



Adelaide Central Darts Association Inc

Rules and Regulations
August 2010

**Adelaide Central Darts Association Inc.
Rules and Regulations**

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1. The Dart Board

- 1.1. All matches under the jurisdiction of the A.C.D.A. shall be played on an approved S.A. Darts Association Council dartboard.

2. Position of the Dart Board

- 2.1. The board shall be firmly fixed 173cm from the floor to the centre of the bull.
- 2.2. The dartboard shall be fixed such that the 20 segment is colored black and shall be at the top of the board.
- 2.3. The toe line or Foot Line, which shall be known as the OCHE, shall be 237cm in a plumb line from the face of the board "to the back of the oche" and measured along the floor. Do not measure in a diagonal line from the bull to the OCHE, as this does not make a 237cm throw.
- 2.4. Free standing dartboards can be used for Association matches and must comply with the above specifications. The A.C.D.A. Committee shall give final approval of the venues free standing dartboard.

3. The Oche

- 3.1. The oche shall be raised up to 2.5 cm and be at least 1 metre in length, subject to the playing venue management requirements.
- 3.2. The centre of the oche shall be directly opposite the bulls-eye and parallel to the dartboard.
- 3.3. The raised oche shall be optional if the management of the venue object to it.
- 3.4. The oche must not be trodden or stood on. Players may move as far back or sideways along the oche as long as the players foot remains behind it and does not interfere with another player on another board.
- 3.5. The Captain of each team is responsible to see that players toe the oche correctly.

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4. The Darts

4.1. Each player has three (3) darts, which can be of any make and material, measuring no longer than 20 centimeters and no less than 7 centimeters, and weighing no more than 36 grams and no less than 14 grams.

5. The Scoreboard

5.1. All clubs must provide a board for scoring which must be in a prominent position adjacent to the dartboard.

6. Playing Conditions

6.1. The Captains shall mutually agree that the board and conditions of play are satisfactory and in accordance with these Rules. Eg position, distance, lighting, air conditioning, doorways etc

6.2. Any protest as to the conditions of play shall be lodged with the opposing Captain prior to the commencement of play

6.3. In the event of a reasonable protest and conditions not being altered to comply with the protest, the Captain making the complaint is to play under protest and shall tender said protest in writing to the Committee. (Refer Rule 17)

6.4. Any concerns regarding playing conditions must be brought to the Committee's attention. The committee will then assign a delegate(s) to inspect the venue. Any changes, if required, will then be forwarded onto the venue management for consideration.

7. Match Officials

7.1. Only referees, callers, and chalkers shall be allowed to stand in front of the player actually throwing darts.

7.2. Such officials are expected to restrict their movements to a minimum during the course of the throw.

8. Caller/Chalker

8.1. A caller/chalker is optional. The Home team is to call/chalk first.

8.2. If Chalker only agreed upon by both team captains, then the chalker takes the roll of the caller

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- 8.3. The caller/chalker shall keep good order whilst a game is in progress.
- 8.4. The caller/chalker is responsible for the correct scoring on the board.
- 8.5. The caller/chalker must only write the score called.
- 8.6. The caller/chalker must not distract a player in any way whilst they are throwing.
- 8.7. Players must not remove darts at any time until the caller/chalker has called and the player has checked the score. Once the darts are removed from the board the called score shall stand. If darts are removed before the caller/chalker calls the score, then the score shall be zero and be recorded as bust eg 0/3.
- 8.8. Any query regarding the legality of a throw should be made at the time to the Captain of the opposing team by the Captain. If not satisfied, then the matter should be referred to the referee. If no referee, then play should continue and the matter referred to the Committee. (Refer Rule 17)
- 8.9. If the player is advised by the caller/chalker of a remaining score and that score is pegged but is incorrect, then the 'game shot' stands. If the score is not pegged, then the player will revert to the correct remaining score.
- 8.10. The caller/chalker, if requested, shall advise the player of the situation of the game. The caller may inform players of the score thrown if asked, or the total score required to finish the game, but the caller must not indicate the double required or the method of throwing, eg 40 left not double 20.
- 8.11. Team Captains or a person nominated only may call a player down when the score is below 170. No other player shall give or call information to a player once they are at the oche.
- 8.12. The captain or nominated person may tell the player which double to throw at unless they are chalker/caller.
- 8.13. The onus is on the player to check his or her own score being called by the caller.
- 8.14. A dart shall only score if the point remains in or touches the face of the dartboard, within the outer double wire, and having been called shall be retrieved from the dartboard by the thrower.

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9. Marking the Scoreboard

- 9.1. The Captain of each team is responsible to clearly print players names, including reserves, on the scoreboard in the same order of play as entered on the score sheet.
- 9.2. The home team must have player names on the scoreboard first except in finals. (Refer Rule 15)
- 9.3. The result of each throw must be clearly shown on the scoreboard, giving the score thrown and the balance to finish the game.
- 9.4. No score shall be altered once a dart has been thrown unless an error has been made by the caller/chalker and the error has been noticed by the caller/captains, before the player next addressed the oche.

10. Score Sheets

- 10.1. Players "Full Names" must be written at least once on the scoresheet.
- 10.2. Player's signatures and registration numbers must be shown where indicated
- 10.3. Both captains must sign the score sheet ensuring that all details on the score sheet have been completed as this is an acceptance that all match details are in order, unless a protest is going to be lodged. (Refer Rule 18)
- 10.4. Incomplete or illegible score sheets may result in fines or loss of match points.
- 10.5. All scores including zero shall be recorded down to the completion of the game, when a bust occurs the number of darts thrown shall be indicated by a diagonal line across the square on the sheet recording nil at the top and the number of darts at the bottom, e.g. 0/3.
- 10.6. No player shall enter his or her own score on the score sheet.
- 10.7. Any mistake on the score sheet shall be crossed out and clearly rewritten by the person doing the score sheet.
- 10.8. Scores of 100 or more are to be entered on the score sheet and peg outs are to be circled.
- 10.9. Score sheets/Results must be in the hands of the Match Secretary no later than 6pm Friday after the match date.

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- 10.10. Failure to submit score sheets by the time stipulated, as well as incomplete or illegible sheets will incur a fine. Refer Rule 21 for details of fine.
- 10.11. Electronic/Computer generated Score Sheets. All Player's names and registration numbers must be shown on the electronic score sheet. All player's signatures must be entered on a form as per the written score sheet. These forms are to be signed by both Captains and forwarded to the Match Secretary within 7 days of the match date.

11. Teams

- 11.1. There is no limit to the number of players that a team can register, but a team must have a minimum of six (6) players registered.
- 11.2. A team may play up to eight (8) players per match. Captains must put their doubles players up on the board as per rule 14. After the doubles are completed the Captains will put his or her six (6) Singles players in any order on the board and then his or her trebles players in any order after singles are completed except for the 21 Game format and 15 Game format. Refer Rules 11.3 and 11.4.

11.3. 21 Game Format.

Three (3) doubles games (601), three (3) rounds of singles (18) games (501) with each game best of three (3) legs.

Playing format for singles

Round 1: 1 v 1 2 v 2 3 v 3 4 v 4 5 v 5 6 v 6

Round 2: 1 v 2 2 v 3 3 v 1 4 v 5 5 v 6 6 v 4

Round 3: 1 v 3 2 v 1 3 v 2 4 v 6 5 v 4 6 v 5

A team may consist of up to two (2) reserves which must be listed according to A.C.D.A. rules. Up two (2) substitutions are permitted per singles round. i.e.

Round 1: 1 or 2 reserves may be used as substitutes.

Round 2: 1 or 2 reserves and/or substituted players may be used as substitutes depending on previous substitutions.

Round 3: 1 or 2 reserves, and/or substituted players or and/or substituted reserves may be replaced depending on previous substitutions.

Any incoming reserve player must play in the same position as vacated by the outgoing player.

Substituted players may re-enter the match in the same position that they originally vacated.

Any changes to each singles round is to be finalized between captains before the commencement of the first single game of that round.

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Captains Please Note: Players cannot be rearranged into any position in the singles as per other Divisions. Players are now required to remain in their original positions unless substituted.

All other A.C.D.A. rules as regards to start times, conduct, etc, are to remain as stated in these rules.

11.4. 15 Game Format.

Three (3) doubles games (601), two (2) rounds of singles (12) games (501) with each game best of three (3) legs.

Playing format for singles

Round 1: 1 v 1 2 v 2 3 v 3 4 v 4 5 v 5 6 v 6

Round 2: 1 v 2 2 v 1 3 v 4 4 v 3 5 v 6 6 v 5

A team may consist of up to two (2) reserves which must be listed according to A.C.D.A. rules. Up two (2) substitutions are permitted per singles round. i.e.

Round 1: 1 or 2 reserves may be used as substitutes.

Round 2: 1 or 2 reserves, and/or substituted players or and/or substituted reserves may be replaced depending on previous substitutions.

Any incoming reserve player must play in the same position as vacated by the outgoing player.

Substituted players may re-enter the match in the same position that they originally vacated.

Any changes to each singles round is to be finalized between captains before the commencement of the first single game of that round.

Captains Please Note: Players cannot be rearranged into any position in the singles as per other Divisions. Players are now required to remain in their original positions unless substituted.

All other A.C.D.A. rules as regards to start times, conduct, etc, are to remain as stated in these rules.

11.5. Captains must inform the opposing Captain of any changes in the playing order before any changes are made. The home team is to write their changes on the scoreboard first except in finals (refer rule 15).

11.6. No team may play with less than 4 players.

11.7. In the event of teams consisting of less than a full compliment of six (6) players, games are to be as follows:

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11 Game Format:

- 6 v 5 3 Doubles, 5 Singles, 2 Trebles = 11 Legs (including 1 forfeit)
- 6 v 4 2 Doubles, 4 Singles, 1 Treble = 11 Legs (including 4 forfeits)
- 5 v 5 2 Doubles, 5 Singles, 1 Treble = 8 Legs (No Forfeits)
- 5 v 4 2 Doubles, 4 Singles, 1 Treble = 8 Legs (including 1 forfeit)
- 4 v 4 2 Doubles, 4 Singles, 1 Treble = 7 Legs (No forfeits)

21 Game Format

- 6 v 5 3 Doubles, 15 Singles = 21 Legs (including 3 forfeits)
- 6 v 4 2 Doubles, 12 Singles = 21 Legs (including 7 forfeits)
- 5 v 5 2 Doubles, 13 Singles = 15 Legs (No Forfeits)
- 5 v 4 2 Doubles, 11 Singles = 15 Legs (including 2 forfeits)
- 4 v 4 2 Doubles, 10 Singles = 12 Legs (No forfeits)

15 Game Format

- 6 v 5 3 Doubles, 10 Singles = 15 Legs (including 2 forfeits)
- 6 v 4 2 Doubles, 8 Singles = 15 Legs (including 5 forfeits)
- 5 v 5 2 Doubles, 9 Singles = 11 Legs (No Forfeits)
- 5 v 4 2 Doubles, 8 Singles = 11 Legs (including 1 forfeit)
- 4 v 4 2 Doubles, 8 Singles = 10 Legs (No forfeits)

- 11.8. Should a team forfeit a match, then notice must be given to the opposing Captain and venue before 7.00 pm where possible on the night of play.
- 11.9. Teams failing to put in an appearance will forfeit two points to their opponents and the best result (legs) for that division will be allotted. The number of pegs will be as follows:
- 11 Game Format = 11 pegs
 - 15 Game Format = 16 pegs
 - 21 Game Format = 22 pegs
- 11.10. Any team forfeiting two consecutive weeks may be withdrawn from the association. That team's position will become a bye in that division and all points previously awarded will be deducted.
- 11.11. Players can only transfer to another club, hotel, tavern etc. within the ACDA if they obtain financial clearance from their previous club, hotel, tavern etc. The Match Secretary must be informed in writing of the clearance. No player may play for another club, hotel, tavern etc. without the Associations authority. Any movement between divisions, even if for the same club, hotel, tavern etc. must be recorded on the score sheet for that night and must be in accordance with rule 11.12.

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11.12. Any player having played three (3) games with any team in any division is not eligible to play for any other team in the same or lower division that season. A player may play in a team in a higher division. Once a player has played three (3) games in that higher division they are ineligible to play in a lower division during that season. A player may appeal to the Match Secretary in writing for an exemption.

12. Registrations

12.1. All players must be registered with the A.C.D.A before playing. Registration numbers must be obtained from the Match Secretary prior to the commencement of the game and the player's number name and signature entered on the score sheet. Fees must be forwarded to the Match Secretary with the score sheet, or the player maybe deemed unregistered.

12.2. The onus is on the Captain registering the player to ensure the Registration information and fee is sent to the Match Secretary with the scoresheet.

12.3. Both male and female players are eligible to be registered and play in any A.C.D.A organized events or competitions.

13. Player Conduct

13.1. It is the responsibility of the team captains to ensure that all their team members are aware of the rules and it is the captain's responsibility to keep good order of their team and ensure there are no breaches of the rules by any members of their team.

13.2. All players must abide by the ACDA rules.

13.3. Any actions against members of the ACDA or actions that bring the ACDA into disrepute may be referred to the committee for an inquiry to be conducted.

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14. Methods of Play

14.1. A Division matches are to be played in the order as follows:

Doubles	601
Singles	501
Trebles	701 (if applicable)

14.2. PB Division matches are to be played in the order as follows:

Doubles	501
Singles	401
Trebles	701

14.3. B Division matches are to be played in the order as follows:

Doubles	501
Singles	301
Trebles	701

14.4. Doubles and singles games are to be the best of three (3) legs and trebles, if applicable, one straight game.

14.5. All Matches may commence as soon as both teams are ready and both captains agree. All matches must start by 7:30 pm, except if a prior agreement has been made between both Captains. Any team not playing by 7:45 pm will forfeit the match.

14.6. Players one, two, three and four must be present and names on the board by 7.30pm, additional players must be present before 8 pm unless prior arrangements have been agreed to by both Captains. Reserves must be listed by the commencement of the third doubles.

14.7. The first four players must sign the score sheet prior to 7.30pm and all others before the commencement of their first game.

14.8. In each game the home side player shall have a choice of who will throw for the bull first, nearest the inner bull shall go first and alternate player first in the second game and home team player's choice again if needed for the third game. Any darts mistakenly thrown by a player after scoring the Game Shot shall not be counted as the leg is concluded by the Game Shot.

14.9. If the first player's dart lands in the bull it shall remain in the bull.

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- 14.10. In the event of a dart being knocked out or if both darts land in the bull, or both darts land equal distance from the bull, then both players shall throw again in the same order.
- 14.11. Six (6) darts only may be thrown prior to the start of a game once the caller/chalker are ready. Once a game commences no practice darts are to be thrown between each game of a leg.
- 14.12. Time limit between games will be two (2) minutes. A player(s) must commence play within that time. Failing to commence within the due time limit, player(s) will forfeit that leg. Player(s) not at the oche within four (4) minutes will forfeit the game.
- 14.13. All games shall start straight in and shall not be completed until a winning double has been thrown for the score required. If the Captains agree that a leg is taking too long, eg 50 darts, then that leg may be determined by one (1) dart by each player at the bull (refer to rule 14.10). Nearest to the bull will win the leg and a peg of 2 shall be recorded.
- 14.14. If two boards are available at any venue, both boards can be used if both captains agree. In the 21 game and 15 game formats, two (2) dart boards must be available.
- 14.15. All darts must be deliberately thrown, one at a time, by, and from the player's hand.

15. Divisional Finals

- 15.1. In finals captains toss a coin to see who is the "Home Team".
- 15.2. The Captains are to exchange team lists and write names on the board simultaneously.
- 15.3. A player must be registered and have played at least five (5) matches in a particular team during that season to be eligible to play in any finals.
- 15.4. A player may be granted an exemption to the above rule by the Committee. A request shall be received in writing from the team captain outlining the reason for the exemption and must be received 2 weeks prior to finals commencing. The committee shall then determine if an exemption is granted.
- 15.5. All finals shall be played as directed by the A.C.D.A.

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16. Referees

16.1. The A.C.D.A. shall authorize all referees.

17. Protests

17.1. All protest and or disputes must be lodged with the Match Secretary "IN WRITING" within 72 hours, stating full nature and particulars of the protest. Opposing team captain must be informed on the night of the intention of lodging a protest and or dispute, to be dealt with in accordance with rule 7 of the constitution.

18. Dress/Footwear

18.1. A strict dress code applies to all A.C.D.A. organized events and competitions. Members are to abide by the dress rules of the venue.

19. Nights of Play

19.1. All A.C.D.A. matches will be played on Wednesday nights. Association representative matches and other tournaments will be played on days appointed by the Committee.

20. Trophies

20.1. Trophies will be presented at the discretion of the Committee.

21. Fines

21.1. All fines are to be paid to the Association within seven (7) days of notice unless prior arrangement has been made with the Committee. Failure to pay any fine will incur a loss of 1 match point which will not be reinstated.

21.2. Late, incomplete and/or illegible score sheets will incur a fine of Ten (10) dollars, payable to the Association within seven (7) days of notice unless prior arrangement has been made with the Committee. Failure to pay the fine will incur a loss of 1 premiership point which will not be reinstated.

22. General

22.1. The Committee reserves the right to incorporate or amend any rule if in its opinion it will better promote the game of darts or its administration.

22.2. Any concerns regarding the Rules and Regulations shall be forwarded in writing to the Committee of the A.C.D.A.