PLAYING RULES FOR MANNDURAH CLUB & CHAMPIONSHIP EVENTS

1   INTRODUCTION

These Playing and Championship Rules shall be known as the "MLDA Playing Rules". All MLDA events shall be subjected to these Playing Rules.

The MLDA Playing Rules may differ than those for State and National Legends events or other competitions due to differences in player numbers and time available. The MLDA reserves the right to make modifications to the MLDA Playing Rules, as required and reasonable, to ensure that all events run to time and are fair to all players. Any changes will be communicated, with reasons for change, at the time.

In all cases the Constitution, By-Laws, and administrative decisions of MLDA shall take precedence to any clause or provision within these rules.

2   GENERAL RULES

2.1   Definitions

The **MLDA** refers to the Mandurah Legends Darts Association Incorporated.

A **Bust** shall mean a score more than the value of the score remaining in the game.

The **Marker** or **Chalker** is the person appointed to record all scores and the score remaining on the score board and under playing rules is the **Referee** for the appointed match, game or leg. The terms are interchangeable under the playing rules.

The **Games Co-ordinator** is the person responsible for the running of a darts event in accordance with these rules.

A **Throw** is the throwing of three darts (or less if finishing a game). The duration of the throw shall extend from the time the player toes up to the oche to the time the last dart is thrown.

Encroachment Line is an imaginary line located where possible 1.5 metres behind the oche. Player's must stand behind this whilst their opponent is playing their shot.

Where appropriate the term **Player(s)** and **Team(s)** are interchangeable.

2.2   The Dart

Players shall provide their own darts [set of 3] which shall consist of a recognisable point, barrel and an attached flighted stem that may be four separate pieces:

- Measuring no longer than 20 centimetres; and
- Not weighing more than 50 grams.

2.3   Players Obligations

All players shall play within these playing rules and any supplementary rules laid down in any event, flier, entry form or program, provided that such supplementary rules are not in contravention of these playing rules.

In the event of a player being involved in, or causing, actions considered to have brought the sport of darts into disrepute then that player shall be subject to disciplinary measures being taken against that player which could result in the imposition of fines, suspensions, or other penalties and as deemed appropriate by the MLDA Committee. Such actions include:

- Unsportsmanlike behaviour - Deliberately Throwing darts on the floor or table, punching the wall or board, kicking a wall or table, throwing item (drinks etc).
- Verbal abuse of a tournament official with clear witness.
- Verbal abuse of a player or spectator with clear witness.
- Physical abuse of a player, official or spectator with clear witness.
- Not wearing correct playing attire (unless for reasons of medical grounds).

2.4   Protests

Any protest must be lodged with the Marker, and if necessary, the Games Co-Ordinator, at the time of the alleged violation and a judgment shall be made before play resumes. Any late protest will not be considered.

2.5   Order of Play

For normal club days the order of play will be determined by a toss of a coin. The winner of the toss has the opening throw in the first leg. The opening throw, including any deciding legs, then alternates for each successive leg.

In championship events the initial order of play is as above (i.e. toss of a coin). Should a deciding leg be required (e.g. 3rd or 5th leg) the players will toss a coin to decide who throws at the bull first. Each player will throw a single dart at the bull with the player closest to the bull having the opening game throw. Any dart landing in either segment of the bull may be removed at the request of the next player. Should both players hit the same segment of the bull then the throw will be repeated.

2.6   Game Format

All games will be played using the straight in – double or bull out format. Any dart mistakenly thrown by a player, after scoring the required "double" shall not count, as the dart scoring the required 'double' concludes the leg set or match.

Rules for specific game formats are covered in further sections.

2.7   Scoring

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.

Darts shall be retrieved by the thrower but only after the score has been "called" by the Chalker. Retrieval of darts thrown before the Chalker has "called" a score may result in a no score being "called". A protest about the score attained after the retrieval of the dart or dart's may not be upheld.

Upon completion of each throw the Chalker shall decide the score thrown and mark the scoreboard or chalkboard. 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.

All scores and subtractions made on the scoreboard or chalkboard should be checked by the chalker and players after each throw. All requests to check the score recorded and subtractions made must be directed to the chalker and be made before the player/s or team's next throw.

If the player asks the chalker for the score remaining and the referee replies incorrectly, the following shall apply:
• If the player scores the advised number and the double required to complete the score, throw shall be called "game shot".
• 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.
• If the player scores more than the advised score and more than the remaining score, the result is "bust."
• 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.

A player whilst at the oche may inquire of the Chalker the value of a score thrown or score remaining. No indication of the required "double" shall be given i.e.32 required NOT double 16.

2.8 Mercy Rule

Once both players are on a double – 1 peg and have had the same number of shots the mercy rule will be enforced. Under the mercy rule each player will be given five (5) shots to attempt to peg out, if neither players achieves the peg within their five (5) shots the result will be decided by a single dart closest to the bull (the result is recorded as a Win or Loss and no peg score is recorded).

The exception to this is Singles Championships where a different rule applies (explained in appropriate section).

2.9 Interpretation

The Games Co-Ordinator shall determine the interpretation of these playing rules in respect to any darts event. The decisions of the Games Co-ordinator shall be final and binding.

Any matter not expressly covered by these playing rules shall be determined by Mandurah Darts Committee, or in their absence the Games Co-ordinator whose decision shall be final and binding.

3 CLUB DAY AND CHAMPIONSHIP EVENTS

3.1 Nominations

The Games Co-ordinator will advise, for Club Championship events, the closing date for nominations. If the closing date is the day of the event all nominations must be received prior to 9am.

For normal club days nominations will close at 9am on the day of the event.

Eligibility for all events is as stated in the Mandurah Legends By-Laws.

3.2 Divisions and Grading

Club Championship events will be graded (as closely as possible) into two or more divisions using averages as advised by the Dart Legends WA Inc. at the commencement of the season. Where a player does not have an official Legends average, the Games Co-ordinator will assign an average based on other sources (e.g. other associations) or if necessary using defaults of 45 for men and 35 for ladies.

Gradings for doubles events are based on the average of the two players. However, in a mixed doubles championship event where the male player's average is above 20 then the pairing will automatically be graded in the highest division.

Due to the intent to provide relatively even competition through graded divisions, the limited number of competitors and /or boards it is not practical to explicitly define the maximum or minimum players or teams per division or group. However, as a guideline the aim is to have six (6) to eight (8) players or teams per division or group within a division.

For normal club days, where sheets and if necessary, partners are decided by a draw system, then divisions will be structured to suit the number of players, boards and time available. The Games Co-ordinator may elect to use either a completely random draw or a modified form of grading. The modified system may include:
- Separating divisions in a manner similar to Championship events; or
- Doubles partners, or teams, selected from separate graded groups e.g. one partner randomly selected from high average players and other randomly selected from lower average players.

Should it be necessary to form a division with a low number of players the Games Co-ordinator will specify that the round-robin consists of two complete rounds (i.e. everybody plays each other twice). This applies to club day and championship events.

3.3   Winners & Runner Up – Single Sheet

All games will be recorded on the sheet as either a W (win) or a L (loss) – the number of legs won are not considered.

The winner of a sheet will be decided by the person or team with the highest number of wins. Where more than one player (team) has the same number of wins then a tie-breaker will determine the final winner. The loser of the play-off will be the runner up for that sheet. If more than two players (teams) are in the play-off the game will continue until a winner (first to peg) and runner up (second) to peg are determined.

3.4   Winners & Runner Up – Multiple Sheets

At times it may be necessary to play divisions or events with players (teams) spread over more than one sheet. For the individual sheet the recording of wins and losses and determination of sheet winner and runner up shall be as described in Clause 3.3.

Once the results of the individual sheets have been determined there will be a play-off between each sheet to determine the overall winner. The play-off, in the case of two sheets, shall be in the format of a semi-final and grand-final. The semi-finals will be the winner of sheet 1 versus the runner up of sheet 2 and so on. The winners of the semi-final then compete in the grand-final. If there are three sheets or more involved the format of play-offs will be determined by the games co-ordinator.

The format of play-off games (score and number of legs) will vary based on the type of event and is covered in relevant sections.

In the case of a normal club day the Games Co-Ordinator, in consultation with the committee, may forgo the need for a play-off between sheets and declare individual winners and runners-up for each sheet.

3.5   Tie Breakers

Tie-breakers where required will be played as:

- Singles – a single leg of 501
- Doubles – a single leg of 501
- Teams – a single leg of 801

The playing order in a tie-breaker will be based on the closest to the bull. If two players are involved the order of throwing at the bull is determined by toss of coin. If more than two players (teams) are involved then the order of throwing at the bull is based on a ballot system.

4   GAME FORMATS

4.1   Singles

All games, including any finals, will consist of best of three (3) legs of 501.

For Club Championship events the scorers will record the number of darts thrown by each player, in addition to normal scoring. The number of darts is recorded as the actual number of darts thrown i.e. if a player pegs or busts on their first dart the number of darts thrown is recorded as one (1) etc. At the completion of the leg or match the players will record their score and number of darts thrown on provided sheets.

During Club Championship Singles events the "Mercy Rule" applies after the completion of a shot resulting in both players exceeding 60 or more darts thrown. At that time both players will throw a single dart at the bull, in game order, with the closest to the bull designated as the winner. The

winner will record their score as 501 with the other player to record their score at time Mercy Rule applied. Both player will record the number of darts thrown as 60 (regardless of whether the number of darts thrown was higher).

4.2 Doubles

All games, including any finals, will consist of best of three (3) legs of 501.

For Championship events the throwing order will be as provided on the nomination form and transcribed to the game sheet. For mixed doubles it is at the discretion of the nominating team whether the female or male is named, and therefore throws, first.

The player named first will also be the nominated player for any closest to the bull throws.

For normal club days where partners are decided by a draw system the players have the discretion to decide who throws first for any match (the order chosen should be retained for any legs within the match). For example "ladies first" or alternating who throws first are acceptable; though a teams decision should in no way create an expectation on the opposing team.

4.3 Teams

Mandurah Legends doesn't play Teams Club Championship events but may play variations of them on normal club days. The format of the events will be dependent on the number of players available but as guideline could include the following.

Teams of 4

- Two doubles matches of 501.
- Four singles matches of 501.
- One team match of 801.
- All matches single legs.

State or other Championship teams events typically require the nominated team captains to determine the playing order in isolation (i.e. match-ups are randomised). However, for club days we expect team captains to determine match-ups with an open book approach that creates a fair but challenging environment for all team members (i.e. where possible put players of similar ability against each other).

Teams of 3:

- One triples match with best of three (3) legs 501