



**Attachment "B"**

**WESTERN AUSTRALIAN DARTS COUNCIL Inc.**

**PLAYING RULES**





PLAYING RULES  
As Revised October 2008.

<b>ITEM NO</b>	<b><u>PAGE NUMBER</u></b>
1. DEFINITIONS	THREE
2. ADVERTISING	THREE
3. PLAYING ATTIRE	THREE & FOUR
4. GENERAL PLAYING RULES	FOUR
5. THE THROW	FOUR & FIVE
6. STARTING AND FINISHING	FIVE
7. SCORING	FIVE & SIX
8. ORDER OF PLAY	SIX & SEVEN
9. PRACTICE	SEVEN
10. PLAYERS OBLIGATIONS	SEVEN
11. THE DART BOARD	SEVEN
12. THE OCHE & LAYOUT FOR DART PLAYING AREA	EIGHT
13. GENERAL CONDITIONS	EIGHT
14. CHAMPIONSHIP EVENTS	NINE, TEN & ELEVEN.
MINIMUM TEAM NUMBERS	ELEVEN
15. CODES OF CONDUCT	TWELVE
16. PENTATHLON	TWELVE.
17. WORLD CUP "4'S"	THIRTEEN
18. CORONATION CUP	FOURTEEN
19. COUNCIL CUP	FOURTEEN & FIFTEEN



## **1.0: DEFINITIONS**

For the purpose of these Rules the following definitions shall apply;

- 1.01:** These rules shall be known as the “Council Playing Rules” and referred to herein as the “Playing Rules”.
- 1.02:** A REFEREE is the person nominated to control the proceeding of a dart game on an assigned matchboard. In the absence of a specifically nominated “referee” the person performing the functions of “caller” shall be referee.
- 1.03:** A BUST shall mean a score in excess of the value of the score remaining in the game. With a bust the darts thrown are counted but no score is counted for the purposes of determining the player’s average.
- 1.04:** 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.
- 1.05:** COUNCIL shall mean the Western Australian Darts Council (Inc).
- 1.06:** ORGANISER the term organiser/s shall mean the Western Australian Darts Council (Inc); it’s officials, or persons nominated by the Board of Management to carry out its function’s in relation to a darts event.
- 1.07:** 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”.
- 1.08:** The MARKER is the person appointed to record all scores on the scoreboard and the score remaining as defined under these playing rules.

## **2.0: ADVERTISING.**

- 2.01:** The Council nominated organisers reserve the right to protect their sponsor’s interests with regard to any advertising material used by the players, teams, organisers and other sponsors during a darts event.
- 2.02:** Players and officials will not be allowed to wear any clothing that advertises a marketable product, or concern, that is in commercial opposition to the Council sponsors without the prior permission of the Board of Management.
- 2.03:** The Council reserves the rights to all advertising in respect to a Council sanctioned event.

## **3.0: PLAYING ATTIRE.**

- 3.01:** All players’ attire shall conform to the good image of the sport.  
**Ladies:** Dress, Slacks, Skirt, Dress Jeans, Tailored Shorts or good quality track pants, Shirt / Blouse. Proper footwear must be worn at all times, open toed shoes; thongs, scuffs or sandals must not be worn.  
**Men:** Trousers, Shirt with sleeves, Dress Jeans, Good quality track pants, Dress Shorts, if dress shorts are worn walk socks must be worn. Proper footwear must be worn at all times open toed shoes; thongs, scuffs or sandals must not be worn.

**UNACCEPTABLE DRESS:** Tank Tops, Singlets, Bike Shorts, Hot Pants, Leggings, Jeans with holes, cuts, etc in them, whether Dress Jeans or not. Any Shirts, Jackets, T/Shirts or tops with crude or offensive designs or writing on them.

**The Council or their organisers can refuse any dress considered unsuitable.**

- 3.02:** Where medical conditions necessitate the wearing of an attire that does not conform to the above rule, then specific permission must be obtained from the Council appointed organisers.
- 3.03:** No headgear shall be worn, without the prior permission of the Council appointed



organisers, e.g. A Sikh would qualify for such permission.

### **Playing Attire (cont.)**

**3.04:** Players are permitted to wear sweatbands on their wrists.

**3.05:** All players representing the Council in any darts events, interviews and presentations must wear the Council approved playing attire.

**3.06:** Any player not complying with rule 3.05 will repay all payments, airfares and expenses paid by the Council.

### **4.0: GENERAL PLAYING RULES.**

**4.01:** Players shall provide their own darts, which shall not exceed an overall maximum length of 20 centimetres; they shall not weigh more than 50 grams. Each dart shall consist of a recognisable 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 to four (4) separate pieces, (i.e. a flight, a flight securing devise, a flight protector and a stem.)

**4.02:** The Board of Management reserves the right to seed players, in certain events, when it is deemed necessary.

**4.03:** All players and teams shall play within the Council Playing Rules, and where necessary, any supplementary Rules laid down in an entry form, poster or programme.

**4.04:** All players and teams shall play under the supervision and direction of Council appointed organisers and officials, in all darts events under the jurisdiction of the Council.

**4.05:** Any player failing to comply with any of the Council Playing Rules during an event shall be liable to disqualification from that event.

**4.06:** The interpretation of the Council Playing Rules in relation to a darts event shall be determined by the Council appointed organiser/s, whose decision shall be final and binding.

**4.07:** Information concerning such interpretations shall be forwarded to the Council Board of Management for consideration and possible inclusion in a revised version of the Council Playing Rules.

**4.08:** Any matter not expressly covered by the Council Playing Rules, shall be determined by the Board of Management; whose decisions shall be final and binding.

### **5.0: THE THROW.**

**5.01:** A player shall throw darts from a standing position, except only in those circumstances when a physical injury requires a player to adopt a non-standing position. (I.e. a wheelchair or similar form of support.)

**5.02:** All darts must be deliberately thrown, (1) one at a time, by and from the players' hand.

**5.03:** A throw shall consist of (3) three darts, unless a leg, set, or match is finished in less than (3) three darts, or a score greater than the score remaining is thrown in less than (3) darts.

**5.04:** To be deemed a throw the dart must be propelled by some physical force, not merely dropped.

**5.05:** Any dart bouncing off, or falling out of the dartboard, does not count and shall not be re-thrown.

**5.06:** If a player "Touches" any dart, which is in the dartboard, during a throw, then that throw shall be deemed to have been completed.

**5.07:** During a game or match a player whilst on the oche, will not throw a dart until his or her opponent is behind the oche. **Penalty; loss of shot.**

**5.08:** A player retrieving his/her darts after a throw shall do so promptly and in such a manner as to not interfere with the next player. Players, who fail to do so, will in the first instance be cautioned by the referee, thereafter receive a penalty. **Penalty; loss of shot.**



### **The Throw (cont)**

- 5.09:** A player will not commence a leg, set, or match until the referee has called "Game on".  
**Penalty; loss of shot.**
- 5.10:** A player's opponent must stand behind the Tape encroachment line at the rear of the player at the oche. A player, who stands inside this encroachment line whilst his/her opponent is playing a shot, **shall forfeit their next throw.** (The encroachment line is to be located 1 metre behind the oche). If an encroachment line is not put down players are to remain at least 1 metre behind the player at the oche.
- 5.11:** If a player throws out of order in a singles game i.e. player "A" throws first when it is in fact player "B" turn at the oche, then the following shall apply.  
The game shall be stopped and restarted in the correct order, unless both players have had turns at the oche, in this case the scores shall stand and the game shall continue. If a player throws out of order during a Treble, Doubles or Team game, then the following shall apply.  
The throw shall be deemed as a foul shot and a zero score shall be recorded against the player who's turn it should have been at the oche; 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 two (2) was the player who originally threw out of order when it was in fact player number one's (1) throw then player one (1) shall forfeit that walk and have a zero score recorded 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. Any dispute of this rule shall be reported to the Games Coordinator whose decision on the correct order of play shall be final.
- 6.0: STARTING AND FINISHING.**
- 6.01:** In all darts events each leg shall be played with a straight start and the finish shall be on a "double", unless stated otherwise in the playing format of a particular event/s.
- 6.02:** The "Bull" shall count as a "50" and if "50" is required to complete a leg, set, or match then the "Bull" shall count as double "25".
- 6.03:** The first player, or team, to reduce the score to exactly zero by obtaining the required double out, is the winner of that leg, set, or match, whichever is applicable.
- 6.04:** 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".
- 7.0: SCORING.**
- 7.01:** A dart shall only score if the point remains in, or touches the face of the dartboard within the outer double wire and having been "called". In the event of a dart falling out of the dartboard after it has been "called" it shall count as a score.
- 7.02:** 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 dartboard.
- 7.03:** Darts shall be retrieved by the thrower but only after the score has been "called" by the referee. 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 6.03 then the referee shall call "game shot".
- 7.04:** Upon completion of each throw the referee shall decide the score thrown and communicate the score to the marker whose sole duty is to mark the scoreboard or chalkboard in accordance with the following rule.
- 7.05:** The result of each players throw, unless the player "busts" must be clearly shown on the scoreboard or chalkboard, giving the score thrown and balance required to finish the game.



### Scoring (Cont)

- 7.06:** 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 back to the score required prior to the bust shot.
- 7.07:** All scores and subtractions made on the scoreboard or chalkboard should be checked by the referee, scorer and players after each throw.
- 7.08:** All requests to check the score recorded and subtractions made must be directed to the referee and be made before the player/s or team’s next throw.
- 7.09:** A protest about the score attained after the retrieval of the dart or dart’s may not be upheld. The referees’ decision shall be final and binding.
- 7.10:** The actual score required must be shown on the scoreboard or chalkboard and be clearly visible to the players and referee.
- 7.11:** If the player asks the referee for the score remaining and the referee replies incorrectly, the following shall apply:
- (a) If the player scores the advised number and the double required to complete the score, throw shall be called “game shot”.
  - (b) 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 in reality needs 58 and he/she scores 20 only, the remaining score is 38 not 40.
  - (c) If the player scores more than the advised score and also more than the remaining score, the result is “bust”.
  - (d) If a player scores more than the advised score but less than the true remainder, the true remainder will apply. I.e. if a player needs 62, but is advised 58 and throws 60, then the remaining score is 2 not bust.
- 7.12:** 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 the referee. I.e.32 required NOT double 16.
- 7.13:** Whilst at the oche a player may not seek advice or coaching from any competitor, official or spectator. **Penalty; loss of shot.**
- 7.14:** A player cannot leave the area of the oche during a throw. **Penalty; loss of shot.**
- 7.15:** The referee shall act as an umpire in all matters pertaining to these Playing Rules when conducting Darts match and shall if necessary consult with scorers and other officials before announcing any decisions during the course of a leg, set, or match.
- 7.16:** At the request of the opposition captain, a scorer may be asked to stand down and be replaced. If the replacement is considered unsatisfactory; a request can be made to the “Games Coordinator” for a change to be made. Play must stop once the request has been made and may not recommence until after the “Games Coordinator” has made his/her decision. The decision of the “Games Coordinator” shall be final.

### 8.0: ORDER OF PLAY.

- 8.01:** The order of play shall be determined by a toss of a coin prior to the commencement of the first leg.
- 8.02:** The referee or tournament organiser shall oversight the toss of the coin.
- 8.03:** The winner of the toss shall throw first for the “bull”; with the player closest to the centre “bull” being the player to shoot first in the first leg and subsequent alternate legs.
- 8.04:** Should both opponents bull shots land in the centre and be equally distant from the bull they shall throw again, with the winner of the toss throwing first.



### ORDER OF PLAY (CONT)

**8.05:** **Tiebreaker Rule.** In the event of a tied result with the last leg remaining, the tiebreaker rule shall apply. The last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg.

### 9.0: PRACTICE.

**9.01:** Each nominated player, elected to play, is entitled to (9) nine darts to be thrown at the assigned matchboard prior to the commencement of his or her Trebles, Doubles and Singles games commencing.

**9.02:** No practice darts are permitted after the commencement of a game consisting of legs or sets. **Players will forfeit the next leg of the game, if they practice darts between legs.**

**9.03:** Players shall have the right to request the officials to check on the height of the dartboard and it's distance from the toe line or oche.

### 10.0: PLAYERS OBLIGATIONS.

**10.01:** All players or teams, shall play within these Playing Rules and any supplementary rules laid down in any event, flier, entry form or programme, provided that such supplementary rules are not in contravention of these Playing Rules.

**10.02:** Any player or team found guilty of deliberately losing a leg, set, or match, shall be disqualified from any further participation in that Council darts event. That player or team shall always be **banned** from entering any Council Darts event until such time as laid down by the Board Of Management.

**10.03:** 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.

**10.04:** Any protest must be lodged with the matchboard referee or organisers in charge at the time of the alleged violation and a judgment shall be made on the spot. Any late protests will not be considered.

**10.05:** Any player or team failing to comply with any of these Playing Rules shall be liable to **disqualification from the event.** 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.

### 11.0: THE DARTBOARD.

**11.01:** All dartboards used in tournaments conducted under these Rules, shall be D.F.A. approved dartboards.

**11.02:** 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 (5ft 8in).

**11.03:** The dartboard shall be fixed such that the "20" segment is coloured "black" and shall at the top of the dartboard.

**11.04:** The standard dimensions of the dartboard shall be as follows:

Double and Treble ring inside measurement 8mm:

Bull inside diameter 12.7mm:

Outer Bull inside diameter 31.8mm:

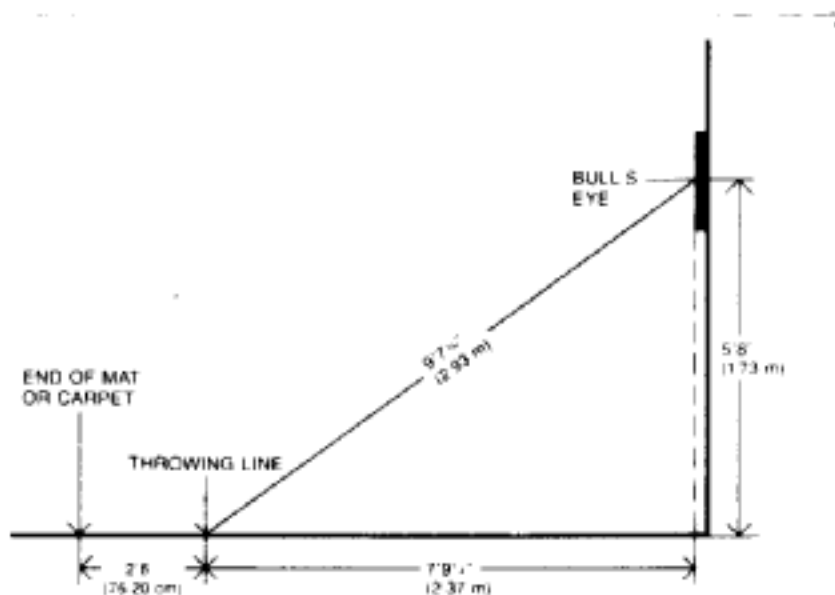
Centre Bull to outside edge of treble wire 107mm:

Centre Bull to outside edge of double wire 170mm: Overall dartboard diameter 451mm:



**12.0: THE OCHE.**

- 12.01:** A raised oche at least 25mm high and 915mm long must be placed in a position where the Minimum-throwing distance shall measure from the rear of the raised oche 2.37 metres along the floor to a plumb line at the face of the dartboard.
- 12.02:** The diagonal distance from the bull centre to the rear of the raised oche at floor level shall measure 2.93 metres.
- 12.03:** During play no player shall tread on any part of the raised oche, nor shall any player deliver any dart with his/her feet in any position other than behind the toe edge of the raised oche.
- 12.04:** 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 from the “toe up” face either side of the raised oche.
- 12.05:** Any player in breach of this rule 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 his/her management of the mat



**13.0: GENERAL CONDITIONS.**

- 13.01:** The Board of Management and its nominated organisers reserve the right to cancel, or change dates, venues, and scheduled darts events without giving prior notice.
- 13.02:** The nominated organisers also reserve the right to alter the scheduled times of play and playing Format, whenever deemed necessary.



**14.0: CHAMPIONSHIP EVENTS.**

**14.01: MEN'S OPEN SINGLES:**

Round Robin board draw 501 best of (5) five legs. Each board winner to advance through to a knockout finals round.

Knockout final rounds shall be 501 best of (5) Five legs for minor rounds, no tiebreak rule to apply. Semi Finals best of (7) seven legs, tiebreak rule WILL apply. Final best of (9) legs, tiebreak rule WILL apply.

**14.02: MEN'S "B" GRADE SINGLES:**

Round Robin board draw 501 best of (3) three legs. Each board winner to advance through to a knockout finals round.

Knockout final rounds shall be 501 best of (3) three legs. Semi Finals and Finals shall be best of (5) five legs. No tiebreaker rules shall apply. Refer to rule 8.03.

**14.03: LADIES OPEN SINGLES:**

Round Robin board draw 501 best of (5) five legs. Each board winner to advance through to a knockout finals round.

Knockout final rounds shall be 501 best of (5) Five legs for minor rounds, no tiebreak rule to apply. Semi Finals best of (7) seven legs, tiebreak rule WILL apply. Final best of (9) legs, tiebreak rule WILL apply.

**14.04: LADIES "B" GRADE SINGLES:**

Round Robin board draw 501 best of (3) three legs. Each board winner to advance through to a knockout finals round.

Knockout final rounds shall be 501 best of (3) three legs. Semi Finals and Finals shall be best of (3) Three legs. No tiebreaker rules shall apply. Refer to rule 8.03.

**14.05: MEN'S OPEN DOUBLES:** 601 same format as Open Singles.

**14.06: MEN'S "B" GRADE DOUBLES:** 601 same format as "B" Grade Singles.

**14.07: LADIES OPEN DOUBLES:** 601 same format as Open Singles.

**14.08: LADIES "B" GRADE DOUBLES:** 601 same format as "B" Grade Singles.

**14.09: OPEN MIXED DOUBLES:** Same format as Men's Open Doubles.

**14.10: "B" GRADE MIXED DOUBLES:** Same format as Men's "B" Grade Doubles.

**14.11: All "B" Grade Men's**

Events will be played in (2) two Divisions where possible, **under 60** seasonal average for Division 1, **under 50** seasonal averages for Division 2.

**14.12: All "B" Grade Ladies**

Events will be played in (2) two Divisions where possible, **under 45** seasonal averages for Division 1, **under 38** seasonal averages for Division 2.



**14.13: MEN'S STATE TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players plus (where possible) a bookkeeper. Triples 801 best of (3) three legs. Doubles 601 best of (3) legs. Singles 501 best of (3) three legs.

**14.14: MEN'S METROPOLITAN TEAMS CHAMPIONSHIPS:**

Same format as Men's State Teams Championships.

**14.15: MEN'S COUNTRY TEAMS CHAMPIONSHIPS:**

Same format as Men's State Teams Championships.

**14.16: LADIES STATE TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players plus (where possible) a bookkeeper.

**(A) 45 averages and above:** Triples 801 best of (3) three legs. Doubles 601 best of (3) three legs. Singles 501 best of (3) three legs.

**(B) 38 average to below 45 averages:** Triples 801 best of (1) one leg. Doubles 601 best of (3) three legs. Singles 501 best of (3) three legs.

**(C) Below 38 averages:** Triples 801 best of (1) one leg. Doubles 601 best of (1) one leg. Singles 501 best of (3) three legs.

**14.17: LADIES METROPOLITAN TEAMS CHAMPIONSHIPS:**

Same format as Ladies State Team Championships.

**14.18: LADIES COUNTRY TEAMS CHAMPIONSHIPS:**

Same format as Ladies State Team Championships

**14.19: MEN'S UNDER 25 TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of four (4) players and a maximum of five (5) players.

Games format: Doubles 601 best of three (3) legs, singles 501 best of three (3) legs, Teams game 801 best of three legs.

**The games coordinator dependant upon team averages may change the games format.**

Associations **must provide a Senior Captain and a bookkeeper** for each team nominated.

**14.20: LADIES UNDER 25 TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of four (4) players and a maximum of five (5) players.

Games format: Doubles 601 best of three (3) legs, singles 501 best of three (3) legs, Teams game 801 best of three legs.

**The games coordinator dependant upon team averages may change the games format.**

Associations **must provide a Senior Captain and a bookkeeper** for each team nominated.

**14.21: MEN'S UNDER 25 SINGLES:**



(1) One life, 501 best of (3) three legs, for minor rounds. Semi Finals best of (5) five legs. Final best of (7) seven legs. No tiebreak rule to apply.

**14.22: MEN'S UNDER 25 DOUBLES:**

(1) One life, 601 best of (3) three legs, for minor rounds. Semi Final best of (5) five legs. Final best of (7) seven legs. No tiebreak rule to apply.

**14.23: LADIES UNDER 25 SINGLES:** Same format as Men's Under 25 Singles.

**14.24: LADIES UNDER 25 DOUBLES:** Same format as Men's Under 25 Doubles.

**14.25: MEN'S LOWER GRADE TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of four (4) players and a maximum of five (5) players.

Teams game 801 (1) one leg. Doubles 601 best of (3) three legs. Singles 501 best of (3) three legs. Two (2) Divisions where possible, Division (1) **50 to under 60 seasonal average**. Division (2) **under 50 seasonal averages**. All players must be within these average brackets, if one (1) player has an average higher than 50 in Division (2). The team must play in Division (1).

All players must obtain proof of average from their Association Secretary.

**14.26: LADIES LOWER GRADE TEAMS CHAMPIONSHIPS:**

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players.

Teams game 1001 (1) one leg. Doubles 601 (1) one leg. Singles 501 (1) one leg. (2) Two Divisions where possible. Division (1) 38 to under 45 seasonal averages. Division (2) under 38 seasonal averages. All players must be within these average brackets, if one (1) player has an average higher than 38 in Division (2). The team must play in Division (1).

All players must obtain proof of average from their Association Secretary.

Games at the Ladies Lower Grades shall commence with the toss of a coin, the winner of the toss will have the choice of throwing first or second, the start of each following game shall then alternate.

In the Ladies Lower Grades where the player/s in a game of doubles or singles goes to double one and there have been ten (10) shots each at double one the mercy rule shall apply, the mercy rule shall be, the player/s with the highest score in three (3) darts will be awarded the win.

A point shall be awarded to the winner/s but no peg-out shall be recorded, just win.

**14.27: MINIMUM TEAM NUMBERS:**

It shall be permissible for teams that should consist of six (6) players to commence play with four (4) players, where a team should consist of four (4) players they may commence play with three (3) players. Team Captains shall be able to play his/her players in whichever position he/she deems an advantage to the team. Players arriving late for a game shall be ineligible to play unless registered prior to the finish of the first game of the match.

**14.28: ALL OTHER EVENTS** to be played as decided by the Council Board of Management.



### **15.00: CODES OF CONDUCT:**

**15.01:** It shall be the responsibility of each Player, Official and Administrator to obtain a copy of the codes of conduct and make themselves familiar with the said codes of conduct of the Council.

- Players Code of Conduct.
- Junior Players Code of Conduct.
- State Representatives Code of Conduct.
- Officials Code of Conduct.
- Administrators Code of Conduct.

Players, Officials and Administrators breaching the Codes of Conduct shall be dealt with as per Rule 4.03 of the Constitution.

### **16.0 Ladies & Men's Open and "B" Grade Pentathlon:**

Competition Consists of

- 5 Games of 501 straight start double finish, 2 legs per game (draw for opponent).
- 1 Game 1001 straight start double finish.
- 1 Game 2001 straight start double finish.
- Shanghi no's 1-9 all players 1 game only.
- Halve it no's 20 & 16. Doubles 7 & 14. Trebles 10 & 17. Bull. 1 Game.
- Round the board on doubles starting 1-2-3 and so on finish on double 20.

The above making 10 games in all for each competitor. The winner of the competition will be the competitor with the most accumulated points.

501, 1001, 2001 games points are:

Scores of: 95 – 130 inclusive 1 point.  
131 – 159 inclusive 2 points.  
159 – 180 inclusive 3 points.  
Winning Double 2 points.

"B" Grade 61 – 95, 96 – 130, 131 – 180

**Shanghi:** Each player will throw 3 darts at the numbers 1 – 9, starting at 1 then 2 and so on up to 9. Dart in single 1 point, dart in double 2 points, dart in treble 3 points. Shanghi on any number bonus 6 points.

**Halve-it:** Each player will throw 3 darts at the specified number as shown above. Each score will be added together, if a player misses any of the specified numbers including Bull, the player will automatically halve the total already scored. For the points to add to the players Pentathlon total, the same principal as Shanghi will be adopted of 1 point per unit scored. A unit being a single number 1point, double 2 points, treble 3 points, bull 2 points.

**Round the Board on Doubles:** Starting at 1 and then 2 and so on finishing at 20, each player will be allowed 42 darts, if a player finishes before they have used their 42 darts, then the amount of darts left will count as extra points. Each double hit will count as 2 points. E.g. If a player finishes on their 34<sup>th</sup> dart they score 40 + 8 = 48 points. Players



still needing say double 16 and has used all their 42 darts allowed, then their score will be 30 points.

**17.0 Ladies and Men's World Cup "4's":**

One state player per team only.

Format: Round Robin in Groups of 4+.

Each match shall consist of 17 legs, each 501 up, with a straight start, double finish.

The first team to win 9 legs is the winner. If the match reaches 8 legs each, then the team Captain will nominate one player to play the deciding 17<sup>th</sup> leg, in accordance with the tie-break throwing rule.

The first placed team in each group will compete in a straight knockout to determine the Champions and Runners up.

**Throwing order:** The team named first in the draw will throw first in the odd numbered legs. Second named team will throw first in the even numbered legs.

**Order of play within each Team Match:**

Leg 1 = 1v2    Leg 5 = 2v2    Leg 9 = 4v4    Leg 13 = 1v3    Leg 17 nominated

Leg 2 = 2v1    Leg 6 = 1v4    Leg 10 = 1v1    Leg 14 = 2v4

Leg 3 = 3v4    Leg 7 = 4v1    Leg 11 = 2v3    Leg 15 = 3v1

Leg 4 = 4v3    Leg 8 = 3v3    Leg 12 = 3v2    Leg 16 = 4v2

The order of play shall not alter after nominations have been made.

Any player being a substitute may only take the position of the player they replace.

Players are permitted six (6) practice darts in legs one (1) to four (4). Only **three (3)** practice darts in legs five (5) to seventeen (17).

Any infringement of the practice rule or playing order will result in the loss of that leg.

**Tie Breaker Throwing Rule:**

In the instance of a tie in this event, a player shall be nominated to contest the tiebreaker leg (the 17<sup>th</sup> leg). That player shall throw for the bull to decide which player shall throw first in the tiebreaker leg.

The first named in the draw shall throw first for the bull. Each player in their turn shall continue throwing until a dart has hit and remained in the face of the dartboard. If that dart is in the "25" bed, or the "50", then the player shall remove that dart before their opponent throws.

The referee shall award the first thrown of the tiebreaker leg to whichever of the players has thrown a dart nearest the bull. If both darts are in the "25" bed or "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.

**Round Robin Tie Breaker Rule:**

**Between two teams:** Both teams will nominate a player from their team to play best of three legs, each 501 up. The winner of the bull will throw first in the first and third leg, the loser will throw first in the second leg.

**Between three teams:** Each team shall 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 the winner.

A three-way bull shoot will determine the throwing order. First leg 1,2,3. Second leg 2,3,1. Third leg if necessary 3,2,1. Fourth leg (if necessary) 1,2,3. A draw will be conducted to determine who throws first, second and third for each bull shot, darts that remain in the "25" or "50" will be retrieved before the next opponent's next shot.



## 18.0 The Coronation Cup:

Mixed Fours Teams knockout. – 1 State Player only, per Team.

Team forms must be completed and handed to the control table prior to the close of nominations (9.30am on the day).

The order of the players as entered on the team form, shall be the order of play for the Mixed Fours Event.

Players for “A” and “B” sections for Mixed Doubles, Ladies Doubles, Men’s Doubles, Ladies Singles and Men’s Singles must also be entered on the Team Form. The order the players are entered on the Team Form, is the order the players shall play in.

The Ladies Doubles, Men’s Doubles and Mixed Doubles shall be 601 straight start, finish on a double best of 3 legs.

The Ladies singles and Men’s singles shall be 501 straight start finish on a double, best of three legs.

The Four’s Team event shall be 801 straight start finish on a double, best of three legs.

In all events the players shall toss a coin to see who shoots first for the Bull. The winner of the Bull will shoot first in the first and third legs; the player who is second shall shoot first in the second leg.

On day one the Ladies Doubles, Men’s Doubles, Mixed Doubles, Ladies Singles and Men’s Singles shall be played up to, but not including, the semi finals.

On day two the Mixed Fours Teams, shall be played up to, but not including, the semi finals. This event to be followed by the Ladies, Men’s and Mixed Doubles semi finals, then the Ladies and Men’s Single.

The finals shall be played in the following order. Ladies Doubles, Men’s Doubles, Mixed Doubles, Ladies Singles, Men’s Singles and Mixed Fours Teams.

Allocation of Points for each event shall be:

1 <sup>st</sup>	10 points.
2 <sup>nd</sup>	6 points.
3 <sup>rd</sup> & 4 <sup>th</sup>	4 points.
5 <sup>th</sup> to 8 <sup>th</sup>	2 points.

Medallions and prizes for 1<sup>st</sup> and 2<sup>nd</sup> in each event

Medallions and prizes for overall “**Champion Team**”.

## 19.0 The Council Cup:

Lower Grades Mixed Fours Teams knockout.

Team forms must be completed and handed to the control table prior to the close of nominations (9.30am on the day).

The order of the players as entered on the team form, shall be the order of play for the Mixed Fours Event.

Players for “A” and “B” sections for Mixed Doubles, Ladies Doubles, Men’s Doubles, Ladies Singles and Men’s Singles must also be entered on the Team Form. The order the players as entered on the Team Form, is the order the players shall play in.



The Ladies Doubles, Men's Doubles and Mixed Doubles shall be 501 straight start, finish on a double 1 leg only.

### **The Council Cup (CONT)**

The Ladies singles and Men's singles shall be 501 straight start finish on a double, one leg only.

The Four's Team event shall be 501 straight start finish on a double, 1 leg.

In all events the players shall toss a coin to see who shoots first for the Bull. The winner of the Bull will shoot first.

The Ladies Doubles, Men's Doubles, Mixed Doubles, Ladies Singles, Men's Singles and Teams event, shall be played up to, but not including, the semi finals.

The order for semi finals shall be Ladies Doubles, Men's Doubles, Mixed Doubles and Team s event.

The order for the finals shall be, Ladies Doubles, Men's Doubles, Mixed Doubles, Ladies Singles, Men's Singles and Mixed Fours Teams.

Allocation of Points for each event shall be:

1 <sup>st</sup>	10 points.
2 <sup>nd</sup>	6 points.
3 <sup>rd</sup> & 4 <sup>th</sup>	4 points.
5 <sup>th</sup> to 8 <sup>th</sup>	2 points.

Medallions and prizes for 1<sup>st</sup> and 2<sup>nd</sup> in each event

Medallions and prizes for overall "**Champion Team**".