

**CLUBS NEW ZEALAND DARTS**

Clubs New Zealand North Island and South Island Darts shall be in accordance with the following rules.

# **GENERAL**

Players shall provide their own darts which shall not exceed an overall length of 30.5cms (12 inches) or not weigh more than 50 grams. Each dart shall consist of a needle point which shall be fixed to a barrel. At the rear of the barrel shall be an attached flight stem.

The interpretation of the playing rules in relation to a darts event shall be determined by the organisers of that event, whose decision shall be binding and final.

# **THROW**

A player shall throw darts from a standing position, excepting only in those circumstances when a physical disability or physical injury requires a player to adopt a non standing position. (i.e. a wheelchair or similar form of support).

All darts must be deliberately thrown, one at a time, 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.

If a player touches any dart which is in the dartboard during a throw, then that throw shall be deemed to have been completed. If any chalker or caller should remove any dart, when throw has not been completed then the dart(s) removed shall be placed in as near a position to that before they were removed and the play will continue.

Any dart bouncing off, or falling out of the dartboard does not count and shall not be re thrown.

**STARTING AND FINISHING**

In all darts events, each leg shall be played with a straight start and the finish must be on a double, unless stated otherwise in the playing format of a particular event.

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.

The "Bust" rule shall apply, i.e. if a player scores more than the number required then that score shall not count and the player shall revert back to the score the player required prior to the opponent’s last throw.

A "Game Shot" called by the marker or caller is valid only if the darts thrown, achieve the required finish, and remain in the dartboard until "Game Shot" has been called.

Clubs New Zealand does not recognise the principal of equal darts. A player who checks out by obtaining the points required in accordance with the Clubs New Zealand playing Rules wins that leg, set or match.

If as result of an error being declared the player has retrieved a dart or darts, then the marker or caller shall replace the dart or darts in as near as is practicable the same position or positions and then invite the player to complete that throw.

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.

# **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 shall be retrieved from the dartboard by the thrower.

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.

Darts shall be retrieved from the Dartboard by the thrower, but only after the score has been called by the marker, or caller, and recorded by the marker or caller.

A protest about the score attained or called after the retrieval of the dart or darts may not be upheld.

All scores and subtractions made shall be checked by the marker or caller, and the players after each throw and where practicable, before the next player's throw commences.

All requests to check scores recorded or subtractions must be made before the player's or team’s next throw.

The actual score required by a player or a team must be shown on the score sheet or scoreboard, clearly visible, at eye level, in front of the players, the marker or caller.

No indication of the required double shall be given by the marker, or caller, (i.e. 32 required, not double 16). Any interim score requested and given by the marker or caller shall not be binding should the wrong score be given, and only scores recorded and subtracted at the completion of a throw will be counted. The onus for a correct score remains with the thrower at all times in regards to interim scores.

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.

The marker or caller shall act as an umpire in all matters pertaining to the Council Playing Rules when conducting a darts match and shall if necessary consult with scorers and other officials before announcing any decisions during the course of a leg, set or match.

Example of setting out Score Sheet:

Correct Way Wrong way

501 501

100 401

401 341 etc

60

341 etc

# **DART BOARDS.**

All dart boards shall be of the bristle type.

All dartboards shall be of the 1. 20 clock pattern.

The inner narrow band shall score "treble" the segment.

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

The outer centre shall score" 25".

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

All the wires forming the segments, double, trebles, inner and outer centre rings which together form the spiderweb shall be affixed to the face in such a manner that they lie flat on the face of the dartboard.

The dartboard shall be fixed in such a manner that the perpendicular height from the floor to the centre of the "Bull" at the same level of the oche shall measure 1.73 metres (5 ft. 8ins).

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

Adjustments to the position of or changing of a dartboard shall only be carried out by a match official.

**OCHES.**

A raised "oche" not less than 50 mm high and not less than 450 mm long must be placed in position at the minimum throwing distance and shall measure from the back of the raised "oche" 2.37 metres (7 ft. 9, 1/4 inches) along the floor to a plumb line at the face of the dartboard.

During match play no player shall tread on any part of the raised oche nor shall the player deliver any dart with his feet in any position other than behind the toe edge of the raised oche.

A player wishing to throw a dart from a point either side of the raised oche must keep his feet behind an imaginary straight line extending on either side of the raised oche.

A player or team captain shall have the right to request that the oche dimensions be checked, and adjusted if necessary, always providing that the opposing player or team captain concurs with the request. Such requests must be made before the start of or after the completion of a leg.

**ORDER OF PLAY**

A Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined at the Control Desk when a playoff game is required.

The winner of the Bull throw shall throw first in the match and all subsequent “odd numbered legs” which will also include the “tie-break” leg if required. In matches divided into sets the winner of the Bull throw shall throw first in all “odd numbered” sets.

In throws for the Bull each player, in Singles events, or one of the team members shall throw one dart for the Bull. The dart must remain in the dartboard in order to count and re-throws shall be made until a dart remains in the dartboard. If the dart enters the ‘25” or “Bull” sector it shall be removed before the opponent takes his/her throw. Re-throws shall be called for if the Chalker cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the “25” ring.

A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.

If the second players dart dislodges the first dart, both darts shall be re thrown.

In a match involving a team of two or more players, the throwing order must remain the same for the duration of that match

# **MATCH RECORD CARD**

A record card shall be made out, at the control desk. On conclusion of the match, the record card, clearly indicating the winning player or team shall be returned along with the losers’ card, immediately to the Control Desk by the winning player or team.

The progression of players or teams shall be marked up on the draw sheet when applicable so that players or teams and spectators can view the current situation during the darts event.

# **PRACTICE**

Each player is only entitled to six (6) practice darts to be thrown at the assigned match board prior to the match commencing. No other practice darts may be thrown

No practice shall be allowed on unassigned match boards after the darts event has officially started

Practice boards may be provided in the tournament room for the exclusive use of the tournament players or teams.

# **TOURNAMENT PLAY**

No person shall be allowed within the playing area other than the board marker or caller, and assigned players or teams.

Only a marker or caller shall be allowed to be situated in front of a player actually at the "oche" throwing darts. Such officials are expected to restrict their own movements to a minimum during the course of a players throw.

A player retrieving their darts from the dartboard after a shot shall do so promptly and in such a manner so as not to interfere with the next player. Penalty: Loss of previous shot.

A player at the oche shall not commence their throw until their opponent is back behind the oche. Penalty: Loss of that shot.

A player’s opponent must stand at least sixty (60) cm to the rear of the player on the oche.

During match play, all players shall remain silent, and only the player at the oche shall direct enquiries to the marker or caller. Neither shall any prompting be allowed by any other player, spectator or official.

A player on the oche is entitled to consult with the marker or caller on the amount scored or required, at any time during the "throw", however, the player shall not be advised on how to check out.

All requests to check scores recorded must be made before the players’ next throw.

Any enquiries on scores recorded or subtractions made will not be entered into after the conclusion of that respective leg, set, or match.

In team tournaments where all players throw in rotation the order of players throwing must be determined and displayed on the match board before the first throw of that leg, set or match, whichever is applicable.

Any protest must be lodged with the games controller at the time of the alleged violation and a judgement must be given on the spot before the leg, set or match is allowed to continue. Any late protests will not be honoured.

If a player’s playing equipment becomes damaged or is lost during the course of a throw then the player shall be allowed up to a maximum of three (3) minutes in which to repair or replace the playing equipment.

A maximum time limit of three (3) minutes, subject to the marker’s or caller’s permission shall be allowed in the instance of a player requiring to leave the playing area in exceptional circumstances during the course of a leg, set or match whichever is applicable.

CONDUCT: During a match - players shall conduct themselves in a manner of respect for the other player/s and shall refrain from annoying the other player/s or using offensive language or making offensive gestures and shall refrain from any unsportsmanlike conduct (i.e. such as deliberately losing a Leg or match, deliberately delaying match play, or interfering with the throw of another player.)

Clubs New Zealand promotes fair play, inclusivity, and the wellbeing of all participants.