

**FREMANTLE
AND DISTRICTS
DARTS
ASSOCIATION
(INC)
PLAYING RULES**

Amended December 2013

**Amendments to rule (4B) Playing & Forfeiting
Amendments to rule (18F) Player Registrations
Amendments to rule (19D) Finals & Averages**

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1) MEASUREMENTS and BOARDS:

- a) All matches to be played on a standard board, the measurements of Which are as follows:-
- b) Bull to consist of an inner circle scoring 50 an outer circle scoring 25.
- c) The diameter of the inner circle shall be 1.27cm (1/2in). The diameter of the outer circle shall be 3.175cm (1 1/4in).
- d) The distance from the centre of the bull to be outside treble wire shall be 10.4775cm (4 1/8in).
- e) The distance from the centre of the bull to the outside double wire shall be 16.8275cm (6 5/8in) the width of the double ring shall be 9.525cm (3/8in).
- f) The dartboard shall have divisions clearly marked and in NO case shall the wires that form the boundaries be out of true.
- g) The board shall be 1.727m (5ft-8in) from floor to centre of bull.
- h) The throwing distance shall be 2.32m (7ft-9 1/4in) from the centre of the bull to the outside edge of the oche parallel to the floor.

2) OCHE:

- a) The oche must be at least 915mm (3ft) running parallel to the dartboard and a standard height of 3.380cm (1 1/2in)
- b) A player may move along the oche but must at all times have both feet behind the line when the dart leaves the hand.
- c) No mechanical or manual alternatives can be used for the assistance in throwing of a dart.
- d) Any Venue failing to have an oche or toe board of the required specifications will incur an appropriate penalty as prescribed by the Committee.

3) PLAYING ATTIRE:

- a) All players must wear closed footwear; thongs and sandals are NOT allowed to be worn.
- b) A sleeved shirt MUST be worn.
- c) No headgear (hats bandanas sunglasses etc) as instructed by Darts W.A.
- d) If a player has an medical condition or other condition, which prevents them from wearing the correct attire, then the player MUST contact the Committee to obtain permission, BEFORE they can play.
- e) Failure to comply will incur an appropriate penalty as prescribed by the Committee.

4) PLAYING and FORFEITING:

- a) A team shall comprise of six players, in exceptional circumstances a Team may commence with four players. If a player arrives prior to completion of the 1st triples, the player may compete in the rest of the match.
- b) A player may play in any lower grade provided that his/her previous years average does not force that teams combined average to exceed the 'Ceiling' for that grade.
- c) Players wishing to play in finals must have played at least 7 games for that Club in the current season or they shall forfeit the match and lose 11 – 0.
- d) Clubs MUST field top sides first. Loss of points to all other lower teams that played that night.
- e) Where Clubs share a common ground, they shall nominate as independent Clubs with individual nomination fees, registrations and office bearers. Players also cannot play in the other teams from that Venue that belongs to the other club without normal transfer rules applying. Failure to comply will incur an appropriate penalty as prescribed by the Committee.
- f) Teams that have forfeited more than two matches in a row, or three for the season, may (at the committees discretion) be withdrawn from the fixtures. Teams that were fixtured to play them will be allocated an 11-0 win. In the event of a team being withdrawn during a round ALL matches in that round will be deemed as forfeits. Fines and playing fees for the entire season will apply to the forfeiting club.
- g) If a team is one or two players short, that team captain may play his "blank" or "blanks" as if they were actual players, wherever and whenever he chooses, "blanks" DO NOT HAVE TO BE PLAYED LAST.
- h) Any Club deliberately withdrawing its sides after the fixtures have been compiled will be expelled from the F.D.D.A. All playing fees will still apply Any application to re-enter the F.D.D.A. will be at the discretion of the Committee.
- i) Going out of turn If a player goes out of turn the score he/she gets is a no score and is not counted. The player who's turn it should have been misses a turn and then it goes back to the sequence it was before the out of turn.

5) RULE REGARDING TWO (2) SIDES IN THE ONE GRADE.

- a) Under no circumstances can a player from the same grade mix between the sides. The sides must be treated as two separate teams. Or they shall forfeit the match and lose 11 – 0.
- b) The sides can have players fill in from teams from a lower grade, BUT once the player has filled in for that team he cannot fill in for the other team in the same grade. Or they shall forfeit the match and lose 11 – 0.

6) FORMATS:

There are 5 formats that may be played which are decided by the match Committee.

a) Format 1:

Triples	best of 3x	801
Doubles	best of 3x	601
Singles	best of 3x	501

b) Format 2:

Triples	1 game of	801
Doubles	best of 3x	601
Singles	best of 3x	501

c) Format 3:

Triples	1 game of	801
Doubles	1 game of	801
Singles	best of 3x	501

d) Format 4:

Triples	1 game of	801
Doubles	1 game of	801
Singles	1 game of	501

e) Format 5:

Triples	1 game of	801
Doubles	best of 3x	601
Singles	1 game of	501

f) OPTION 1:

- i) The winner of the toss can decide who shoots for the bull. Nearest to the bull goes first, if the first dart is the bull then "EITHER" player may ask for the dart be removed prior to the 2nd players throw. If there are two bulls then both players throw again. Should the 2nd players dart dislodge the first players dart then both players throw again.
- ii) In the 2nd leg the loser of the first shot for closest to the bull goes first. The 3rd leg (if required) is toss and shoot for the bull.

g) OPTION 2:

- i) Winner of toss to have choice of going first or second, then alternate games. Winning captain nominates next player or players first.

7) SCORE SHEET:

- a) Each player shall sign (SO IT CAN BE READ, PLAYERS SHOULD NOT PRINT) on the top of the sheet, and then names are printed on the bottom of the sheet where the averages are calculated.
- b) In the event of the player forging a signature or playing under an assumed name, the team for which he plays and also the player shall be disqualified for the remainder of the season.
- c) Remainder of seasons fees to apply, they shall forfeit the match and lose 11-0.

8) CONDITIONS of PLAY:

- a) The team winning the majority of the games shall be adjudged the winner:
- b) One game point shall be awarded for each game.
- c) Two premiership points shall be awarded to the winning team.
- d) All games shall commence by 7.50p.m. and if not under way by then the team, which has signed the book, may claim a forfeit.
- e) Players are permitted (9) nine practice darts after they have been selected to play.

** "If after three minutes duration from the completion of a previous game, the next game has not commenced, the opposition may claim a forfeit for that game".

- f) In all matches, the captains of both teams shall mutually agree that the board and conditions of play are satisfactory and in accordance with the rules.
- g) If an agreement cannot be reached or a dispute arises before or during the course of play the game MUST continue under protest and be referred to the committee for a decision.
- h) In event of a protest, the protesting captain must write the word PROTEST on the score sheet and initial it. The Association Secretary must receive a letter. The deadline is 5p.m. Monday, the first Monday after the match.
- i) Any club making a frivolous protest will be fined \$50 and/or 2 match points.

9) CODE of CONDUCT:

- j) Sledging, Racial, Ethnic or Derogatory remarks, on competition night will not be tolerated. Offending players will either be suspended or fined if found guilty. A protest must be lodged in the normal manner.
- k) Any person found guilty of abusing, slandering, belittling, or trying to goad a Committee person into a fight, just because the person is on the Committee and may be seen to have been part of an unpopular decision will be dealt with under playing rule 8(h or 9(a.

9) SCORING, MARKING and CALLING:

- a) The scorer shall be deemed the person using the chalk/pen and making the score on the board. He shall subtract at all times. The marker shall be the person recording the scores on the Association book. The caller shall be the person calling the scores and shall control the game at all times.
- b) The scorer, marker and caller must be at least 1.219m (4ft) to one side of the board while the dart is being thrown. The Scorer/Caller must place themselves in a position that the Score Board is visible to others, or the Scorer/Caller can be replaced by request.
- c) If both captains agree, one person can perform scoring and calling.
- d) The score that is left on the scoreboard is final (it is in your interest to check the board). If the scorer makes a mistake on the scoreboard – then this can only be corrected before the affected teams next shot has commenced.
- e) A fine of \$25 will be incurred for not filling in the scoresheet properly, accurately with neat readable writing, also Highlighting to be done on highest Average, highest peg and 180's. The original scoresheet from the HOME team must be completed in detail before posting to the Association.

10) CAPTAINS RULES:

- a) It is a W.A.D.C. rule that the thrower cannot be told the ACTUAL DOUBLE IE: If he/she requires 40 then you cannot say double 20. You can only say 40 left that goes for 32, 16 etc not double 16 or double 8.
- b) The thrower may, at all times ask the caller what he has scored on the board, and also the number he requires. BUT NOT THE DOUBLE.
- c) The captain may advise his player at all times as well BUT NOT THE ACTUAL DOUBLE. Where the Captain or any member of his team breaches this rule (13), the penalty is a lost shot.
- d) The captain must assume responsibility for the conduct of his players performing the duties of marker and callers to see that they comply with rules.
- e) No player shall be allowed in front of the oche whilst a game is in Progress, except to retrieve darts. Scorers, markers and callers will be removed/ replaced if they are smoking, drinking or generally moving about and distracting the players.
- f) Before the commencement of the games, the home team captain shall toss a coin, the visiting captain shall call, the coin must land on the floor. The winner of the toss chooses who puts their team up 1st and who shoots 1st home team will call the 1st game and then games rotate.
- g) This also applies in the finals for all grades with the exception of "A" Grade who exchanges team lists first.

11) **THE GAME:**

- a) Only darts that stay in the board or those where the actual point is touching the board shall score.
- b) If the player is trying for “Game Shot” scores more or one less than the number required, he shall cease throwing and shall be considered to require the same score needed before the throw commenced.
- c) If a player hits the required double the game will end irrespective of other darts thrown afterwards.
- d) Any darts, which leaves the throwers hand in the act of throwing with force and passes over the oche, shall be considered as a throw.
- e) A player may use any type of dart providing it does not exceed 19.05cm(7 1/2in) in length and MUST be thrown by hand.
- f) The thrower is the only person permitted to remove the darts from the board. He must not remove the darts until the score has been called and he is satisfied that the call is correct. No alteration shall be made after the darts have been removed from the board.
- g) In the event of a player withdrawing his darts from the board before the score is called only the dart or darts remaining in the board shall score.

12) **RINGING RESULTS and LODGING SCORE SHEETS:**

- a) The two captains, scorers and markers shall sign the scoresheet after they have satisfied themselves of the correctness of the result.
- b) Two copies (plus the original white copy) shall be taken, the original to be sent to the Association Secretary.
- c) The winning team shall be deemed responsible for ringing through the results before 12 midnight Wednesday and from 7a.m. to 9a.m. Thursday. Non-compliance will incur a \$10.00 fine.
- d) Winning teams in finals must ring scores through by 9a.m. Thursday AND lodge the scoresheet.
- e) The home team shall be responsible for posting in the result sheets. These must be in the hands of the Secretary no later than NOON on Monday each week. Non-compliance will incur a \$10.00 fine.
- f) All correspondence must be addressed to:

The Secretary

Fremantle and Districts Darts Association

P.O. Box 243

FREMANTLE 6959

13) TRANSFERS:

a) INTER ASSOCIATION:

- i) When a player transfers from one Association to another during the course of the year an Inter Association transfer is required plus a further Registration fee will be payable. This Transfer must be written on an official W.A.D.C. transfer form.

b) INTER CLUB:

- i) An Inter Club Transfer must be obtained before a player can change from one Club to another in the F.D.D.A. This Transfer must be written on an official F.D.D.A. form.
- ii) Each player is only permitted two transfers per year. A person transferring from one club to another must receive a clearance from his original unless his original club has disbanded. A player shall be permitted one Inter-Association transfer per year and will be required to obtain a clearance from his original club. He must also arrange with his previous club Secretary to advise the F.D.D.A. of his average, this should accompany his transfer form.
- iii) All Inter-Association transfers must be fully signed, and in the possession of the new club PRIOR TO THE PLAYER ACTUALLY PLAYING, and must be sent in with that nights game mail. Non-compliance 11 – 0 loss.
- iii) All transfers must be signed by EITHER the President, Secretary OR the Treasurer of the previous club. Non-compliance, 11 – 0 loss.
- iv) Any player that is a registered Fremantle player cannot have an Inter-Association transfer then come back into the Fremantle Association to another the area).
- v) Any player, be he permit or other, cannot play with another club if he owes his previous club money (and the previous club notifies the FDDA of this).

14) PERMITS:

- i) A player can be registered in another Association, and still play in the F.D.D.A., only if the player has obtained a written Permit from the first Association.
- a) This Permit MUST be on the Official Darts W.A. Permit form.
- b) Permit players MUST still sign the F.D.D.A. registration book.
- ii) PERMITS and REGISTRATIONS MUST come in with that nights game mail.
Only two (2) registered female players are permitted to play (under permit) in any one team. Failure to comply game forfeit 11 – 0 loss.

15) TEAM REGISTRATIONS

- a) All Clubs are required to send in their full player lists with current averages before the 31st January, so that the Grading can be completed for the up and coming season. Failure to do so could mean exclusion from the F.D.D.A.
- b) Once a player has committed himself to a club, his Average is then calculated into the grading system. Then the Player cannot Transfer to another Club until after the completion of the game number five (5).
- c) If a Players name appears on more than one Team list, then the following will apply, if the Clubs involved cannot reach an agreement.
 - i. The Association will try to mediate, if an agreement still cannot be reached, then the Player will miss the first five (5) games.
 - ii. The Player will then be free to obtain a Transfer from his original Club.
- d) When mediating on Rule 16 the F.D.D.A. will have the power to make an overriding rule for “the betterment of Darts” if the need arises.

17) REGISTRATIONS:

- a) Registrations to be sent in with that night’s game mail or posted PRIOR to the game to P.O. Box 243 FREMANTLE 6959.
- b) Registrations on the night MUST be rang through to the dart office BEFORE the game commences. You must leave the players name and last known average on the answering machine. If a new player (not played before) please state that.
- c) Clubs may register new players up to and including the qualifying round (round 20) in accordance with rule 4 and rule 20.

18) PLAYER REGISTRATION:

- a) Once a player has registered with an Association then the player is Registered for LIFE with that Association, or until that player obtains an Inter-Association Transfer. There is no time limit on not playing i.e.: if a player has not played for 5,10 or 15 years they still need a Transfer.
Players
must still sign the official Registration book each season.
- b) Any Transfer Card or Slip MUST be signed and in the possession of the new Club BEFORE the player can play. Transfer Card must accompany that night’s game mail.
- c) If the player was not on your original player list, then you MUST ring through their “last known average on the result line, BEFORE they play.”
- d) And of course the total average of the 6 players, which are playing in that game, cannot exceed the ceiling for that grade.
- e) Any Transfer Cards, Permits, or Registration forms MUST be sent in.
- f) DELETED-December 2013 (Reference to 7 Game Rule)
- g) If any of the above rules are broken then an 11 – 0 forfeit may result.

19) FINALS and AVERAGES:

- a) All finals will be played on grounds as selected by the committee as the best available (NOT NECESSARILY NEUTRAL GROUNDS).
- b) In the event of two or more Teams having the same number of points and percentage a deciding game will be scheduled. A full game on a night to be arranged.
- c) Players end of year averages MUST be received by the registrar before 30th September.
- d) A player must have played 7 games for their respective Club to obtain an 'Official' average for that season.

20) SINGLES and DOUBLES:

Rules for Singles and Doubles championships shall be as follows:-

- a) The Singles shall be the best of 3 games of 501 finish on a double. Playing rule 5.C OPTION 1 is observed.
- b) The Doubles shall be the best of 3 games of 601 finish on a double. Playing rule 5 C. OPTION 1 is observed.
- c) Players are permitted (9) nine practice darts before commencement of play, NO practice is permitted between legs.
- d) The committee in attendance has the power to deviate from rule 21 if in their opinion is deemed appropriate to do so and is announced before commencement of play, or if play has commenced, it is agreed by the majority of the players.
- e) Permit players are allowed to participate in all events, except the Fremantle based players Singles.
- f) Eligibility for all events is based on the previous seasons Average.
- g) A player may compete in more than one Singles and Doubles event so long as his previous season average does not exceed the maximum allowable average for that event.
- h) Players must nominate in writing on forms provided (or Facsimiles) at least one week prior to the event in which they intend to participate.
- i) Any player nominating for any event then failing to attend or advise the Secretary (48hrs) forty eight hours PRIOR to his non-availability will be suspended for 12 months from playing in F.D.D.A. run events or representing F.D.D.A. in any Darts W.A.. events.

21) POINTS NOT COVERED BY THESE RULES

Any points not covered by these rules shall be referred to the General Committee whose decision shall be final.