

DARTS AUSTRALIA INC



Australian Junior Championships
Specific Rules

NOVEMBER 2019

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Junior Specific Rules

All players (or teams) representing their State at the Australian Junior Championships, shall wear the playing attire approved by their respective State or Territory. Players to have their surname on the back of their shirt. This includes the Pacific Youth Masters.

1. COMMENCEMENT OF PLAY ORDER OF PLAY

1.1 A Bull throw 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.

1.2 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.

1.3 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 in order 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 his/her 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. The player who throws nearer the center of the dartboard shall throw first in the match.

1.4 The player names shall be entered on the scoreboard in the same order (left and right Sides) as they are listed on the score card.

1.5 In Pairs and Team events, where the players throw in rotation, the 'Order of Throw' shall be displayed on the scoreboard before the match commences.

1.6 If a deciding leg is required1e: Tiebreaker in the match, the same sequence will be followed'

Playing Out of Turn

The score for the player who went out of turn to be erased. The players then return to correct order without loss of shot.

2. SCORE SHEET RECORDING

States/Territories shall appoint a scorer for each team, who shall be responsible for recording all play on one board. The opponent's scorer will be responsible for recording all play on the other board.

3. FORFEITS

- A time limit of **three minutes** is imposed on players to be at the oche once their name has been called to play.
- Penalty: Forfeiture first leg.
- Continued absence for a further three minutes, Penalty: Forfeiture of game.

4. SCORE OF 180 AND 170 PEG OUT

- Players scoring the maximum will be presented with a Darts Australia 180 badge.
- Players who peg out the maximum 170 shall receive a Darts Australia badge.

5. MATCH RULES FOR AUSTRALIAN TEAMS CHAMPIONSHIP

- 5.1 Representative teams shall consist of a maximum of five (5) players in all events excluding the Boys and Girls doubles. Four (4) players only to play in each teams match.
- 5.2 Representative teams shall play a round robin, [i.e. each team plays each other] each match will consist of the following seven (7) games:
- 5.3 Two (2) pairs games of 501, straight start – double finish.
- Each game to be the best two (2), of three (3) legs.
 - The winner of each game to receive one (1) game point.
 - Total possible two (2) game points.
- 5.4 Four (4) singles games of 501, straight start – double finish.
- Each game to be the best two (2), of three (3) legs.
 - The winner of each game to receive one (1) game point.
 - Total possible four (4) game points.
- 5.5 One (1) team game [4 a side] 1001, straight start - double finish.
- One leg only.
 - The winner of the game to receive one (1) game point.
 - Total possible one (1) game points.
- 5.6 Practice Darts: Players are permitted six [6] practice darts once their names/state is written on the board.
- 5.7 Practice boards shall be provided in or adjacent to the tournament room for the exclusive use of players (or teams) registered in that tournament.
- 5.8 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.
- 5.9 Match points will be allocated on the basis of two (2) points for a win.
- 5.10 Two boards shall be used for each match.
- Two pair's games are played simultaneously. The first pairs game will be played on the odd numbered board. The second pair's game will be played on the even numbered board.
 - Two singles games are played simultaneously. Singles games 1 and 3 will be played on the odd numbered board. Games 2 and 4 are played on the even numbered board.
 - The team match shall be played on the odd numbered board.
- 5.11 There shall be, at least, a fifteen-minute break between matches, i.e. from the finish of the last match completed in each round to the commencement of the next round.

6. THE WINNER

- 6.1 The team/s with the highest number of match points will be declared the Australian Team Champions. Each winning team will receive up to seven (7) medallions.
- 6.2 In the event of a tie, the teams concerned will play a tiebreaker game of 1001 (4 per side) – one leg only, to decide the outright Team Champions and second position.

7. TEAM CAPTAINS

- 7.1 Team captains will toss a coin on the odd numbered board. The winner of the toss will have the choice of writing his/her doubles on the board first OR request the opposing captain to write his/her doubles on the board first. [The second pair's are then written on the even numbered board to commence play].
- 7.2 The four players named constitute the team for this match and can not be substituted.
- 7.3 The winning doubles captain, on the even numbered board, will write his/her next game on that board, the losing captain will then write his/her next game on that board.
- 7.4 The winning doubles captain, on the odd numbered board, will write his/her first singles on that board, the losing captain will then write his first singles on that board.
- 7.5 All doubles games are to be completed before any singles game can commence. The same format as in 7.3 and 7.4 will then continue for the singles. [ie., The winning captain of each singles will write his/her next player on the board first].
- 7.6 The winning captain must write his/her player's name on the board as soon as practicable after the completion of the last game on that board.
- 7.7 **Live Streaming and Video Recording of Junior Australian championship events are not permitted unless the section on Child Protection is abided by. Refer 6.2 in the DA Member protection policy.**

8. RULES FOR CALCULATING AVERAGES

- 8.1 Averages shall be calculated by dividing the aggregate scored by the aggregate number of darts thrown.
- Should a player require 40 and peg out first dart, the score shall be recorded as '40 1 dart' with a circle place around the score and the number of darts thrown.
 - Should a player 'bust' first dart the score shall be 'B/1'.
 - Averages to be calculated to three [xx.xxx] decimal places.
 - In the event of a tie, averages to be calculated to four [xx.xxxx] decimal places and so on.
- 8.2 Tournament Statisticians and Captain's shall ensure that the actual score thrown is used and not assume that singles legs automatically are 501.
- 8.3 **Top Eight Averages**
- 8.3.1 The top eight (8) averages (boys and girls) will be calculated from the Team event only.
- 8.3.2 Players must have played in more than 50% of the team matches to qualify.

9. AUSTRALIAN DOUBLES CHAMPIONSHIP

9.1 NOMINATION

Captains shall nominate their No1 and No 2 seeds for the boys and girls doubles and submit their nomination to the Tournament Controller by 12 noon on the day preceding the event.

The Draw for this event will not be posted on the Board until the morning of the Event.

9.2 PLAYING FORMAT

In all cases the **round robin** component is played over the best of **THREE (3) legs, 501**.

All **Quarter-Final** games are played as the same number of legs as the qualifying rounds, **three (3) legs, 501**.

The **Semi-Final** and **Grand Final** are played over the best of **FIVE (5) legs, 501**.

Players are permitted six [6] practice darts once their names/state is written on the board.

9.3 ROUND ROBIN PLACINGS

If players, with the most number of wins, are on equal points [wins] at the end of the preliminary round within a pool, the following applies:

Legs for and against to be calculated with the legs for minus the legs against to decide further placings.

If still tied A playoff to be one (1) leg to the value of the game. ie: 501.

Toss of the coin and Bull shot to determine throwing order. In the case of more than 2 players, starting order shall be determined by the drawing of lots to establish the order of shooting for the bull with the player closest to the bull throwing first and the player next closest to the bull throwing second and so on.

10. AUSTRALIAN SINGLES CHAMPIONSHIP

10.1 NOMINATION

Captains shall nominate their Seeds in order from 1 to 4 (5) boys and girls and submit their nomination to the Tournament Controller by 12 noon on the day preceding the event.

The Draw for this event will not be posted on the Board until the morning of the Event.

10.2 PLAYING FORMAT

In all cases the **round robin** component is played over the best of **Three (3) legs, 501**.

All **Quarter-Final** games are played as the same number of legs as the qualifying rounds, **three (3) legs, 501**.

Semi Finals to be played best of 5 legs 501.

Final - Girls best of five (5) legs 501.

Final – Boy's best of seven (7) legs 501.

Players are permitted six [6] practice darts once their names/state is written on the board.

10.3 ROUND ROBIN PLACINGS

If players, with the most number of wins, are on equal points [wins] at the end of the preliminary round within a pool, the following applies:

Legs for and against to be calculated with the legs for minus the legs against to decide further placings.

If still tied A playoff to be one (1) leg to the value of the game. ie: 501.

Toss of the coin and Bull shot to determine throwing order. In the case of more than 2 players, starting order shall be determined by the drawing of lots to establish the order of shooting for the bull with the player closest to the bull throwing first and the player next closest to the bull throwing second and so on.

11. AUSTRALIAN MIXED DOUBLES CHAMPIONSHIP

11.1 NOMINATION

Captains shall nominate their seeds from 1 to 4 (5) for the mixed doubles and submit their nomination to the Tournament Controller by 12 noon on the day preceding the event.

The Draw for this event will not be posted on the Board until the morning of the Event.

11.2 PLAYING FORMAT

In all cases the **round robin** component is played over the best of **Three (3) legs, 501**.

All **Quarter-Finals** games to be played as the same number of legs as the qualifying round, **Three (3) legs, 501**.

Semi finals and finals to be played best of **Five (5) legs, 501**.

Players are permitted six [6] practice darts once their names/state is written on the board.

11.3 ROUND ROBIN PLACINGS

If players, with the most number of wins, are on equal points [wins] at the end of the preliminary round within a pool, the following applies:

Legs for and against to be calculated with the legs for minus the legs against to decide further placings.

If still tie A playoff to be one (1) leg to the value of the game. ie: 501.

Toss of the coin and Bull shot to determine throwing order. In the case of more than 2 players, starting order shall be determined by the drawing of lots to establish the order of shooting for the bull with the player closest to the bull throwing first and the player next closest to the bull throwing second and so on.

12. AUSTRALIAN YOUTH MASTERS

12.1 NOMINATION

Captains shall nominate their top boy and girl and submit their nomination to the Tournament Controller by 12 noon on the day preceding the event.

The Draw for this event will not be posted on the Board until the morning of the Event.

12.2 FORMAT

Format shall be a full round robin playing the best of **FIVE (5) legs, 501**.

Each player shall receive a point for each win.

Players are permitted six [6] practice darts once their names/state is written on the board.

12.3 A playoff to be one (1) leg to the value of the game. ie: 501. Toss of the coin and Bull shot to determine throwing order. In the case of more than 2 players, starting order shall be determined by the drawing of lots to establish the order of shooting for the bull with the player closest to the bull throwing first and the player next closest to the bull throwing second and so on.

12.4 DRAW

The positions in the round robin draw shall be decided by a blind draw from a hat. This "State" draw will be conducted at the Darts Australia Midyear Meeting and recorded in the minutes.

12.5 CONTROLLING

Captains shall nominate their top boy and girl and submit their nomination to the Tournament Controller by 12 noon on the day preceding the event.

The Draw for this event will not be posted on the Board until the morning of the Event.

Winning players are responsible for returning the result slip signed by both players to the control table at the conclusion of the game.

12.6 STATISTICS

Player averages will be calculated for each match and for the Youth Masters Championship.

180's thrown will be recorded on official Darts Australia records.

170 peg outs will be recorded on official Darts Australia records.

13. MYSTERY MIXED DOUBLES

13.1 OBJECTIVE

To occupy players while the Youth Masters Singles is in progress. This tournament is open to all members of the current year's Junior Representative players, except those players selected to compete in the Australian Youth Masters.

13.2 NOMINATION

Nomination is automatic. The Host State may be required to supply additional players, so that no representative player is excluded from the event.

13.3 PLAYING FORMAT

Players are divided into FOUR pools of approximately six or seven pairs, depending on the number of entries. Players then play each other in a round robin preliminary series.

The winning pair, from each pool proceeds to a knockout finals segment.

The format the best of three **legs, 501. Finals and Grand Final shall be over the best of 3 legs.**

Players are permitted six [6] practice darts once their names/state is written on the board.

13.4 ROUND ROBIN PLACINGS

If players, with the most number of wins, are on equal points [wins] at the end of the preliminary round within a pool, the following applies:

Legs for and against to be calculated with the legs for minus the legs against to decide further placings.

If still tied A playoff to be one (1) leg to the value of the game. ie: 501.

Toss of the coin and Bull shot to determine throwing order. In the case of more than 2 players, starting order shall be determined by the drawing of lots to establish the order of shooting for the bull with the player closest to the bull throwing first and the player next closest to the bull throwing second and so on.

13.5 STATISTICS

There is no requirement to keep statistics for player averages on this event.

180's thrown are to be recorded on official Darts Australia records.

170 peg outs are to be recorded on official Darts Australia records.

14. ROY CHRISTOPHER FOURS

14.1 OBJECTIVE

The Boys and Girls fours are played as a Round Robin with four players per team participating in each round. A full round notice must be given to the controller if a Captain wishes to change a player

Match Rules for Roy Christopher Fours

The **Roy Christopher Fours** shall consist of two separate Championships (Boy's & Girl's) which are played between teams representing Active Members of the (DA).

14.2 Playing Format (Both Boy's & Girl's Events)

- a. Each Team will play a round robin of matches against all Teams.
- b. Each Team shall consist of four players.
- c. Each Match shall consist of Best of 17 legs, each 501 up, with a straight start and a double or "bull" to finish.
- d. The first Team to win 9 legs is the Match Winner. If the Match reaches 8 legs each, then Team Managers shall nominate one player from their team to play the deciding 17th leg, in accordance with the Tie Breaker Throwing Order Rule.
- e. Once a leg has commenced and win has been gained for the match on the other board then that leg is to be completed. Average and peg will be recorded for that player. There will be no point recorded for a win.

14.3 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**

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	

- a. The order of play shall not alter after nominations have been made.
- b. Any player being a substitute may only take the position of the player they replace.
- c. 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).
- d. Any infringement of the practice rule or playing order will result in the loss of that leg
- e. 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.

14.4 Tie Breaker Rule

- a. 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.
- b. 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.
- c. 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.

14.5 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:

- a. **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.
- b. **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.
- c. **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.
- d. **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.
- e. **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 particular bull shoot, should two or three players achieve the same distance from the bull, those particular 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.

15. SCORING AND MARKING

Where an obvious error exists on the scoreboard and the score has already been thrown on, the error may be corrected with the agreement of both Captains.

16. REPLACEMENT / BORROWED PLAYERS

- 16.1 Where a player has withdrawn from a team due to illness or other extenuating circumstances, that player may be replaced by a majority vote at a meeting of the Junior Sub-Committee. The following conditions shall apply to replacement players:
 - a) The respective State/Territory may use a player from their own contingent provided, such replacement player is of no higher standard than the player being replaced. OR

- b) The respective State/Territory may seek a player from the host State provided, such replacement player is of no higher standard than the player being replaced.
- c) Players may not be replaced after an event has commenced except that in the Australian Team Championship and Roy Christopher Fours, where a replacement player may be effected prior to the commencement of the next round.
- d) Roy Christopher Fours: When interchanging after the first (1st) game the player must slot into the position of the player they are replacing

16.2 Under the Round Robin Pool's format, a bye:

- a) Created by a State/Territory not nominating or,
- b) Where a nominated player withdraws from this format, shall not be filled by any means.

16.3 Borrowed players from a state can still hold their Rookie statues when playing for their own state for the first time. This only concerns the firth 5th player.

17. PLAYERS CONDUCT

17.1 A player's opponent must stand behind the encroachment line to the rear of the player at the oche. ***The opponent must not approach the oche until such time as the player leaves the oche to retrieve their darts. No player shall commence their throw until such time as the player who has thrown is back behind the oche and the chalkers has finished writing and stood back.***

17.2 ***A player must retrieve their darts from the board in a manner that does not impede the next player. Approach board retrieve darts, move to the side and return behind encroachment line. Players should not walk back over the oche.***

17.2 When playing finals, on stage, players (or teams) shall conduct their play under the supervision and direction of a stage official. Players, in between throws, shall be located in such a position on the stage as to provide an unrestricted view of the proceedings.

17.3 Players shall at all times respect their opponent and shall refrain from talking aloud and moving around while waiting for their turn to throw.

18. AUTHORISED PERSONS

18.1 IN FRONT OF OCHE

Only referees and scorers [markers] shall be allowed to stand in front of the player actually throwing darts. Such officials are expected to restrict their movement to a minimum during the course of 'the throw'

18.2 IN PLAYING AREA

In addition to the above only players actually competing and Team Officials are permitted to enter the designated playing area while a match is in progress.

19 CHAMPION STATE

19.1 The Champion State will be calculated on a points system taking into account the teams, singles, doubles, mixed doubles and the Roy Christopher Fours events.

19.2 In the doubles, mixed doubles and singles events each player will receive points for their State in accordance with their finishing position within each pool.

13.2.1 First & Second in the pool proceed to the knockout section.

13.2.2 Third to seventh in the pools. If wins make for a tie, then total the number of points for the tied teams and divide by the number of teams and allocate those points to each team. [ie: 4th, 5th & 6th are equal on wins. 24 points are on offer for those three placings. Divide the 24 points by 3 = each team gains 8 points].

19.3 In the Team Championships/ Roy Christopher Fours points placings are worked out on points gained for the win and the legs won.

19.4 **CHAMPION STATE POINTS SCHEDULE:**

Teams Championships		Singles		Doubles		Roy Christopher Fours		Mixed Doubles	
Winner	24	Winner	24	Winner	20	Winner	20	Winner	20
Second	18	Second	18	Second	16	Second	16	Second	16
Third	14	equal Third	14	equal Third	12	Third	12	equal Third	12
Fourth	10	equal Fifth	10	Third in Pool	8	Fourth	8	equal Fourth	8
Fifth	6	Third in pool	6	Fourth in pool	6	Fifth	4	Third in pool	6
Sixth	4	Fourth in pool	4	Fifth in Pool	4	Sixth	2	Fourth in Pool	4
		Fifth in Pool	2	Sixth in pool	2			Fifth in Pool	2
		Sixth in Pool	1					Sixth in Pool	1

20 SPECIFIC RULES YOUTH PACIFIC MASTERS

Nomination Fee: \$10.00

Awards: Winners: Trophies to the value of \$50.00 for Boy's and Girls.
Finalists: Trophies to the value of \$30.00 for Boy's and Girls

Playing format:

20.1 Players to be placed into Four Pools to be played on two (2) boards.

20.2 In all cases the **round robin** component is played over the best of **Three (3) legs, 501**.
Double finish.

20.2.1	Finals	Boy's Youth Masters	Girls Youth Masters
	Quarter Finals	Best of five (5) legs	Best of three (3) legs
	Semi-finals	Best of seven (7) legs	Best of five (5) legs
	Final	Best of nine (9) legs	Best of seven (7) legs

20.3 Six (6) practice darts only by each player prior to the match commencing.

20.4 No practice darts are permitted after the commencement of a game.

20.5 A player once commencing their throw shall not leave the immediate board playing area, unless for urgent reason and permission granted. Maximum (3) minutes. **Penalty**; forfeit shot.

20.6 No darts are to be retrieved from the dartboard until the score has been called by the Chalker/Caller. A warning for the first infringement, then a penalty for the second. **Penalty**; loss of score of dart or darts removed.

20.7 **Players Conduct:** refer to **Item 17** in playing Rules.

For more information on the Youth Pacific Masters go to www.dartswdf.com. WDF Ranking System Criteria. Youth Boy's & Girls