

RULES OF PLAY

PART 1 - DART BOARD

The dart board shall be of the standard clock with a double bull pattern and shall be a bristle/fibre board. The centre of the bull shall be 5 feet 8 inches or 1.73 metres from the floor.

The spacing between dart boards (bull to bull) will be a minimum of 60 inches. Unrestricted behind the oche line for standing is not less for each board. There shall be a minimum of 7 feet unobstructed ceiling height for each board.

The lighting for each board is to be a minimum 100 Watt non-glare reflector flood. Lighting fixtures should not obstruct the face of the board in any manner and should be directed towards the board's surface.

PART 2 – THROWING DISTANCE

The oche shall be 7 feet 9¼ inches or 2.368 metres measured horizontally from the face of the dart board.

An adequate oche line marking must be supplied for each board.

PART 3 – TOE LINE

No player shall deliver a dart with his footwear in any other position than completely behind the toe edge of the line. Any player in breach of this rule shall first be warned by the opposing captain in the presence of his own captain and any dart subsequently thrown in breach of this rule will not score.

PART 4 – SCORING

Darts shall only score, the point of which shall remain in the board, within the outer double ring wire. The score obtained is counted from the side of the segment wire in which the point entered the board.

The inner bull shall count as 50 and shall be deemed a double. The outer bull shall count as 25.

The player at the line may request information as to what has been scored. This information shall be given by the marker. If the information given is wrong and the mistake not picked up by the time the next player of the same team throws his first dart, then the score on the score board shall be deemed correct.

During regular league play, the only people who can give information to the player who is at the line with regards to what score is required and how to obtain it are team members. This information can only be given if the player steps back from the line and requests it. Team members shall not be allowed to stand behind a player telling him what to shoot for. During Singles Competition play NO COACHING will be allowed.

The score board shall be clearly marked at the completion of a turn, showing both the score made and the score required. It is the responsibility of the player to ensure that the marker has recorded the correct score before removing his darts from the board.

The bust rule shall apply, i.e. if a player scores more than the required score, then the score shall remain at what it was before the turn.

The game ends when the double is hit regardless of other darts thrown.

Score boards should be of a permanent type, chalk boards should have either a black or green surface. They should be no smaller than 24 inches by 16 inches. Chalk, dry erase pens and erasers should be available for all boards. Electronic score boards are not permissible.

PART 5 – SCOREKEEPERS

Scorekeepers shall be provided by the home team, as long as both Captains are in agreement as to the person chosen.

PART 6 – SCORESHEETS

Official scoresheets shall be issued to all team Captains. Both Captains shall sign both scoresheets at the completion of the match and this signifies that they are in agreement as to the scores recorded. Protests shall not be allowed after the Captains have signed the scoresheets (see PART 9 - PROTESTS). Players who score 180s, 171s and high finishes shall have their names recorded on the scoresheet and both Captains shall initial the entry. Failure to record these will result in the loss of the score and requests to register these scores at a later date will be denied.

The Captains are responsible for sending their scoresheets to the Statistician. In the event of a scoresheet not being received by the stated deadline, both Captains involved shall be contacted and be given another 2 days to send in a duplicate scoresheet. If no scoresheet is received at this time, all individual and team points will be revoked permanently.

PART 7 – MATCH PLAY

All matches in the CPDA shall be played on Monday evening commencing at 7:30 at the pub designated as the home team in the schedule. An allowance of 15 minutes shall be given for

late comers. Any team that cannot field **five** registered players by 7:45pm shall forfeit the match. The official time shall be deemed by satellite controlled phones (e.g. iPhones). The opposing team shall be awarded two (2) match points and enough team points to win the night:

Division 1 will receive 9 points.

Division 2 will receive 9 points.

Division 3 will receive 9 points.

Division 4 will receive 9 points.

If a team fields only five players, then that team shall forfeit one (1) singles match.

If both teams field only five players each, the **maximum** points for the night are as follows:

Division 1 – 16 points – 9 games of doubles, 7 games of singles

Division 2 – 16 points – 9 games of doubles, 7 games of singles

Division 3 – 16 points – 9 games of doubles, 7 games of singles

Division 4 – 16 points – 9 games of doubles, 7 games of singles

If both teams cannot field five players by 7:45pm, then neither team will receive any match or team points.

PART 7.1 - FORMAT OF PLAY

All games are in SIDO format (single in, double out)

Division 1:

Doubles: 501 – best of 5 games

Singles: 501 – best of 5 games

Division 2:

Doubles: 501 – best of 3 games

Singles: 501 – best of 5 games

Division 3:

Doubles 501 – best of 3 games

Singles 501 – best of 3 games

Division 4:

Doubles 501 –best of 3 games

Singles 501 –best of 3 games

PART 7.2 - BREAKS BETWEEN MATCHES

After a round of matches has finished, players have 7 minutes to get to their next match. If the 7 minutes expires and a player is absent, the opposing team wins that match.

PART 8 - POSTPONEMENTS

There shall be no postponements of matches unless sanctioned by the Executive for nights of adverse weather. The purpose of carrying 9 players on a roster is to ensure that a minimum of 5 players are available on any given match night.

PART 9 – PROTESTS

- 9.1 All protests or disputes regarding playing conditions (position of board or oche, type of board, board height, length of oche, condition of board, toe line, lighting, etc.) must be made before play commences, otherwise this will signify that playing conditions were satisfactory and agreed to by the competitors taking part in the match. Failing settlement on the spot, the match shall be played under protest and the scoresheet shall be marked as being “UNDER PROTEST”.
- 9.2 All protests must be made in writing, full reasons being stated and must be sent, with the scoresheet, to the Secretary within 24 hours of the match in question. The protest shall be accompanied by a protest fee (determined by the Executive). If the protest is upheld, the fee will be returned.
- 9.3 Any protests on the night must be written on the scoresheets prior to the Captains’ signing.
- 9.4 In the case of ineligible players, any Captain has the right to contact a member of the CPDA Executive to establish player status. Should a protest be needed, please see 9.2.
- 9.5 Any other protests re: conduct, time, scores, dress code or any other reason shall remain as in 9.2.

PART 10 – TEAMS

- 10.1 A team shall consist of a maximum of 9 and a minimum of 6 registered players. Each team shall appoint a Captain and a Co-Captain. These individuals shall be made know to the Executive at the time of team registration. Five players of the team shall constitute a legal lineup on any evening of CPDA play.
- 10.2 Team registration shall be on a date set by the Executive at the Annual General Meeting, and shall be at least one week before the scheduled commencement of play. To register a team, it must have a minimum of six (6) players. If the Captain wishes to add players, then he must register those additional players and pay the set fees before those players may play.
- 10.3 No unregistered player may play for any team in the CPDA. If a team fields an unregistered player, it will result in the forfeit of all matches in which the unregistered player participated (see 9.4).
- 10.4 Membership dues must be received in full at the time of team registration. The amount required shall be set by the incoming Executive at the Annual General meeting.
- 10.5 No player may transfer from one team to another team after the registration date, without there being sufficient extenuating circumstances to warrant such a move. This move will be subject to the approval of the Executive.
- 10.6 If a player quits the CPDA, he will be de-registered and he may not play for any team for the rest of the season. The team may then acquire a non-registered player to replace the one who has quit.
- 10.7 If a team member is suspended by the Disciplinary Committee, the team may not pick up another player to replace him for the duration of that member's suspension.

- 10.8 If a team fires a player, then the Captain must inform the Executive of what has transpired. With the approval of the Executive, the team may replace the fired player with any non-registered player. An approved Change of Player form must be delivered to the Executive by not later than the Friday preceding the match in which the replacement will compete, accompanied with a fee for each replacement. This fee will be decided by the Executive before commencement of play each season. Failing approval of the Executive, the team shall play without the services of a replacement player. Subject to the approval of the Executive, the fired player may seek an alternate team with which to play.
- 10.9 Teams registered in the CPDA, located in a venue for the purposes of CPDA play, must play the entire season for that venue. If, after registration, a team registered through a sponsoring venue wishes to leave without the consent of the venue management, they will be de-registered for the remainder of that season. If, on the request of the venue management, a team is asked to leave, there will be no penalty applied to the team. A new venue must be approved by the CPDA Executive.
- 10.10 If a team withdraws from the CPDA during the season, all point that other teams have scored against that team become null and void.

PART 11 DIVISIONS

- 11.1 CPDA play shall be on a divisional basis. The number of divisions and the number of teams shall be decided by the Executive, based on the number of teams entered on the registration date.
- 11.2 A team's standing in a division is determined by the number of match points that they have obtained. In the event that two or more teams are tied, then the number of section points won shall determine their respective positions. At the end of play of a season, if two or more teams have the same number of match and section points, then they shall play each other until a clear winner can be determined.
- 11.3 At the end of each season, the bottom three teams in a division will start the next season in the next lower division, if there is one; the top three teams in a division will start the following season in the next higher division, if there is one.
- 11.4 To be eligible to resume play the following season in the position that the previous season dictated, the team must retain a majority of it's players from the previous season's roster. If this is not the case, it is solely an Executive decision as to which division that team plays in.
- 11.5 **Starting A Match: MATCH STARTS WITH A BULL-OFF**
Winner of Toss has choice who shoots first for bull. Winner of bull shoots first in ALL odd legs (including tie-breaker). Loser of Bull shoots first in ALL even legs any inner or outer bull hit must be announced and pulled. If tied then whoever shot last will bull next. You will Bull up only once at the beginning of the match.