



DARTS RULES & REGULATIONS FOF 2022

REGISTRATION

1. All tournament players shall be registered, either by the players themselves or by their team official, for each event at the scheduled time.
2. Any player failing to be registered by the notified time shall be eliminated from that event in the tournament.
3. Any player that is not in attendance when called upon to play at the nominated time shall forfeit that match.
4. Only '5' minutes shall be allowed from the time of the call for the player to reach the Control Desk or the assigned matchboard, failure to do so a Walkover will be awarded to the opponent.
5. Any player, or team, has the right to be advised the time of the next match that the player, or team, is scheduled to play providing that the information requested is available.

MATCH FORMATS SINGLES: - ROUND 1 GROUP STAGE (ROUND ROBIN)

1). Matches shall consist of a series of games as follows:

- Round 1 Group Stage Round Robin best of 3.
- Round 2 onwards Knockout best of 3.
- Semi-finals best of 5.
- Final best of 7.

2). 501 Straight Start & Double Finish.

3). In the event of a tie, Legs won, and Legs lost will be counted and the higher of net Leg wins. If net Legs are tied, then the head-to-head winner wins.

MATCH FORMAT DOUBLES: -KNOCKOUT BASIS

1). Matches shall consist of a series of 3 games with the Semi-finals being best of 5 and the final best of 7.

2).501 Straight Start & Double Finish.

ORDER OF PLAY

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.

2. 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 Centre of the dartboard shall throw first in the match.

3. 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.

HOW TO RUN A GAME

1). Players shall provide their own darts, which shall not exceed an overall length of 30.5 cm. And not weigh more than 50 grams. Each dart shall consist of a metallic needle shaped point attached to a barrel. At the rear of the barrel there shall be attached a stem, which may consist of up to five separate pieces. (EG: a flight, a flight securing device(s), a flight protector, and a stem.)

2). A throw shall consist of a maximum of 'three' darts.

3) Players are entitled to 6 warm-up darts before each game.

4) A game begins when both players have shaken hands and signaled to the score keeper that the game is about to begin

5) During the game, all darts should be announced by the player and acknowledged by the scorekeeper before being removed.

6) A game's end is marked by the announcement that a dart has hit the winning section of the board, such dart stays in the board long enough to be acknowledged by the scorekeeper, and such dart is removed by the shooter! If the dart falls out under its own power before being removed by the player, that dart does not count. A game is not over when you shake hands with the other player, so take your dart and then shake hands.

7) Remember your sportsmanship. Always shake hands with your opponent after a game, win or lose, no matter how competitive you may be. Above all else, darts is supposed to be fun!

SCORING BEST PRACTICES

Scoring the game is the most important part of a dart game short of the players. For this reason, we want to include a few "Best Practices" to make sure that scorekeepers never actually impact the game, only record the game:

1. Darts must be thrown one at a time by and from a player's hand (one hand).

2. The player's front foot must be in contact with the ground while setting and aiming their darts before the throw.

3. A player may throw a dart or darts from any point of the playing area as long as their foot stays behind the front edge of the throw line. If a player wishes to throw from a position on either side of the throw line, they must stay behind the line, which is an extension of the throw line.

4. A player may lean their upper part of the body over the throw line and throw a dart or darts as long as their toe doesn't cross the front edge of the throw line.

5. A player may not lunge or cross the front edge of the throw line while throwing a dart. **This will call for Disqualification.** The player's front and back foot must remain behind the throw line until the final dart is thrown. A player's foot may cross the line on the last thrown dart, provided the dart

was thrown from behind the throw line and hits the dart board prior to their back foot touching the floor.

6. Any acts that intentionally delay a match, interferes purposely with your opponent's play, or acts that are deemed to be causing such delay or interruption, will be considered as a violation of the rules and subject to disqualification. Any player deliberately abusing the dartboard when retrieving darts at the end of a throw will be given a verbal warning by the match referee. Another warning will be given if a second incident occurs in the same match. If a third incident occurs in the same match, then the player in question will forfeit that respective leg, or set, match.

7. CHALKER - Don't Speak! Unless you are asked specifically by the shooter (then you may only reveal what has been scored so far that round, or what is left), don't say anything!

8. CHALKER - Don't Lean in. The dart will still be there at the end of the turn. Unless specifically asked by the player to confirm a dart, do not lean in and potentially distract the player.

9. CHALKER - Don't Move while a player is shooting.

10. CHALKER - Don't write anything down until all three darts have been thrown. A dart may be knocked out and then you're in a situation where you must erase (never good), and additionally, see the above rule: If you're writing, you're moving.

11. CHALKER - Make sure you know the math, or make sure you enlist help. Calculators are handy. The scores are to be written down as fast as possible without mistakes. At times Players are discouraged by slow calculations by the Chalker. The Player has every right to ask for the replacement of the Chalker before he continues with the game.

12. CHALKER - If you do make a mistake, announce the mistake to all AFTER the current player is shooting. Do not adjust a score without making everyone aware and allowing them to understand. Otherwise, you open yourself up to questions of integrity when you probably weren't doing anything wrong.

13. CHALKER - If you must erase a column and restart at the top, Firstly, wait until the current player has stopped shooting and, Secondly, do not erase the ENTIRE column, leave the bottom row so that everyone is sure you transferred the numbers correctly.

14. CHALKER - Make sure you have enough writing implements BEFORE you start the game. If that dry erase is dying, find a new one before you start so that you don't have to interrupt game play.

15. CHALKER - If any Player is not happy or feels distracted by your presence in the front of the line during his throw, please ensure you move behind the throw line.

16. No other Players besides the one's playing the Match & the Chalker are allowed to stand beside or in front of the throw line. Once a player has thrown his 3 darts & the score has been recorded, he should immediately remove his darts from the Dart Board & move behind the Throw Line & not distract his opponent by standing beside him.

17. If neither player finishes the game in the 01 Game, regardless of the remaining scores, the cork shall be performed and the player who throws closest to the center of the BULL wins.

CONDUCT

1) During a match players shall conduct themselves in a manner of respect for the other player(s) and shall refrain from annoying the other players or using offensive language or making offensive gestures and shall refrain from any un-sportsman like conduct. (EG: such as deliberately losing a Leg or match, deliberately delaying match-play, or interfering with the throw of another player).

2) Any player found by the Organizers to be in breach of Clause 1 shall be deemed to have brought the Sport of Darts into disrepute and shall be disqualified from any further participation in the tournament. However, if the player or the Officials of the said player's team challenge the disqualification, or forfeiture, the matter shall be appealed immediately. The Tournament organizer shall hear any arguments from the disqualified player before confirming the decision.

SMOKING AND DRINKING

1. In the events the entire playing room shall be smoke free. In addition, Soft or Hard drinks will not be allowed within the playing room.

CONVENOR: AMIT RAJPUT

PENALTIES:

- No-Show Penalty Per Individual Per Sport.
- No-Show Penalty Per Team Per Sport.

An Event with Less than three (3) communities shall be cancelled. Subject to change without notice. Age As at 6th OF NOVEMBER 2022. For more information Contact your community representative.