



# SENIOR PLAYING RULES

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# Darts Australia Playing Rules

*Foreword: Organisers, hosting bodies, and participants under these rules are subject to the Constitution, by-laws, and administrative decisions of Darts Australia Inc. In all cases the Constitution, by-laws and administrative decisions of Darts Australia Inc. shall take precedence over any clause or provision within these rules.*

## Overview

### 1. Application.

- 1.1. These playing and tournament rules shall be known as the “D.A. Playing Rules” and referred to herein as the “Playing Rules”.
- 1.2. All D.A. ranked darts events throughout Australia and events conducted under the auspices of Darts Australia Inc shall be subject to these playing rules.

### 2. Definitions.

- 2.1. For the purposes of these rules the following definitions shall apply:
  - 2.1.1. **A referee/marker** is the person nominated to control the proceedings of a dart game on an assigned matchboard.
  - 2.1.2. **The D.A.** means Darts Australia Inc.
  - 2.1.3. **D.A. or Australian Ranked Tournament** shall mean tournaments as approved by D.A. as darts events that attract D.A. ranking points.
  - 2.1.4. **A Bust** shall mean a score more than the value of the score remaining in the game. A bust will mean three darts, no matter the number of darts thrown. (Three-dart bust rule applies).
  - 2.1.5. **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.
  - 2.1.6. **The Marker** is the person appointed to record all scores and the score remaining on the scoring system as under rule 23. The defined Caller and Marker may be the same person.
  - 2.1.7. **The Controller** is the person responsible for the running of a darts event in accordance with these rules. Except where personal powers are afforded to the Controller under these rules. The term ‘Controller’ is synonymous with the ‘Control Desk’.
  - 2.1.8. **Organiser.** The term organiser(s) shall mean Darts Australia Inc, it’s officials; or persons nominated by Darts Australia Inc to carry out its functions in relation to a darts event.
  - 2.1.9. **A Throw** is the throwing of three darts (or less if finishing a game). The duration of the throw shall extend from the time the player toes up to the oche to the time the last dart is thrown.
  - 2.1.10. **Encroachment Line** is a tapeline located, where possible, 1.5 metres behind the oche. This is where a player must stand whilst their opponent is playing their shot.
  - 2.1.11. **Playing Area** is the area between the dart board extending back to the front of the table positioned behind the encroachment line.
  - 2.1.12. **Dart Connect** is a computerised system is to be used where available.

## General Rules

### 3. Advertising and Sponsors.

- 3.1. D.A. and its nominated organisers refer the right to protect their sponsors interests regarding any advertising material used by the players, teams, organisers, and other sponsors during a D.A. darts events.

### 4. Playing Attire.

- 4.1. All players (or teams) representing their State in a D.A. sanctioned darts event shall wear the playing attire approved by their respective State or Territory Darts Council. Such attire shall be subject to rule 3.
- 4.2. All players attire shall conform to the good image of the sport, the minimum standard being a collared shirt, slacks and covered shoes, or tailored shorts with walk socks. Ladies should adjust their attire to an equivalent standard, but shoes must be fully enclosed.
- 4.3. All players (or teams) should wear identification in the form of a recognisable team or State uniform endorsed with the player's surname on the back of the players shirt.
- 4.4. No headwear, including electronic devices, shall be worn during a match without the prior permission of D.A nominated tournament organisers. Under normal circumstances, approval would only be granted for religious or medical reasons.
- 4.5. Where medical conditions necessitate the wearing of attire that does not conform to the rules above, then specific permission must be obtained from D.A. or its nominated organisers.

### 5. The Dart.

- 5.1. Players shall provide their own darts (set of 3) which shall consist of a recognisable point, barrel and an attached flighted stem that may be four separate pieces measuring no longer than 20 centimetres and weighing no more than 50 grams.
- 5.2. Swizzle-Aztec or similar points are banned (2018 Mid-year meeting).

### 6. Player Rights.

- 6.1. Players shall have the right to request tournament officials to check on the height of the dart board and its distance from the toe line or oche.

### 7. Players Obligations.

- 7.1. All players (or teams) shall play within these playing rules and any supplementary rules laid down in any event, flyer, entry form or program, provided that such supplementary rules are not in contravention of these playing rules.
- 7.2. In the event of a player (or team) being involved in, or causing actions considered to have brought the sport of darts into disrepute then that player (or team) shall be subject to disciplinary measures being taken against that player (or team) which could result in the imposition of fines, suspensions, or other penalties. See playing rules and penalties, section 8.
- 7.3. Any protest must be lodged with the match board referee at the time of the alleged violation and a judgement shall be made before play resumes. Any late protest will not be considered.
- 7.4. Any player (or team) failing to comply with any of these playing rules shall be liable to disqualification from the event.

## 8. Playing Rules and Penalties.

8.1. *Unsportsmanlike behaviour – deliberately throwing darts on the floor or table, punching the wall or board, kicking a wall or table, throwing item (drinks etc).*

8.1.1. Penalty – disqualification from the event being played and a 3-month ban from all D.A. and affiliate events.

8.2. *Verbal abuse of a tournament official with clear witness.*

8.2.1. Penalty – Disqualification from the event being played and a 12-month ban from all D.A. and affiliate events after an acceptable written apology has been received by the Darts Australia Secretary.

8.3. *Verbal abuse of a player or spectator with clear witness.*

8.3.1. Penalty – Disqualification from the event being played and a 3-month ban from all D.A. and affiliate events after an acceptable written public apology has been received by the Darts Australia Secretary.

8.4. *Physical abuse of a player, official or spectator with clear witness.*

8.4.1. Penalty – Disqualification from the event being played and a 2-year ban from all D.A. and affiliate events.

8.5. *Not wearing correct D.A. playing attire (unless for reasons of medical grounds).*

8.5.1. Penalty – Not permitted to play or continue to play the event.

8.6. *Consuming alcohol in the nominated playing area (including the black line in the middle of the table directly behind the oche).*

8.6.1. Penalty – Loss of game.

## 9. Trophies and Prizes.

9.1. Except where stated otherwise in the published conditions of D.A. sanctioned tournaments, all perpetual trophies shall be held by the winning player (or team) for a period of one year. Perpetual trophies are to be returned in good condition to the D.A. nominated organiser upon request. Perpetual trophies are to be handed to the tournament controller on the first day of play. If the shield is not provided, the current holder is to make arrangements to have the trophy at the venue in time for engraving and presentation (No exceptions or a fine will be imposed).

9.2. If a player (or team) is not present at the official presentation ceremony at the Australian Championships, D.A. Ranked Event or any event held in conjunction with the Australian Championships to receive trophies, prizes, or prize monies, they forfeit the right to such awards or any applicable ranking points that may be due, with no exceptions.

## 10. Interpretation.

10.1. The tournament organiser nominated shall determine the interpretation of these playing rules in respect to any darts event. The decisions of the organiser shall be final and binding.

10.2. Any matter not expressly covered by these playing rules shall be determined by D.A. Executive, or in their absence, the nominated tournament organiser whose decision shall be final and binding.

## 11. Expulsion.

11.1. The nominated organisers reserve the right to expel any playing member, or member darts body found in breach of these playing rules. Such expulsions shall be reported, as soon as practicable, to Darts Australia.

## The Playing Area

### 12. Authorised Persons.

- 12.1. Only referees, scorers, markers, and dart board indicator operators (where used) shall be allowed to stand or sit in front of the player throwing darts. Such officials are expected to restrict their movement to a minimum during the throw.

### 13. Players Conduct.

- 13.1. No persons shall be allowed in the playing area, other than those defined in rule 12 and the assigned players.
- 13.2. A player's opponent must stand behind the encroachment line at the rear of the player at the oche. A player who stands inside this encroachment line whilst their opponent is playing a short, shall forfeit their next throw. (The encroachment line, where possible, is to be located 1.5 metres behind the oche).
- 13.3. In the 'stage finals' the players (or teams) shall conduct their play under the supervision of and direction of a stage official, and in between 'throws' shall be in such a position on the stage as to maximum an unrestricted view of the proceedings by players, officials, spectators, and televised cameras.
- 13.4. During match play, all players shall remain silent and only the player at the oche may direct inquiries to the referee.
- 13.5. A player at the oche shall not commence their throw until their opponent is back behind the oche. Penalty: loss of throw.
- 13.6. A player retrieving their darts after a throw shall do so promptly and in such a manner as to not interfere with the next player. Penalty: loss of previous throw.
- 13.7. A player once commencing their throw shall not leave the immediate board playing area. Any player doing so shall forfeit that throw.

### 14. The Dart Board.

- 14.1. All dart boards used in tournaments conducted under these rules shall:
  - 14.1.1. be of the 'bristle type'.
  - 14.1.2. be 1-20 clock pattern.
  - 14.1.3. have an inner narrow band that scores 'treble' segment number.
  - 14.1.4. have an inner narrow band that scores 'double' segment number.
  - 14.1.5. have an outer centre ring that scores '25'.
  - 14.1.6. shall have an inner centre ring that scores '50' and shall count as a double for the purposes of finishing a leg, set or match. This inner ring shall be called the 'bull',
- 14.2. The dart board shall be fixed on a wall, or mobile stands allowing for a minimum of 3 metre separation between boards, measured bull to bull.
- 14.3. The dart board shall be fixed such that the perpendicular height from the centre of the bull to the floor, at the same level as the 'oche', shall measure 1.73 metres.
- 14.4. The dart board shall be fixed such that the '20' segment is coloured 'black' and shall be at the top of the board.
- 14.5. The standard dimensions of the dart board shall be as follows:
  - 14.5.1. double and treble ring inside measurement: 8mm
  - 14.5.2. bull inside diameter: 12.7mm
  - 14.5.3. outer bull inside diameter: 31mm
  - 14.5.4. centre bull to inside edge of treble wire: 105mm

14.5.5. centre bull to outside edge of double wire: 168mm

#### 15. Lighting.

- 15.1. All floor dart boards shall be lit by a suitably position light fitting to provide at least 100 watts of lighting intensity. Alternatively, 20 watts of fluorescent lighting mounted directly above and in front of the dart board at a distance not exceeding 1 metre from the bullseye is deemed to be adequate lighting.
- 15.2. Dart boards used in 'stage finals' shall be lit by a suitably positioned light fitting to provide 200 watts of light intensity. Alternatively, 40 watts of fluorescent lighting mounted directly above and in front of the dart board at a distance not exceeding 1 metre from the bullseye is deemed to be adequate lighting.
- 15.3. All lights must be fitted with screens that divert all light away from the players eyes when standing at the oche.
- 15.4. Ring lights are allowable.
- 15.5. In 'stage finals' the general level of illumination may be augmented by use of 'flood' or 'spot' lights, but extreme care is essential to prevent the introduction of shadows on the dart board or glare in players eyes when standing at the oche.

#### 16. The Oche.

- 16.1. A raised oche of at least 25mm high and 1 metre long must be placed in a position where the minimum throwing distance shall measure from the back of the raised oche, 2.37 metres along the floor to plumb line at the face of the dart board.
- 16.2. The diagonal distance from the bull centre to the back of the raised oche at the floor level shall measure 2.934 metres.
- 16.3. An encroachment line shall be placed at 1.5 metres behind the oche where possible.
- 16.4. A player during the delivery of any dart may not have any part of either foot in front of the toeing edge of the raised oche.
- 16.5. A player wishing to throw a dart, or darts, from a point either side of the raised oche must keep their feet behind an imaginary straight line extending from the 'toe-up' face either side of the raised oche.
- 16.6. Any player in breach of rule 16.4 or 16.5 shall first be warned by the referee. 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. Where a repeated breach of rule 16.4 or 16.5 occurs, a Team Captain, or player may seek the referrer to appoint an Oche Judge who shall be seated in line with the oche. In the case of any infringement of the oche the Oche Judge shall call 'no dart' and no score shall be recorded for that dart.

### Tournament Conditions

#### 17. General Conditions.

- 17.1. Unless stated otherwise, all D.A. sanctioned tournaments shall be run on a 'round robin/knockout or a straight knockout' basis. This does not preclude alternative formats that include a knockout final component.
- 17.2. D.A. or event organisers reserve the right to cancel, or change dates, venue, and scheduled darts events without giving prior notice. The nominated organisers also



reserve the right to alter the scheduled times of play and playing format whenever deemed necessary.

#### 18. Player Nomination/Entry.

- 18.1. Admission fees to tournament venues, or tournament entry fees are not refundable except on those occasions deemed appropriate by D.A. Executive or the event organisers.
- 18.2. All entries must be made on officially approved entry forms (where provided), fully completed, and returned together with the appropriate entry fee by the specified closing date and time.
- 18.3. No entry will be accepted unless it is in accordance with all requirements laid down on the entry form.
- 18.4. The first named player on a team entry form shall assume the responsibility for immediately notifying other named players in the team of the contents of all communications in connection with the darts events received to them from D.A or the event organiser.
- 18.5. Only the player(s) named on an entry form as the competing individual, or team, shall be eligible to play in the respective darts event.
- 18.6. No player shall play in more than one team in any respective darts event.
- 18.7. All players participating in an individual darts event must play under their legally acknowledged name.
- 18.8. Acceptance by D.A. or event organisers of a player's entry shall be deemed as an acceptance by that player (or team) of D.A. Playing Rules covering that respective event.
- 18.9. D.A. or event organiser reserves the right to refuse or withdraw any entrant at any stage during a darts event and their decision shall be final and binding.

#### 19. Registration at the Event.

- 19.1. All players (or teams) shall register at each darts event at the predetermined times advised to all entrants by way of special notice, program, or tournament entry form.
- 19.2. Any player (or team) failing to register by the notified time shall be eliminated from the respective tournament. Entry fees shall not be refunded.
- 19.3. Any player (or team) not in attendance when called upon to play shall forfeit that leg, game, set or match, whichever is applicable. Entry fees shall not be refunded.
- 19.4. Only 3 minutes shall be allowed from the time of calling over the public-address system for the player (or team) to reach the control desk or assigned match board, whichever requirement is announced.
- 19.5. Where a timed draw is in use, players (or teams) have the right to be advised of the scheduled time of the next match of that player (or team).

#### 20. The Draw.

- 20.1. There will be one draw (two draws for a two-life system) for opponents, which shall be conducted prior to the darts event. The bracket (or quadrant) system shall be adopted.
- 20.2. Where practicable, the nominated organisers shall arrange preliminary matches to eliminate 'byes' in the first round of the darts event.
- 20.3. Draw sheets must be displayed in a position for convenient viewing by the contestants, officials, and spectators and maintained to represent the current status of the tournament.

- 20.4. D.A. or the event organiser reserves the right to seed players (or teams) in the draw for the darts event whenever considered desirable.
- 20.5. No substitution of players shall be allowed in any individual darts event after the tournament has commenced. I.e., singles, doubles, and mixed doubles.

## Match Play Rules

### 21. The Throw.

- 21.1. All darts shall be thrown deliberately, one at a time, by and from the hand. All darts must be thrown with the needlepoint aimed towards the face of the dart board. If a dart is not thrown in this manner, then the 'throw' will be declared a 'foul throw' and shall not count in that respective leg, set, or match.
- 21.2. A throw or shot shall consist of three darts, (thrown one at a time sequentially), unless a leg, set or match finishes in less than three darts, or a score greater than the score remaining is thrown in less than three darts.
- 21.3. Any dart that is thrown, bounces off, or falls out of the dart board shall not be re-thrown. A dart in the board shall not score if a player touches it during a shot.
- 21.4. If a player touches any dart which is in the dart board during a throw, the throw is deemed to be completed.
- 21.5. A player throwing out of order shall have the throw recorded as a foul shot and a zero score shall be recorded.
- 21.6. A player once commencing a match shall not leave the immediate playing area, unless for urgent reason after permission is granted by the board referee. Maximum (5) minutes. Penalty: forfeit shot.

### 22. Starting and Finishing.

- 22.1. In all darts events, each leg shall be played with a straight start and finished with a double, unless tournament format states otherwise.
- 22.2. The 'bull' shall count as '50' and if '50' is required to complete a leg, set, or match then the 'bull' shall count as double '25'.
- 22.3. The first player (or team) to reduce the score required to exactly zero by obtaining the required double out, is the winner of that leg, set, or match whichever is applicable.
- 22.4. Any dart mistakenly thrown by a player, after scoring the required 'double' shall not count as the respective leg, set or match is concluded by the dart scoring the required 'double'.

### 23. Scoring.

- 23.1. A dart shall only score if the point remains in or touches the face of the dart board within the outer double wire, until after the throw has been completed and the score has been called and recorded on the scoring system.
- 23.2. 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 dart board.
- 23.3. Darts shall be retrieved by the thrower but only after the score has been 'called' by the Referee/marker. Retrieval of darts thrown before the referee has 'called' a score may result in a 'no score' being called. If the score thrown finishes the leg, as per rule 22 then the referee/marker shall call 'game shot'.

- 23.4. Upon completion of each throw the referee/marker shall decide the score thrown and communicate the score to the 'marker' whose sole duty is to mark the scoring system in accordance with Rules 23.6 and 23.7.
- 23.5. The 'bust' rule shall apply, i.e., if a player scores more than the score required then the score thrown will not count and the player shall revert to the score required prior to the bust shot.
- 23.6. The result of each players throws, including 'busts' and "no score's" must be clearly shown on the scoring system, giving the score thrown and the balance required to finish the game.
- 23.7. All scores made on the scoring system should be checked by the referee/marker and players after each throw.
- 23.8. All requests to check the score recorded and subtractions made must be directed to the referee/marker and made before the player's (or teams) next throw.
- 23.9. A protest about the score attained after the retrieval of the dart or darts may not be upheld. The referee's/markers decision shall be final and binding.
- 23.10. The actual score required must be shown on the scoring system and be clearly visible to the players and referee.
- 23.11. If the player asks the referee/marker for the score remaining and the referee/marker replies incorrectly, the following shall apply:
- 23.11.1. If the player scores the advised number and the dart is the double required to complete the score, the throw shall be called 'game shot'.
  - 23.11.2. If the player scores less than the advised number, the value scored during that throw will be deducted from the actual score remaining, i.e. if the player is advised 60 but, needs 58 and he scores 20 only, the remaining score is 38 not 40.
  - 23.11.3. If the player scores more than the advised score and more than the remaining score, the result is 'bust'.
  - 23.11.4. A player during "a throw or shot" may not receive any coaching or advice, except a player whilst at the oche may inquire of the referee the value of a score thrown or score remaining. No indication of the required 'double' shall be given by the scorer or referee, (i.e., 32 required not double 16).
  - 23.11.5. If a player throws out of order during a Trebles or Doubles game, the throw shall be deemed as a foul shot and a zero score shall be recorded against the player whose turn it should have been; the player (in correct order) from the opposition team shall then have their next throw; the player from the team that committed the foul shot (in correct order) i.e. if player number two (2) was the player who originally threw out of order when in fact it was player number one's (1) throw then player (1) shall forfeit that walk and have the zero score registered against him/her; it shall then be player two's (2) throw. The game shall then continue to be played in the correct order of turns at the oche.

#### 24. Order of Play.

- 24.1. Bull Rule. A bull rule shall determine the order of play in each match. The throwing order for the bull throw shall be determined at the Control Desk or at the match board by a draw or the toss of a coin.

- 24.2. The winner of the bull throw shall throw first in the match and all subsequent 'odd numbered legs' which will also include the 'tie-break' leg if required. In matches divided into sets the winner of the bull throw shall throw first in all 'odd numbered' sets.
- 24.3. In throws for the bull each player, in singles events, or one of the team members shall throw one dart for the bull. The dart must remain in the dartboard to count, and re-throws shall be made until a dart remains in the dartboard. If the dart enters the '25' or 'Bull' sector it shall be removed before the opponent takes their throw. Re-throws shall be called for if the referee cannot determine which dart is nearer the bull, or if both darts are in the bull, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. Re-throws will shall continue until the referee can determine which player's dart is the nearest to the bull. The player who throws nearer the centre of the dartboard shall throw first in the match.
- 24.4. The player names shall be entered on the scoring system in the same order (left and right sides) as they are listed on the score card.
- 24.5. In pairs and team events, where the players throw in rotation, the 'Order of Throw' shall be displayed on the scoring system before the match commences.

#### 25. Match Assignment/Record/Results Slip.

- 25.1. A results sheet shall be completed and signed by the captains at the end of each match after Dart Connect games are saved. All other results are recorded on Dart Connect.

#### 26. Practice.

- 26.1. Each player (or team member) is entitled to nine (9) practice darts to be thrown at the assigned matchboard prior to the match commencing. Excluding the McMenamin Cup.
- 26.2. As a general principle, practice should not be allowed on any match board after the darts event has officially started. However, in the event of separate practice facilities being limited, tournament organisers may authorise practice on unassigned match boards provided that this does not cause any adverse effect to match play in progress or the image of the sport.
- 26.3. Practice boards shall be provided in or adjacent to the tournament room for the exclusive use of players (or teams) registered in that tournament. Any player can practice on these boards, except during the Peter McMenamin Cup where practice will be limited to a team with a bye only while matches are in play.
- 26.4. No practice darts are permitted after the commencement of a game. Players are to be warned by the captain or referee should they throw practice darts between legs, and any further breach of this rule will result in the forfeiture of the next leg of the game. During team matches, practice may occur between games within a match with the approval of the tournament organisers, provided such practice does not interfere with other match play in progress on adjoining boards.
- 26.5. In the Peter McMenamin Cup no player can throw other than the permitted practice darts designation in the game, as per Section 11.2c. Once the game has started all players can only throw on the official match boards. Any infringement of the practice rule will result in the loss of leg as per the rules of play.
- 26.6. The Dartboard - All matches conducted by D.A. shall be played on Dartboards of approved manufacture that comply with Section 14 of D.A. Playing Rules. DA is

empowered to direct the use of specific boards that are in support of existing sponsorships.

#### 27. Smoking and Alcohol.

- 27.1. At Australian Championships or D.A. sanctioned events, the entire playing room shall be smoke-free and in addition, the designated playing area shall be alcohol free.
- 27.2. Any player found to be in breach of clause 27.1 shall be liable to forfeit the match during which the offence took place.

#### 28. Anti-Doping Rules.

- 28.1. In darts events under D.A. jurisdiction all players and officials are subject to the terms and conditions of the D.A. anti-doping rules and policy.
- 28.2. The possession or use of illicit drugs at any Australian Championships or any D.A. ranked/Grand Prix event is prohibited. Players who are found in possession or return a positive result to marijuana or an illicit drug using standard ASDA testing shall be subject to the following penalty:
  - 28.2.1. First offence - \$1,000 and two (2) year suspension
  - 28.2.2. Second offence- Life ban

#### 29. Tournament Referee.

- 29.1. Where an overall Tournament Referee is appointed, they shall act as umpire in all matters pertaining to these rules and shall, if necessary, consult with scorer, caller, board referee, and other officials before announcing any decisions during a leg, set or match.

#### 30. Australian Championships.

In addition to the preceding Match Play rules, the following additional Specific Rules apply to both the Senior and Junior Australian Championships.

- 30.1. D.A. shall ensure the conduct of Australian Senior Championships and Australian Junior Championships occur annually.
- 30.2. The conduct of Australian Darts Championships shall be under the direct jurisdiction of the D.A., at a venue selected by the host Active Member for that year's championships.
- 30.3. At the meeting of D.A. preceding (but not at the time of) the championships, the next rostered host Active Member shall present a full report on the proposed venue for the Championships, including the size of halls, distance from accommodation, refreshment arrangements etc.
- 30.4. D.A. shall approve or otherwise instruct changes to the arrangements as presented under rule 30.3.
- 30.5. Where venue address, space or layout is significantly altered between the time of approval under Rule 30.4 and the staging of the event, the host Active Member shall transport at their cost one (1) delegate from each competing Active Member to inspect the changes and approve the new arrangements.

#### 31. Alteration to Australian Championship Rules.

- 31.1. Competition Rules specific to the Australian Championships may only be altered by D.A. Directors and voted on by the D.A. Board.

## Attachment A: Specific Rules – Australian Championships.

### General Rules:

1. Commencement of Play - All games will commence as per the bull rule, section 24.
2. Tiebreaker rule - In the event of a tied result with the last leg remaining the tie-breaker rule shall apply as per the bull rule.
3. Score sheet recording - Official scorers shall be appointed by each team competing in the team's championship. A scorer shall record all play on one board with the other scorer recording the second board.
4. Forfeits - A three-minute time limit will be imposed on players to be on the oche once their name has been called to play. Penalty: Forfeiture of 1st leg. Continued absence for a further three (3) minutes. Penalty: Forfeiture of game.
5. Score of 180 and Game-Shot of 170 - A player who scores the possible 180 or the maximum 170 game shot in a D.A. conducted championship, shall be presented with a Federation 180 or 170 badge.

### Team Events:

6. Team Captains must be non-playing unless used as a substitute player due to illness etc and approved by the Tournament controller
7. Maximum Players for Australian Team Championships - Each representative team to consist of a maximum of eight (8) players. Eight (8) players only to play in each match. Players can be interchanged during the match between trebles, doubles, and singles by the captains.
8. Format of Play - All representative teams to play a round robin, (i.e., each team plays each other). Each match will consist of the following eleven (11) games:
  - 8.1. Two Treble games 801 best of three (3) for Men and best of one (1) for ladies (total of 2 points)
  - 8.2. Three (3) pairs games, 501 up, straight start, double finish. Each game to be best two (2) of three (3) legs. The winners of each game to receive one (1) game point. Total possible three (3) game points.
  - 8.3. Six (6) singles games 501 up, straight start, double finish. Each game to be best three (3) of 5 legs. The winner of each game to receive one (1) game point. Total possible six (6) game points.
  - 8.4. Two (2) boards will be used for each match, allocation as follows:
    - 8.4.1. The odd-numbered games in the Trebles, pairs and singles will be played on the odd-numbered board, i.e., games numbered 1, 3 & 5 on board 1.
    - 8.4.2. The even numbered games in the pairs and singles will be played on the even-numbered board, i.e., games numbered 2, 4 & 6 on board 2.
  - 8.5. There shall be at least a fifteen (15) minute break between matches, i.e., from the finish of the last match completed in each round to the commencement of the next round.
9. The Winner - The representative team with the highest number of match points will be declared the winners and Australian Team Champions. Match points will be allocated based on two (2) points for a match win and one (1) point each for a draw. Each winning team will receive up to ten (10) trophies.
  - 9.1. In the event of a tie for Team Champions, the team with the maximum number of game points shall be declared the Team Champions, however, in the event of a further tie, the

teams concerned will play a tie-breaker game of 1001 (6 per side) - one leg only, to determine the ultimate winner.

10. Method of Play – Team Captains - The two team captains will toss a coin on board one. The winner of the toss shall have the choice of whether they write their pairs on the board first or to request the opposing Captain to write his pairs on the board first. Once the first pairs names have been written on board one, the captains will then toss on board two to decide who will have the choice.
  - 10.1. Once a game is completed on a board the captain of the losing on each Board will write their next game up on that Board first and the winning Captain will then write their next game second. This will continue on all boards until the Match is completed in full.

Top 8 Averages:

11. Rules for top 8 averages calculation - One Ladies and one Men’s team shall be selected at each annual Championship. The teams shall total eight (8) players in each. Top eight averages will be calculated from the team’s events only by Dart Connect.
  - 11.1. To qualify for official averages, players must have played in a minimum of 80% of games from all matches:
    - 11.1.1. Men (8 teams) 21 games = 17 games
    - 11.1.2. Ladies (6 teams) 15 games = 12 games.
  - 11.2. Dart Connect results are final and are there will be no challenge to the averages after a game is saved.

Peter McMenamin Cup:

12. Match Rules for Peter McMenamin Cup - The Peter McMenamin Cup shall consist of two separate Championships (Men's & Ladies) which are played between teams representing Active Members of D.A.
  - 12.1. Draw for Divisions will be completed by the Board of Directors, 2 weeks prior to the event. Changes to teams will not be permitted after the draw has been completed.
  - 12.2. This event shall be a round robin conducted in two divisions. Divisions shall be "Green" and "Gold". States/Territories teams and colours in each division are:

GREEN DIVISION		GOLD DIVISION	
WA	Black	WA	Gold
VIC	Navy	VIC	White
QLD	Maroon	QLD	Gold
NT	White	NT	Ochre
NSW	Dark Blue	NSW	Light Blue
ACT	Royal Blue	ACT	Gold
TAS	Yellow	TAS	Green
SA	Red	SA	Blue

- 12.3. Playing Format (Both Women's & Men's Events) –
  - 12.3.1. Each Team will play a round robin of matches against all Teams in their respective Division.
  - 12.3.2. Each Team shall consist of four players.
  - 12.3.3. Each Match shall consist of Best of 17 legs, each 501 up, with a straight start and a double or "bull" to finish.

- 12.3.4. The first Team to win 9 legs is the Match Winner. If the Match reaches 8 legs each, then Team Captains/Managers shall nominate one player from their team to play the deciding 17th leg, in accordance with the Tie Breaker Throwing Order Rule.
- 12.3.5. The first placed teams of each group shall then compete in a straight knockout to determine the Champions and Runners-up.
- 12.3.6. There will be two separate draws for each group when setting up the round robin matches.
- 12.4. Throwing Order - The first named in the draw throws first in odd numbered legs. Second named in the draw throws first in the even numbered legs.
- 12.4.1. Order of play within each Team Match:

Leg 1 = 1 v 2	Leg 5 = 2 v 2	Leg 9 = 4 v 4	Leg 13 = 1 v 3	Leg 17 = Nominated Player
Leg 2 = 2 v 1	Leg 6 = 1 v 4	Leg 10 = 1 v 1	Leg 14 = 2 v 4	
Leg 3 = 3 v 4	Leg 7 = 4 v 1	Leg 11 = 2 v 3	Leg 15 = 3 v 1	
Leg 4 = 4 v 3	Leg 8 = 3 v 3	Leg 12 = 3 v 2	Leg 16 = 4 v 2	

- 12.4.2. The order of play shall not alter after nominations have been made.
- 12.4.3. Any player being a substitute may only take the position of the player they replace.
- 12.4.4. Players are permitted six (6) practice darts in legs one (1) to four (4). Then three (3) practice darts in legs five (5) to seventeen (17).
- 12.4.5. Any infringement of the practice rule or playing order will result in the loss of that leg.
- 12.4.6. Once the game has started all players can only throw on the official match boards. (No practice darts are permitted on the practice boards during the game.) Any infringement of the rule will result in the loss of leg.
- 12.5. Tie Breaker Rule - In the instance of a tie in this event, a player shall be nominated to contest the tie breaker leg (the 17th leg). That player shall throw for the bull to decide which player shall throw first in the tie breaker Leg.
- 12.5.1. The first named in the draw i.e., the team on the left-hand side or 'home' side of the draw sheet shall throw first for the Bull. Each player in his turn shall continue throwing until a dart has hit and remained in the face of the dart board. If that dart is in the '25' or '50' bed, then the player shall remove that dart before the opponent throws.
- 12.5.2. The referee shall award the first throw of the Tie Breaker leg to whichever of the players has thrown a dart nearest to the Bull. If both darts are in the '25' bed, or the '50' bed, or the darts thrown are adjudged by the referee to be equal in distance to the Bull, then the players will be requested to throw again, in reverse order, to obtain a decision.
- 12.6. Round Robin Preliminary Matches:
- 12.6.1. States/Territories shall select two (2) teams of four (4) players from their State Teams. Players to be listed in order of play 1 - 4, on the official nomination form.
- 12.6.2. Each Men's or Women's Team will be placed in one of two round robin groups. One team from each State/Territory in each group. All Teams in each group will play one match against each of the other teams in the group. Each match won obtains one (1) point towards that group's table.
- 12.6.3. The host darts body will conduct a draw prior to the teams' arrival to determine the team players to be placed in the left-hand column within each match assignment form.



Any one team should be placed in the left-hand column at least three times within the Round Robin group matches.

12.6.4. The winners of each group will playoff for the Championship.

12.7. Round Robin Tie Breaker - In the instance of a tie in points occurring between teams after the completion of match play in the round-robin groups, and where a determination of a place is required, then the following Tie Breaker shall be applied:

12.7.1. *Between Two Teams*: Both Teams will nominate one player from their team to play Best of 3 legs, each 501 up. The first player to win 2 legs shall be declared the winner of that Tie Breaker.

12.7.2. *2 – Way - Tie Breaker Throwing Order*: The winner of a bull shoot will throw first in the first and third legs; the loser will throw in the second leg.

12.7.3. *Between Three Teams*: Each of the three teams will nominate one player from their team to play as follows: All three players to play on one board, with the first team to win two legs being declared the winner of the Tie Breaker. If necessary, the remaining two teams shall play a two-way Tie Breaker.

12.7.4. *3 - Way Tie Breaker Throwing Order*: A three-way bull shoot shall determine the sequence of throwing order. First leg: 1-2-3; Second Leg: 2-3-1; Third leg (if necessary): 3-1-2; Fourth leg (if necessary): 1-2-3.

12.7.5. *Bull Shoot for throwing Order*: A draw will be conducted to determine whom throws first, second and third for each bull shoot. Darts that remain in the bull or 25 bed will be retrieved before the next opponent's next throw.

In any one bull shoot, should two or three players achieve the same distance from the bull, those players will throw again for throwing order. If any player wins the bull shoot or is furthest away from the bull between three players, then that one player does not participate in that particular shoot out again. If the remaining two players are the same distance away from the bull, then those two players throw again in reverse order.

12.8. Both Captains to toss a coin and the winner of the toss goes first.

13. Player Performance - The Host State will maintain player performance records in keeping with D.A. rules and player win/loss ratio.

### Singles Championships

14. Rules for the Singles Championships.

14.1. Each representative body to be allowed a maximum of eight (8) entries.

14.2. The draw to be an eight-sectional draw with eight boards to be used for match games.

14.3. The draw will be seeded and will be done in such a way that the players will not meet opponents from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players, 1 to 8.

14.4. The positioning of each player in the draw shall be in accordance with the approved standard 64 or 128 draw as laid down by D.A. in the Senior Championship Hosting Guidelines.

14.5. The draw for the singles must be available for perusal by 4.00 pm on the afternoon prior to the event.

14.6. The singles event is a one life system for both Ladies and Men. The best of seven (7) 501 up, straight start, double finish escalating to best of nine (9). in the semi-finals and best of eleven (11) in the finals

14.7. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first – as per the bull rule.

- 14.8. Tiebreaker rule: In the event of a tied result with the last leg remaining the tie-breaker rule shall apply - as per the bull rule.

#### Doubles Championships

##### 15. Rules for the Doubles Championships.

- 15.1. Each representative body may nominate four (4) ladies and four (4) men's pairs.
- 15.2. The draw to be an eight sectional draw with eight boards to be used for match games.
- 15.3. The draw will be seeded and will be done in such a way the players will not meet players from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players 1 to 4. The positioning of each player in the draw shall be in accordance with the approved standard 32 or 64 draw as laid down by D.A. in the Senior Championship Hosting Guidelines
- 15.4. The draw for the Doubles must be available for perusal by 4.00 pm on the afternoon prior to the event.
- 15.5. The doubles events are a one life system, with Ladies Doubles to be played best of five (5) legs 501 up, straight start, double finish, escalating to the best of seven (7) legs in the semi-final and best of nine (9) legs in the Grand Final. The Men's Pairs to be played best of seven (7) legs, escalating to best nine (9) legs in the semi-final and best of eleven (11) legs in the Grand Final.
- 15.6. The lead player of each 'doubles' pair shall take the bull throw.
- 15.7. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first. (As per the Bull Rule) The winner of the bull will throw first in the first leg and each subsequent odd-numbered leg. The loser of the bull will throw first in the second leg and each even numbered leg after that.
- 15.8. Tie Breaker Rule: In the event of a tied result with the last leg remaining the tie-breaker rule shall apply. As per the bull rule.

#### Mixed Doubles Championships.

##### 16. Rules for the Mixed Doubles Championships.

- 16.1. Each representative body may nominate a maximum of eight (8) pairs.
- 16.2. The draw to be an eight-sectional draw with sixteen boards to be used for match games.
- 16.3. The draw will be seeded and will be done in such a way the players will not meet players from their own State/Territory in the first round. Captains of State/Territory teams shall determine the relative seeding of their respective players 1 to 8. The positioning of each player in the draw shall be in accordance the approved standard 64 or 128 draws as laid down by the D.A. in the Senior Championship Hosting Guidelines
- 16.4. The draw for the Mixed Doubles must be available for perusal by 4.00 pm on the afternoon prior to the event.
- 16.5. The mixed doubles event is a one life system, to be played best of five (5) legs 501 up, straight start, double finish, escalating to the best of seven (7) legs in the semi-final and best of nine (9) legs in the Grand Final.
- 16.6. Play to be commenced with the toss of a coin with the winner of the toss shooting for the bull first. As per the Bull Rule.
- 16.7. Tie Breaker Rule: In the event of a tied result with the last leg remaining the tie-breaker rule shall apply. As per the bull rule

Replacement Players during Australian Championships.

17. Where a player has withdrawn from an Active Members Representative Team due to illness or other extenuating circumstances at an Australian Championship, that player may be replaced by a majority vote at a meeting of D.A. at which all Active Members are represented: The following conditions shall apply to replacement players:

- 17.1. The respective Active Member may use a player from their own contingent, provided such replacement player, is of no higher standard than the player being replaced.
- 17.2. The respective Active Member may seek a player from the host Active Member provided such replacement player is of no higher standard than the player being replaced.
- 17.3. Players may not be replaced after an event has commenced except in the Australian Teams Championship and the Peter McMenamin Cup where a replacement may be affected prior to the start of the next round.

Champion State.

18. The Champion State Trophy award shall be calculated on a points system considering the Men's & Ladies Team event, Men & Ladies Singles, Men & Ladies Doubles, the Peter McMenamin Cup, and the Mixed Doubles. The following is the point allocation table:

Place	Australian Teams	Place	Peer Mac Cup	Place	Australian Singles	Doubles	Mixed Doubles
1	64	1	36	1	36	24	24
2	56	2	30	2	30	20	20
3	48	2 <sup>nd</sup> in each Div	24	3 <sup>rd</sup> – 4 <sup>th</sup>	24	16	6
4	40	3 <sup>rd</sup> in each Div	18	5 <sup>th</sup> – 8 <sup>th</sup>	18	12	12
5	32	4 <sup>th</sup> in each Div	12	9 <sup>th</sup> – 16 <sup>th</sup>	12	8	8
6	24	5 <sup>th</sup> in each Div	8	17 <sup>th</sup> – 32 <sup>nd</sup>	6	4	4
7	16	6 <sup>th</sup> in each Div	6	33 <sup>rd</sup> – 64 <sup>th</sup>	2	2	2
8	8	7 <sup>th</sup> in each Div	4				
		8 <sup>th</sup> in each Div	2				

- 18.1. Placings in each Division are worked out on points gained for the win and the legs won.
- 18.2. If wins and legs make for a tie, then total the number of points for the tied teams and divide by number of teams and allocate those points to each team (i.e., 4th, 5th & 6th are equal on points & wins and legs in Gold Division. 24 points are on offer for those three placings. Divide the 24 points by 3 = each teams gains 8 points).

## Attachment B: Specific Rules – Pacific Masters

### General Rules:

1. Playing format – the tournament is a one-life knockout played under the following format:
  - 1.1. Preliminary Rounds – Ladies, best of five (5) legs. Men, best of seven (7) legs.
  - 1.2. Semi Finals – Ladies, best of seven (7) legs. Men, best of nine (9) legs.
  - 1.3. Final – Ladies, best of nine (9) legs. Men, best of eleven (11) legs.
  - 1.4. 501, straight start, double finish.
2. Sixteen (16) men & sixteen (16) women will be seeded into the Pacific Masters. Seeding is taken from WDF Ranking tables as provided by WDF prior to the event.
3. Any player not in attendance when called to play will forfeit the match. Three (3) minutes allowed from the time of calling to reach the Oche.
4. All players participating must play under their own name.
5. Any player representing their State or Country shall wear the playing attire approved by their respective State or Country.
6. Whilst playing the players shall not be permitted to wear any clothing advertising a marketable product or concern without the permission of the organisers.
7. WDF by-laws smoking and consuming alcohol beverages will not be permitted within the playing area.
8. If a player is not present at the Official Presentation Ceremony to receive trophies, prizes or prize money then they shall forfeit the right to receive trophies or prize money and ranking points that might be due.
9. The 'Host State' under D. A's supervision, will conduct the Tournament and decisions on all matters and interpretations of the rules shall be final and binding.
10. The organisers reserve the right to refuse admission or eject anyone from the event premises without assigning a reason to do so.
11. Any matters not expressly covered above shall be determined in accordance with the WDF Playing and Tournament Rules.

### Playing Rules:

12. Order of throw shall be determined by the toss of a coin - as per the bull rule.
13. Six (6) practice darts only by each player prior to the match commencing.
14. No practice darts are permitted after the commencement of a game.
15. A player once commencing their throw shall not leave the immediate board playing area, unless for urgent reason and permission granted. Maximum (5) minutes. Penalty: forfeit shot.
16. No darts are to be retrieved from the dartboard until the score has been called by the Chalker/Caller. Penalty: loss of score of dart or darts removed.
17. A player retrieving their darts from the dartboard after a shot shall do so promptly and in such a manner as to not interfere with the next player. Penalty: loss of previous shot.
18. A player at the Oche shall not commence their throw until their opponent is back behind the Oche. Penalty: loss of shot.
19. All requests to check score tally must be made before the player's next throw. Once thrown upon, the score tally may not be amended.

20. Tie Breaker Rule: In the event of a tied result with the last leg remaining the tie-breaker rule shall apply.