



Perth Ladies Darts Association

Playing Rules

(Updated April 2024)

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1) *DART CONNECT*

- a) The Registrar shall register the scheduled matches with Dart Connect at least 6 weeks prior to the start of each season.
- b) All players are encouraged to provide an email address to receive weekly match results.
- c) All players are encouraged to learn to score on the digital appliance.
- d) Captains to ensure they select the appropriate players in each set of a match.
- e) Matches will be automatically saved after 90 seconds of completing the last set.
- f) Only acting Captains to ensure their appliance is:
 - a. Carefully removed from scoreboard;
 - b. POWERED DOWN & SHUT DOWN after completion of last game,
 - c. Packed away in appliance case;
 - d. Handed in person to nominated Committee Representative
- g) The Registrar shall review, edit (if required) & approve each match prior to the start of the next match/event.

2) *WEEKLY SCORE SHEETS (IF USING)*

- a) The home team is to be shown first on all scoresheets irrespective of who wins the toss.
- a) Players shall sign their own names, not print them.
- b) A player who wins by default must sign the scoresheet to be eligible for the points.
- c) The winning team captain is responsible for the scoresheets.
- d) The scoresheets are to be in the hands of the Association Registrar thirty-six (36) hours after the games otherwise penalties may be imposed at the discretion of the General Committee which is to be paid within seven (7) days of such penalty being imposed, as well as being deducted two (2) points.

2) *MATCH PLAY GAMES – 6 PLAYERS PER TEAM*

- a) All grade games to be played with six (6) members a side. The six shall play two trebles (801), three pairs (601) and the six singles (501).
- b) Best of three singles for Division One.
- c) All games to finish on a double, the Bullseye scoring 50.
- d) The team winning the most games will receive 2 match points.
- e) The Committee reserves the right to revise the above each season if they think necessary.

3) *MATCH PLAY GAMES – 4 PLAYERS PER TEAM*

- a) All grade games to be played with four (4) members a side. The four shall play one team game (801), two pairs (601) and the four singles (501).
- b) Best of three doubles and singles for Division One.
- c) All games to finish on a double, the Bullseye scoring 50.
- d) The team winning the most games will receive 2 match points.
- e) The Committee reserves the right to revise the above each season if they think necessary.

4) *GRADING*

- a) Any new teams must be graded according to their team average.
- b) The General Committee reserves the right to use its discretion regarding these rules before grading teams.

5) *FINALS*

- a) The first four teams in each grade to play off for the Grand Final.
- b) The winner and runner-up to be promoted one grade. The bottom two sides on the ladder will be demoted one grade.

- c) Finals games, affected by a player with state commitments, are to be postponed.

6) FORFEITS (6 PLAYERS PER TEAM)

- a) If a team is playing with four players – they must play one trebles of three (3) and one trebles of one (1). The third doubles must be forfeited and in the singles the fifth and sixth games are forfeited.
- b) This also applies if playing with five players, the second trebles plays with two (2) players, the third doubles with one (1) player, and the sixth singles is forfeited.
- c) The persons claiming a game on a forfeit must sign the scorebook where the game would have been scored.
- d) The team claiming a match forfeit must have at least four (4) players sign the scorebook where they would have been scoring the Trebles.
- e) Six games and two match points awarded for a forfeit.

7) FORFEITS (4 PLAYERS PER TEAM)

- a) If a team is playing with three players – they must play teams game of three (3)
- b) The second doubles must be played with one player and in the singles the fourth game is forfeited.
- c) Where Scorebooks are being used:
 - i) the persons claiming a game on a forfeit must sign the scorebook where the game would have been scored.
 - ii) Where Dart Connect is being used, the Captain or Registrar to determine the game a win on a forfeit.
- d) Where Dart Connect is being used:
 - i) the team forfeiting the match must notify the opposing Captain then the Registrar or President as soon as possible prior to the start of the match.
 - ii) The Registrar or President may contact the other team to advise a forfeit has been called and apply the win to that team
- e) Four (4) game points and two (2) match points awarded for a forfeit.

8) START OF PLAY

- a) All matches shall commence at 7:00 pm;
- b) In the event of a game not being commenced by 7:10 pm, an automatic forfeit shall be granted (refer to Rules 6 or 7) above;
- c) Any player not present at the commencement of her game, cannot participate at all except with the consent of both Captains.

9) ORDER OF THROW

- a) To be decided by the toss of a coin (or other method provided by Dart Connect). Winner of the toss to put up names of her first three players (if six a side) and then alternate.
- b) The winning captain to nominate her players first for the next games.

10) CHAMPIONSHIP FORMAT

- a) Singles (501) will be best of 3 games (Finals 5). Winner of the toss to shoot for the Bull first. Winner of the Bull to throw first in the first game, then second in the second game. If a third game is necessary, toss and shoot for the Bull again as in the first game. In finals, toss and shoot for the Bull again if a fifth game is necessary.
- b) Doubles (601) will be best of three games (Finals 5) and played as per Singles mentioned above.

11) REFEREES

- a) A referee shall be appointed to officiate at all matches.
- b) She shall enforce the laws and decide any dispute point.
- c) Her decision on points of fact connected with the match shall be final as far as the match is concerned.

- d) Her jurisdiction commences from the time players toe the 'oche' for the commencement of the match.
- e) She has the power to suspend a player from taking any further part in the match or leg without caution if guilty of violent conduct.
- f) She has the power to 'no dart' a player infringing the rules of over stepping or treading upon the 'oche'.

12) BOARD DIMENSIONS

- a) The Darts Board shall be of a standard pattern approved by *Darts Western Australia* having numbers clearly marked with a double and treble ring.
- b) The Bullseye to consist of an inner circle scoring 50 and outer circle scoring 25.
- c) The diameter of the outer ring of the Bullseye shall be 1 ¼" or 1.27cm.
- d) The distance from the centre of the Bullseye to the outside treble wire shall be 4 1/8" or 10.4775cm.
- e) The distance from the centre of the Bullseye to the outside double wire shall be 6 5/8" or 16.8275 cm.
- f) The width of the treble ring also the double ring shall be 3/8" or .925 cm.
- g) The Darts Board shall have divisions clearly marked and in no case shall the wires that form the boundaries be out of true.

13) FIXING THE BOARD

- a) The centre of the Darts Board shall be firmly fixed 5'8" or 1.73m vertically above and 7'9 ¼" or 2.37m horizontally removed from the 'oche'.
- b) It shall be so fixed that a straight line running from the centre of the 20 divisions to the centre of the 3 divisions would be vertical.

14) THE TOE LINE (OCHE)

- a) The Toe Line or Foot Line shall be clearly marked with a raised board or similar material and named the 'oche'. It shall be at least 4' long or 1.2192m, running parallel to the Darts Board and at least 1 ½" or 3.81 cm high.
- b) Tapes can be used if venue unsuitable for wooden 'oche'.
- c) An 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 one (1) metre behind the player at the 'oche'.
- d) Players must toe the 'oche'. They can move along it as far as they like, but at all times must be behind it. The 'oche' must not be over-trodden or trodden upon.
- e) No player will be allowed in front of the 'oche' whilst games are in progress except to retrieve darts.
- f) A player may at any time ask others to stand clear of the 'oche' or tape as per Rule 12c.

15) THE DARTS

These can be of any make and of any material and weight best suited to the thrower. They must not exceed 7 ½" or 19.05 cm in length.

16) METHOD OF SCORING

- a) The scoring shall be recorded on a scoreboard visible to both sides or on a Digital Appliance as provided for Dart Connect
- b) The method of scoring shall be by subtracting the last score from the previous total.
- c) Scorers and callers must not move whilst darts are being thrown.
- d) A score cannot be altered on the board once the next player on the same side has thrown a dart.

17) DUTIES OF THE CALLER/MARKER

- a) **Scoring:** To announce the total on the Dart Board at the completion of the throw of three darts, but if so desired, the thrower can ask the Caller/Marker at any time during the throw, the number scored on the Board. The Caller/Marker only to speak and advise what is left, or what is on the Board.

- b) **Darts:** The Marker or Caller on no account can handle any darts. Darts shall not be removed from the Dart Board in the case of a dispute until such time as the dispute is settled, but in case of the thrower pulling her darts, the score called by the Caller/Marker to count. The Player may move to the board after throwing their last dart and place their hand/finger on the end of the flight to ensure it does not fall out of the board while the score is being counted. If the dart falls out while doing so, the score shall not count if not already called by the Caller/Marker.
- c) **Points:** The Caller/Marker will tell a player if requested, how many points are required to finish a game, or leg, but not which double is wanted.
- d) **Game Shot:**
 - i) If the player playing for "Game Shot" scores more than the number required, she shall cease throwing and shall be considered to require the same score as needed before the throw commenced.

Example – a player requires ten. With her first dart she scores five and with her second dart she scores one, with her third dart she scores seventeen. This makes the score too many. When the player again throws she still requires ten. With her first dart five, the second dart one, and with her third dart she makes no score. When she next throws she requires four. If a player hits the required double the game will end irrespective of other darts thrown afterwards.

- ii) If an incorrect score required is called by the Caller/Marker and the player pegs that score it is "Game Shot". If missed, the score given will be the total of the darts on the Board.
- iii) Three (3) darts in the treble ring, double or Bullseye is not "Game Shot" unless the total in either the double ring or the Bullseye scoring 50, adds up to the correct total required.
- e) Markers and Callers will be removed if they are smoking, drinking or generally moving about and distracting players.

18) CONDITIONS OF PLAY

- a) **Conditions:** The Captains of both teams shall mutually agree that the board and the conditions of play are satisfactory and in accordance with the rules of the game.
- b) **Protests:**
 - i) Any protest as to the legality of a dart thrown shall be made at once to the referee.
 - ii) Any protests as to the conditions of play shall be lodged with the opposing Captain and in the event of the conditions not being altered to comply with the protest, the Captain making the complaint, to play under protest.
 - iii) Such protest to be sent to the Association in writing within seven (7) days.
 - iv) No protest can be made after the match has commenced.
- c) **Noise:** Noise levels to be kept to a minimum in consideration of other players.

19) DARTS IN AND OUT OF PLAY

- a) **IN play:** Scoring darts are those sticking in the board on the completion of a 'throw' of three darts and shall be indicated by the point of entry of the dart.
- b) **OUT OF play:**
 - i) Darts that rebound from the board.
 - ii) Any dart bouncing off, or falling out of the board, does not count and shall not be re-thrown.
 - iii) Darts that stick into other darts, fall out of the board, or are knocked out of the board before the 'throw' of three darts is completed.
 - iv) **The Throw:** To be deemed a throw, the dart must be propelled with some force, not merely dropped.
- c) **No Shot:** If a player throws out of turn it shall be classed as a 'no shot'.

Explanation: If 'C' throws before 'B' it is called a 'no shot' and 'B' misses her turn. The opposition then throws and 'C' throws in her turn.

20) SCOREKEEPER (IF USED):

- a) The official scorer at any match shall take down the scores in a scorebook against the names of the players taking part in the game.
- b) She shall have a full view of the game, the playing area and caller/marker's scoreboard.
- c) She shall act as referee if no other referee is appointed.

21) THE PLAYING OF RESERVES

Players must play six (6) games before being eligible to play in finals.

On the basis of a player who joins mid-season and works FIFO (Fly-in, Fly-out), can be allowed to qualify 6 games if they play the Handicap Singles, Handicap Doubles, Ranking Singles. The player must be financial and registered and may either be PLDA or a Permit Member. PERMIT members cannot play in the PLDA Singles

22) MERCY RULE (AGM 22/11/23)

- a) Is when **each player has had even shots** and missed ANY PEG five (5) times during a game of SINGLES only
- b) Example & How to score:

Example 1 (Singles) – Preferred Method		Example 2 (Singles) – Acceptable Method	
Player 1 (H/C 522)	Player 2 (H/C 501)	Player 1 (H/C 501)	Player 2 (H/C 502)
522	501	522	501
<u>100</u>	<u>95</u>	<u>100</u>	<u>95</u>
422	406	422	406
<u>120</u>	<u>133</u>	<u>120</u>	<u>133</u>
302	373	302	373
<u>21</u>	<u>100</u>	<u>21</u>	<u>100</u>
281	273	281	273
<u>95</u>	<u>120</u>	<u>95</u>	<u>120</u>
186	153	186	153
<u>76</u>	<u>95</u>	<u>76</u>	<u>95</u>
110	58	110	58
<u>78</u>	X X	<u>78</u>	X X
32	<u>20</u>	32	<u>20</u> (8)
X X X X X	38	X X (8)	38
X X X X X	X X X X	<u>X X X X (12)</u>	<u>X X X X (12)</u>
X X	<u>19</u>	<u>8 (13)</u>	<u>X (13) X X X X (17)</u>
	19	24	<u>19 (18)</u>
	X X X X X	<u>X X X X X (17) X (18)</u>	19
		<u>X X X X X</u>	<u>X X X X X</u>
<p>Each player has now had equal shots (18 each) with and each has missed their own peg five (5) times.</p> <p>Player #1 will then shoot for BULL followed by Player #2. The closest to BULL will win the game for their team and a “W” written in RED on the scoresheet & circled to indicate it was a win. This point is not awarded to the player as a “Peg”.</p> <p><i>This method clearly shows that Player #1 has had at least 5 misses of the peg. After Player #2 changes their peg the misses start again on a new line and it is clear to see that they have both missed their peg at least 5 times.</i></p> <p><i>Note: Write what score each player has remaining as you would in any other leg on the Scoresheet</i></p>		<p>At the point where each players’ misses are marked in RED, Player #1 has had 18 shots & missed the peg 5 times. Player #2 has had only 17 shots & missed the peg 9 times (<i>numbers in brackets indicate # shots only in this example</i>).</p> <p>Player #2 must have another shot to make it even shots, but then hits a score of 19 so play continues until eventually both players have had even shots & both missed their own peg 5 times.</p> <p>Player #1 will then shoot for BULL followed by Player #2. The closest to BULL will win the game for their team and a “W” written in RED on the scoresheet & circled to indicate it was a win. This point is not awarded to the player as a “Peg”.</p> <p><i>Note: Write what score each player has remaining as you would in any other leg on the Scoresheet</i></p>	
<p>Note how the crosses are marked with five (5) on each line. By marking the crosses this way it is easy to keep count of the number of misses and easy for the Bookkeeper to maintain a correct book.</p>			

23) POINTS NOT COVERED BY THE RULES

Any point not covered by these rules shall be referred to the General Committee whose decisions shall be final, subject only to the right of appeal to the Protests and Disputes Committee.