

METROPOLITAN DART LEAGUE INC. A0045229Y
MATCH RULES

METROPOLITAN DART LEAGUE
INC.
A0045229Y



Match Rules

July 2024

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DEFINITIONS

For the purposes of these Rules the following definitions shall apply:

A **Referee/Caller** is the person nominated to control the proceedings of a dart game on an assigned match- board.

The **M.D.L** means the Metropolitan Dart League.

A **Bust** shall mean a score in excess of the value of the score remaining in the game. With a bust the number of darts thrown is counted but no score is counted for the purposes of determining the players average.

Called means that the referee/caller has assessed the value of the score thrown and 'called' the score to the '*marker*' as the official score achieved.

The **Marker** is the person appointed to record all scores and the score remaining on the scoreboard as defined under rule 22. The Caller & Marker may be the same person.

Organiser - The term organiser(s) shall mean the Metropolitan Dart League, its officials, or persons nominated by the Metropolitan Dart League to carry out its functions in relation to a darts event.

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.

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1. THE DART

- 1.1 Players shall provide their own darts (set of 3) which shall consist of a recognisable point, a barrel and an attached flighted stem that may be four separate pieces and: Measuring no longer than 20 centimetres. Weighing no more than 50 grams.

2. PLAYERS RIGHTS

- 2.1 Players shall have the right to request tournament officials to check on the height of the dartboard and its distance from the toe line or oche.

3. PLAYERS OBLIGATIONS

- 3.1 All players must be registered with the league at commencement of each season...
- 3.2 A new player on a night will have their name listed on the back of score sheet. Registration fee to be forwarded promptly to the Treasurer.
- 3.3 All players (or teams) shall play within these playing rules [and any supplementary rules laid down in any event, flier, entry form or programme] provided that such supplementary rules are not in contravention of these playing rules.
- 3.4 Any player (or team) failing to comply with any of these playing rules shall be liable to disqualification from the event.

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4. PLAYERS CONDUCT

- 4.1 No persons shall be permitted in the playing area other than those defined in Rule 6.1 and the assigned players.
- 4.2 A player's opponent must stand at least 600mm (approx. 2 feet) to the rear of the player at the oche.
- 4.3 During match play all players shall remain quiet and only the player at the oche may direct inquiries to the referee.
- 4.4 A player at the oche shall not commence his throw until his opponent is back behind the oche. **Penalty:** loss of that throw.
- 4.5 A player retrieving his/her darts after a throw shall do so promptly and in such a manner as to not interfere with the next player. **Penalty:** loss of previous throw.
- 4.6 A player, once commencing their throw shall not leave the immediate board playing area.
- 4.7 No player that is at the oche shall be allowed to smoke or drink during the course of his or her throw. Nor shall the Caller / Referee or the Marker be allowed to drink or smoke during the course of the game.

5. INTERPRETATION

- 5.1 The tournament organiser nominated shall determine the interpretation of these playing rules in respect to any darts event. The decisions of the organiser shall be final and binding.
- 5.2 Any matter not expressly covered by these playing rules shall be determined by the M.D.L. Committee, or in their absence the nominated tournament organiser whose decision shall be final and binding.

6. AUTHORISED PERSONS

- 6.1 Only the referee/caller, scorer and marker shall be allowed to stand or sit in front of the player actually throwing darts. Such officials are expected to restrict their movement to a minimum during the course of 'the *throw*'.

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7. THE DART BOARD

7.1 All dartboards used **in** tournaments conducted under these rules shall be of the *bristle type*'.

- Shall be 1-20 clock pattern,
- Shall have an inner narrow band that scores 'treble' segment number,
- Shall have an inner narrow band that scores 'double' segment number,
- Shall have an outer centre ring that scores '25' and
- Shall have an inner centre ring that scores '50' and shall count as a double for the purpose of starting/finishing a leg, set or match. This inner ring shall be called the '*bull*'.

7.2 The dartboard shall be fixed such that the perpendicular height from the centre of the 'bull' to the floor, at the same level as the 'oche' shall measure 1.73 metres.

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

7.4 The standard dimensions of the dartboard shall be as follows:

- Double and treble ring inside measurement: 8mm
- Bull inside diameter: 12.7mm
- Outer bull inside diameter: 31 mm
- Centre bull to inside edge of treble wire: 105mm
- Centre bull to outside edge double wire: 168mm

8. LIGHTING

8.1 A suitably positioned light fitting to provide at least 100 watts of light intensity shall light all wall & floor dartboards. Alternatively 20 watts of fluorescent lighting mounted directly above and in front of the dart board at a distance not exceeding 1 metre from the bullseye is deemed to be adequate lighting.

8.2 All lights must be fitted with screens that divert all light away from the player's eyes when standing at the oche.

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9. THE OCHE

- 9.1 A oche of 1 Metre long must be placed in a position where the minimum throwing distance shall measure from the back of the oche 2.37 metres along the floor to a plumb line at the face of the darts board. If a raised oche it shall be at least 25mm high. If a marked oche the opposing captain should determine from the home captain as to whether the oche is measured from front or back the back of the mark.
- 9.2 The diagonal distance from the bull centre to the back of the raised oche at the floor level shall measure 2.934 metres.
- 9.3 A player during the delivery of any dart may not have any part of either foot in front of the toeing edge of the raised oche.
- 9.4 A player wishing to throw a dart, or darts, from a point either side of the raised oche must keep his/her feet behind an imaginary straight line extending from the 'toe-up' face either side of the raised oche.
- 9.5.1 The referee shall first warn any player in breach of rule 9.3 or 9.4. Any darts subsequently thrown in breach of these rules shall not score. The referee may appoint an Oche judge to facilitate the management of the match. Where a repeated breach of rule 9.3 or 9.4 occurs, a Team Captain, or player may seek the referee to appoint an Oche Judge, who shall be seated in line with the oche. In the case of any infringement of the oche the Oche judge shall call '*no dart*' and no score shall be recorded for that dart.
- 9.6 Only the player(s) named on a score sheet/entry form as the competing individual, or team, shall be eligible to play in the respective darts event.
- 9.7 No player shall play in more than one team in any respective darts event.
- 9.8 All players participating in an individual darts event must play under their legally acknowledged name.
- 9.9 Acceptance by the M.D.L. or event organiser of a player's entry shall be deemed as an acceptance by that player (or team) of the MDL. Playing rules covering that respective event.
- 9.10 The M.D.L. or event organiser reserves the right to refuse or withdraw any entrant at any darts event and their decision shall be final and binding.

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10. REGISTRATION AT THE EVENT

- 10.1 All players (or teams) shall register at each darts event at the predetermined times advised to all entrants by way of special notice, programme or tournament entry form.
- 10.2 Any player (or team) failing to register by the notified time shall be eliminated from the respective tournament. Any entry fees shall not be refundable.
- 10.3 Any player (or team) not in attendance when called upon to play shall forfeit that leg, game, set or match, whichever is applicable. Any entry fees shall not be refundable (see rule 10.2).
- 10.4 Any player must be financial with the league the winter/summer and/or summer/winter seasons prior to any tournament.

11. THE THROW

- 11.1 All darts must be thrown by, and from, the hand. To be deemed as thrown some physical force must propel the dart, not merely dropped.
- 11.2 A throw or shot shall consist of three darts, (thrown one at a time sequentially), unless a leg, set or match finishes in less than three darts, or a score greater than the score remaining is thrown in less than three darts.
- 11.3 Any dart that is thrown, bounces off, or falls out of the dartboard shall not be Re-thrown. A dart in the board shall not score if a player touches it during a shot.
- 11.4 If player touches any dart, which is in the dartboard during a throw, the throw is deemed to be completed.
- 11.5 A player requests a progressive score/check score, once that score is given and the darts drop out of the board, the progressive score must be counted in the total score, and the score recorded on the scoreboard/chalkboard.

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12. STARTING AND FINISHING

- 12.1 All darts events on Wednesdays each leg shall be played with a straight start and double finish.
All dart events played Fridays each leg shall be played with a double start and double finish.
- 12.2 The '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'.
- 12.3 The first player (or team) to reduce the score required to exactly zero by obtaining the required Double out, is the winner of that leg, set or match whichever is applicable.
- 12.4 Any dart mistakenly thrown by a player, after scoring the required 'double' shall not count as the respective leg, set match. The dart scoring the required 'double' concludes respective leg, set or match.

13. SCORING

- 13.1 A dart shall only score if the point remains in, or touches the face of the dartboard within the outer double wire, until after the throw has been completed and the score has been called and recorded on the scoreboard.
- 13.2 The score is counted from the side of the segment wire in which the point of the dart enters, and remains in, or touches, the face of the dartboard.
- 13.3 Darts shall be retrieved by the thrower but only after the score has been 'called' by the referee. Retrieval of darts thrown before the referee has 'called' a score may result in a '*no score*' being called. If the score thrown finishes the leg, as per rule 21 then the referee shall call '*game shot*'.
- 13.4 Upon completion of each throw the referee shall decide the score thrown and communicate the score to the *marker*' whose sole duty is to mark the scoreboard or chalkboard in accordance with rules 13.6 & 13.7.
- 13.5 The '*bust*' rule shall apply, i.e. if a player scores more than the score required then the score thrown will not count. The player shall revert back to the score required prior to the bust shot.
- 13.6 The result of each players throw, including 'busts' and no score's' must be clearly shown on the scoreboard or chalkboard, giving the score thrown and the balance required to finish the game.

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- 13.7 The referee, the scorer and players, should check all scores and subtractions made on the chalkboard, after each throw.
- 13.8 All requests to check the score recorded and subtractions made must be directed to the referee and made before the player's (or teams) next throw.
- 13.9 Protest about the score attained after the retrieval of the dart or darts may not be upheld. The referee's decision shall be final and binding.
- 13.10 The actual score required must be shown on the score sheet and/or the scoreboard and be clearly visible to the players and referee.
- 13.11 If the player asks the referee for the score remaining and the referee replies incorrectly, the following shall apply:
- (a) If the player scores the advised number and the dart is the double required completing the score, the throw shall be called '*game shot*'.
 - (b) 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 scores 20 only, the remaining score is 38 not 40.
 - (c) If the player scores more than the advised score and also more than the remaining score, the result is '*bust*'.
 - (d) If the player scores more than the advised score but less than the true remainder, the true remainder will apply, i.e. if the player needs 62 and is advised 58, but throws 60, then the remaining score is 2 not '*bust*'.
- 13.12 A player during a throw or shot may not receive any coaching or advice, except a player whilst at the oche may inquire of the referee the value of a score thrown or score remaining. No indication of the required 'double' shall be given by the scorer or referee, (i.e. 32 required not double 16).

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14. ORDER OF PLAY

- 14.1 The order of play shall be determined by first throwing for the bull with the player closest to the inner bull being the first player in the opening trebles/leg and subsequent alternate legs. Should both opponents bull shot land in the bull [or be equally distant from the bull] then they should throw again.
- 14.2 In the event of a dart falling from the board before the throw can be measured, then that player shall throw again for the Bull. In the event of the dart being knocked out of the board by the second player, then both players shall throw again.
- 14.3 Players are to leave their dart in the board until the caller measures it.

15. THE MATCH

- 15.1 The match will consist of:

Wednesday Competition: Division 1.

2 x trebles	701	[Flying Start & Double Finish]				
3 x doubles	601	"	"	"		
6 x Singles	501	"	"	"	Best of three games	

Wednesday Competition: Division 2,3,4,5.

2 x trebles	701	[Flying Start & Double Finish]				
3 x doubles	601	"	"	"		
6 x Singles	501	"	"	"	single game	

Friday Competition: Division 1.

2 x trebles	501	[Double Start & Double Finish]				
3 x doubles	401	"	"	"		
6 x Singles	301	"	"	"	Best of three games	

Friday Competition: Division 2,3,4,5.

2 x trebles	501	[Double Start & Double Finish]				
3 x doubles	401	"	"	"		
6 x Singles	301	"	"	"	Single game	

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- 15.2 All matches will commence between 7.45pm and 8.00pm.
- 15.3 Teams listed may claim a match if the opposing team has not listed its team by 8.00pm
- 15.4 Names, once listed in the scorebook and on the chalk/white board cannot be changed. Except between each section of play.
- 15.5 Any player(s) whose name is on the score sheet before the commencement of play at 8.00pm but not at the venue before the end of the 2nd teams game, that player(s) cannot play in any game on that night and cannot be replaced whose name is not on the score sheet by 8.00pm.
- 15.6 In the event of a team being unable to fill a side to compete against an opposing team, the team who cannot field a side must give a walkover. The captain of the team giving a walkover must inform the contest director immediately upon knowledge of a walkover been given (this is immediately after speaking with team members to confirm players are not available to play), in the spirit of good gamesmanship. The contest director can then inform the opposition captain that their team has been awarded a walkover and the opposition captain is then responsible for informing their own team that the match has been cancelled. The team who has given the walkover will be penalized with a for and against score of 0-11 (the maximum amount of games lost) and the team handed the walkover is awarded with a for and against score of 11-0 (the maximum amount of games won).

16. THE TEAM

- 16.1 A team may consist of nine (9) players a maximum of three (3) substitutes, of which will be called reserves and interchanged only on completion of opening treble events.
- 16.2 All players to become eligible to play in finals must have played 5 games (home and away) with that team, based on officially received score sheets.
- 16.3 No team can commence a match with less than five players during the home and away season. If less than five players are present and ready to play then the team of less than five players must forfeit the game.
- 16.4 In the event of only five players being present at the commencement of play during the Home & Away season the following shall apply.

Trebles: 1st trebles will be played 3 vs. 3

2nd trebles will be played 3 vs. 2 (team of 5 to play with 2 players)

Doubles: 1st & 2nd Doubles will be played 2 vs. 2

3rd Doubles will be played 2 vs. 1 (team of 5 to play with 1 player)

Singles: Single matches 1 to 5 are played as normal

6th single match is forfeited to the team with 6 players

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Throwing order of play during the games will follow as per normal with the exception of the "BYE" throw not being played.

In the event of players having to leave after the commencement of play and having no reserve players available (team of only six players) the above format will be followed for whichever matches apply.

Teams can play with 5 players as many times as needed during the home and away season but **MUST** have at least 5 financially qualified players present before the commencement of **ALL** finals games.

17. FINALS

17.1 The top four (4) financial teams will contest the finals. In the event of two teams finishing on the same amount of points and legs for and against, at the conclusion of the home and away season; a count back of games won between the two sides will determine which team receives the higher ladder position in the following order: total games won, total legs won, total amount of singles won. In the event that all tallies are equal then a playoff game is to be held where the team given home ground advantage is determined by the tossing of a coin by the contest director, at a venue/location to be determined by the contest director.

17.2 In the event of a division consisting of a fixture of 8 or more teams in a home and away season; the teams finishing 5th to 8th on the ladder at the end of the home and away season will contest in a lightning premierships final series

17.3 All finals will be best of eleven (11) legs.

17.4 The final series consists of four (4) matches. (Top four teams – 1st to 4th)
Match 1: 1st v 2nd (winner to host grand final, loser to host winner match 2)
Match 2: 3rd v 4th (winner away to loser match 1, loser eliminated)
Match 3: Loser match 1 v winner match 2 (winner to grand final, loser eliminated).
Match 4: Winner match 1 v winner match 3.

17.5 The lightning premierships consists of four (4) matches. (5th to 8th – 8 or more teams in fixture)
Match 1: 5th v 6th (winner to host grand final, loser to host winner match 2)
Match 2: 7th v 8th (winner away to loser match 1, loser eliminated)
Match 3: Loser match 1 v winner match 2 (winner to grand final, loser eliminated).
Match 4: Winner match 1 v winner match 3.

OR

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- 17.6 The lightning premiership consists of two (2) matches. (5th to 7th – only 7 teams plus a Bye in fixture)
Match 1: 6th v 7th (winner to play 5th in grand final – 5th to host grand final, loser eliminated)
Match 2: 5th v Winner match 1

18 PROMOTION/RELEGATION.

- 18.1 Two (2) teams from the lower divisions to be promoted (i.e. the team that finishes on top of the ladder at the end of the home and away season and the grand final winner, if it's the same team the grand final runners up will be promoted.)
- 18.2 The bottom two (2) teams in each division at the end of the home and away season except the lowest division will be relegated.

19 OTHER RULES

- 19.1 Any rule not covered in any previous rules will be referred to the committee and all decisions will be final