

9.00 PLAYING RULES

- 9.01 That all matches to be played on a standard 1 - 20 clock pattern dartboard with 25 and 50 at the centre, with doubles and trebles extending round the centre.
- 9.02 The dartboard shall be fixed in such a manner that the perpendicular height from the floor to the centre of the "Bull" at the same level as the oche, shall measure 1.73 metres (5 ft 8 inches). (See Diagram on Page No 9 of the British Darts Organisation Playing Rules).
- 9.03 The dartboard shall be fixed such that the "20" segment is coloured "black" and is at the top of the dartboard.
- 9.04 A raised oche, 38mm high and minimum 610mm long (1.5 inches high and 24 inches long), must be placed in position at the throwing distance and shall measure from the back of the raised oche 2.37 metres (7 ft 9.25 inches), along the floor to a plumb line at the face of the dartboard.
- 9.05 The diagonal distance from the centre bull to the back of the raised oche at floor level shall measure 2.93 metres (9 ft 7.5 inches).
- 9.06 In those circumstances where the oche is set down on a raised playing area, then the raised playing area must be constructed such that it is centrally placed in relation to the dartboard; the minimum width of the oche shall not be less than 1525mm (5 ft); and the minimum depth of the standing area to the rear of the oche shall be not less than 1220mm (4 ft).
- 9.07 During match play no player shall tread on any part of the oche, nor shall the player deliver any dart with his/her feet in any position other than behind the edge of the oche.
- 9.08 Any player in breach of this rule shall first be warned by the referee/caller in the presence of the player's captain.
- 9.09 Any dart subsequently delivered in breach of this rule shall not score.
- 9.10 A player wishing to throw a dart, or darts, from a point either side of the raised oche must keep his/her feet behind an imaginary straight line extending either side of the raised oche.
- 9.11 In all darts events each leg shall be played with a straight start, and the finish must be on a "double" unless stated otherwise in the playing format of a particular event.
- 9.12 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".

- 9.13 A throw shall consist of three darts, unless a leg, game or match is finished in less than three darts.
- 9.14 Any darts bouncing off, or falling out of the dartboard shall not be re-thrown.
- 9.15 The Derbyshire Darts Organisation does not recognise the principle of "equal darts", a player who finishes by obtaining the points required in accordance with the Derbyshire Darts Organisation playing rules wins that leg, set or match, whichever is applicable.
- The only exception to this clause is in those events when an equal number of darts are allocated to players in a specific playing format.
- 9.16 The player who checks out by obtaining the total points required in accordance with the playing rules wins that leg, game or match.
- 9.17 Any player/team found guilty of deliberately losing a leg, game or match shall be disqualified from further participation in any Derbyshire Darts Organisation events and from entering any Derbyshire Darts Organisation tournament until such time as directed by the Executive Council.
- 9.18 Only three minutes shall be allowed from the time of calling the player to reach the assigned match board.
- 9.19 Any player not in attendance when called upon to play at the nominated time and assigned matchboard shall forfeit that leg/game, whichever is applicable.
- 9.20 All darts tournaments/championships games/legs shall be played with a straight start and the finish shall be on a double.
- 9.21 The "bust" rule shall apply, ie: if a player scores more than the number required then that score shall not count, and the player's score shall revert back to the score the player required prior to the opponent's last throw.
- 9.22 Only referees/callers and scorers/markers shall be allowed to stand in front of the player actually throwing the dart.
- 9.23 No person shall be allowed within the playing area other than the match board referees/callers, scorers/markers and assigned players.
- 9.24 A player's opponent must stand at least 610mm (2 ft) to the rear of the player actually at the oche.
- 9.25 During matchplay all players shall remain silent, and only the player at the oche shall direct enquiries to the referee. Neither shall any prompting be allowed by any other player, any spectator, or any official.
- 9.26 Any player in breach of rule 9.25 shall first be warned by the referee in the presence of the player's Captain, or Team Manager; any subsequent breach

during the same match shall incur the immediate disqualification of that player from that respective match.

The voicing of an enquiry, or protest, to the referee shall not constitute a breach of rule 9.25.

- 9.27 A player at the oche is entitled to consult with the referee on the amount scored, or required, at any time during a throw. However the player shall not be advised on how to finish.
- 9.28 The checker/caller, having called "match on" shall assume complete control of the match in progress and shall interpret all decisions on the playing rules as laid down in the Derbyshire Darts Organisation Constitution and Rules.
- 9.29 He/she shall also declare each players required total prior to each players throw when the players required total is less than 200.
- 9.30 All requests by a player to check scores recorded, or subtractions made, must be made before that player's next throw.
- 9.31 Darts shall only score when the point of which shall remain in the dartboard within the outer double ring wire.
- 9.32 The score obtained is counted from the side of the segment wire in which the point of the dart enters the board.
- 9.33 Darts shall be retrieved from the dartboard by the thrower but only after the score has been announced by the referee/caller and recorded by the scorer/marker.
- 9.34 A protest about the score attained after retrieval of the dart/darts may not be upheld.
- 9.35 Any enquiries on scores recorded, or subtractions made, will not be entered into after the conclusion of that respective leg, set or match.
- 9.36 The actual score required by a player, must be shown on the scoreboard, clearly visible, at eye level, in front of the players and referee.
- 9.37 No indication of the required "double" shall be given by the marker, or the referee (ie: "32" required and **NOT** "double 16").
- 9.38 The first player to reduce the score required to exactly zero, by obtaining the required "double" is the winner of that leg, set or match, whichever is applicable.
- 9.39 Players shall provide their own darts, which shall not exceed an overall maximum length of 30.5cms (12 inches), nor weigh more than 50 grams. Each dart shall consist of a needle shaped point, which shall be fixed to a barrel. At

the rear of the barrel shall be an attached flighted stem, which may consist of up on three separate pieces (ie: a flight, a flight securing device and a stem).

- 9.40 All darts tournaments to be played as per Derbyshire Darts Organisation and British Darts Organisation rules.

8.00 METHOD OF PLAY

- 8.01 The Playing Format for the Ladies and Gents Super League are to be decided at the Derbyshire Darts Organisations Annual General Meeting.
- 8.02 Each Ladies Super League match shall consist of "5" sets and each Gents Super League match shall consist of "9" sets with the same rules and playing format as the British Inter County Championships, ie "5" sets of singles for Ladies and "9" sets of singles for Gents, each set being best of five legs of 501 up, straight start, with the bull, or any double to finish.
- 8.03 Maximum points to be gained being. Ladies "5" with "2" bonus points for a win, Gents "9" with "2" bonus points for a win, one point for a draw will only come into effect if a match or matches are drawn due to teams having an insufficient number of players available. (See rules 6.12, 6.13, 10.01a, b and c).
- 8.04 Competing teams shall play home and away fixtures, or home or away fixtures.
- 8.05 The board is to be open at 7.30 pm for the Gents and 7.00 pm for the Ladies.
- 8.06 Gents games to start at 8.00 pm and the Ladies games at 7.30 pm. Unless a different start time is agreed between the two teams.
- 8.07 A draw shall be made to determine the order of play for the match not later than "5" minutes before the starting times of 8.00 pm Gents and 7.30 pm Ladies. (See rules 10.01, b and c).
- 8.08 Players to be present when names are entered on the team sheet and **NO** players names to be entered on the team sheet after the starting times. (See rules 10.01a).
- 8.09 If a Ladies or Gents Super League Team arrives at the venue short of players then the team with enough players (see 8.02) shall have the right to select their players for the draw, equivalent to the number of players of the opposing team.
- 8.10 The draw will then take place with equal players on each side (ie no byes).

- 8.11 The team that is short of players will lose the game/games (3-0 for Ladies and Gents) for which they have no player available. (See rules 10.01a, b and c).
- 8.12 Teams with players as in rules 8.09, 8.10 and 8.11 shall then complete their team who will play for an average.

Whatever the, result of these games, it will not affect the overall match result.

The team short of players will complete their team by redrawing from the players in attendance.

If both teams are short of players equally, then these games shall be void.

- 8.13 The away team shall throw first in the first leg of the first set, and all alternate legs in each set.
- 8.14 Any Ladies or Gents teams that arrive at a playing venue, later than the scheduled starting time are to be fined £10.00. Fine to be paid or waived at the following Delegates Monthly Meeting after the offence, subject to the decision of the Delegates Monthly Meeting. (See rules 8.05, 8.06, 10.01a, b, c and 16.09).

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