



BENDIGO DART LEAGUE INCORPORATED Playing Rules

Rules and guide lines for playing Dart within the Bendigo Dart League competition

2017

bendigodartleagueinc@gmail.com
PO Box 236 Golden Square Vic 3555

BENDIGO DART LEAGUE Incorporated

RULES OF PLAY Dated October 2017

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1. Interpretation

- 1.1. These Rules shall be known as “The Playing Rules of the Bendigo Dart League Incorporated”, in these rules called the Association.
- 1.2. All tournaments and matches played under the auspices of the Association shall be conducted according to these Rules.
- 1.3. The purpose of these Rules is to provide the rules under which match play is conducted.
- 1.4. The Committee of Management of the Association shall determine any matter not covered by these playing rules.
- 1.5. In the Rules, unless the contrary appears:-
 - 1.5.1. ‘contest director” is the Contest Director of the Association, or the delegate of the Association appointed to conduct the tournament.
 - 1.5.2. “bust” means to exceed the required remaining score, or to have a score of 1 remaining, or to have a score of zero remaining with the last dart thrown not being the double required to reduce the score remaining to exactly zero. The remaining score shall revert to the remaining score required immediately prior to the “bust” occurring. The number of darts thrown is counted as three for the purposes of calculating players averages, regardless of which dart actually caused the score to be exceeded.

- 1.5.3. "game dart" is the required double to reduce the score remaining to exactly zero.
- 1.5.4. A "peg" or "peg out" is the total score from which a player finishes a game, within a throw.
- 1.5.5. A "ton" is any score of 100 or more achieved within a throw.
- 1.5.6. "called" means the total score as announced by the referee.
- 1.5.7. "oche" is the marked throwing line, which may or may not be raised above the height of the floor.
- 1.5.8. "players" are participants in the match, whether they be members of the Association or not.
- 1.5.9. A "leg" or "game" is the minimum element of a match in which there is a full round of play with a winner and a loser.
 - 1.5.9.1. A game shall constitute a match when the match is not divided into games or sets; and
 - 1.5.9.2. the number of games in a set must be odd; and
 - 1.5.9.3. the winner of a set is the player winning one more than half of the games in that set.
- 1.5.10. A "set" is an odd numbered collection of "games" or "legs", and
 - 1.5.10.1. a set may consist of team game(s), doubles game(s) or singles game(s) in the format defined by the Association; and
 - 1.5.10.2. a set may consist of a single "game"; and
 - 1.5.10.3. the winner of a set is the player winning one more than half of the games in that set.
- 1.5.11. A "match" is the contest between two teams, consisting of an odd number of contests or "sets" between team members, in the format defined by the Association.
 - 1.5.11.1. The winner of a match is the player or team to win more sets than half the number of sets in a match.
 - 1.5.11.2. In a match being part of the home and away match play, all sets of a match shall be played out.
 - 1.5.11.3. In a match, being part of a final series, once more than half the sets are won, the match has been won. The remaining sets need not be played.

2. *Playing Equipment and Players Attire.*

- 2.1. Players shall provide their own darts, which shall not exceed an overall length of 200 mm nor shall any dart weigh more than 50 grams. Each dart shall consist of three recognisable sections, a point, a barrel and a flighted shaft.
- 2.2. Players shall wear suitable attire, complying with dress rules of the playing venue. Torn or heavily soiled clothing is not considered suitable.
- 2.3. Players must wear substantive footwear at all times, the toes and upper part of the foot is to be enclosed in a protective material. Neither thongs nor bare feet are allowed at any time. Captains are to ensure this rule is strictly enforced.

2.4 Players who are unable to wear correct foot wear must supply a medical certificate to the contest director and/or committee along with a statutory declaration stating they do not hold the Bendigo dart league responsible for any injury that could occur while wearing the incorrect footwear

3. The Playing Board.

- 3.1. All matches under the jurisdiction of the Association shall be played on an dartboard approved under the rules and regulations of the Dart Federation of Australia, and shall:
 - 3.1.1. be of the “bristle” type; and
 - 3.1.2. be of the “1-20” clock pattern; and
 - 3.1.3. have an inner centre ring, which shall score 50 points, and count as a double 25. (“bull, Bullseye, or centre bull”); and
 - 3.1.4. have an outer centre ring that shall score 25 points. (outer bull); and
 - 3.1.5. have an inner narrow band, “treble ring” which shall score treble the segment number; and
 - 3.1.6. have an outer narrow band, “double ring” which shall score double the segment number.
- 3.2. The dartboard shall be fixed such that the vertical height from the floor, at the same level as the oche, to a horizontal line through the centre of the Bull shall be 1.73 metres.
- 3.3. The dartboard shall be fixed such that the “20” segment is the darker of the two segment colours and is at the top of the dartboard.
- 3.4. The standard dimensions of the dart board shall be as follows;
 - 3.4.1. double and treble ring inside measurement: 8mm; and
 - 3.4.2. bull inside diameter: 12.7 mm; and
 - 3.4.3. outer bull inside diameter: 31 mm; and
 - 3.4.4. centre bull to inside edge of treble wire: 105mm; and
 - 3.4.5. centre bull to outside edge of double wire: 168mm.
- 3.5. The dartboard shall be illuminated with an individual light. The preferred lighting is a fluorescent tube of 20 watts mounted directly above and in front of the dartboard at a distance not exceeding one metre from the Bull is deemed to be adequate. An Incandescent spotlight is acceptable, with the light intensity to be of at least 100 watts.
- 3.6. All lights are to be suitably screened to shield a player’s eyes when the player is standing on the oche.
- 3.7. The dartboard may be fixed to a portable stand, provided the stand has been authorised by the Contest Director to be of a suitable type.

4. The Oche.

- 4.1. The oche (pronounced “ockey”), or throwing line, shall be measured to be 2.37 metres from the point a plumb line suspended from the face of the bull strikes the floor, to a point directly in front of, at a right angle to the face of the dartboard.
- 4.2. The oche shall be placed so the back edge (the edge furthest from the board) is the required distance.

- 4.3. The diagonal distance from the centre of the bull to the back of the oche shall be 2.93 metres.
- 4.4. The oche must be at least .915-metre-long, and be parallel to the face of the dartboard, the centre of which to be directly in front of the bull.
- 4.5. The oche, if raised, shall rise to a height no less 25mm.
- 4.6. A player wishing to throw a dart, or darts, from a point beyond either side of the oche, must remain behind an imagined straight line extending from the oche.

5. *Foot Faults*

- 5.1. Players must not tread on the oche, and must deliver all darts keeping both feet behind the toe (rear) edge of the oche, or a foot fault occurs.
- 5.2. Players in wheelchairs must keep the shoulders in line with the oche.
- 5.3. The referee may first warn a player of a foot fault. Any dart subsequently delivered with a foot fault shall record zero score. The referee may appoint a foot fault judge, if thought necessary. This judge shall call "No dart" each time a foot fault occurs.

6. *The Throw.*

- 6.1. A throw shall consist of three darts unless a game finishes in less than three darts, or a score greater than the score remaining is thrown in less than three darts.
- 6.2. Any dart that is thrown, bounces off, or falls out of the dartboard shall record zero score and shall not be re-thrown.
- 6.3. All darts must be thrown by, and from, the hand. To be deemed a throw, the dart must be propelled from the hand with some physical force, part way through the players usual throwing action, not merely dropped. A dropped dart may be picked up and thrown.

7. *Match Referee/Caller.*

- 7.1. A "Referee" is the person designated by the Association's By-Laws as the adjudicator of matches, or appointed by the Contest Director, or appointed as agreed by the opposing captains of the playing teams. The referee may also act as chalker/marker to record the scores on the scoreboard, if no other person has been appointed for that purpose.
- 7.2. If no independent member is present at the match, the participating teams will nominate a member of each team to be the referee, the referees from each team will officiate in alternating matches.
 - 7.2.1. The team losing the coin toss for "first for bull" will referee all odd numbered sets, the other team will referee all even numbered sets.
- 7.3. The Referee:
 - 7.3.1. must be familiar with these Rules of Play; and
 - 7.3.2. is to ensure that the game, set or match is played in accordance with the Rules of Play; and
 - 7.3.3. is in charge and control of the set from the moment the players are called on to begin playing; and
 - 7.3.4. shall require and ensure all players and supporters not to create distractions nor unnecessary noise during a players throw.
 - 7.3.4.1. A player, whether playing or not at the time, or a supporter, will be given one verbal warning of an infringement. Subsequent infringements will

incur a penalty as decided by the referee, after consultation with both captains, which may include forfeiture of the game or set.

7.3.5. At the completion of a players throw, calculate and announce the players score.

8. Chalker or Marker.

8.1. A chalker or marker is the person appointed to record the scores made and the score remaining on the scoreboard.

8.1.1. All entries to the scoreboard shall be legible.

9. Scoreboard.

9.1. A scoreboard, preferably a chalk "blackboard" or a "white board" shall be located in a position easily visible by the player on the oche, and the referee.

9.1.1. The scoreboard shall provide sufficient room for 4 adjacent vertical rows of scores and 15 horizontal rows of scores of sufficient size to be legible by a player at the oche.

10. Scorer.

10.1. The Scorer is the person appointed to record all required details of the match on the required score sheets.

10.1.1. All scores sheets shall be filled in correctly and completely, in a legible manner

11. Practice Darts.

11.1. Each player is entitled to throw no more than 9 practice darts, at the assigned match dartboard prior to a set commencing.

11.2. No practice darts are permitted once the set has begun.

12. Starting and Finishing.

12.1. All dart games shall be a straight start and a double finish.

12.2. The first player (or team) to reduce the score to exactly zero by obtaining the required score, the last dart being a double, is the winner of that game. The referee shall call "game dart". NB (The 20 walks to the oche still applies)

12.3. *Moved to clause 15.8*

12.4. The centre bull shall count as 50 and if 50 are required to finish a game, then the bull shall count as double 25.

12.5. If a set is played best of three (or five, or seven etc) games, the player winning more than half of the required number of games shall be the winner of the set, the remaining games in that set, if any, shall not be played.

12.6. If the two players have not pegged by the time they have reached '20 Walks' (60 darts), Players must finish the game by the highest score. Each player has a turn to throw the highest score they can with three darts. . After this the player with the highest score wins the leg with a peg of 2 and the losing players remaining score will stand

13. Team and Player absences.

- 13.1. Unless by prior agreement between opposing captains, a team not present within 15 minute of the scheduled start of play shall forfeit one game per 3 minutes of absence beyond the 15-minute grace period.
- 13.2. A player called to play, not present and ready to play within three minutes shall forfeit a game of the players match. Continued absence will forfeit a further game of the players set every three minutes, until sufficient games have been forfeited to forfeit the set.
- 13.3. If a player's equipment becomes damaged or lost in the course of a match, the player shall be allowed 3 minutes to repair or replace the equipment.
- 13.4. If during the course of a match, a player has urgent reason to leave the playing area, the referee may, at the referee's discretion, allow the player to depart the playing area for up to 5 minutes.
- 13.5. Once at the oche, a player shall be allowed no more than three minutes to complete each three dart throw and shall not leave the immediate playing area between darts.

14. Order of Play.

- 14.1. The players shall toss a coin to determine who should throw first, to place one dart as close as possible to the centre bull.
- 14.2. A dart for "centre bull" shall be re-thrown if;
 - 14.2.1. a dart bounces or falls out from the dartboard; or
 - 14.2.2. both darts are in centre bull, both re-throw; or
 - 14.2.3. the referee is unable to determine which dart is closest, without measuring, both re-throw.
- 14.3. If both players need to re-throw, the throw is repeated with the winner of the toss throwing first.
- 14.4. If the first player's dart falls into the centre bull, the second player throwing for bull may request the match referee remove the first dart. This only applies for the centre bull; any dart outside this area cannot be removed.
- 14.5. The player whose dart is closest to the centre bull is the player to throw first in the odd numbered games and second in any even numbered games. If a game is a tiebreak to decide a set, a coin toss shall again determine which player shall first throw one dart for bull, the player closest to the bull being the first player to throw.

15. Scoring.

- 15.1. The rules of the event shall provide for games of a fixed odd number, such as 1201,801, 601, 501.
- 15.2. All scores shall be subtracted from the previous score remaining.

- 15.3. A dart shall only score if the point remains embedded in, or is touching the face of the board, within a scoring segment.
- 15.4. Darts embedded into another dart shall not score. (The point is not touching a scoring surface.)
- 15.5. A dart that has wedged beneath a separating wire is scored from the side of the segment in which the dart point enters the face of the dartboard.
- 15.6. In the event a dart falls from the board before the total score has been announced, it shall have a score of zero, unless;
 - 15.6.1. it being possible for the game to be finished and the referee has announced a score remaining after a request by the player. The score of the fallen dart score would then stand, unless a subsequent dart dislodges a dart from the board. The dislodged dart would then have a zero score and even if the required double were achieved, the final dart would not win the game.
- 15.7. If the last dart scored is a double and has reduced the score remaining to exactly zero, the referee shall call "game dart".
- 15.8. Any dart mistakenly thrown by a player after scoring the required double, shall not count, the game having already been concluded by the dart scoring the required double.
- 15.9. If a referee mistakenly calls "game dart", the player shall be allowed to continue to throw any remaining darts.
- 15.10. If "game dart" is mistakenly called and all three darts have not been thrown, and the darts have already been removed from the board, the referee shall replace the dart or darts as near as is practicable in the same position, and allow the player to complete the throw.
- 15.11. The thrower shall retrieve the darts after the referee has called the total score, and the score is marked on the scoreboard, with the score remaining.
- 15.12. Protest about the score after the darts have been removed from the dartboard may not be upheld. The referee's decision is final and binding.
 - 15.12.1. A score protest may only be made by a participating player in a set, or a captain of a team participating in the match.
- 15.13. Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the next throw of the player whose score is in error, unless:
 - 15.13.1. the score remaining exceeds 170; and
 - 15.13.2. the magnitude of the score error is substantial. (e.g. greater than 20).
- 15.14. If a player scores more than the required number, or has one remaining, or has zero score remaining and the last dart thrown was not a double, the score is zero and the required remaining score shall revert to the previous remaining score. The player is said to have "busted".
- 15.15. If a player asks the referee for the score remaining and the referee replies incorrectly, the following shall apply:
 - 15.15.1. If the player scores the advised number and the last dart is the required double, "game dart" shall be called.
 - 15.15.2. 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 a player is advised sixty but in reality needed 58, and scored 40, then the remaining score is to be 18, not 20.
 - 15.15.3. If the player scores more than the advised score and more than the actual remaining score, the player has "busted" and no score results.

- 15.15.4. If the player scores more than the advised number, but less than the true remainder, the true remainder will apply. i.e. the player needs 62, but was incorrectly advised 58, but throws a score of 60, the remaining score shall be 2, not bust.

16. Player Coaching.

- 16.1. A player at the oche may not receive any advice or coaching from any competitor, official or spectator other than to ask the referee for the score or score remaining.
- 16.2. A player whilst at the oche may inquire of the referee the value of a score thrown, by asking "check dart", or score remaining, by asking "score remaining?". No indication of the required double may be given by the scorer or referee. e.g. The player may be advised of 40 remaining, but not double 20.
- 16.3. A player may, if the player desires, step back from the oche, at any time during a throw, to ask the team captain for playing advice. A captain may NOT ask or require a player to stand back from the oche to give unsolicited advice.

17. Player and spectator Conduct.

- 17.1. All players shall conduct themselves in accordance with the By-Laws of the Association.
- 17.2. A player's opponent must stand no less than 600 mm to the rear of the player at the oche.
- 17.3. While a player is at the oche, all players and spectators shall remain silent and only the player at the oche may direct inquiries to the referee.
- 17.4. A player at the oche shall not commence to throw until their opponent is behind the oche. Any infringement of this rule will result in a zero score for that throw.
- 17.5. A player retrieving their darts after a throw shall do so promptly and in such a manner as to not interfere with the next player.
- 17.6. A player, once commencing their throw, shall not leave the immediate playing area. Any player doing so shall forfeit that throw.
- 17.7. The referee, and score recorder, (if a different person), are the only persons to be allowed to stand or sit in front of the player throwing darts. Officials are to restrict their movements to a minimum during the course of a player's throw.
- 17.8. Neither players, nor their supporters are to "sledge" opposition players. Passing comment on other player's misfortunes or their playing abilities is considered to be poor sportsmanship, as are terms such as "pussy whipped".
- 17.9. A player may not throw any unnecessary dart (e.g. after 'busting'). Any additional darts thrown will be classified as "darts in anger".
- 17.9.1. A "dart in anger" excludes any dart thrown in mistake, through a miscalculation of the remaining score required, or thought to be still required.
- 17.10. Players shall not display anger by;
- 17.10.1. throwing of darts in manner other than in a normal throwing action; or
- 17.10.2. throwing or tossing darts other than at the dartboard, or
- 17.10.3. misuse or abuse of equipment, fixtures or fittings or furniture.
- 17.11. Players displaying anger or frustration, by throwing a dart in an uncontrolled manner, shall be deemed to have thrown a "dart in anger". The referee may, at the referee's discretion, issue a warning in the first instance. Any subsequent infringements shall incur a penalty of one game, or set against the player, or the player's team, per infringement.

- 17.12. Captains are to be held, as far as possible, responsible for their players and supporter's conduct. As such, the captain may face up to equal disciplinary action, as the offending person/persons, if they fail to take reasonable action to ensure the code of conduct is upheld. A captain may complain to the referee if the opposing players or supporters conduct is considered to be of an unsatisfactory standard. A referee may, if thought necessary;
 - 17.12.1. issue a warning to the persons involved, in the first instance; and
 - 17.12.2. notify the Team Captain of the given warning; and
 - 17.12.3. any subsequent infringements shall incur a penalty of one game, or set against the player, or the player's team, per infringement; and/or
 - 17.12.4. report the incident to the Committee of Management.
- 17.13. During a match, whilst at the oche, no player shall smoke nor carry, a lit cigarette; nor carry nor consume an alcoholic beverage.
 - 17.13.1. In the first instance of an infringement of this rule, a referee shall issue a warning to the player; then
 - 17.13.1.1. for any dart delivered by the player, contravening this rule, the Referee shall call "No Dart" and record zero score for that dart.
- 17.14. Use of Mobile phones.
 - 17.14.1. No person participating as player or match official shall make nor receive calls on a mobile telephone during the course of a game.