



WEST COAST MEN'S DARTS ASSOCIATION (INC)

PLAYING RULES – AMENDED 2020

1 DEFINITIONS

For the purpose of these Rules the following definitions shall apply;

- 1.1 These rules shall be known as the “WCMDA (Inc) Playing Rules” and referred to herein as the “Playing Rules”.
- 1.2 WCMDA shall mean the West Coast Men’s Darts Association (Inc).
- 1.3 A REFEREE is the person nominated to control the proceedings of a dart game on an assigned matchboard. In the absence of a specifically nominated “Referee” the person performing the functions of “Caller” shall be “Referee”.
- 1.4 A BUST shall mean a score in excess of the value of the score remaining in the game. With a bust the darts thrown are counted but no score is counted for the purposes of determining the players’ averages.
- 1.5 The MARKER is the person appointed to record all scores on the scoreboard and the score remaining as defined under these playing rules.
- 1.6 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. In the absence of a “Referee” the “Marker” takes the role of “Referee”.
- 1.7 The GENERAL COMMITTEE referred to in the Playing Rules are the people elected by the members of WCMDA (Inc) at the Annual General Meeting of the Association, or members who have been seconded onto the Committee by the General Committee.

2 DIMENSIONS OF THE DARTBOARD

- 2.1 All dartboards used in competition and tournaments conducted under these Rules, shall be WCMDA approved dartboards.
- 2.2 The dartboard shall be fixed in such a manner that the perpendicular height from the floor to the centre of the “bull”, at the same level as the oche, shall measure 1.73 metres.
- 2.3 The dartboard shall be fixed such that the “20” segment is coloured “black” and shall be at the top of the dartboard.
- 2.4 The standard dimensions of the dartboard shall be as follows:
Double and Treble ring inside measurement 8 mm; Bull inside diameter 12.7 mm; Outer Bull inside diameter 31 mm; Centre Bull to inside edge of treble wire 117 mm; Centre Bull to outside edge of double wire 170 mm; Overall dartboard diameter 457 mm.

3 THE OCHE

- 3.1 A raised oche at least 25 mm high and 915 mm long must be placed in a position where the minimum throwing distance shall measure from the rear of the raised oche 2.37 metres along the floor to a plumb line at the face of the dartboard.
- 3.2 The diagonal distance from the bull centre to the rear of the raised oche at floor level shall measure 2.93 metres.
- 3.3 During play no player shall tread on any part of the raised oche, nor shall any player deliver any dart with his feet in any position other than behind the toe edge of the raised oche.
- 3.4 A player wishing to throw a dart or darts, from a point either side of the raised oche must keep his feet behind an imaginary straight line extending from the “toe up” face either side of the raised oche.
- 3.5 The referee shall first warn any player in breach of this rule. Any darts subsequently thrown in breach of these rules **shall not score**. The referee may appoint an oche judge to facilitate the management of the match.

4 THE DARTS

- 4.1 These can be of any make and of any material and weight best suited to the thrower.
- 4.2 They must not exceed 19.05 cm in length.

5 BLOWPIPES

- 5.1 Can be of any material. They must not exceed 34 cm in length. Darts can be of any make, material and weight best suited to the player.
- 5.2 The players eligible are those who have a physical disability that prevents them from holding and throwing a normal set of darts. Players wishing to use a blowpipe must show medical proof to the General Committee that they are deemed eligible. The General Committee may seek proof in the form of a letter from a Medical Practitioner or if in doubt a functional assessment by a Physiotherapist. The cost of such evidence will be borne by the player.

6 MATCH PLAY FOR GAMES

- 6.1 The General Committee will decide the Match play for games at the beginning of each season prior to the commencement of the season.
- 6.2 General Committee reserves the right to revise the above each season during the season, if they deem necessary.

7 FORFEITS

- 7.1 If a team claims a forfeit all players must sign the book. They will then, subject to verification, receive two (2) match points and six (6) game points.
- 7.2 The forfeiting team will receive no points at all and will pay the opposing team's call fees.
- 7.3 If the team claiming the match points does not send the Recorder of the WCMDA the Scoresheet with all players signatures on it they will not receive any match points.
- 7.4 Any club who withdraws a team from the competition during a season will still be liable for the playing fees of the team that is withdrawn for the remainder of the season.

8 START OF PLAY

- 8.1 All matches shall commence by 7:45 PM or earlier. **In the event of a game not being commenced by 8:00 PM an automatic forfeit will be granted.**
- 8.2 A team will consist of six (6) players but a minimum of four (4) players must play before a forfeit can be claimed. Should the 5th and 6th players arrive before the start of the first game of doubles they may take their place in the remaining games to be played. The players' names must be registered in the scorebook and appear on the team listing on the board, before commencement of this game.
- 8.3 A team with less than six (6) players **must fill the first triple, the first and second doubles, and it is the captain's choice of when to play the forfeits in the singles games.**
- 8.4 For teams that consist of four (4) players a minimum of three (3) players must play before a forfeit can be claimed. Should the 4th player arrive before the start of the first game of doubles they may take their place in the remaining games to be played. The player's name must be registered in the scorebook and appear on the team listing on the board, before commencement of this game.
- 8.5 A team with less than four (4) players, the forfeit will be the 4th player in the triples and doubles games and captain's choice in the singles games.
- 8.6 Although clubs may have more than one blow piper, they can only have one (1) blow piper per team.

9 ORDER OF THROW

- 9.1 Will be decided by the two opposing captains with the toss of a coin. The winning captain of the toss then has the option to go first or second in the opening game. At the conclusion of the first game the order will then alternate. **The home team chalks the opening game.**
- 9.2 The losing captain of the toss will write his starting player(s) up first. At the conclusion of each game the winning captain will nominate first his player(s) for the next game IMMEDIATELY after the game ends.
- 9.3 In four-man (4) team format captains list their players in order of play (1 to 4) on a separate piece of paper prior to the start of the game.
- 9.4 In four-man (4) team format team selections are exchanged by the captains and written in the scorebook and on the scoreboard.
- 9.5 A player shall throw darts from a standing position, except only in those circumstances when a physical injury requires a player to adopt a non-standing position. (I.e a wheelchair or similar form of support).
- 9.6 All darts must be deliberately thrown one (1) at a time, by and from the player's hand. If more than one (1) dart is thrown – **Penalty is a loss of shot.**
- 9.7 A throw shall consist of three (3) darts, unless a leg, set, or match is finished in less than three (3) darts, or a score greater than the score remaining is thrown in less than three (3) darts.
- 9.8 To be deemed a throw the dart must be propelled by some physical force, not merely dropped.
- 9.9 Any dart bouncing off, or falling out of the dartboard, does not count and shall not be re-thrown.
- 9.10 If a player "**touches**" any dart, which is in the dartboard, during a throw, then that throw shall be deemed to have been completed.
- 9.11 During a game or match a player whilst on the oche, will not throw a dart until his opponent is behind the oche – **Penalty is a loss of shot.**

- 9.12 A player at the oche cannot throw his darts until the chalkers is safely at the scoreboard.
- 9.13 Players must retrieve their darts from the dartboard as quickly as possible. Players who fail to do so, will in the first instance be cautioned by the referee, thereafter receive a penalty – **Penalty is a loss of shot.**
- 9.14 A player will not commence a leg, set or match until the referee has called “Game on”. **Penalty is a loss of shot.**
- 9.15 A player has three minutes from last player to throw their first dart, over this time – **Penalty is a loss of shot.**
- 9.16 A player may not throw until the Marker has completed previous players score.

10 STARTING AND FINISHING

- 10.1 In all darts events each leg shall be played with a straight start and the finish shall be on a “double”, unless stated otherwise in the playing format of a particular event/s.
- 10.2 The “Bull” shall count as a “50” and if “50” is required to complete a leg, set or match then the “Bull shall count as double “25”.
- 10.3 The first player or team to reduce the score to exactly zero by obtaining the required double out is the winner of that leg, set, or match whichever is applicable.
- 10.4 Any dart mistakenly thrown by a player, after scoring the required “double” shall not count, as the dart scoring the required “double” concludes the respective leg, set, or match.

11 SCORING

- 11.1 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”. In the event of a dart falling out of the dartboard after it has been “called” it shall count as a score.
- 11.2 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 dartboard.
- 11.3 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 **results in a no score being “called”**. If the score thrown finishes the leg, as per Rule 10.3 then the referee shall call “game shot”.
- 11.4 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 rule 11.5.
- 11.5 The result of each player’s throw, unless the player “busts” must be clearly shown on the scoreboard or chalkboard, giving the score thrown and balance required to finish the game.
- 11.6 The “Bust” rule shall apply, ie if a player scores more than the score required then the score shall not count and the player shall revert back to the score required prior to his opponent’s last throw.
- 11.7 All scores and subtractions made on the scoreboard should be checked by the referee, scorer and/or players after each throw.
- 11.8 All requests to check the score recorded and subtractions made must be directed to the referee and be made before the player/s or team’s next throw.

- 11.9 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.
- 11.10 The actual score required must be shown on the scoreboard or chalkboard and be clearly visible to the players and referee.
- 11.11 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 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 score during that throw will be deducted from the actual score remaining, ie if the player is advised 60 but in reality needs 58 and he scores only 20, 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 a player scores more than the advised score but less than the true remainder, the true remainder will apply, ie if a player needs 62 but is advised 58 and throws 60, then the remaining score is 2 and not a "bust".
- 11.12 **A player whilst at the oche may inquire of the referee the value of a score thrown and/or score remaining. The scorer or referee shall give no indication of the required "double" ie 32 required NOT double 16.**
- 11.13 **Whilst at the oche a player cannot receive advice or coaching from any competitor, official or spectator.**
- 11.14 **A player may leave the oche to ask the team captain only if they are unsure how to peg, subject to Rule 9.15.**
- 11.15 The referee shall act as an umpire in all matters pertaining to these Playing Rules when conducting Dart matches and shall if necessary consult with scorers and other officials before announcing any decisions during the course of a leg, set, or match.
- 11.16 At the request of the opposition captain, a marker may be asked to stand down and be replaced. If the replacement is considered unsatisfactory, a request can be made to the referee for a change to be made. Play must stop once the request has been made and may not commence until after the referee has made his decision. The decision of the referee shall be final.

12 CONDITIONS OF PLAY

- 12.1 **PROTESTS:** Any Protest shall be made at once to the referee or opposing Captain. Any protest as to the conditions of play shall be lodged with the opposing Captain. In the event of the conditions not being altered to comply with the protest, the Captain making the complaint is to play under protest. Such protest is to be sent to the Secretary of WCMDA in writing within seven (7) days. No protest can be made after the match has commenced unless the protest is pertaining to something occurring during the match.
- 12.2 **CONDITIONS:** The Captains of both teams shall mutually agree that the board and the conditions of play are satisfactory and in accordance with the rules of the game.
- 12.3 The Team finishing on top of the ladder at the end of the qualifying (Home & Away) rounds is the Divisional Winner (Minor Premiers). The top four teams in every Division qualify for the finals to decide the Premiers and Runners-up. Format is in line with the **Page System**;

Week 1 Semi Finals - Second Semi Final (Double chance) one versus two. First Semi Final three versus four. Winner of one and two goes straight into the Grand Final. Loser of three versus four drops out.

Week 2 Preliminary Finals - Loser of one versus two plays the winner of three versus four from the week 1 Semi Finals. Loser of this game drops out.

Week 3 Grand Finals – Winner of the Preliminary Final versus winner of one versus two from the week 1 Second Semi Final.

This system may not apply to any summer competitions run by WCMDA.

- 12.4 No player will be allowed in front of the “oche” whilst a game is in progress except to retrieve darts. **Markers and Callers will be removed if they are smoking, drinking or generally moving about and distracting players.**
- 12.5 Players are not permitted to smoke at the “oche” during the game.
- 12.6 Silence must be observed by both teams whilst players are throwing darts.
- 12.7 **If a player throws out of turn, it shall be called as a NO SHOT. If “C” throws before “B”, it is called a no shot and “B” misses his turn. The opposition then throws and then “C” throws in his turn.**
- 12.8 If teams continually ignore the guidelines/rules as set out above, the individual player responsible or team will be brought before the Protests and Disputes Committee.
- 12.9 WCMDA Protests and Disputes Committee reserves the right to admonish any player or team that constantly infringes these rules.
- 12.10 If a team exceeds the average for the Division as determined by WCMDA the game result will become a forfeit of 6-0

13 GAMBLING

- 13.1 Gambling in any form is not allowed and the referee will disqualify any player infringing this rule.

14 DRESS

- 14.1 All players must be suitably attired during all competitions run by WCMDA. Thongs and open footwear are not permitted to be worn, except by special permission, to be given by the General Committee. Any headgear/headwear is not permitted.
- 14.2 Dress code for WCMDA sanctioned events will be advised by the General Committee.

15 SCORESHEETS AND PHONE RESULTS

- 15.1 Completed Scoresheets must be sent to the address of the WCMDA Recorder within the time specified on the official fixtures on completion of all games or clubs will be fined as determined by the General Committee.
- 15.2 Match results must be communicated to the WCMDA Recorder within the time specified on the official fixtures on completion of all games or clubs will be fined as determined by the General Committee.

16 SCORESHEETS

- 16.1 All players must sign the scoresheet before their first shot and the team captains must sign the completed scoresheet at the end of a game.

17 QUALIFYING FOR FINALS

- 17.1 The number of games to be played to qualify for finals will be a minimum of one-third of the home-and-away games in the fixture. Players who have signed the book when an opposing team calls a forfeit will be credited with the game. In these circumstances a player will not be credited with any pegs or scores on that night. Byes do not count as games played. Each player playing in the finals must have qualified by playing the required one-third of the fixture in the Division in which they are representing their club.
- 17.2 Once a player has played the required games in any one grade to qualify for finals they cannot go down to a lower grade without a special permit from the General Committee. This permit must be requested in writing. A player can go to a higher grade at any time, **excluding finals**, except with a special permit from the General Committee. This permit must be requested in writing.

18 CLEARANCES

- 18.1 A player who has not played for a club for three (3) years or more does not require a clearance to a new club within the WCMDA provided they are financial.
- 18.2 Players will not be granted a clearance unless they are fully financial. If a player plays for two (2) different clubs the player must be financial with both clubs before a clearance will be granted. If a player who is **NOT** cleared to play and does play, all the games he plays in will be considered lost.
- 18.3 Clearances are required for both Winter and Summer seasons.
- 18.4 Players clearances must be received by the Association Recorder 24 hours prior to the player playing with the new club.
- 18.5 If a player is not cleared to his new club/team any games played will be forfeits
- 18.6 If a Club fields two or more teams in the same Division, players cannot play for the other team without an official clearance and 18.4 still applies.
- 18.7 Any player who wishes to play for any other Association affiliated with Darts Western Australia must complete Permits Forms. Any WCMDA player must complete a Permit Form if they wish to play for any other Association affiliated with Darts Western Australia.
- 18.8 If a team is short of players on the night under no circumstances can a player be transferred from the opposing team on the night.

19 FIXTURES

- 19.1 No circularised fixtures are to be changed to suit individuals.

20 AVERAGES

- 20.1 All clubs are required to submit progressive averages of all their registered players to the WCMDA Recorder at each monthly Delegate's Meeting.

21 "180" BADGES

- 21.1 180 Badges from WCMDA will be issued one (1) to each person who throws 180 during their years with this Association. This will be recorded with a number when they receive it. Subsequent 180's thrown will be recorded, but no further badges issued.
- 21.2 If a player loses their original badge then a replacement badge will be available at the current cost to WCMDA.

22 "170" PEGOUT

- 22.1 The WCMDA will acknowledge the 170 peg out by any registered player, with the presentation of a badge and trophy.

23 HARDSHIP RULE

- 23.1: The General Committee in cases of genuine hardship may consider special dispensation when player's circumstances change beyond their control, ie a player dying, injury just prior to the finals, hospitalisation, overseas or out-of-State emergency. Work commitments will not be considered under this rule. Clubs must apply in writing to the General Committee for any hardship ruling to be considered.

24 TEAM NOMINATIONS

- 24.1 All teams nominated for competition will be reviewed by the General Committee to determine the final grading for divisional selection. The Treasurer will bill all nomination fees and such fees MUST be forwarded to the Treasurer within the determined timelines.

25 PLAYER GRADING

- 25.1 No player will be permitted to drop more than one (1) Division based in their previous winter season average. The General Committee will grade players without a previous winter season average with WCMDA but are known players from other Associations.

26 CLUBS FOLDING / WITHDRAWING

- 26.1 If a club folds and the club is not financial with the WCMDA, each player must pay a pro-rata amount of the debt before they are eligible to play with any other club in WCMDA.
- 26.2 If a club folds because an individual absconds with their funds, players should not be held responsible and will be given approval to play with another WCMDA club by the General Committee.

27 POINTS NOT COVERED BY THESE RULES

- 27.1 Any points not covered by these rules shall be referred to the General Committee whose decision shall be final, subject only to the right of appeal to the General Committee.