In the event of a player being involved in, or causing, actions considered to have brought the sport of darts into disrepute then that player shall be subject to disciplinary measures being taken against that player which could result in the imposition of fines, suspensions or other penalties. See playing rule and penalties 6.5.
- 6.3 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.
- 6.4 Any player failing to comply with any of these playing rules shall be liable to disqualification from the event.

6.5 Australia Darts Legends (Inc) Playing Rules and Penalties

- 6.5.1. Unsportsmanlike behaviour - Deliberately throwing darts on the floor or table, punching the wall or board, kicking a wall or table, throwing item (drinks etc).

Penalty - Disqualification from the event being played and a 3 month ban from affiliate events.

- 6.5.2. Verbal abuse of a tournament official with clear witness.

Penalty - Disqualification from the event being played and a 12 month ban from all ADL and affiliate events after an acceptable written public apology has been received by the ADL Secretary

6.5.3. Verbal abuse of a player or Spectator with clear witness.

Penalty - Disqualification from the event being played and a 3 month ban from all ADL & affiliate events after an acceptable written public apology has been received by the ADL Secretary

6.5.4. Physical abuse of a player, official or spectator with clear witness

Penalty - Disqualification from the event being played and a 2 Year ban from all ADL and affiliate events.

6.5.5. Not wearing correct ADL playing attire (unless for reasons of medical grounds),

Penalty - not permitted to play or continue to play the event.

6.5.6. Consuming alcohol at the oche during a match.

Penalty – Loss of game

7. Trophies & Prizes

7.1 If a player is not present at the official presentation ceremony, at Australian Championships to receive trophies, prizes or prize moneys. Then their state secretary will be responsible for the deliverance of such trophies, prize or prize moneys.

8. Interpretation

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

8.2 Any matter not expressly covered by these playing rules shall be determined by ADL, Executive, or in their absence the nominated tournament director whose decision shall be final and binding.

9 Expulsion

9.1 The nominated Organisers reserve the right to expel any Player Member found in breach of these playing rules.

THE PLAYING AREA

10. Authorised Persons

10.1 Only referees, scorers, and markers shall be allowed to stand or sit in front of the player throwing darts. Such officials are expected to restrict their movement to a minimum during the course of *'the throw'*.

11. Players Conduct

11.1 No persons shall be allowed in the playing area, other than those defined in Rule 10 and the assigned players.

11.2 A player's opponent must stand behind the 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 metres behind the oche).

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

11.4 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.

11.5 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

- 11.6 A player, once commencing their throw shall not leave the immediate board playing area. Any player doing so shall forfeit that throw.
- 11.7 During a match the opponent of a player at the oche, must always remain behind the encroachment line, until the player at the oche has completed his/her throw. Any player not doing so shall forfeit their next throw.

12. The Dart Board

12.1 All dart boards used in tournaments conducted under these rules.

- 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*'.

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

12.3 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.

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

12.5 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

13. Lighting

13.1 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.

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

14. The Oche

14.1 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.

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

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

14.4 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.

14.5 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.

14.6 Any player in breach of rule 14.4 or 14.5 shall first be warned by the referee. Any darts subsequently thrown in breach of these rules shall not score.

TOURNAMENT CONDITIONS

15. General Conditions

- 15.1 Unless stated otherwise all ADL sanctioned tournaments shall be run on a 'round robin/*knockout or a straight knockout*' basis. This does not preclude alternative formats that include a knockout final component.
- 15.2 ADL 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.

16. Player Nominations/Entry

- 16.1 Admission fees to tournament entry fees are not refundable except on those occasions deemed appropriate by ADL. Executive or the event Organisers.
- 16.2 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.
- 16.3 No entry will be accepted unless it is in accordance with all requirements laid down on the entry form.
- 16.4 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.
- 16.5 No player shall play in more than one team in any respective darts event.
- 16.6 All players participating in an individual darts event must play under their legally acknowledged name.
- 16.7 Acceptance by ADL. or event organizer of a player's entry shall be deemed as an acceptance by that player (or team) of ADL. Playing Rules covering that respective event.
- 16.8 ADL. 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.
- 16.9 Any current top division State player that has represented their State at the National Championships is eligible to compete in the Australian Darts Legends (Inc) National Championships held in the same year subject to the following restrictions:
 - (a) Only one male state player and one female state player per state can be nominated.
 - (b) Any current top division state player will be automatically seeded in Premier Division.
 - (c) Only one state player (male or female) in any doubles or team event

17. The Draw

- 17.1. Where practicable, the nominated Organisers shall eliminate '*byes*' in the first round of the darts event.
- 17.2 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.
- 17.3 ADL or the event organiser reserves the right to seed players in the draw for the darts event whenever considered desirable.
- 17.4 No substitution of players shall be allowed in any individual darts event after the Tournament has commenced, without approval from Tournament Director, ie. Singles, Doubles, Mixed Doubles

MATCH PLAY RULES

18. The Throw

- 18.1 All darts shall be thrown deliberately, one at a time, by and from the hand. All darts must be thrown with the needlepoint aimed towards the face of the dartboard. If a dart is not thrown in this manner, then the 'throw' will be declared a 'foul throw' and shall not count in that respective leg, set, or match.
- 18.2 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.
- 18.3 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.
- 18.4 If a player touches any dart which is in the dart board during a throw, the throw is deemed to be completed.
- 18.5 A player throwing out of order shall have the throw recorded as a foul shot and a zero score shall be recorded.
- 18.6 A player once commencing a match shall not leave the immediate playing area, unless for urgent reason after permission is granted by the board referee. Maximum (5) minutes. Penalty; forfeit shot.

19. Starting and Finishing

- 19.1 In all darts events each leg shall be played with a straight start and finish with a double.
- 19.2 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'.
- 19.3 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.
- 19.4 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*'.

20. Scoring

- 20.1 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.
- 20.2 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.
- 20.3 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 20 then the referee shall call '*game shot*'.
- 20.4 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 20.6 and 20.7.
- 20.5 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

- 20.6 The result of each players throws, 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.
- 20.7 All scores and subtractions made on the chalkboard should be checked by, the scorer and players after each throw.
- 20.8 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.
- 20.9 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.
- 20.10 The actual score required must be shown on the score sheet and/or the scoreboard and be clearly visible to the players and referee.
- 20.11 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*'.
- 20.12 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).
- 20.13 If a player throws out of order during a Teams 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.

21. Order of Play

- 21.1 The throwing order to commence a game will be a toss of the coin. The winner of the toss shall throw first in the match and all subsequent odd numbered legs. "Tie break" leg if required will be determined by a toss of the coin and the winner of the toss throw for the bull (see 21.2)
- 21.2 In throws for the Bull the following will apply:
The dart must remain in the dartboard to count and re-throws shall be made until a dart remains in the dartboard. If the dart enters the "25" or "Bull" sector it shall be removed before the opponent takes his/her throw. Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.
- 21.3 The player names shall be entered on the scoreboard in the same order (left and right Sides) as they are listed on the score card.

21.4 In Pairs and Team events, where the players throw in rotation, the 'Order of Throw' shall be displayed on the scoreboard before the match commences.

22. Match Assignment/Record/Result Slip

22.1 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, and the referee shall be responsible for ensuring that the order of play or throwing order (if appropriate) is adhered to.

22.2 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).

23. Practice

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

23.2 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.

23.3 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.

24. Smoking and Alcohol

24.1 At ADL events the entire playing room shall be smoke free and in addition the designated playing area shall be alcohol free.

24.2 Any player found to be in breach of clause 24.1 shall be liable to forfeit the match during which the offence took place

25. Anti-Doping Rules

25.1 In darts events under ADL jurisdiction all players and officials are subject to the terms and conditions of the ADL anti-doping rules and policy.

25.2 The possession or use of illicit drugs at any Australian Championships or any ADL event is prohibited. Players who are found in possession or return a positive result to marijuana or illicit drug using standard ASDA testing shall be subject to the following penalty.

- First offence - \$1,000 and two (2) year suspension
- Second offence- Life ban

26. TOURNAMENT DIRECTOR

26.1 Where an overall Tournament Director 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.