

Darts ACT (Incorporated)

Affiliated to Darts Australia



Playing Rules For Wednesday Night Competition

Version 4.3

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Version History

Ver	Date	Author	Authorised by	Approved by	Description
4.0	10/12/13	Mark Kelly	Leigh Beswick	Leigh Beswick	Re write of current rules/format.
4.1	8/4/15	Jason Mudge	Captains	Captains	<ul style="list-style-type: none"> • Inclusion of rules around the formation of divisions (Appendix 4, and rule 2.6). • Inclusion of 10.30pm rule (rule 6.23). • Inclusion of rule where Darts ACT equipment is moved from venue and not returned (rule 8.10). • Updated references to 'ACT Darts Council' to 'Darts ACT', and 'Darts Federation of Australia' to 'Darts Australia'. • Addition of ability to change day for divisionals added to Appendix 3. • Minor formatting changes.
4.2	15/4/15	Jason Mudge	Captains	Captains	<p>After feedback from captains meeting to discuss v4.1.</p> <ul style="list-style-type: none"> • Revised promotion/relegation (Appendix 4) so that only one team is promoted and one relegated if the division is less than eight teams in each division. • Amended 2.3 ii and added rule 4.12 – new players required to pay registration fee after three games. • Added 9.6 – additional point on ladder for representatives at Captains Meetings.
4.3	29/11/16	Jason Mudge	Captains	Captains	<ul style="list-style-type: none"> • Minor wording changes in 6.4 and 6.5 (old references to Council, not Darts ACT). • Amended 8.8 (minimum notification of forfeits) and 11.1 (penalties for un-financial teams).

1 INTRODUCTION

- 1.1 These rules are the playing rules for Darts ACT's organised Wednesday night Competitions. They do not include selection trials, Australian Championships or the ACT Championships.
- 1.2 All matches played in the organised competitions shall be played under the jurisdiction of Darts ACT Incorporated, herein after called Darts ACT. All teams playing in the organised competitions shall abide by the rules.

2 REGISTRATION OF TEAMS

- 2.1 All fees are set at the Annual General Meeting, see [Attachment 2](#) concerning fees for the current council year. The team and **NOT** the venue are responsible for its fees. However most venues pay the fee but it is the responsibility of the team to ensure this is done if that is what has been arranged with the venue.
- 2.2 Only written, faxed, or emailed nominations will be accepted by Darts ACT.
- 2.3 All players must be registered to play in the competition. Where a player's name is not on the original nomination form, such player registrations must be received by the Registrar at least 24 hours prior to playing in a competition match. During the course of the competition any team wishing to play a non-registered player may do so providing:
 - i. The Registrar has been notified 24 hours prior to the match,
 - ii. The payment of the annual player registration fee to Darts ACT within thirty days (30) of registering.
- 2.4 Darts ACT shall prepare a draw prior to the commencement of each season's competition.
- 2.5 Once the competition draw has been completed by Darts ACT, then all teams contained on that draw are classed as being part of that current competition and shall be liable for outstanding fees for the remainder of the competition.
- 2.6 Refer to [Attachment 4](#) for information on how divisions are to be structured.

3 BOARDS AND VENUES

- 3.1 All matches conducted by Darts ACT shall be played on a standard pattern dart board, having numbers and rings clearly marked from 1 to 20 with a doubles and trebles ring. The board shall have a bulls-eye consisting of an inner circle scoring 50 points and an outer circle scoring 25.
- 3.2 The dart board shall be firmly fixed with the twenty divisions at the top in a vertical position at a height of 1730 mm from the centre of the bulls-eye to the floor. The single 20 must be black and the treble, whenever possible, red.
- 3.3 The distance of the throw shall be 2370 mm. The measurement to be taken from a plumb line suspended from the centre of the bulls-eye to the floor and from this point 2370 mm to a line parallel to the face of the board. This line is to be known as the oche.
- 3.4 The oche shall extend at least 458 mm either side of the centre line from a point immediately below the bulls-eye. The distance from the oche to the board shall be measured from the rear of the oche, that is from the Players side not the board side.
- 3.5 Where possible the oche should be raised, to a height of 3.5 centimetres.
- 3.6 Players must at all times be behind the oche when playing shots. They may move along its length as far as they like, but at all times the oche must not be trodden on.
- 3.7 Lighting should not be less than 18 watt fluorescent tube or its equivalent and should be of suitable design and position as to give adequate overall even light.
- 3.8 Where possible, score-boards should be positioned to the left of the dart board in such a position as to be easily read by both Players and the caller. Other considerations are as follows:
 - i. if the score-board is used with a mobile dart board it should not be fixed to the dart board surround, and
 - ii. if the score-board is free standing it should not infringe or hamper upon the playing area of the dart board or any adjacent dart board.
- 3.9 Where two or more dart boards are erected in a given area, the distance between adjoining boards should not be less than 2.5 metres measured from bulls-eye to bulls-eye.
- 3.10 Darts ACT will appoint a committee to inspect measure and make recommendations on the height, lighting and throwing distance (in accordance with these playing rules) to each affiliated venue upon request.
- 3.11 A team whose venue restricts juniors from playing darts, (eg: children under the age of 18 not being permitted on the premises after a certain time) should provide a neutral venue where such restriction on juniors do not apply, and should notify their opposing team at least 24 hours prior to the scheduled match of such a change.

4 PLAYER ELIGIBILITY AND TRANSFERS

- 4.1 To be eligible to play in a semi-final, preliminary or grand final a player must be registered and have played three (3) matches with that team.
- 4.2 No player shall play in a lower division if they have already played three (3) matches in a higher division except with Darts ACT approval.
- 4.3 For a player to be eligible to play in a lower division than the division for which they originally nominated, within the same club, a verbal transfer must be gained from the Registrar 24 hours prior to the game. Such verbal transfers will only be granted if not in conflict with rule 4.2. Transfers are not required if a player is playing for a higher division within the same club.
- 4.4 In the event of any club fielding two or more teams in any one division no interchange of players between such teams shall be allowed after the player concerned has played three games with one team.
- 4.5 If an ineligible player participates in a competition match, the team for whom the ineligible player has played shall be penalised ([rule 11.2](#)).
- 4.6 All inter-club transfers must go before Darts ACT and must be signed by the applicant and the captains or accredited delegates of the two clubs concerned. The transfer should also contain the phone number of the new team captain.
- 4.7 A player is not eligible to play for a new club or team until Darts ACT approval is received. Such approval must be gained at least 24 hours prior to playing.
- 4.8 A transfer is not required before the start of a new season. If a player is transferring from a team that has paid their individual player fee for the playing year the Team Captain's approval needs to be given.
- 4.9 Only one transfer will be granted to any one player in any one season. No transfers will be granted after the first half of the competition (ie. 7 games in a 14 game Competition) without Darts ACT approval.
- 4.10 Players may apply for transfer, to a lower division, provided the team they are transferring to, is not graded more than one division below the team from which they are transferring.
- 4.11 Any team considering playing junior dart players is obligated to notify the opposing teams in the divisions that they are playing in, of that fact.
- 4.12 New players may play up to three games before payment of the player registration fee is required.

5 GAME OFFICIALS (CALLER/CHALKER, REFEREE)

Caller

- 5.1 A caller is not essential for every game; the need for a caller should be determined by the opposing captains prior to the start of the game. However if a participating player requests a caller, then one shall be appointed by the team captain of the requesting player. Where no caller is allocated to a game the chalker shall assume all the duties/responsibilities of the caller.
- 5.2 The score thrown shall be assessed by a caller who shall be appointed from the two teams playing, on an alternate basis and opposite the chalker (ie. team A calls the first game, team B calls the second game and so on).
- 5.3 Wherever possible the caller (when required to call a game) is to stand on the opposite side of the dart board to the score-board, provided that they have a clear view of both the dart board and the score board.
- 5.4 The duties of the caller are to:
- i. Ensure the match is played in accordance with the rules as laid down,
 - ii. Commence the game, once the players have been called to the oche,
 - iii. Communicate, upon completion by the player of their throw of three darts, the score to the chalker,
 - iv. Check the accuracy of the chalker's work on the score-board and will answer all requests from the player as to the score thrown and/or the remainder on the board,
 - v. Inform the player of the score thrown, if asked by the player. No information shall be given to a player once they are at the oche except by the caller. A player may leave the oche to seek advice, only from their team members,
 - vi. Inform the player of the total scored or the score required to finish the game if asked by the player,
 - vii. Only indicate the balance required to finish the game not the method of throwing it (eg. the caller shall call 40 not double 20),
 - viii. Call 'Game Shot' 'Check Dart' or similar when a player scores the winning double to finish the game.
 - ix. If the player asks the caller for the score remaining and the caller replies incorrectly the following shall apply. If the player scores
 - the advised number and their last dart is the double required to complete the score then game shot shall be called eg. if a player is advised that they require 60 when in reality they require 58, a score of 20, double 20 will be called game shot, less than the advised score, the actual number will be deducted from the true remainder as displayed on the chalker's score-board eg. if a player is advised that they require 60 when in reality they require 58, a score of 20 only, gives a remainder of 38 not 40,
 - more than the advised score and also more than the actual score, the result is a bust or no score,
 - more than the advised score but less than the true remainder, then the true remainder will apply eg. if the player needs 62 and is advised 58 but throws 60, the remaining score is 2 not bust,
 - less than the advised score but more than the true remainder then the score is bust or no score eg. if the player requires 17 and is advised 27 then throws 19, the remaining score is bust not 8 left.

Chalker

5.5 The duties of the chalker are as follows:

- i. The chalker shall assume the duties of the caller if no caller is allocated to the game.
- ii. In all games the score thrown shall be shown on the score-board by the simple subtraction method. The chalker will only place on the score-board the score thrown and the balance remaining to finish the game. Example below:

A	versus	B	
501	225	501	298
<u>60</u>	<u>45</u>	<u>120</u>	<u>135</u>
441	180	381	163
<u>136</u>		<u>26</u>	
305		355	
<u>80</u>		<u>57</u>	
225		298	

5.6 The 10 rules below must be followed by all chalkers.

The Ten Commandments for Chalkers

1. Chalkers shall not talk while keeping the score
2. Chalkers shall not move they must stand still and not fidget especially when the player is throwing
3. Chalkers shall not eat, smoke, drink or look around
4. Chalkers shall not call out a score unless asked by the player
5. Chalkers shall not tell a player what to shoot at or what combination to go for
6. Chalkers shall not lean out, to see where a dart is going nor shall they follow the darts with head or body movement
7. Chalkers shall not change any score unless it is brought to the attention of both players/teams
8. Chalkers shall not change the side of the board of the home team in games. If a team starts on the left side of the board they must stay there regardless of who goes first
9. Chalkers shall not show any signs of disgust or excitement while at the scoreboard
10. Chalkers must write down all scores and all darts thrown. Ie. 0/3, 0/2, 0/1, or b/3, b/2, b/1, and check that recorders have got all details from the board before cleaning it.

Referee

- 5.7 For semi-finals, preliminary finals and grand finals, if requested, a referee will be assigned to the venue if available. The referee will take no part whatsoever in the match except when called upon to give a ruling on the playing rules. Their ruling will be taken as coming from Darts ACT. Each team will be issued with a set of instructions prior to the matches being played. Where no referee is appointed, the two captains shall play the match in accordance with these playing rules.

6 MATCH FORMAT, TEAM COMPOSITION AND ORDER OF PLAY

Match Format

- 6.1 All competition games shall be played straight start and double finish. The number and type of games played are contained in [Attachment 1](#).
- 6.2 Only competing players names and registration numbers must be entered in full (surnames), on the top of each score sheet, prior to the commencement of the match ie. before 7.30 pm. No non playing team member names should be written on the score sheet. Each player who is to play on the night must sign the sheet before they are eligible to play. The opposing captain has the right to ask for proof of identification, which if not provided entitles the opposing captain to register a protest with Darts ACT ([section 12](#)).
- 6.3 All matches are to commence at 7.30 pm. By agreement of the two captains the start of the match may be delayed until 7.45 pm. Such agreement must be reached prior to 7.30 pm. Failure by one team to comply with the agreed starting time will result in that team forfeiting the match.
- 6.4 In exceptional circumstances, matches may be played on any day or night preceding the scheduled night of play, provided that:
 - i. both captains have signed a statement confirming that they wish to play the match at an earlier mutually agreeable time. A statement should be forwarded to the recorder at least seven days prior to the original scheduling of the match and should include both captains signatures, a written agreement, the date and time the match has been re-scheduled and the venue at which it is to be held
 - ii. the scheduling does not clash with any other Darts ACT events.

Team Composition

- 6.5 For a competition match a team may consist of six (6) players or less (special permission can be granted from Darts ACT to have a 7th player if they are someone new to Darts ACT joining in the middle of a season). However, no team shall consist of less than three (3) players. If only two (2) players can make it to a match then that team will need to forfeit the match.
- 6.6 Of the six players, all players may be used in the match, ie. the 5th and 6th players may be played in the triples, doubles and/or singles.
- 6.7 No player is to play in more than: one (1) triples, one (1) doubles and four (4) singles games.
- 6.8 Any team not playing the full complement of players in the doubles or triples, shall forfeit a shot in turn as each non-attending player is required to play. A player cannot participate in a leg in which they have missed their first shot
- 6.9 Team captains will toss a coin to decide who will nominate their team first for the triples game.
- 6.10 The winning captain of the toss ([rule 6.9](#)) will have the option to write their player's names for the triples or tell the opposing captain to write their player's names. Where an opposing captain is told to write first, they must do so within three minutes ([rule 7.9](#)).
- 6.11 The captain of the team that wins the board, for all subsequent games, shall have the option to either write their player(s) names for the next game or tell the opposing captain to do so.
- 6.12 For all subsequent games after the triples, nominated players names must be entered on the score sheet within three minutes from the end of the previous game. Failure to do so will result in the three minute rule being applied and forfeiture of the leg will occur.

- 6.13 No players from opposing teams can play each other more than once in the singles.
- 6.14 If a winning captain nominates their player for a singles game the opposing team must put up a player that has not already played that player and is not currently playing a match. There is no exception to this rule and failure to put up the eligible player will result in [rule 7.9](#) being applied.
- 6.15 If there is no eligible opposition player that can be put up in rule 6.14 then the captain who owns the board will need to nominate a different player who can commence a game against the opposition team.

Commencement of Play

- 6.16 The home team supplies a chalker on board one and the away team supplies a chalker on board two.
- 6.17 All games will start with a toss of the coin between the competing teams/players. The coin is to be tossed by the chalker and the player on the opposite team to the chalker gets to call heads or tails.
- 6.18 The winner of the toss shall shoot first for the bull or they can force their opposition to throw for the bull first. The player with the dart nearest or in the bulls-eye shall throw first for a score. No practice darts can be thrown by the players participating in this game, after the shot for the bulls-eye and prior to the completion of the game.
- 6.19 Each player throws only one dart for the bull. If the dart falls out, they are to throw another dart. If the player throwing second for the bull knocks their opponents dart out of the board both players must throw again. If the caller/chalker decides that both darts are equal distance from the bull than both players must also throw again.
- 6.20 If when shooting for the bull the first player's dart lodges in the centre bull it shall remain there whilst the second player has their throw. Should both players lodge their darts in the centre bull then both players shall retrieve their darts and throw for the bull again.
- 6.21 The player who wins the bull shootout will start the match and throw first in all odd numbered legs. If the player who wins the bull would like their opponent to start the match they may force them to throw first in the odd numbered legs.
- 6.22 If a match comes down to the last game and the last leg then another coin toss and bull shootout will occur to decide who goes first in the last leg. This only applies when the match is tied at 9-9 and the current game is tied and the next leg decides who wins 10-9.
- 6.23 Singles games commencing after 10.30 pm will be played as best of one (instead of best of three), unless there is with the agreement of both captains to play best of three. This rule does not extend to games played in the finals series (refer Attachment 1 under the [format for finals](#) section).

7 PLAYING THE GAMES

- 7.1 Each player will in turn stand at the oche and throw three darts or less, as is necessary, at the dart-board to obtain a score. The amount scored by each dart shall be indicated by the point of the dart (taken from point of entry), which must be definitely in or touching the boards defined scoring surface.
- 7.2 If a dart falls out of the board before the score has been announced, the score for that dart is not counted in the total score.
- 7.3 If a dart falls out of the board after the caller, or the chalker in the absence of the caller, has announced/written the total score, for the amount of darts thrown, the score for that dart still stands provided the third dart is the peg shot. Eg: a player has 120 remaining, first dart hits treble 20, second dart hits single 20, the player asks what is remaining, hits double 20, but the first 2 fall out, then and only then do the first 2 darts count as a score.
- 7.4 If the dart strikes another dart and knocks that dart out of the board before the caller announces the score, no score shall be recorded for that dart. Likewise, if a dart should stick into the end of another dart, no score is recorded for the second dart. Only those darts whose points are actually touching the scoring surface will be counted.
- 7.5 A dart coming to rest (based on point of entry) within the treble ring shall score three times or treble the score indicated by the numeral on the outer edge of the division which contains that portion of the treble ring.
- 7.6 A dart coming to rest (based on point of entry) within the double ring shall score twice or double the score indicated by the numeral on the outer edge of the division which contains that portion of the double ring.
- 7.7 The inner circle of the bulls-eye shall be a double for pegging out.
- 7.8 A dart is deemed to have been thrown only when propelled by physical force, not dropped.
- 7.9 'The Three Minute Rule' - A three (3) minute time limit will be imposed on each Player to be at the oche and commence play once they have been called. The three minute rule shall be applied to each leg; the first leg will be forfeited after three minutes, the next leg forfeited after an additional three minutes. Once play has commenced, the three minute rule applies to the three darts not the first. Continued use of the three (3) minute rule to delay proceedings, will result in the leg being forfeited and if continued, the game. The three (3) minute rule also applies to the captain when required to write their Players name on the sheet.
- 7.10 Smoking and drinking (alcoholic or non alcoholic) is not permitted between the oche and the board.
- 7.11 All players attire shall conform to the good image of the sport, the minimum standard being that accepted by the venue at which you are competing. All players are required to wear covered toed footwear.

8 SCORE SHEETS, FORFEITS AND NOTIFICATION OF RESULTS

- 8.1 The score sheets need to be printed off the Darts ACT website (<http://www.actdarts.org.au>) by each team's captain. Completion of the score sheet is the home teams responsibility. Upon completion of the match the winning team shall assume responsibility of the score sheet.
- 8.2 Both team captains are responsible for signing the sheet, recording any 180's and/or high pegs thrown on the night and handing out the best and fairest points to the opposing teams players.
- 8.3 Upon completion of the match the winning team captain is to SMS the nights score, 180's and pegs equal to or over 100 to the recorder Jason Mudge 0416 353 667. They will also need to fax or email the scoresheet to the average keeper John Taylor email: coachsquiz@yahoo.com.au, or fax: 02 6235 9323.
- 8.4 If a team receives a forfeit the team receiving the forfeit must still send in the sheet and notify the recorder of the result. A forfeited match will result in a BYE, giving the other team a 19-0 win.
- 8.5 Any team having played a team which subsequently withdraws from the competition shall be given two maximum competition points and a 19-0 score line for the round regardless of the played result.
- 8.6 Should any team that has no chance of making the final four give a forfeit on the final match of the competition, that team and all its players will be penalised ([rule 11.3](#)).
- 8.7 Should any team in the final four that has no chance of losing a place, in the final four, give a forfeit to a lower placed team thereby enabling the lower placed team into the final four ahead of another team, then the team giving the forfeit shall be penalised ([rule 11.3](#)).
- 8.8 Any team giving a forfeit must notify the opposing team captain by 3pm on the day of the Match. Failure to do so will result in the offending team being penalised ([rule 11.4](#)). The responsibility is with the opposing team to advise the recorder when notifying the result, if the notification of the forfeit was received 4.5 hours (by 3pm) before the scheduled commencement time of the match.
- 8.9 Where a venue closes prior to the completion of a match the home team shall forfeit all unfinished/remaining games, unless the unplayed games are completed at the original venue on the following night (the recorder will have to be informed of the unfinished match).
- 8.10 Where equipment has been removed by Darts ACT, and the match cannot be played at the scheduled venue, the game may be played at an alternative venue with adequate equipment and space on agreement with both captains. If no such agreement can be made, the result will be a 19-19, with both teams receiving a win and maximum legs for that match.

9 THE LADDER

- 9.1 A winning team will be awarded 2 competitions for the night and the losing team will receive 0.
- 9.2 All game wins and losses will be recorded on the ladder so that each team also has a for (wins) and against (losses) tally so that teams on even points can be separated. The team with the higher number of game wins will appear in the higher position on the ladder.
- 9.3 If a season starts as one competition and then splits into multiple smaller competitions then all teams points and for and against will be reset back to zero before the start of the smaller competitions.
- 9.4 If a competition has been split and at the end of the round there are teams that are even on points and for and against then the points and for and against from the start of the season (before the split) will decide who finishes higher on the ladder.
- 9.5 If teams are still even on points and for and against after both halves of the season are taken in to account then a play-off will occur if a finals position is to be decided (section 10).
- 9.6 An additional point will be awarded towards a team if their captain (or suitable delegate) attends formal captains meetings (effective from the 2015 Winter Competition).

10 REPLAYS/PLAY-OFFS

- 10.1 If a match has to be replayed, it must be completed before the next scheduled round of the competition.
- 10.2 If any teams tie for a position in the final four, then a play off will occur to determine those final positions. This play-off must be played and completed prior to the scheduled semi-finals commencement time. All such play-offs will end when one team has won more, than half the games available in the match.
- 10.3 Play-off matches are only necessary when the teams in question are equally tied on competition and games points (for and against).
- 10.4 If the two teams involved in a replay match cannot agree on a date or a place, Darts ACT shall act as arbitrator.
- 10.5 Any replays resulting from a dispute or protest will be played at a place and on a date specified by Darts ACT with the agreement of the two captains so as not to disrupt the competition or to extend it beyond the normal scheduled concluding date. All such replays are to be played in full or such part as is directed by Darts ACT.

11 PENALTIES

- 11.1 Teams that are un-financial by the start of the finals series shall be withdrawn from the competition and all teams below the penalised team shall move up the ladder one position. The finals series starts upon completion of the matches in the drawn rounds.
- 11.2 If an ineligible player participates in a competition match, the team for which they played shall lose all game points for matches in which the ineligible player participated. Games in which the ineligible player participated shall be allocated to the opposing team as a game win. Should this re-allocation of these games result in a win to the opposing team, then the opposing team will be allocated the competition points.
- 11.3 Where a team is subject to penalisation due to breaching [rule 8.6](#) or [8.7](#) they shall be required to appear before Darts ACT and show cause as to why the player(s) should not be suspended for the following competition season. Should a representative fail to appear before Darts ACT, all the offending teams players will be suspended for the following competition season.
- 11.4 Any team that fails to notify the opposing team's captain of a forfeit by 3 pm (4.5 hours) prior to the scheduled commencement of a match shall be penalised as follows:
- For the first offence - Two (2) Competition points
 - For the second offence - Four (4) Competition points
 - For the third offence - Team ineligible to compete in finals of Competition.
- 11.5 The recorder will notify teams that they have been penalised within two weeks of the offence.

12 PROTESTS & APPEALS

- 12.1 Any player/team reported for a protest or breach of any of the Darts ACT Constitution, By-Laws, Wednesday Night Playing Rules or any Rules governing competition darts that fall under the jurisdiction of the Darts ACT Inc, shall be required to appear before a Darts ACT Disciplinary Committee.
- 12.2 Where a protest or breach has occurred a letter containing all relevant details must be received by the Darts ACT Secretary within one week of the protest being notified to the recorder by the team that wishes to lodge the protest.
- 12.3 All teams that incur a loss of points, due to penalties incurred in Rule 11, if wishing to appeal, must do so in writing within two weeks of the penalty being imposed.
- 12.4 The Darts ACT Executive shall appoint the Disciplinary Committee, who will call a hearing and notify the player/team involved within two weeks of the report being notified (in writing) to Darts ACT.
- 12.5 A date and time will be set and, if failure to appear at that time, shall be deemed to be suspended until such time as they appear, or the Disciplinary Committee shall proceed in their absence.
- 12.6 Each affiliate has the right to present a case for the reinstatement of points. Where a team and/or player(s) are penalised they have the right of appeal:
- i. to a captains meeting (if in the opinion of the Vice President the matter should be dealt by a Committee formed from representatives of a Captains meeting). It will be up to the meeting to decide on the merits of each case,
 - ii. to a meeting of Darts ACT 'Meeting of the Board',
 - iii. to an agreed independent arbitrator or a Special General Meeting, whose decision will be deemed final.

- 12.7 That when necessary, the Darts ACT Disciplinary Committee shall meet to hear all matters requiring their attention within two weeks of a complaint.

13 CORRESPONDENCE

- 13.1 All Darts ACT correspondence to be forwarded to the President, the Secretary, the Treasurer or the Vice President at the following address:

Darts ACT Inc

PO BOX 3063

WESTON A.C.T 2611

ATTACHMENT 1: NUMBER & TYPES OF GAMES PLAYED BY DIVISIONS

Games will be played as follows:

For all divisions two (2) dartboards are to be used with the triples being played first - followed by the two games of doubles. 8 singles are then to be played on each board.

Premier Division	Normal	Semi/Preliminary/Grand
One Triples	- Best of one from 801	- Best of three from 801
Two Doubles	- Best of one from 601	- Best of three from 601
Sixteen Singles	- Best of three from 501	- Best of five from 501
Division One or lower		
One Triples	- Best of one from 801	- Best of one from 801
Two Doubles	- Best of one from 601	- Best of one from 601
Sixteen Singles	- Best of three from 501	- Best of three from 501

Format for Finals

For semi-finals, preliminary finals and grand finals the first team to win more than half the possible games will be the winner and the match will cease at this point. This means the first team to 10 points wins and the remaining games are not to be played.

ATTACHMENT 2: DARTS ACT FEE STRUCTURE

Season playing fees per team are payable by the date/s as designated by Darts ACT for the current (Summer 2014) playing season.

All Divisions	\$400 per team per season
Player registration	\$50.00 per year per player \$25.00 If joining for the second season of the financial year
ACT Championships (including Selection Trials)	\$Nil (covered in \$50.00 player registration)

ATTACHMENT 3: DIVISIONALS

Scope

This document defines the general guide for running Divisional Triples, Doubles and Singles.

Direction

When playing the divisionals the decision as to who plays in what division is decided by the teams position on the ladder (Premier or Division One).

The general rule for this is as follows:

- Games will be played on a single elimination draw to guarantee that divisionals finish by 11:30pm.
- Players making up divisional triples and divisional doubles teams do not have to select players from their own team. Players can form a team using any player from that Division.
- If a player in a Division 1 team wants to team up with a player from a Premier team, then they must play in Premier for the divisionals.
- A premier player cannot play in a division 1 team for the divisionals.

Running:

- All players must be registered with Darts ACT.
- Players full names must be written down clearly, no nick names or first names.
- Competition will commence at 7:30pm
- General Wednesday night playing rules are to be followed
- Games are to be played the best of three, except for the final where the games will be the best of five
- The day on which divisions are held may be changed, in the event that Darts ACT is not able to schedule divisionals within the Wednesday night competition structure.

ATTACHMENT 4: DIVISION FORMATION

1. Driver

Where possible, divisions should be formed in a way that encourages and motivates players of all skill levels. That said, Darts ACT should also look at whether the current summer and winter competitions can be run within the timing constraints imposed by other events (eg – public holidays, Australian Championships etc).

Consideration should also be given to the balance of the number of teams, and the relative skill level of the players within each team, where possible.

2. Registration sheets

Captains must indicate which division they prefer to be in on the registration form for each competition. The information from the registration sheets may be used to determine the division of each team should there be any issues not resolved by the points within this attachment.

3. Number of teams

If there are more than 12 registered teams, at least two divisions should be formed at the start of each competition. If the competition starts with one division, divisions will be determined by the ladder position on completion of one full round robin (refer also [section 9](#)).

As a general rule, premier division should be filled first, with at least half the amount of teams (in the case where there are two divisions).

4. Promotion/Relegation

Where multiple divisions are viable (as outlined in point 3 above), the bottom two teams from the previous competition of each division (except the lowest division) should be relegated to a lower division, and both finalists (except the highest division) will be promoted to a higher division.

Teams that are found to deliberately attempting to subvert this by forfeiting or deliberately losing games (consistent with rules [8.6](#) and [8.7](#)) may be subject to penalties imposed as outlined in [rule 11.3](#).

5. New teams

All new teams will start in the lowest division. Note that a team name change does not necessarily constitute a new team. At least half of the team's players must be different to that of the previous competition to be considered a "new team" in the context of this attachment.

6. Competition structure

The structure of the competition may change depending on the number of teams, and will incorporate feedback from captains on previous competitions. At the very least, there will be one complete round robin (regardless of the number of divisions) to determine standings for the finals series.

7. Disputes

Should the recorder (or any other person in charge of the draw) not be able to resolve any disputes around the formation of divisions, the matter will be referred to the Vice President who will make a final and binding decision. The Vice President may alter the division formation in light of point 1 in the attachment.

8. Methodology for determining divisions

Step 1:

Rank teams in order after the completion of the previous competition.

Start with premier division winners, runners up, the eliminated semi-finalists (ie – the team eliminated in week 2 of the finals), and the eliminated preliminary finalists (ie – the team eliminated in week 1 of the finals). The remainder of the premier division should be listed in the order they finished on the ladder at the end of the last round robin before the final series.

Repeat this exercise for the lower division teams, placing them in order below the higher division team.

Step 2:

If there are 8 or more teams per division: Substitute the lowest two teams in each division (except the lowest division) with the highest two teams from the division immediately lower (ie – promotion/relegation).

If there are 7 or less teams per division: Substitute the lowest team in each division (except the lowest division) with the highest team from the division immediately lower (ie – promotion/relegation).

Step 3:

Remove any teams that were playing in the previous competition and who are not participating in the current competition.

Step 4:

Include any new teams at the bottom of the ranking. New teams should be ranked according to what division they nominated on their registration sheet (ie – teams who nominated for premier division should be ranked higher than those who nominated for division one or lower).

Step 5:

Use the rankings to separate the teams into divisions as evenly as possible, and using the guiding principles as outlined in the points within the appendix.