

**SOUTHERN DART LEAGUE INCORPORATED  
PLAYING RULES AND BY-LAWS  
AS AMENDED 30th JUNE 2008**

**1. GENERAL**

- 1.1 Team captains shall be responsible for enforcing these rules during matches. If agreement cannot be reached, the match should be completed and then referred to the Committee for a decision. Captains must sign the score sheet at the completion of matches, and the signatures shall be an acceptance that all match details are in order.
- 1.2 Players and scorers must wear fully enclosed footwear at all times during any SDL fixtures.
- 1.3 Gambling is strictly prohibited.
- 1.4 All protests pertaining to these rules must be sent to the Match Secretary within seventy two (72) hours of the incident, stating the full nature and particulars of the protest. A \$2.00 fee must accompany the protest. Team captains only can lodge protests, and they must make themselves available to attend the hearing. If the captain lodging the protest fails to attend the hearing, the protest will be dismissed. The opposing captain must receive a copy of the protest at least seventy two (72) hours before the hearing. Protests will be heard by an impartial sub-committee consisting of the Committee and/or various club secretaries as decided by the Committee.
- 1.5 A venue controller can be appointed by the Committee to officiate at any SDL fixture and make decisions regarding any dispute that may arise and report on the suitability of premises or equipment being used.
- 1.6 At any SDL fixture, the venue controller shall have the right to vary these rules if, in his opinion, extenuating circumstances apply. The Committee is to be notified in writing of any such variations for their consideration at their next meeting.

## **1. GENERAL (cont.)**

- 1.7 Leagues will be decided by the Committee, with the promotion and relegation system of two (2) up and two (2) down as necessary and in accordance with the Constitution. (Refer rule 8.9.1). Winners of League and Major Round in each division shall earn promotion. If the team is the same, second placed League team will be promoted. A player who has played more than fifty (50) percent of games for a team that has earned promotion, must play in the higher division for the following season. Individual cases may be subject to appeal provided that the Committee receives the reasons for the appeal from the player concerned in writing.
- 1.8 a.) The 48 players with the highest average who have played at least two thirds (2/3) of league matches for the year and won more than 50 percent of their singles games, plus other players as selected by the Committee will be invited to play off for selection in the Representative Team.  
b.) Representative Player Agreements must be signed before an invited player can play off for selection.  
c.) Representative players not fulfilling their agreement must return (Shirt & Plaque) and may face disciplinary action from the Committee

## **2. THE BOARD AND PLAYING AREA**

- 2.1 Each player has three (3) darts.
- 2.2 Players may use their own darts (provided a competition has no rule to the contrary) so long as they are of a type recognised in competitive darts ie. feathers, brass.
- 2.3 All matches under the jurisdiction of the SDL shall be played on a board numbered 1 to 20 with 25 and 50, also doubles and trebles. Dimensions: 50, 1/4" (6.5mm) radius; 25, 5/8" (16mm) radius; inside treble wire, 3&3/4" (95.5mm); outside treble wire, 4&1/8" (105mm); inside double wire, 6&1/4" (159mm); outside double wire, ie. extent of playing area, 6&5/8" (168.5mm). Any measurement within 1/8" (3mm) to be standard.
- 2.4 The board shall be 5'8&1/8" (1.730 metres) from the floor to the centre of the bull and the toe line, known as the oche, shall be 7'9&1/4" (2.370 metres) from a plumb line from the face of the board and measured along the floor.  
NOTE: Do not measure in a diagonal line from the centre of the board to the oche, as this does not make a 7'9&1/4" throw.

## 2. THE BOARD AND PLAYING AREA (cont.)

- 2.5 All clubs must provide a board for scoring which must be in a prominent position. The scorer shall record on the score board all scores and show the remaining score. If an error in score is made by the scorer it may be corrected at any time while the game is in progress.
- 2.6 Raised oches, either permanent or temporary, must be used at all SDL venues. The optimum measurements shall be between 25 and 50mm high and a minimum of one (1) metre long and shall be placed parallel to the board with the centre of the oche opposite the bull.
- 2.7 If convenient, two or more matches may be played at the same time and place.

## 3. THE MATCH

- 3.1 Premier A & B Format - 21 Games, 3 doubles & 18 singles (see 3.2). Divisions 1 & 2 15 games, 3 doubles & 12 singles (see 3.3). Singles best of 3 @ 501, Doubles best of 3 @ 601 Two premierships points awarded for a win. In the event of teams in the same division being equal on points and legs at the end of the season a playoff may occur for promotion if a different team wins the Major Round.

- 3.2 Premier "A" and Premier "B" format No trebles.

ROUND 1	ROUND 2	ROUND 3
1 v 1	1 v 3	1 v 2
2 v 2	2 v 1	2 v 3
3 v 3	3 v 2	3 v 1
4 v 4	4 v 6	4 v 5
5 v 5	5 v 4	5 v 6
6 v 6	6 v 5	6 v 4

- 3.3 Division 1 & 2 will play (3) three games of doubles and (12) twelve games of singles. A total of (15) fifteen games.

ROUND 1	ROUND 2
1 v 1	1 v 2
2 v 2	2 v 1
3 v 3	3 v 4
4 v 4	4 v 3
5 v 5	5 v 6
6 v 6	6 v 5

### 3. THE MATCH (cont.)

- 3.4 The oche must not be trodden or stood on. The player may move as far back or sideways as long as they remain beyond the level of the oche and does not hinder a player on another board.
- 3.5 The captains of each team to be responsible to see that their players toe the oche correctly. On request by either captain, an oche judge shall be appointed who shall be seated in line with the oche. The oche judge shall not distract players, he shall remain silent except in the case of any infringement of the oche, in which case they shall call out "FOUL DART" and any score obtained with a foul dart shall not be counted by the scorer.
- 3.6 No player shall stand in the playing area one metre behind the oche and one metre either side of the dart board where possible, except for players, chalkers and checkers. The opposing player shall stand 0.75 metres behind the player at the oche. During the match all players are to remain silent and only players at the oche are to direct inquiries to the scorer or their captain. No player to leave playing area to practice on another board once their game has commenced. Scorers are to remain silent throughout the match and must at all times limit movement to a minimum. If any protests about the score called, it must be made by players and not scorers. The scorer shall not smoke, drink or talk during the match except to call score and answer any legal questions directed by the player at the oche.
- 3.7 The scorer is in charge of the game. Each player must remove their own darts after the score has been called by the scorer. Once the darts have been removed from the board, the score from those three darts cannot be changed.
- 3.8 The scorer shall keep good order while the game is in progress and shall ask for quiet at the request of the player at the oche. Anyone disregarding the scorer's request for quiet can be asked to leave the vicinity of the oche.
- 3.9 If a player obtains more than the required number with any of their three (3) darts, the score shall be called "BUST", and will not count. The total shall revert to the original number required. The number of darts that constitutes a "BUST" or "NO-SCORE" shall be recorded as 0/1, 0/2 or 0/3, with the top number indicating no score and the bottom number indicating the number of darts thrown.

### **3. THE MATCH (cont.)**

- 3.10 Three (3) trebles or three (3) darts in any one (1) bed is not game unless the three (3) doubles constitute the exact number required.
- 3.11 A player is not bound to go for the double required, but can obtain the number in their own way, provided they obtain the exact number required and finishes on a double which completes the exact number to constitute game.
- 3.12 Only darts remaining in the board after the last dart is thrown are to count. Initial point of entry by the point of the dart to count and not necessarily where the point of the dart actually finishes. If any scoring dart is thrown after game shot, "BUST" is called and the score required shall revert back to the total required before he threw his first dart to reduce that number.
- 3.13 All players in any Division may be called down by their Captain or a player nominated at the start of the game. Players must ascertain through the scorer the position of the game. If asked, the scorer may inform the player of the score thrown, or the total score required to finish a game, but they must not indicate the double required to finish the game or the method of throwing same, ie. 40 left not double 20.

### **4. SCORE SHEETS AND ORDER OF PLAY**

- 4.1 All peg outs and 180's must be recorded on the score sheet.
- 4.2 Individual averages shall be calculated for premiership matches and shall be recorded in the space provided on the score sheet. All thrown darts shall count towards a players average.
- 4.3 Score sheets must be forwarded to reach the Match Secretary within three (3) working days of the scheduled match date. Failure to do so incurs an automatic team fine of \$5.00 per week while the score sheet is outstanding. When score sheets are more than fourteen (14) days late, the match result will stand, but individual results and scores will not be recorded. After two (2) late score sheets, a letter will be sent to that team warning that the next late score sheet will incur a further \$5.00 team fine and the match will be automatically forfeited to the opposing team. The score shall be 6-0, or more if the opposing team has won more legs, but the offending team will not gain any legs. Both captains must sign the score sheets after ensuring that player's signatures, registration numbers, averages and the date are in the spaces provided.

#### **4. SCORE SHEET AND ORDER OF PLAY cont.**

- 4.4 All League matches must start by 7.30pm unless prearranged otherwise and if the match is not finished that night, scores shall stand as played. All Non League competitions will also commence at 7:30pm
- 4.5 Each captain is to write their team in playing order on the score sheet and each player must sign the score sheet before 7.30pm. After the sheets have been signed no switching of players is allowed. The captains must then record their playing order on the score board. The offending team will be fined \$25.00. All games that the offending player participates in will be forfeited to the opposing team.
- 4.6 Teams are permitted to play reserves. The reserve(s) may fill any team position and once they fill that position, they cannot be moved. Once a player is substituted, they take no further part in the game.
- 4.7 In the event of players 5, 6 or reserves being late, their captain shall inform the opposing captain that they intend to play the late comer(s) if they arrive before 8.00pm, or failing this, if another team member is present, they may be played. In any event players 5 and 6 and reserves must be signed on and on the board by 8.00pm otherwise they take no part in the match.
- 4.8 All matches must be played as scheduled. Failing this, points will be deducted from the offending team or teams, unless previous arrangements have been made between the two captains or club secretaries and the Match Secretary. The Match Secretary shall, at his discretion, agree to the change and he must have at least twenty four (24) hours prior notice of the change. The exception to this will be that if the first two doubles matches have been completed prior to 8:00pm and a teams number 5 or 6 player has not arrived, that team can commence playing singles games with the doubles being resumed upon arrival of the players or the 8:00pm deadline has passed.
- 4.9 Teams failing to put in an appearance will forfeit two (2) points and eleven (11) or eight (8) legs depending on division. If any two (2) consecutive team fixtures are missed, that team will be deregistered and will not compete in any further team fixtures for that season. In the event of teams being deregistered or dropping out, no premiership points will be awarded to any opposition team for that complete round. Members of deregistered teams may play in non teams events (singles, doubles etc) and may be eligible for Representative Team play offs if they qualify, and may be transferred to existing teams subject to club clearances and Committee's discretion.

#### **4. SCORE SHEET AND ORDER OF PLAY cont.**

- 4.10 To start each game, the home player will throw for the bull first, with the nearest to start the game. Alternate player to start the second leg. If a third leg is necessary, the away player will throw for bull first with the nearest to start the leg.

#### **5. PLAYERS**

- 5.1 A team shall comprise of six (6) players or more, with reserves to act as checkers and markers.
- 5.2 There is no limit to the number of players that can be registered.
- 5.3 Players can be registered by team Captains on the night as long as the appropriate forms and fees are included with the score sheets, this registration to be conditional on the player being registered.
- 5.4 No player can play for more than one SDL club in the same season unless written permission has been obtained from the Match Secretary who may refer the matter to the Committee if undecided. The offending team will be fined \$25.00 and the match forfeited to the opposing team. The score shall be 8-0, or more, if the opposing team has won more legs, but the offending team will not gain any legs. If the fine is not paid within fourteen (14) days, the team captain will be deemed unfinancial. Individual scores will be recorded excluding the offending player.
- 5.5 A player can only transfer from one club to another by obtaining a financial clearance and written permission from their previous club's secretary. No player can play for their new club until they receive permission from the Match Secretary who, if undecided, may refer the matter to the Committee for a decision. If a player has not played in the SDL for three (3) consecutive seasons, a clearance is not required. The offending team will be fined \$25.00 and the match forfeited to the opposing team. The score shall be 8-0 or more, if the opposing team has won more legs, but the offending team will not gain any legs. If the fine is not paid within fourteen (14) days, the team captain will be deemed unfinancial. Individual scores will be recorded excluding the offending player.

## 6. CLUBS

- 6.1 Registration of teams from the same club shall be differentiated by colour.
- 6.2 Any club changing its permanent night of play, home grounds or secretary to other than is notified to the League is responsible to notify the SDL Secretary and all clubs in its division of the changes and to allow a minimum of forty eight (48) hours notice. Failure to do so renders the club liable to loss of points as a penalty.
- 6.3 Any club having specific rules of entry for visitors (dress etc) is obligated to notify in writing the Secretary and all anticipated visiting clubs of their rules of entry. Failure to do so renders a club liable to loss of match points and/or legs on protest being received from the opposing team.
- 6.4 If a club has more than one team in a division, players must play for the team for which they have registered unless written permission is obtained from the Committee. The Exception is that the two Lowest Average Players of each team may play for the other team if the team is short of players. The averages must be obtained from the Recording Secretary prior to playing. The same players can be used for no more than two Matches in a Season. The same players are ineligible for Finals and Cup games for the substitute team. A player may change from a lower division to a higher division provided that once that player plays (3) matches for the higher division they may not play for a lower division for the remainder of that season unless written permission is obtained from the Committee. No player can play for two (2) different teams at any time unless written permission is obtained from the Committee. The offending team will be fined \$25.00 and the match forfeited to the opposing team. The score shall be 8-0, or more, if the opposing team has won more legs, but the offending team will not gain any legs. If the fine is not paid within fourteen (14) days, the team captain will be deemed unfinancial. Individual scores will be recorded excluding the offending player.



## **7. CUP AND SHIELD MATCHES**

- 7.1 All cup and shield matches will be drawn out of a hat and the first drawn team in each match will be the home team. All finals will be played on a neutral ground selected by the Committee. Clubs are to be responsible for suitable playing areas and to ensure enough boards for home games or to arrange alternative venues.
- 7.2 All shield matches must be played in the order of singles, doubles and trebles. All shield matches to be 50% plus 1 win, i.e., first team to win 6 of 11 games.
- 7.3 All cup matches to be 50% plus 1 win, ie., Singles must be played first, followed by the doubles, then the trebles. Finals the format for Premier "A" is doubles, round robins of singles. (see rule 3.2) Premier B, Division 1 & 2 Singles Doubles Singles
- 7.4 All players registered with a team at the start of the season may play in any cup or shield matches (including finals) for that team, provided that they have played no league, cup or shield matches for any other team. Once a player has played league for another team, or has registered after the start of the season, that player must have played a minimum of three (3) league games for the team in order to qualify for cup or shield matches. Once a player has played in a cup or shield round, they must not play for any other team in that cup or shield competition. The offending team will be fined \$25.00 and the match forfeited to the opposing team. If the fine is not paid within fourteen (14) days, the team captain will be deemed unfinancial. Individual scores will be recorded excluding the offending player.

## **8. SINGLES AND DOUBLES CHAMPIONSHIPS**

- 8.1 Venues for singles, doubles and trebles championships will be selected by the Committee.
- 8.2 Singles: 501 - Best of 3 games, straight start, double finish.  
Doubles: 601 - Best of 3 games, straight start, double finish.  
Trebles: 701 - Best of 3 games, straight start, double finish.  
All semi-finals and finals, best of five (5) games, League Singles & Doubles. All other finals can be best of three
- 8.3 In singles championships, no calling down of any form is allowed. Unless prior written permission from the Committee is granted.

## **8. SINGLES AND DOUBLES CHAMPIONSHIPS cont.**

- 8.4 The pairs and trebles championships, players must be from the same club. Any individual players names, be random selected to form pairs and trebles. Only after the above has been adhered to.
- 8.5 In doubles and trebles championships, players must not call each other down whilst one player is toeing the oche and their throw has commenced.

## **9. TROPHIES AND PRESENTATION NIGHT**

- 9.1 Challenge Cup and suitable trophies will be awarded to the winning team and runner up in all divisions.
- 9.2 Individual players of an eligible team will be presented with trophies. The captain to name the players to receive the eight (8) trophies.
- 9.3 The Match Secretary to name players with the most single wins for the year in each division. A suitable trophy will be awarded to the player in each division. In the event of an exact tie, those players tied will receive trophies. If several players have the same wins but varying games played then the player with the highest calculated percentage wins e.g. 37 wins from 42 games = 88% but 37 wins from 41 games = 90.2%. This is used only to separate ties. Although the next player may have won 36 games from 36 played @ 100% he is still not in contention to win.
- 9.4 All members throwing 180's at fixtures conducted by the SDL will be recognised, provided they are recorded on the result sheet or bought to the venue controllers attention. 180 badges will be distributed at the Annual General Meeting.
- 9.5 A trophy will be presented in each division to the player with the highest peg out for the season.
- 9.6 A highest average trophy will be presented in each division but the recipient must have played more than fifty percent (50%) of premiership matches.

## **9. TROPHIES AND PRESENTATION NIGHT cont.**

- 9.7 The Phil Wade Medal will be awarded each year to the best team member in SDL for premiership matches and is voted by the opposing captain. This is a very prestigious award, and is dedicated to the memory of Phil Wade, one of the best all round players the SDL has produced, who always put the team ahead of the individual.

The guidelines for nominations are that the recipient must be a registered player and must have the best interests of their team at heart. It is not necessarily the best player on the night, and it does not even have to be a player who played on the night. If the opposing captain considers one of the opposition's reserves made an outstanding contribution on the night then that player could be considered worthy of a nomination. Could captains please give this matter the consideration it deserves.

- 9.8 The Committee will award a trophy each year for the best first year player in the SDL. The guidelines for selection are that the recipient must be a registered player and must have had an outstanding season. Preference will be given, where possible, to players who are in their first year of competition darts rather than players who have played in other associations.

## **10. BYLAWS**

- 10.1 That bylaws, fixtures and rules be decided at captains meetings with captains carrying a signed team vote. The committee must give 14 days notice of any items concerning fixtures, bylaws and rules to the captains. Any accidental omission of notification will not void the captains meeting.
- 10.2 All accounts and fines issued by the committee must be paid within (14) fourteen days of receipt of invoice. Failure to pay within the fourteen days will render the team captain unfinancial.
- 10.3 Failure to pay accounts and fines within a further fourteen days (total 28 days) of receipt of invoice will render the team unfinancial.
- 10.4 Failure to pay accounts and fines within a further fourteen days (total 42 days) of receipt of invoice will render the club unfinancial.