SOUTH SUBURBAN DARTS ASSOCIATION Inc

REVISED PLAYING RULES MARCH 2010

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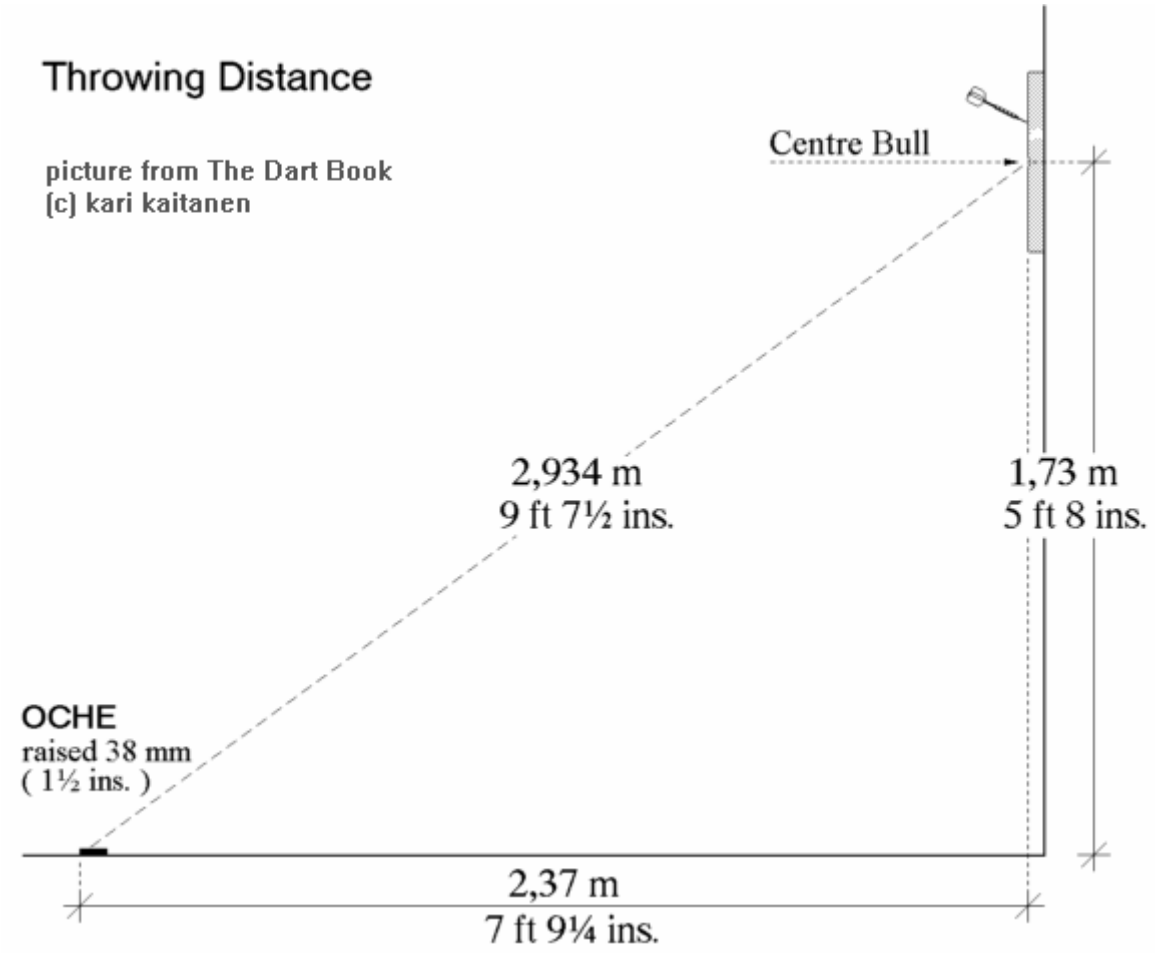
(1) DIMENSIONS

The dartboard shall be of a standard pattern approved by the SSDA Inc. having numbers clearly marked with a Double and Treble ring. The Bullseye to consist of an outer circle scoring 25 and an inner circle scoring 50. Half the diameter of the outer ring of the Bullseye shall be 3.175cm; half the diameter of the inner ring shall be 1.27cm. The distance from the centre of the Bullseye to the outside Treble wire shall be 10.4775cm. The distance from the centre of the Bullseye to the outside Doubles wire shall be 16.8275cm. The width of the Treble ring and the Double ring shall be 0.9525cm. The dartboard shall have divisions clearly marked and in no case shall the wires that form the boundaries be out of true.

(2) FIXING THE DARTBOARD

The centre of the dartboard shall be firmly fixed at 1.73m Vertically from the floor and 2.37m Horizontally removed from the OCHE.
It shall be so fixed that a straight line running from the centre of the 20 division and the centre of the 3 division would be vertical.



(3) THE TOE LINE

The toe line or foot line shall be clearly marked with a raised board or similar material and be named the “OCHE”. It shall be at least 1.22m long and running parallel to the dartboard and at least 38mm high. Players must toe the oche, they may move along it as they like but at all times must stay behind it. The oche must not be over trodden or stood on.

(4) THE DARTS

These can be of any make and of any material and weight to suit the thrower and must not exceed 19.05cm in length.

(5) PLAYERS & GAME PLAY

All teams, in all grades shall consist of 6 players per side. All games will consist of:
Two Triples x 801, Three Doubles x 601, Six Singles x 501 in that order.
“A” Grade to play best of three in **ALL GAMES.**
“AR” Grade to play best of three in Doubles and Singles **ONLY.**
“B” Grade to play best of three in Singles **ONLY.**
All other grades “C” and below will play best of one in all games, with handicap applied in the singles game of 501. This handicap will be worked out prior to the season commencing and will be issued to all clubs with teams playing “C” Grade and below. The handicaps will be put up next to the players names at the commencement of the nights play. Each club will have a copy of the Handicaps assigned to all players in the SSDA based on season 2007 winter averages. Each club will have a copy of the Handicap Calculator which is to be used for New Players who have an average but no handicap. It is the responsibility of each club to supply their teams with copies of both documents.
All games to finish on a double or the bull scoring 50. The team winning the most games will receive two (2) Premiership points and one (1) game point for each game won. The losing team will receive game points only for each game won. The committee reserves the right to revise the above each season if necessary. The maximum time to be taken between games is **three (3) minutes**.
Should a draw occur, which can happen when both sides have a player short. Both teams will receive one (1) Premiership point and one (1) game point for each game won.

(6) START OF PLAY AND FORFEITS

START OF PLAY AND FORFEITS

All matches shall commence by 7-45pm with no grace period. In the event of the game not starting by 7-45pm the team in attendance can claim a Forfeit provided the scoresheet is signed by all players and returned to the normal postal address by the stipulated time. They will receive two (2) Premiership Points and the maximum Game Points provided they phone **(9459-4365)** in the result and post the original scoresheet by the time stipulated on the Fixtures.

ORDER OF THROW & SCORESHEET

To commence the match the home captain will toss the coin. The LOSER of the toss must put his or her teams names on the board first in order for the first two (2) **TRIPLES.** The

winner of the toss must go first in the first Triples, the games will then alternate with the previous games winner nominating their players for the next game. All players must sign in the TRIPLES section of the scorebook prior to the commencement of play. The doubles and singles require that a players name be printed in full in each section. The names of the players must be printed in full at the bottom of the page where the averages are worked out. The names must be in the same order as the triples where the player has signed on to commence the night.

LATE PLAYER/S
If a player/s are late they must be in attendance by the completion of the first triples game. If they are not in attendance they cannot play on the night. If there is four (4) or five (5) players to commence the game they will be written up on the board to commence the game. They will occupy positions 1-2-3-4 or 1-2-3-4-5 as written on the board. If a player/s arrives late they must fill the next available position on the board as indicated. Once the coin has been tossed to start the game the order of the players on the board cannot be changed once the game has commenced.

(7) NUMBER OF PLAYERS
Each team will consist of six (6) players but a **MINIMUM** of four (4) players may play on the night. Any less does not constitute a game and the opposition can claim a forfeit. When a team is short, the short games must be played last. As an example must play **last** in the second (2) Triples and **last** in the third (3) Doubles and the last (6th) game of Singles. No team will be permitted to forfeit if they have a legal line up of four or more players available to play. The penalty for none playing will be the same as forfeiting a normal fixture.

(8) POWER FAILURE
If a fixture is not played or completed because of a power failure, that fixture will be deemed a draw and each team will receive one (1) Premiership point and (6) Game points. This will only occur if a result has not been achieved prior to the power failure.

(9) ALIEN PLAYERS & TEAM CAPPING
CAPPING
There is NO Capping associated for “A” Grade commencing Season 2009. The capping associated with “AR Grade” is 360. This means a combination of six players to a total of 360.

All other grades will be rated on their Best Six Players Averages and graded accordingly.

Each team is assigned a grade as per their “Team Best 6 Average”, dispensation is available to allow for the inclusion of a player “Not previously nominated” but the team average must fit into the “Average Band” for that grade. If the average of the team lifts the team average over to the “Average Band” to the next grade that player cannot play. Clubs must nominate correctly to be sure of being placed in the appropriate grade for each season.

ALIENS/PERMIT PLAYERS
Commencing season 2007 there is “No Limit of Alien/Permit Players” in the SSDA competition. However points 2 & 3 below must be adhered to. These players can play from

established clubs within the SSDA area or nominate a team from a venue within the SSDA boundary limits.

1) **Permit** players are players who play within the South Suburban Darts Association Inc but South Suburban Darts Association Inc is not their number one (1) association. They will still be required to have the correct documentation from their Number One association but there will be no other requirement from them.
2) A team may consist of 6 Alien/Permit players whether male or female. However there can be **no more than 3 female permit players in the team on any one night**. The SSDA is still a Mens Dart Association.
3) A team of six (6) players may consist of six (6) **Male or Female** players **or a mix.** If all Females are not SSDA Inc number one (1) - the 3 permit player rule limit **(Point 2)** will apply. The Permit rule still limits no more than 3 registered female players from another association being able to play with three (3) SSDA #1 female players on any one night.
4) A player registering with SSDA Inc and we are not his/her number one association can only play ***one (1) grade lower*** than the grade that they play in their number one association.
5) An alien/Permit player must have a permit from his/her number one association before playing or registering with the SSDA Inc.

(10) CHAMPIONSHIPS

SINGLES

Toss a coin with the winner shooting one dart at the bullseye, if a bullseye is scored it is left in. The loser of the toss then throws one dart at the bullseye. If a dart falls out the player to shoot again until a result has been achieved. Closest to the bullseye shoots first in the starting game. If both players shoot a bullseye, they will both shoot again till a clear winner has been found. The order of play is reversed in the next game/s, in the event that players are one (1) all or two (2) all etc. Both players will begin the process from the start of the game. IE toss the coin and shoot the bull. SINGLES to play best of 3 x 501 (***or whatever is decided on the night***) finishing on a double or the bullseye that will complete the game.

DOUBLES

Toss a coin with the winner shooting one dart at the bullseye, if a bullseye is scored it is left in. The loser of the toss then throws one dart at the bullseye. If a dart falls out the player to shoot again until a result has been achieved. Closest to the bullseye shoots first in the starting game. If both players shoot a bullseye, their partners will shoot at the bullseye and alternate till a clear winner is found. The order of play is reversed in the next game/s, in the event that players are one (1) all or two (2) all etc etc. Both teams will begin the process from the start of the game. IE toss the coin and shoot the bull.
DOUBLES to play best of 3 x 601 (***or whatever is decided on the night***) finishing on a double or the bullseye that will complete the game. **NOTE:** The first mentioned player on the board must shoot the bullseye to commence the game and must shoot first for the team in each subsequent game.

(11) METHOD OF SCORING

Scoring

The marker shall record the score in chalk or marker on a scoreboard visible to both sides. This is also done verbally in a clear voice for the bookkeeper to record. The method of scoring shall be by subtracting the last score from the previous total.

IE: 501 – 83 = 418
IE: 418 – 37 = 381 etc etc.

The Caller (if required).
Shall announce the total of the throw to the bookkeeper in a clear voice. The thrower at any time can ask what score is on the board. The caller must stand in front of the oche and not behind it. The caller must not hinder the game in any way. If a marker and caller are in use, where possible they are to be positioned opposite each other. **The game will only commence and score count when the Marker (**If No Caller Is Used**) calls either "Game on" or "Game on – Score to count"**

The Score.
The caller will tell a player (once requested) what is left to win the game, they cannot however tell them which double to go for or how to do it. In special circumstances the "Captain" and "Captain" only may advise the player but a letter of authority from the SSDA Inc Committee is required for this to occur.

Game Shot.
If a player trying for the game shot scores more or one (1) less than the number that is required he/she shall cease throwing. They would then require the same number at their next visit to the ochre if the game has not been concluded. If a player shoots at a double and succeeds that particular game is over. The players may sometimes be unsure if they have pegged the double and continue to throw darts at their particular double. It does not matter how many darts are thrown after the event, as the original score will stands.

Darts.
The marker and the caller shall on no account touch any dart. In the case of a dispute darts shall not be removed from the dartboard until such dispute has been resolved, but if a player removes their darts the call shall count. If a player pulls his/her darts before the score has been scored the player will be deemed to have scored **ZERO**.

The Marker.
Shall record the score in chalk or marker and check the caller if necessary and must not speak unless a caller is not available. If a marker and caller are in use, where possible they are to be positioned opposite each other. **The game will only commence and score count when the Marker (**If No Caller Is Used**) calls either "Game on" or "Game on – Score to count"**

Mistakes.
If a mistake is made in the subtraction on the scoreboard it can only be altered before the next player on that shoots again. In other words if player "A" has a mistake with his/her score, it must be fixed up before player "B" has the next shot. If it is not done in that time frame, the score must stand and cannot be corrected later. Any participating player in the game can bring to the attention of the Marker or Caller any error on the board that requires attention.

(12) CONDITIONS OF PLAY

Protests. Any protest as to the legality of a dart thrown must be made at once to the opposition captain to be clarified. Any protest in regards to the conditions of play must be lodged with the opposition captain and in the event of the conditions not being altered to

play under protest. The captain making the complaint must make a written complaint to The SSDA Inc within seven (7) days of the incident. Once play has begun no protest in regards to playing conditions can be made.

Conditions.
The captains of both teams shall mutually agree that the dartboard and the conditions of play are satisfactory and in accordance with the rules of the game. If any complaints this to be noted on the back of the Original Score Sheet.

Grade Winners. The team finishing on top of the ladder at the end of the qualifying rounds shall be deemed the "Grade Winner". A top four pennant will be played in each grade to decide the Premiers and Runner Up teams. The committee will decide the format for this as each season progresses.

Oche.
No player or spectator will be allowed in front of the oche while a game is in progress, except to retrieve darts. Markers and Callers are not permitted to drink or smoke in front of the oche. They must not move or speak while a player is in the process of completing a throw. They may move or speak to respond to a player's enquiry only and to call the score. **No player is permitted to have a lit cigarette at the oche.** If a player is found at the oche with a lit cigarette, he/she will be given a warning in the first instance. A player ignoring the initial warning and who returns to the oche for their next set of darts with a lit cigarette shall have their score counted as **ZERO.** Any further violations of the playing rule will incur a similar penalty and may require the SSDA Inc to investigate further and if necessary issue a sanction to the offending player and/or club.

Mobile Phones or Pagers.
Any player or spectator observing the dart game must have their Mobile Phone or Pager Switched Off or to Silent whilst the dart games are being played this is to the completion of the nights games. Failure to comply may result in disciplinary action if a complaint is made to the General Committee.

(13) DARTS IN/OUT OF PLAY

Darts in play.
Scoring darts are those darts sticking in the dartboard at the completion of the throw of three (3) darts or less as the game dictates. A dart to score must be definitely sticking in the dartboard or at least touching the board. Should a dart enter the board and go under the wires of a designated number, the score to be counted will be from where the dart originally entered. As an example if a dart entered the treble twenty (20) and finally rested in the five (5) the score to count will be sixty (60) and not five (5).

Darts out of play.
Darts that rebound from the dartboard, darts that stick out of other darts, darts that fall or are knocked out of the board before the throw of three (3) darts or less as the game dictates are considered to be party of a completed set of darts. If a dart is dropped in front

of the oche it may be retrieved and the dart player may continue with his/her throw. If in the act of throwing a dart it falls over the oche it is considered a thrown dart.

Game Shot.
Three darts in the treble ring, double ring and bullseye does not necessarily constitute a "game shot" unless the total in either the double ring or bullseye adds up to the correct total required.
For a game to conclude with "Game Shot" a double or bullseye is needed so long as the total attained is the total required to win the game. As an example: 55 left could be achieved by a single 15 and then double 20 which = 55. Similarly 39 could be achieved with a single 7 and then double 16 which = 39. These finishes may achieved in other ways but require a double or bullsye to finish the game.

Out of turn.
If a player throws out of turn it will be called a "No Shot" As an example if player 3 throws before player 2 it is called a "No Shot" and 2 misses his turn. The correct sequence would begin again from the next set of darts, player 2 then throws and then player 3 has their throw in order.

(14) SCORERS

The official bookkeeper at any match shall take down the scores in a correct scorebook against the of players taking part in the game. He/she will have a full view of the game, the playing area and the markers score board.

15) REFEREE'S

Duties of a referee.
A referee shall be appointed to officiate at any match – for this purpose the **Home Team Captain** is designated as the Referee. He/she shall enforce the Playing Rules and decide any disputed points that may arise. His/her decision shall be final. He/she shall have the power to suspend a player from taking any further part in a match or leg without a caution if a player/players are acting/ behaving in an improper manner, causing the game to come into disrepute. All infractions of this nature must be reported to The SSDA Inc committee as soon as practible, to facilitate a "Protests & Disputes" meeting.

(16) POINTS NOT COVERED BY THESE RULES

Anything which occurs on a playing night not covered in these playing rules will be referred to the General Committee of the SSDA Inc. The decision of the committee shall be final, subject only to the right of appeal to the Protest and Disputes Committee of the SSDA Inc. In the event that a dispute cannot be settled, the final authority shall be the West Australian Darts Council.

(17) FORFEITS

If a team claim a forfeit all players must sign the scorebook. They will the receive two (2) match points and maximum game points. If the team claiming the forfeit does not send the fully completed score sheet to the secretary of the SSDA Inc by the stipulated time

designated. They will receive no points at all plus a fine to be determined by the General Committee of the SSDA Inc.

(18) PLAYERS DRESS STANDARD

Thongs and open footwear are not allowed to be worn by any person playing in any competition organised by the SSDA Inc. Except where official permission has been given by the President or Secretary of the SSDA Inc in writing. No tank tops or singlets are permitted to be worn when participating in official SSDA Inc events. Any player being attired in clothing considered offensive or in poor taste and is offensive to other players may be reported to the SSDA Inc. If the player has alternative clothing available, they will be asked to change into such clothing. It is to be noted that a publican or licensee can refuse entry if a patron is inappropriately dressed.

(19) Qualifying for finals.

The required number of games to play in the finals is as follows:

1. Grade with draw for 8 teams and all present = 3 rounds of 7 games. Games needed to qualify for finals is 33% or 7 games.
2. Grade with draw for 8 teams and 7 present = 3 rounds of 7 games. Games needed to qualify for finals is 33% or 6 games. (There will be 3 byes but will not count towards games played)
3. Grade with draw for 6 teams and all present = 4 rounds of 5 games. Games needed to qualify for finals is 33% or 6.67 games (Rounded up to 7)
4. Grade with draw for 6 teams and 5 present = 4 rounds of 5 games. (There will be 4 byes but will not count towards games played). Games needed to qualify for finals is 33% or 6 games.
5. Grade with draw for 4 teams and all present = 7 rounds of 3 games. Games needed to qualify for finals is 6 games.

(20) MOVING BETWEEN GRADES

At the completion of the first **FIVE** games of the season – a player must play the next game in the team where they played their last game. This means whether the player has played 1 – 2 – 3 - 4 or 5 games they
must play the 6th game in that team and grade where they played their most recent game. At the start of the season a player can go up or down a grade within the first 5 games but must following the guidelines above after the 5th game.
A player can go up a grade during the second, third & fourth round if required but this can only occur once in each round. If a player goes up on two consecutive weeks, they cannot go back down to their previous grade.this works the same way if a player goes down as described in the appendix below. If a player is brought up from another grade to play in the finals, that player cannot go back down to their original grade. They must stay in the new grade until the completion of the season. Players must meet the provision of the appendix as described below.

APPENDIX :

To give equality to all TEAMS & GRADES the following shall apply.
As indicated in the Playing Rule 20 above players may go up and down grades if required however there is now a provision required to be met to qualify for this. If a player in “B” Grade or “D” Grade or any grade is missing and their average is 46.89 then only a player with a like or lesser average can play for them. A player may come up or go down to satisfy this provision but only once in each round as described above.

This also applies in finals – So be aware of the provisions before you make a decision. If not sure contact the President or Secretary for advice.

If no player is available to play under these provisions the team will have to play short on the night. It is unfortunate for any club that has only One (1) team entered into competition in the SSDA Inc because unless they are able to fill the vacancy by normal practices they will have to play short on the night.

(21) CLEARANCES & REGISTRATIONS.

1. A player who has not played for a club in the last (3) three years, can transfer to another club within the SSDA Inc without requiring a clearance from their previous club, provided that player does not have any outstanding financial commitments with the club that they wish to leave.
2. Players coming from another association need an inter-association transfer regardless of the amount of time out of the game. Only (1) one inter-association transfer will be facilitated each season, which must be done prior to 30th June each year.
3. To play in the SSDA Inc competition a player must have attained the age of 15 in their first season of play.
4. Every player must be registered with the SSDA Inc on his or her first night of play. These registrations must include any permits, transfers or inter-association transfers that they may have.
5. Grades which have (2) two or more teams from the same club cannot interchange players after the first (5) five fixtures of the season. If a player has filled in for both teams during the first (5) five games, that player can only play in the side in which he completed the (5) fifth game.
6. A player coming from another association and playing with a permit can only play one (1) grade lower than their #1 association.
7. A player whose #1 association is SSDA Inc can only play one (1) grade lower than the grade they finished the previous season in SSDA Inc unless circumstances prevent this.
8. If a player wishes/requires to transfer from one club to another, this may be done up to and including the **30th June**. No transfers will be authorised after this date.

(22) FIXTURES & RESULTS & PLAYING NIGHT

1. No circulated fixture as published at the beginning of each season can be changed to suit teams or individual. This not withstanding, if a club has a genuine reason for a game not proceeding as per the published fixtures, they must contact the secretary SSDA Inc prior to any deviation taking place and request permission to do so. Failure to comply with this direction may cause both clubs to be held accountable at a disputes meeting with the SSDA Inc.

2. The winning team is to phone through the result to the **Secretary SSDA Inc on 9459-4365** on the night that the game is played, if not a **$20-00 penalty** is imposed. The winning team is to return the original scoresheet to the designated destination being **P.O. Box 91 Maddington W.A. 6108** by the stipulated time as designated on the scoresheet. Failure to do so will attract a penalty of **Two (2) Match Points** decided by the ***General Committee and Club Delegates 8th June 2009.***

3. The association plays on Tuesday night of each week during the season.

4. All Singles - Doubles and Open events require players to nominate to play. Players must nominate by 7-30pm to be eligible to play in any of these events. Late comers will only be admitted at the discretion of the event organisers.

(23) MISCONDUCT

If a player is reported in writing to the association for misconduct, then the player and their club will be advised in writing as to the earliest date for them to attend a Protest & Disputes meeting. The player will be advised that they are under notice and may continue to play with their club until the hearing date. If however that player is reported again for misconduct prior to the original complaint being heard, that player may be subject to an automatic (2) two match suspension regardless of the verdict from the original complaint.

(24) CODE OF CONDUCT

1. Sledging, Racial, Ethnic or Derogatory remarks, on a playing 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.
2. Respect the rights, dignity and worth of all participants regardless off their gender, ability, cultural background or religion.
3. Do not drink or smoke or eat food in between the dartboard and the Oche.
4. Be considerate to others when they are having their shot during a game.
5. Players are not permitted to play if they are under the influence of non-prescribed drugs or have consumed excess alcohol.
6. Treat others as you would expect to be treated yourself.