

**Capital City Men's Dart Association
Rules of Play**

Annex A to CCMDA By Laws



**Capital City Men's Dart
Association**

**Rules of Play
2001**

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Revised 2001

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All Dart events within the jurisdiction of the CCMDA shall be played under the following rules, unless notice of exception(s) has/have been given in advance:

Section One – Definition Section

| | |
|---------------------|---|
| CCMDA | - Capital City Men's Dart Association, (League). |
| Equal Darts | - The same number of darts are thrown by each player in the game, set, or match before a winner can be declared. |
| Leg | - The part of the dart match that dictates the length of a match with a fixed number (e.g. 501 and 701). |
| Match | - Total number of sets or legs being competed for between two players or teams. |
| Organizers | - The person(s) appointed under the jurisdiction of the CCMDA. |
| Oche | - The toe line, throw line, or raised toe barrier. |
| Player | - A paid-up team member of the CCMDA. Can also be called Thrower or shooter. |
| Playing Rules | - All rules governing the game/sport of darts as applied to darts under the jurisdiction of the CCMDA. |
| Program | - All published information pertaining to a specific event. |
| Set | - An odd number of legs that form part (or all) of a dart match. A player or team that wins a majority of the total legs comprising the set (e.g. 2 out of 3, 3 out of 5, etc.) will win the match. |
| Scorer | - The person appointed to mark up score sheets or score boards, and make subtractions adjacent to a match board. Can also be called a marker or chalker. |
| Tournament | - Any dart event organized under the jurisdiction of the CCMDA. |
| Tournament Director | - The person who is in final charge, and has final discretionary powers at any tournament. |

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Section Two – General Rules

1. Membership shall be open to all males 19 years of age and over.
2. Complaints must be submitted to the Executive by using the supplied Grievance form. All Executive rulings will be final.
3. If Teams do not supply a Team Representative at a monthly League Management meeting, they will forfeit one point off their league standings.
4. It is the responsibility of the Executive to pass all the League monies on to the League Treasurer.
5. In all events each leg shall be played with a straight start and the finish must be on a double, unless stated otherwise in the format of a particular event.
6. The CCMDA does not recognize the principle of "equal darts". A Player who checks out by obtaining the points required in accordance with the CCMDA playing rules wins that game, set or match.
7. The CCMDA reserves the right to seed Players or Teams in certain events when deemed necessary.
8. Any matter not expressly covered by the CCMDA Rules of Play shall be determined by the Executive whose decisions shall be final and binding.
9. The interpretation of the Rules of Play in relation to dart events shall be determined by the Executive whose decision shall be final and binding.
10. The interpretation of the CCMDA rules in relation to a dart event shall be determined by the dart event organizer whose decision shall be final and binding.
11. Information concerning such interpretation shall be forwarded to the CCMDA for consideration and possible inclusion into a revised version of the CCMDA Rules of Play.

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Section Three – League Rules

1. Teams shall consist of a maximum of ten (10) Players.
2. If a Team does not register 10 players prior to the commencement of League play, they may register a Player by completing the “New Player Registration” form and submitting it to a member of the Executive at least 48 hours prior to any League match.
3. Regular starting time for A Division matches will be 8:00 P.M; Regular start time for B Division matches will be 7:30 P.M. A Team not ready to commence play by scheduled start time will forfeit the match unless the opposing Team extends the start time. The opposing Team dictates the new start time.
4. Games can only be cancelled because of hazardous weather conditions or extenuating circumstances with Executive approval.
5. A maximum time of three minutes shall be allowed in the instance of a Player who is required to leave the playing area in exceptional circumstances during the course of the leg, set or match.
6. A Player or Team Captain shall have the right to request that any dart dimensions be checked. Such a request must be made before the start of the match. Adjustments to and checking any dart dimensions shall only be carried out by a Team Captain.
7. In the event of a Team withdrawing or being expelled from League play or tournament play before completion of all games, previously played games will be null and void. Decision will be made by the Executive regarding the future of the withdrawn or offending Team.
 - i. Once a Team has dropped out from League play that Team may not enter League play again until the following season and then only in the lowest Division.
8. In the event of a Team dropping out of the League at the end of the season, Minimum of 50% of its players must be registered in the new season for that Team to retain its name and position in the League standings.

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Section Three – League Rules (continued)

9. Player transfers from one Team to another must be approved by the Executive upon receipt of the "Player Transfer" form:
 - i. Players transferring from folded Teams to other Teams within the Division shall carry over their personal stats, and
 - ii. Players transferring from folded Teams to other Teams in other Divisions will not have their personal stats carried over, 180's excluded.
10. League standing ties will be determined by a League format playoff but using only six singles.
11. The top two Teams of each Division will be moved up to the next Division for the next season.
 - i. If there is a void in a Division then the Team that has placed next in the lower Division shall be advanced.
12. The last two positions in the Division standings will be dropped to the next lower Division (i.e. positions 7 & 8).
 - i. If one on the positions is a void, that position(s) is still dropped to the next lower Division.
 - ii. Once a Team is dropped to a lower Division that Team may not be advanced to a higher Division for that season.
13. Once a Player is dropped from a Team that Player may not return to that Team for the balance of that season.
14. To be eligible for an award for League play that Player must have played 2/3rd of the eligible season on the same Team, excluding 180's.

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Section Four – Throw

1. Players shall provide their own darts which shall not exceed an overall Maximum length of 30.5 cm (12 in), nor weigh more than 50 grams per dart. Each dart shall consist of a needle point which shall be affixed to a barrel. At the rear of the barrel shall be an attached flight stem which may consist of up to four separate pieces. (i.e. a flight, a flight protector, a flight securing device and a stem).
2. All darts must be thrown by, and from, the Player's hand. A throw shall consist of three darts, unless a leg set or match is finished in less than three darts. Any dart bouncing or falling out of the dartboard does not count and shall not be re-thrown. A dart is considered thrown if a Player makes a throwing action and the dart falls to the floor more than four feet towards the board from the Oche.
3. A Player shall throw darts from a standing position, excepting only those circumstances where physical disability or physical injury requires a player to adopt a non-standing position, (e.g. a wheelchair, or similar forms of support).
4. All darts must be deliberately thrown, one at a time, by and from the Player's hand.
5. If a Player touches any dart which is in the dartboard during a throw, then that throw shall be deemed completed.
6. Players must not step over the toe line. If a Player steps over the toe line he will forfeit that throw and his score will be removed from the score board. The infraction must be noted by one Player on each Team.
7. If a Player shoots out of turn, Teams shall carry on until returning to normal line-up. If the next Player has shot, the score will stand and order shall return to normal. If the next Player has not shot, the out-of-turn shot will not count and the correct Player will throw.

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Section Five – Scoring

1. A dart, or darts, shall only score if the point(s) remain in, or touch, the face of the dartboard within the outer double wire.
2. The score is counted from the side of the segment wire in which the point of the dart enters and remains in or touching the face of the dartboard.
3. Darts shall be retrieved from the dartboard by the thrower but only after the score has been “called” by, and recorded by the scorer or marker.
4. A protest about the score attained or called, after the retrieval of the date(s) may not be upheld.
5. All scores and subtractions made should be checked by the Player, the scorer or marker and Players after each throw. All requests to check scores recorded or subtractions made shall be made before next throw of the Player or Team concerned. In the event that a subtraction error is noted, the next opposing Player's throw shall not be interrupted, and the score shall be corrected after that throw is complete.
6. The actual score required by a Player or Team must be shown on the score board, clearly visible, at eye level and in front of the Players.
7. A Player may ask the amount scored with any number of darts or the score remaining. No indication of the required “double” or the combination shot required to finish shall be given by the scorer, marker, or referee. A player may request assistance from his captain or Team coach providing he steps back from the Oche first. The thrower requiring assistance must step back from the Oche of his own accord. He cannot be called, touched or coerced in any way to step off the Oche. If a player is called, touched or coerced off the Oche in any way, then that throw shall be Null and Void.
8. The first player or Team to reduce the score required to exactly zero by obtaining the required “double” out is the winner of the leg, set or match.
9. The centre “Bull” shall count as 50, and if 50 is required to complete a leg, set or match, then the “Bull” shall count as double 25.

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Section Five – Scoring (continued)

10. The “bust” rule shall apply:
If a Player scores more than the number required to complete the leg, set or match then that score shall not count, and the Player shall revert back to the score the Player required prior to the opponents last throw.
11. A “Game Shot” called by the scorer is valid only if the darts thrown achieve the required finish and remain in the dartboard until retrieved by the thrower.
12. Any darts mistakenly thrown by a Player after scoring the required “double” shall not be counted, as the respective leg, set or match is concluded by the dart scoring the required double.
13. The score shall be kept in two columns, marking left to right, one showing the amount scored and the other one showing amount remaining.
14. The score remaining shall always be written clearly and show the total amount remaining, (e.g. 40, not x20).
15. The onus is on the Player to ensure that his score is recorded correctly.

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Section Six – Order of Play, League

1. Doubles – 501 Straight start (9 Sets),
Singles – 501 Straight start (7 Sets),
Each Set is the best of three games.
2. The start of every game shall be decided by shooting nearest the bull, (Diddle).
3. Home Team to shoot for the bull first, every game.
4. A semi-bull (25) or bull (50) may be pulled at the discretion of the next shooter.
5. The chalker shall confirm shot prior to removal of dart. The chalker may only assist the Players in deciding who is closest when asked.
6. When shooting nearest the bull and a dart bounces out that Player shoots again, or if a dart is knocked out by the next shooter, the diddle is done again by both players.
7. When deciding who is nearest the bull, the darts shall not be re-aligned in any manner.
8. If both shooters throw a semi-bull (25) then the diddle is done again or if both shooters throw a bull (50) they diddle again.
9. In doubles play any Player on those Teams may shoot for diddle in any leg.

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Section Seven – Practice

1. Practice on unassigned match boards will only be allowed for the following reasons:
 - i. The opposing Teams Captain allows it.
 - ii. The practice board(s) is out of view of the assigned match boards and no Players are disrupted in any way.
2. At the beginning of a set the Players are allowed to throw only nine (9) practice darts before starting the Set.
3. Players are allowed to practice on the match boards during the drafting of line-ups but once the line-ups are called out all practice must stop except under rule 2 above.

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Section Eight – Dart Boards

1. Standard dimensions:

| | |
|--|------------------------|
| Double and Treble rings inside width measurement | 8.0 mm |
| Bull inside diameter | 12.7 mm |
| Semi-centre inside diameter | 31.8 mm |
| Outside edge of Double wire to Centre bull | 170.0 mm |
| Outside edge of Treble wire to Centre bull | 107.0 mm |
| Outside edge of Double wire to Outside edge of Double wire | 340.0 mm |
| Overall Dartboard diameter | 457.0 mm |
| Spider Dartboard gauge (Standard wire gauge) | 16SWG max 18SWG min |

2. All dartboards shall be Bristle type.

3. All dartboards shall be of the 1-20 Clock pattern.

4. The inner narrow band shall score treble the segment number.

5. The outer narrow band shall score double the segment number.

6. The outer centre ring shall score "25".

7. The inner centre ring shall score "50" and shall be called the "Bull".

8. All wires forming the segments: Double, Treble, inner and outer centre rings which together form the spider shall be affixed to the face of the dartboard in such a manner that they all lie flat on the face of the dartboard.

9. The dartboard shall be affixed 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 meters, (5 feet, 8 inches).

10. The dartboard shall be fixed such that the 20 segment is coloured black and is at the top of the dartboard.

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Section Nine – Lighting

1. In play, all dartboards shall be adequately lit by a suitably positioned light fitting at each dartboard (100 watt minimum intensity).
2. All light fittings must be fitted with screens to divert all light away from the player's eyes when standing at the Oche.

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Section Ten – Oche

1. Dimensions :

| | |
|--|----------------------------|
| Centre bull heights | 1.73 meters (5 ft, 8 in) |
| Minimum throwing distance | 2.37 meters (7 ft, 9 ¼ in) |
| Diagonal – Centre bull to back of the Oche | 2.93 meters (9 ft, 7 ½ in) |
| Height of raised Oche | 38 mm (1 ½ in) |
| Length of raised Oche | 610 mm (2 ft, 0 in) |
| Conversion factor | 1 cm (0.3937 in) |

Diagonal length

| Height | Oche |
|--------|-----------------------------|
| 1.73 | 2.37 |
| 2.9929 | 5.6169 |
| 8.6098 | 2.934 meters (9 ft, 7 ½ in) |

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Section Eleven – Etiquette

It is expected of each League Player to adhere to the following to promote fair play:

1. Each Player is expected to shake hands at the beginning and at the end of each match – Win or Lose.
2. All Players are expected to remain reasonably quiet, whether playing or not, so as not to interfere with the concentration of the Player in the process of throwing.
3. Each Player is expected to wait for an appropriate moment to voice any concerns pertaining to the game in progress, such as incorrect score or substituting a marker, etc.
4. Players are requested to not make comments or any sudden movements which would interfere with the Player in the progress of throwing.
5. No negative or intimidating remarks will be tolerated at any time.
6. Markers are expected to remain silent while marking unless asked to call a score.
7. Markers should face the board, standing as still as possible, and should not turn around so as not to distract the person throwing.
8. Markers should not offer any comments to any Player during the game.
9. When a Player is throwing, no one shall be within 3 feet of the thrower.
10. Each Team is expected to show respect and courtesy toward their opponents and treat them fairly. Any unjust noise, comments, gestures, or repeated violations of the Etiquette Standards shall constitute a form of cheating and the Captain may be held liable in the case of such a complaint by the opposing Team. Any such case will be reported and juried by the League Executive.