

# **FREMANTLE & DISTRICTS DARTS ASSOCIATION (Inc.)**

## **PLAYING RULES**

Amended November 2019 (Items 8h & 10d)

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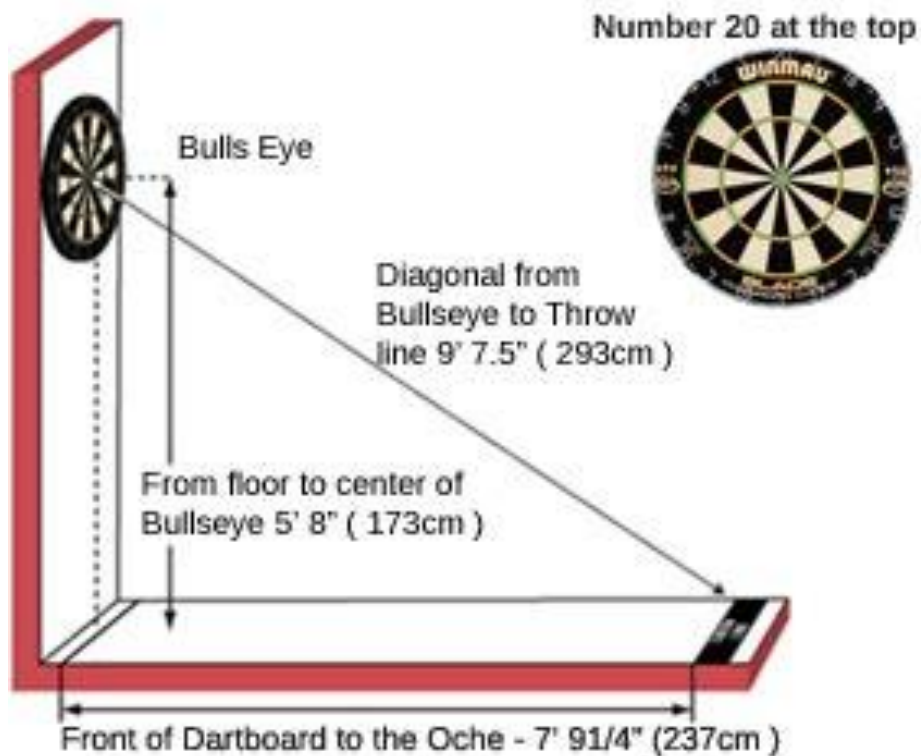
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### 1) BOARDS & MEASUREMENTS:

- a) All matches are to be played on a standard, 'Competition Approved' board, in such suitable condition that is acceptable by both team Captains.
- b) The board shall be positioned 1.73m from the floor to the centre of the bull (See diagram below)
- c) The throwing distance shall be 2.37m from front of dartboard to the oche, with a 2.93m diagonal from the centre of the bull to the outside edge of the oche parallel to the floor (See diagram below)

### 2) OCHE:

- a) The oche must be a minimum of 900mm running parallel to the dartboard and a minimum height of 30mm.
- b) A player may move along the oche but must at all times have both feet behind the line when the dart leaves the players hand.
- c) Any venue failing to comply with the above specifications may be prevented from hosting official competition matches.



### 3) PLAYING FORMATS

To be decided by the Committee prior to the commencement of each season.

#### **4) PLAYING ATTIRE**

- a) All players must wear closed footwear. Thongs, sandals and any open footwear are not permitted.
- b) A collared and sleeved shirt **MUST** be worn. I.e. Polo shirt
- c) No headgear (Hats, caps, bandanas etc.) are to be worn during play.
- d) If a player has a medical or other condition, which prevents them from wearing the correct playing attire, permission from the Committee must be received before the player can play.

**Note:** Failure to comply will incur an appropriate penalty as prescribed by the Committee.

#### **5) REGISTRATIONS**

- a) All Clubs are required to send in their proposed teams lists complete with players current averages before the 31st January to allow for grading and fixtures to be completed for the coming season.
- b) Clubs are permitted to register players at any time after this date but a registration form must accompany the white copy of that night's game sheet or posted **PRIOR** to the game to P.O. Box 243 FREMANTLE 6959.
- c) Once a player has registered with an Association then that Association remains that persons No. 1 Association until as such time that player obtains an Inter-Association Transfer to another Association. There is no time limit on not playing, for example if a player has not played for 5, 10 or 15 years they still need an Inter Association Transfer should they wish to change Associations.

#### **6) 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.
- b) The sides can have players fill in from teams from a higher or 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.
- c) Where clubs share a common ground, they shall nominate as independent clubs with individual nomination fees, registrations and office bearers. Players are not permitted to play in the other teams from that venue without normal 'Intra Association' transfer rules applying.

**Note:** Failure to comply with the above will result in an automatic forfeit of that match.

## 7) PLAYING & FORFEITING:

a) A team comprising of six (6) players may, in exceptional circumstances commence play with a minimum of four (4) players. If a player arrives prior to the completion of the first triples, that player may compete in the rest of the match. If a player arrives after the commencement of the second triples, that player may not take any part in that match.

b) 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.

c) Any player may play in any higher or lower grade team (Including finals) provided that his / her previous year's average does not force that team's combined average to exceed the 'Ceiling' for that grade.

d) A maximum of only two (2) women may play in any one grade at any one time.

e) In the event of forfeiting, Clubs must field their 'Higher' grades first. **Penalty:** Loss of points to all lower teams played on that night.

f) Teams that have forfeited two consecutive matches, or three for the season, may (At the discretion of the Committee) 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) Any Club deliberately withdrawing teams after the fixtures have been compiled will be expelled from the F.D.D.A. All playing fees will still apply and any application to re-enter the F.D.D.A. will be at the discretion of the Committee.

h) 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.

## 8) THE GAME

a) All games shall commence by 7.45 p.m. and if not under way by then, the team which has signed the book, may claim a forfeit. Games may commence earlier provided all players from both teams are present and both team Captains are in agreeance.

b) The game will commence with the toss a coin (The coin must land on the floor), the visiting Captain shall call. The winner of the toss chooses who puts their team up first and who shoots first. The home team will call / mark the first game, then subsequently rotate thereafter.

c) A player may use any type of dart providing it does not exceed 19.05cm in length and MUST be thrown by hand. No mechanical aides or manual alternatives may be used for the assistance in the throwing of a dart.

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) Only darts that stay in the board or those where the actual point is touching the board shall score.
- f) 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.
- g) If a player hits the required double the game will end irrespective of other darts thrown afterwards.
- h) The "**Mercy Rule**" – After each player has had five (5) unsuccessful attempts at double one, each player will have one shot (3 darts) at the board and the player scoring the highest score will be deemed the winner of the match and the peg of two (2) will be entered in the scorebook.  
**Note: The "Mercy Rule" DOES NOT apply during any Final.**
- i) 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 is satisfied that the call is correct.  
No alteration shall be made after the darts have been removed from the board.
- j) 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.
- k) Players are permitted nine practice darts after they have been selected to play.
- l) 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.
- m) In the event of a protest, the protesting captain must write the word PROTEST on the score sheet and initial it. The Association Secretary must receive details of the protest by 5.00 p.m the following day.

## **9) SCORING, MARKING & CALLING**

- a) The Scorer / Caller shall be deemed the person calling the scores and making the score on the board and shall control the game at all times.
- b) The Book Person shall be the person recording the scores on the official score book.
- c) The Scorer / Caller must place themselves in a position where possible that the score board is visible to the Book Person.
- d) The Scorer / Caller or Team Captain is the ONLY person permitted to advise the player throwing, what he / she has scored on the board and also the number that he / she requires but NOT the actual double.
- e) The thrower may, at all times ask the Scorer / Caller or Team Captain what he / she has scored on the board, and also the number he / she requires but not the actual double.  
**Note:** The penalty for anyone other than the Scorer / Caller advising the thrower will be loss of shot.
- f) The score that is remaining on the scoreboard is final (It is in the interest of the player to check the board before any darts are removed). If the Scorer / Caller makes a mistake on the scoreboard, this can only be corrected before the affected teams next shot has commenced.
- g) The Captain must assume responsibility for the conduct of his players performing the duties of Scorer / Caller to ensure they comply with rules.
- h) No player shall be allowed in front of the oche whilst a game is in progress, except to retrieve his / her darts.

## 10) FINALS & ELIGIBILITY

- a) All finals will be played at venues 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 full deciding game will be scheduled by the Committee on a night convenient to both teams.
- c) Any team may play any registered player from within their club provided:
  - 1. The player has played a minimum of seven (7) home and away games for that Club competing in finals
  - 2. That his / her previous year's average does not force that team's combined average to exceed the 'Ceiling' for that grade.

d) The **"Mercy Rule"** (Item 8h) **DOES NOT apply during any Final.**

## 11) SCORE SHEETS & GAME RESULTS:

- a) Only black or blue pens are to be used on scoresheets. **Note:** Red pens must not be used
- b) Each player shall sign on the top of the sheet with names printed at the bottom of the sheet.
- c) The team winning the majority of the games shall be adjudged the winner:
- d) One game point shall be awarded for each game.
- e) Two premiership points shall be awarded to the winning team.
- f) The two captains, shall sign the scoresheet once the correctness of the result has been confirmed and all highlighting of highest average, highest peg and any 180's is complete.
- g) The home team is responsible for posting the original white copy of the score sheet to the Association's 'Post Office Box' by the following Friday after the game.  
**Note:** A copy of the official score sheet may be retained by each of the opposing teams.
- h) All score sheets and written correspondence must be addressed to:  
**The Fremantle & Districts Darts Association**  
**P.O. Box 243**  
**FREMANTLE 6959**
- i) The winning team shall be deemed responsible for submitting the game result via the online F.D.D.A website results form. It is the winning team's responsibility that the form is filled out correctly however a player from either side may submit the form. Forms must be submitted prior to 9.00 am the following morning after the game. Non-compliance will incur a \$20.00 fine for the Club and the results pertaining to that game may not be posted for that week.
- j) It is the winning teams responsibly in all FINALS to post the white scoresheet and submit results online as per items c), d) and e) above.
- k) An appropriate fine may be imposed for not completing the scoresheet properly, accurately and legibly. This includes highlighting of highest average, highest peg and any 180's.

**12) GRADED SINGLES and DOUBLES:**

- a) Rules for each Graded Singles and Doubles events shall be decided by the Committee / Games Coordinator prior to the commencement of play
- b) Players are permitted (9) nine practice darts before commencement of each match, NO practice is permitted between legs.
- c) All FDDA registered players are permitted to participate in all events, except the "Closed FDDA Singles" which carries Darts WA 'Ranking Points' and is restricted to only those players where Fremantle is their No. 1 Association.
- d) Eligibility for all events is based on the previous season's average.
- e) 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.

**13) TRANSFERS**

**a) Inter Association**

When transferring from one Association to another at any time, an official Darts WA 'Inter Association Transfer Form' is required.

**Note:** It is the responsibility of the 'In Coming' Association to complete this form and send to Darts WA for processing.

**b) Intra Association**

i) An Intra Association Transfer must be obtained before a player can transfer from one club to another at any time in the F.D.D.A. This Transfer must be written on an official F.D.D.A. form.

ii) Each player is permitted a maximum of two transfers per year and a person transferring from one club to another must receive a signed transfer form from his / her original club unless his / her original club has disbanded.

iii) All Intra Association Transfers must be fully signed, and in the possession of the new club PRIOR to the player actually playing and at latest, must accompany the white copy of that night's game sheet. All transfers must be signed by EITHER the President, Secretary or the Treasurer of the previous club.

**14) AVERAGES:**

- a) Players end of year averages MUST be received by the registrar by the 31<sup>st</sup> October.
- b) A player must have played seven (7) games for their respective Club to obtain an 'Official' average for that season.

**15) CODE of CONDUCT**

All Administrators, Officials and Players shall at all times conduct themselves in a fit and proper manner and refrain from engaging in any conduct or activity which will or is likely to bring the FDDA Inc. or the game of darts into disrepute. In particular the following expectations of behaviour are to be observed:

- Compete by the Associations 'Official' Playing Rules.
- Be a good sportsperson – observe common courtesies, encourage, co-operate and support your team mates.
- Control your emotions – Sledging other players, deliberately distracting or provoking others is not acceptable.
- Respect the rights, dignity and worth of all participants regardless of gender, ability, cultural background or religion.

**16) 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.



