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上海飞镖联盟

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飞镖规则和指南

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# 飞镖 规则和指南

上海飞镖联盟

# 飞镖规则和指南

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# 目 录

1.0 GENERAL	2	Definitions	14
1.1 Matches	2	Team game	14
1.2 Rescheduling	2	Singles	14
1.3 Number of players	2	Doubles	14
1.4 Game Play	2	Mickey Mouse	14
1.5 Players	3	Game Shot	14
1.6 Scoring:	3	Captains Cup	14
1.7 Individual Point Awards	3	League singles competition	14
1.8 Trophies	4	Oche	15
1.9 Team leagues	4	Inspection Committee	15
1.10 Results Reporting	6	Contacts	16
1.11 Captains Cup	6		
1.12 League Singles	6		
2.0 Darts Play	7		
2.1 Darts	7		
2.2 Dart Throws	7		
3.0 Game Play	7		
3.1 Team Game	7		
3.2 Singles and Doubles	7		
3.3 Mickey Mouse	8		
3.31 Objective	8		
3.32 Scoreboard	8		
3.33 Hits	8		
3.34 Starting	8		
3.35 Draw	8		
3.36 Scoring	9		
3.4 Game Finish	9		
3.5 The Bull	9		
3.6 The meaning of bust rule	9		
3.7 Game Shot	9		
3.8 Scorer Error	9		
3.9 Game End	9		
4.0 Scoring	10		
4.1 The Dart	10		
4.2 Darts Retrieval	10		
4.3 Arithmetic Errors	10		
4.4 Scoreboard	10		
4.5 The Scorer	10		
5.0 Dartboards	10		
5.1 Dartboard Conditions	10		
5.2 Dartboard Position	11		
5.3 Oches	11		
5.4 Lighting	12		
6.0 Non compliance and complaints	12		
7.0 Player Conduct	12		
7.1 Match play	12		
7.2 Complaints:	12		
7.3 Action	13		
8.0 Advertising	13		

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章节

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# Introduction / 序 言

## 1.0 GENERAL / 概 要

### 1.1 Matches / 比 赛

The matches are played every Tuesday in accordance with the schedule and start at 8.00pm. A team may claim the game if at least a minimum of 4 players from the other team have not shown up by 8.15pm.

比赛按照赛程表规定，定于每个星期二晚八点开始。如果有一方队伍在晚八点半前未能有至少四名选手到场，则另一方队伍可以直接获得胜利。

### 1.2 Rescheduling / 重 设 赛 程 表

No re-scheduling of games is permitted. If a team does not show up or there is no call from a captain to explain why his team is late then the match is forfeited and two league points will be awarded to the attending team.

原则上不能重设赛程表。如果一方队伍不能按时到场，或一方队长未能及时通知另一方队长解释为何不能及时到场比赛，则该场比赛由正确出场比赛队伍直接获胜，并获得两个积分。

### 1.3 Number of players / 参 赛 选 手 数

A minimum of 4 players is required to start the game and a minimum of 6 players is required to conclude the match. A maximum of 12 players is allowed. The team game can start with only 4 but the throws of the missing players, (i.e. 5 and/or 6) are forfeited.

双方队伍应最少各有四名选手开始比赛，同时至少六名选手完成比赛。每个团队最多十二名选手。第一个团队比赛(即 1001 分比赛)可以由每队四名选手开始，但未能出场的选手位(即第五位和/或第六位选手)将轮空。

### 1.4 Game Play / 比 赛

(a) Players cannot play more than 1 game within each round of singles. No player can play the same opposing player more than once in the singles games. The game CANNOT be completed with less than 6 players.

(a) 所有选手不能在同一轮单打中打超过一场比赛。在单打比赛中没有选手可以与同一个对手比赛两次。比赛绝不能在一方团队少于六名选手的情况下完成。

(b) The team list shall be finalized by the captains by 8 p.m. Any player listed in the top 6 who has not arrived when his/her first singles game is scheduled, forfeits the game. Any player who has not arrived at the end of the first singles round is eliminated from the team list for that night and can take no part in the match. If 6 players have not arrived at the completion of the first round of singles, the match is forfeited.

(b) 比赛表格即选手排位表应在晚八点前由双方队长完成。任何在选手列表上排在前六位的选手，如果未能在第一轮单打顺位比赛前到场的，将直接判负。任何在选手列表上的选手如果未能在第一轮单打比赛结束前到场，该选手将直接从列表上删除，即不能再参加当晚的任何比赛。如果在第一轮单打结束前，一方队伍未能有足够六名选手到场，将直接判定输了当晚的比赛。

(c) The team games and the first round of singles must be played in the order shown on the team list. The second round of singles order and the doubles shall be captain's discretion.

(c) 第一个团队比赛和第一轮单打比赛必须按照制订好的选手列表顺序。第二轮单打和双打比赛的排位顺序将由队长决定。

(d) All games must be completed for the match to be valid and winning points to be claimed. If a team is reduced to 5 players at the beginning of the Mickey Mouse due to a player having to leave because of a genuine emergency (as agreed by the captains), the Mickey Mouse game is forfeited. If a team is reduced to less than 5 players at the beginning of the Mickey Mouse, the match is forfeited, regardless of the score line.

(d) 比赛的胜负应该按照结束时双方获胜得分的状况决定。如果在米老鼠比赛开始前，一方团队的选手因正常的紧急事件必须离开(因由双方队长认同)而减少至五名选手时，该米老鼠比赛直接判定为负。如果在米老鼠比赛开始前，任一方队伍的选手数量减少至比五名选手更少时，无论当时双方比分如何，该队伍将直接判定输了整晚比赛。

(e) When playing the Mickey Mouse, the team with the lowest number of players MUST play all players on the sheet. The team with most players has the option to play all their players or a lower number of players down to the equal number of players of the opposition.

(e) 当进行米老鼠比赛时，选手人数少的一方队伍所有选手都必须参赛。而选手人数较多的一方队伍可以选择：所有选手参赛或者选择和较少选手队伍一样的选手人数进行比赛。

## 1.5 Players / 选手

Once a player has played four matches for a team the player is deemed registered with that team and cannot play for any other team during the season. No player can play for more than two teams in one season.

任何选手在参加了一个队伍的四场比赛后，即被认同成为该队的注册队员，同时不能再该赛季结束前更换比赛团队。一个选手不能在同一赛季中在超过两个队伍中比赛。

## 1.6 Scoring: / 积分

A match game consists of the following: 比赛积分方式如下:

Team game / 团队比赛	1 game 1001	1 point/分
Singles (1 point per game) / 单打	12 games of 501	12 points
Doubles (2 points per game) / 双打	3 games of 801	6 points
Mickey Mouse / 米老鼠	1 game	3 points
Total / 总计		22 points
Note / 注		
Forfeited games will be awarded a 12 – 0 (score) 错失比赛的将直接判定为 12 比 0		

## 1.7 Individual Point Awards / 个人积分奖

There are points awarded for individual performance; / 有关个人积分奖的说明:

One point for 100's scored, / 高分积分

One point for high checkouts, / 高分结镖积分

One for wins recorded in singles and doubles games. / 单打或双打比赛积分

Points are awarded as follows: / 积分方式如下:

1 point for a 100 / 100 分积 1 分

2 points for a 140 / 140 分积 2 分

3 points for a 180 / 180 分积 3 分

1 point for a checkout 80 – 99 / 80-99 分收镖积 1 分

2 points for a checkout 100 – 119 / 100-119 分收镖积 2 分

3 points for a checkout 120 – 139 / 120-139 分收镖积 3 分

4 points for a checkout 140 plus / 140 分或以上积 4 分

Checkout points will be in addition to the points scored for the 100's. e.g. A checkout of 140 will earn 2 points for the 140 plus 4 points for the checkout – total 6 pts.

100 分以上高分收镖的同时记作相应的高分积分。例如：选手打出 140 分收镖积 4 分，同时该 140 积一个高分 2 分，总计积分 6 分。

Wins: / 胜率

1 point for every win in a singles or doubles game.

每个单打或双打获胜者将积 1 分。

Any 100's thrown during Mickey mouse do not count towards individual points.

任何在米老鼠比赛中打出的 100 分的高分将不积累个人积分。

## 1.8 Trophies / 奖杯

The following trophies will be awarded at the end of each season in each league:

以下奖杯将在赛季结束时颁发给获奖选手：

Winning team trophy. / 冠军团队奖杯

Individual trophy for each member of winning team (maximum 12). / 冠军团队队员小奖杯(最多 12 个)

Runner-up team trophy. / 亚军团队奖杯

Individual trophy for each member of runner-up team (maximum 12). / 亚军团队队员小奖杯(最多 12 个)

Captains Cup trophy. / 队长杯奖杯

Mickey Mouse trophy. / 米老鼠杯

100's and checkout Men's champion. / 男子高分冠军

100's and checkout Women's champion. / 女子高分冠军

Games – Won Men's Champion. / 男子胜率冠军

Games - Won Women's champion. / 女子胜率冠军

Highest checkout trophy. / 高分收镖奖

A '180' trophy to be awarded to any player that throws a score of 180. / 任何打出 180 分的选手都将获得奖杯

## 1.9 Team leagues / 联盟团队

Teams are divided into two leagues: league 'A' and league 'B'. There will be an equal number of teams in each league. In the event of an uneven number of teams being registered for a season, there will be an even number of teams in League 'A'. At the end of each season the 4 bottom teams in league 'A' will be relegated to league 'B', and the top 4 teams in league 'B' will be promoted to league 'A'. In the event of there being less than 12 teams in league 'A' at the end of the season, the top 8 teams shall remain in league 'A' and the remaining teams relegated to league 'B'.

In the event of a tie between 2 or more teams for league winner or for any position relating to relegation or promotion, a play-off will be held on the Tuesday after the last game of the season. A neutral venue will be chosen which is acceptable to the league committee and the captains involved in the play-off. Only players registered with the team who have played a minimum of 4 games during the season are eligible to play. In the event of a draw the match shall be decided by a 1001 shootout. A Mickey Mouse playoff shall be the best of 3 games.

当赛季结束时，如果同时有两个或以上的队伍积同分，而胜负关系可能影响到升降级时，

必须有一个对决赛。该对决赛将放在赛季结束后的星期二晚举行。比赛地点将由联盟委员会协同双方队长选择适合的酒吧举行。参赛选手必须是符合规定的该团队的常驻选手。比赛内容包括一个 **1001** 分对决。米老鼠的对决赛将采用三局二胜制。

## 1.10 Results Reporting / 成绩表提交

Methods of reporting match results are as follows: 可通过以下方式提交成绩表

(a) Email / 邮件方式

Scores to be e-mailed to webmaster (refer to Annex B list of contacts) by both teams within 48 hours.

在比赛后 24 小时内，将比赛成绩表通过邮件形式发送给网站管理员。

(b) Emergency Reporting / 紧急提交

Scores to be sent by SMS (refer to Annex B list of contacts) or phone to webmaster within 48 hours and score sheet to be e-mailed within 7 days.

赛后 24 小时内，通过手机短信方式将比赛成绩发送给网站管理员，并确保成绩单在 7 天内通过邮件方式发送给网站管理员。

(c) Penalties / 惩罚

A penalty for non-compliance; / 对于不能遵守成绩单发送条例的惩罚如下：

First time - no penalty, 首次未能遵从的将不被惩罚；

Second and subsequent times – 1 point deducted from points table (score sheet can be downloaded from website [www.shanghaidarts.com](http://www.shanghaidarts.com));

第二次和随后发生的未能遵守成绩单发送条例的，将处以扣除一个积分的处罚。(联盟成绩单可从上海飞镖联盟网站上下载)

It will be the responsibility of the committee to advise teams of non-compliance and penalties.

由联盟委员会提醒未能发送成绩单的队伍及执行惩罚。

## 1.11 Captains Cup / 队长杯

Once every season, the team captains shall compete for the Captains Cup (Nigel "Shagger" Harlock Memorial Trophy). In the event that the captain is unavailable then the vice-captain shall play in the captains' absence. No other player can substitute. The player throwing closest to the bull will start the first and third game. The other player will start the second game. The game will consist of three games of 301 with a straight start and double finish. The first player to win two out of three games is declared the winner. Hundreds and high checkouts do not count in individual standings; however 180's thrown will earn a trophy.

每赛季一次的队长杯将公开向联盟所有团队的正队长。如正队长不能参加，则由副队长替代参加。团队中的其他队员不能参加队长杯。比赛采用三局两胜直入倍出制，第一和三局比赛通过投掷红心决定先后，另一方在第二局中先手。一百分和高分收镖将不被记录为个人成绩，但 180 分将获得奖杯。

## 1.12 League Singles and Doubles / 联盟单打和双打

During the season there will be a league men's and women's singles and doubles competition. The schedule, format and venue to be determined by the committee in consultation with the captains. In future, only players who are registered with a team and who have played for that team during season will be eligible to play in the singles competition or any other similar competition (e.g. doubles, mixed doubles)

一个赛季期间，联盟将组织男子单打、女子单打和双打的单项赛事。具体赛程表、比赛方式和地点将由联盟咨询队长决定。在将来，只有联盟注册会员选手才能参加联盟的单项赛事或者类似的比赛。

## 2.0 Darts Play / 飞镖比赛

### 2.1 Darts / 飞镖

Players shall, provide their own darts, which shall not exceed an overall length of 30.5 cm. nor weigh more than 50 grams. Each dart shall consist of a needle shaped point, which shall be fixed to a barrel. At the rear of the barrel there shall be attached a flighted stem, which may consist of separate parts.

所有选手必须使用自己的飞镖，飞镖的长度不超过 30.5 厘米，重量不超过 50 克。所有飞镖须由镖针、镖身、镖杆及插在镖杆上的镖叶组成。

### 2.2 Dart Throws / 投掷飞镖

(a) All darts shall be thrown deliberately, one at a time, by and from the hand. All 'deliberate' throws count as a throw. It is the responsibility of the player to ensure the darts are in working condition before the throw. A dart falling from the players hand is not considered a 'deliberate' throw.

(a) 所有飞镖必须通过手部慎重的投掷，同一时间投掷一支。所有经过慎重思考的投掷认可为一次投掷。选手有责任在投掷前确保飞镖是可以被正常投掷的。从选手手上滑落的飞镖将不被认同与一次投掷。

(b) A throw shall consist of a maximum of 'three' darts.

(b) 一轮投掷将由最多三支镖组成。

(c) If a player, during any throw, touches any dart that is stuck into the dartboard, then that particular throw is deemed complete.

(c) 如果一个选手在投掷期间，接触了任何已经在飞镖盘上的飞镖，则视作为该轮投掷结束。

(d) Any dart bouncing off or falling out of the dartboard shall not be re-thrown.

(d) 所有跳出盘外或者滑落后出镖盘的飞镖将不再重新投掷。

(e) Any dart falling out of the dartboard before the throw has been completed and the darts touched or retrieved by the thrower shall not count as part of the throw.

(e) 在一轮投掷结束前，滑落后出镖盘的飞镖将不

## 3.0 Game Play / 比赛说明

### 3.1 Team Game / 团队比赛

The object of the 1001 Team game is played with a double in start and double out finish. The first player in the list of players that is determined by the captain. Nearest the bull decides which team throws first; the away team player throws for bull first. Any player listed on the team sheet who arrives late is allowed to take part in the team 1001 game.

第一场团队比赛采用的是 1001 分，倍入倍出的制度。双方排在第一位的选手首先通过投掷红心决定先后手顺序，由客场选手先投掷红心。所有在选手列表上的迟到队员，可以在到达后直接加入比赛。

### 3.2 Singles and Doubles / 单打和双打比赛

Each 501 singles and 801 doubles game shall be played with a straight start and double finish. Nearest the bull decides which player throws first the away team player throws for bull first.

任意一个 501 分的单打比赛和 801 的双打比赛都采用直入倍出的方式。通过投掷红心决定双方的先后手次序。

### 3.3 Mickey Mouse / 米老鼠比赛

#### 3.31 Objective / 目标

Mickey mouse is a team game where the object of the game is to close the numbers from 20 to 15, as well as doubles, trebles and Bulls and have a higher score than your opponent. To close a team must hit three of, the numbers, the doubles, the trebles and the bulls. Once any number, doubles, trebles or bull is closed, the team may score points on that number Etc. until the other team also closes.

米老鼠比赛是一个团队比赛，目标是结束从 15 到 20 的分值，同时包括双倍、三倍和红心，同时要将分值超过对方团队。每一个目标分值必须要投掷三支才能结束，任何一方在结束了一个分值，而另一队未能结束时，继续投掷到该分值即可获得相应分值，直至另一方也结束该分值。

#### 3.32 Scoreboard / 记分板

The scoreboard is drawn (as shown in diagram 1) with the numbers 20 through 15, doubles, triples and Bulls or (O) written in descending order down the center of the scoreboard. A space either side for marking the three hits and a margin either side for the score.

记分板的设置如下图所示：

Score Team 1	Number of hits		Number of hits	Score Team 2
		20		
		19		
		18		
		17		
		16		
		15		
		Doubles		
		Trebles		
		Bulls (O)		

Diagram 1 Mickey Mouse Scoreboard

#### 3.33 Hits / 击打

Placing a slash next to the number on the scoreboard indicates the team has hit it once. Placing an 'X' next to the number on the score board indicates the team has hit it twice. Placing a circle around the 'X' indicates the team has hit it three times and that the team has closed that number, double treble or bull.

当一方队伍投掷到一个目标分值时，在板上用一个斜线表示；第二次投掷到后用一个差号表示；同时如果第三次投掷到目标分值时，在差号上画一个圈表示。

#### 3.34 Starting / 开始

The teams throw for the Bull to determine which team starts the game. The away team throws for bull first.

双方首先投掷红心决定先后手权，客场队伍先投掷红心。

#### 3.35 Draw / 平局

In the event that both teams have closed all the scoring areas and have the same points then the Mickey Mouse game will be seen as a draw. If a draw occurs then the Mickey Mouse game will be played again to decide the winner.

在比赛过程中，如果双方团队将所有目标分值区域都结束后，同时双方所获得的得分相同，则可判定为平局，此时，将重赛以决定胜负。

### 3.36 Scoring / 得分

After all 3 darts are thrown and in the process the doubles or trebles are closed, then the player has the right to call which dart(s) is to count as scoring and which dart(s) are to score as closing the captain can decide on the outcome.

当选手投掷了三镖可以加分的双倍或者三杯时，选手可以自己决定选择哪个计分，哪个结束有效分值。

### 3.4 Game Finish / 比赛结束

Each game shall be played with a double finish. i.e.: to finish and win, the player must land a dart in the double of the number equal to one half of the remaining score.

所有比赛必须通过投掷入双倍来结束。

### 3.5 The Bull / 红心

The Bull shall count as '50' and if the score of '50' is required to complete a game, then the Bull shall count as double '25'.

正红心计算为 50 分，因此，在用于收镖的时候记作一个双倍 25 分。

### 3.6 The meaning of bust rule / 爆镖规则的说明

The Bust Rule shall apply. i.e.: if a player in a throw scores more points than remains on the score board in a game, or the same points as remain without finishing on a double, or leaves a score of one, then that throw shall not count and the score shall remain as it was prior to that throw.

爆镖规则应该解释为：当选手投掷出三镖后，所累加的分数超过所剩下的分数，或者等同于剩余分值但最后一镖并未能投掷入相应的双倍，或者只剩下一分时，该轮投掷被认同为爆镖，而剩余分值回复到该轮投掷前的分值。

### 3.7 Game Shot

(a) 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 after the 'Game Shot' has been called.

(a) 一个“ ”

(b) If a 'Game Shot' called by a scorer is invalid, then the player shall have the right to continue that throw i.e. if all three darts have not already been thrown, and the thrower has not busted.

### 3.8 Scorer Error / 记分员错误

If as a result of an error by the scorer in paragraph 3.6 and the player has retrieved any of the darts and not all three darts have been thrown. Then the retrieved dart or darts shall be replaced in as near as is practicable to the same position and permit the player to complete that throw.

对印 3.6 情况下如果一个错误来自记分员而导致爆镖，选手可以拿回所有飞镖重新投掷。

### 3.9 Game End / 比赛结束

The first player who finishes by obtaining the required double out shall be declared the winner of that game.

首先投掷到规定双倍区从而结束比赛的选手赢得比赛。

## 4.0 Scoring / 记分

### 4.1 The Dart / 飞镖

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.

只有在一轮投掷结束后，镖针接触飞镖盘的飞镖才能计算分数，双倍线外的不做记录。

### 4.2 Darts Retrieval / 飞镖回收

The darts shall be retrieved from the dartboard only by the thrower, but only after the Marker has recorded the score. No other player including the scorer can touch the darts. Any other player touching the darts will receive an automatic 2-match ban.

只有投掷者才能回收飞镖盘上的飞镖，但只能在记分员记录分数后。没有任何其它选手包括记分员能够接触镖盘上的飞镖。任何其他选手接触过飞镖后即自动受到两轮停赛。

### 4.3 Arithmetic Errors / 计算错误

Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the start of the next throw by the same player. Obvious errors such as writing 298 instead of 398 may be corrected but only between throws. Once a double out has been thrown no scoring errors will be corrected or changed, as the game is over.

当发生计算错误时，错误的分值将继续留在记分板上，直至同一个选手的下一轮投掷开始之前。明显的错误类似将 398 分记作 298 分时，只能在两轮投掷中间进行修改。如果遇到在错误分值情况下仍然倍出的，可以计做比赛结束。

### 4.4 Scoreboard / 记分板

The actual score thrown, and the score required by a player must be shown on the scoreboard, clearly visible, at eye level, within a 45 degree angle from the oche to the board in front of the players.

每一次投掷的分数和剩余的分数必须清晰明确的记录在记分板上，并保证 45 度角面对选手。

### 4.5 The Scorer / 记分员

The Marker, or Scorer shall give no verbal indication of the required 'double out'. Only the remaining score. e.g.: '32' not 'double 16'. The Marker or Scorer may write either 32 onto the scoreboard but only after the throw is deemed complete. Writing X16 is not acceptable and only the remaining score should be displayed.

记分员不能主动提醒选手剩余哪个双倍，只能提示剩余多少分值。同时，在记分板上也不能直接记录剩余的双倍区，必须记录具体的分值。例如剩余双倍 16 分，不能记作“x16”，只能记作“32”。

## 5.0 Dartboards / 飞镖盘

### 5.1 Dartboard Conditions / 飞镖盘状态

All dartboards used in the Shanghai Darts League shall;

在上海飞镖联盟联赛中使用的所有飞镖盘必须保证：

(a) Be in good condition, with no furring, bent wires, or gouges.

必须保证良好的使用状态，包括没有污垢，完整的铁线圈和盘面没有袍起；

(b) Be of the 'bristle' type.

必须是亚麻类比赛用飞镖盘；

(c) Be of the '1 - 20' clock pattern.

完整的 1-20 分值区域

(d) Have an inner centre ring, 'Bull', that shall score '50' points.

在红心部分必须有铁圈，而红心记作 50 分；

(e) Have an outer centre ring that shall score '25' points.

需要有绿心铁圈，而该绿心记作 25 分；

(f) Have an inner narrow band, 'Treble Ring', which shall score treble the segment number.

必须要有完整的三杯区铁环；

(g) Have an outer narrow band, 'Double Ring', which shall score double the segment number.

必须要有完整的双倍去铁环；

(h) Have all the wires that form the segments and Double, Treble, Bull, and outer centre rings, which together form the 'Spider web', affixed to the face of the dartboard in such a manner that they lie flat on the face of the dartboard.

(i) Have the following dimensions; 必须满足以下尺寸：

'Double' and 'Treble' rings inside width = 8.0 mm. 双倍和三倍区铁圈内径为 8 毫米；

'Bull' inside diameter = 12.7 mm. 红心区域直径 12.7 毫米

'25' ring inside diameter = 31.8 mm. 绿心区域直径 31.8 毫米

Outside edge of 'Double' ring to centre. = 170.0 mm. 从双倍外铁至中心为 170 毫米

Outside edge of 'Treble' ring to centre = 107.0 mm. 从三倍外铁至中心为 107 毫米

Overall dartboard diameter = 453.0 mm +/- 3.0 mm. 飞镖盘整体直径为 453 毫米/正负 3 毫米

The 'Spider web' wire gauge shall be of 18 SWG minimum up to 16 SWG maximum.

所有铁线宽度为最小 18 个标准线规到最大 16 个标准线规。

## 5.2 Dartboard Position / 飞镖盘位置

(a) The dartboard shall be fixed such that the '20' segment is the darker of the two segment colors and is at the top centre of the dartboard.

(b) The dartboard shall be hung where the center of the board is 5ft 8in (173 cm) high.

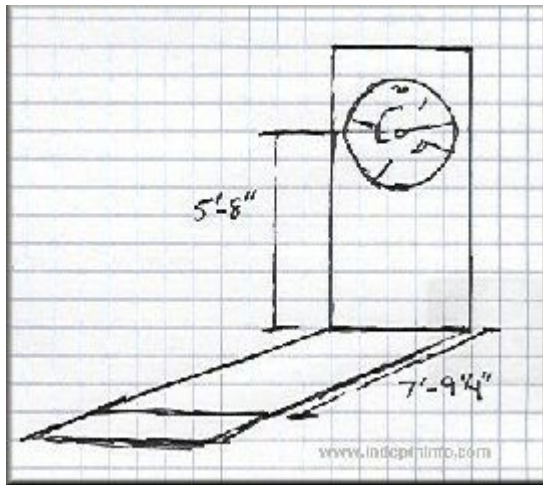
The line, or oche, should be 7ft 9.25in (2.37 meters) from the face of the board measured horizontally (if you want to measure it from the bullseye down to the floor, it is 9ft 7 3/8in).

## 5.3 Oches

(a) The line or painted mark on the floor or the edge of rubber matting which forms the Oche shall be placed in position at the minimum throwing distance and shall measure from the back of the Oche, 2.37 meters along a horizontal line to a plumb line at the face of the dartboard.

(b) The diagonal distance from the centre of the Bull to the back of the Oche at floor level shall measure 2.93 meters.

(c) During play no player shall deliver any dart with his or her feet in any position other than behind the Oche line.



## 5.4 Lighting / 灯光

Each dartboard shall be adequately lit by at least two suitably positioned light fittings of at least a minimum of 100W intensity each. The lighting should be such that no shadows are cast upon the scoring area of the board.

每一个飞镖盘必须安装两个以上的投影灯，不少于 100 瓦，灯光的安装必须保证飞镖在盘上没有阴影。

## 6.0 Non compliance and complaints

Complaints about dartboards, lighting or oches.

The following procedure is to be followed if a player or team considers the standards in paragraph and sub-paragraphs 5 are not met:

The match shall proceed as scheduled.

A complaint shall be lodged with the league committee

The 'Inspection Committee' shall inspect the site

If the complaint is upheld by the inspection committee then the site will be given 2 weeks to rectify the problem.

If the problem is not rectified within 2 weeks, all home games for that site shall be relocated to a neutral venue.

The league committee is responsible for notifying all teams and the offending site of the action taken.

## 7.0 Player Conduct / 选手行为

### 7.1 Match play / 比赛活动中

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

在比赛期间，所有选手必须保持对其他选手的个人的行为礼貌，戒除对他人的攻击性语言或者蓄意挑衅的手势和动作，包括所有违反运动员道德规范的事情。例如故意拖延比赛时间或者妨碍其他选手的比赛等等。

### 7.2 Complaints / 投诉

The first action should a complaint arise is for the complaining team's captain to discuss the matter with the opposing captain to resolve the issue. If the matter cannot be

resolved, please call the league president (refer to the contacts list) on the night in question. To ensure the matter is recorded sign the score sheet and write clearly "SIGNED UNDER PROTEST" if the matter was not resolved on the night.

当事件发生时，应当由双方队长协商解决，如果仍然不能当场解决，请直接电话联系联盟主席。如果问题仍然不能解决，双方应当在记分单上清晰的记录下事件过程。

### 7.3 Action / 行动

Any player found by the committee to be in breach of Clause 7.1 shall be deemed to have brought the Sport of Darts into disrepute and following a vote by the team captains at the next captains meeting; may be disqualified from any further participation in the Shanghai Darts League.

任何选手在违反了以上 7.1 条例的情况下，将被认为无飞镖运动道德的不受欢迎选手，并在下一次队长会议中投票通报，也许最终被罚取消在上海飞镖联盟联赛中的比赛资格。

### 8.0 Advertising / 广告宣传

The committee & sponsors reserve the rights to the use of all advertising materials, slogans, or logos in connection with the promotion and organization of the Shanghai Darts League and any material as displayed on the Shanghai Darts League web site.

## Definitions

### Team game

A team game consists of all players that are listed.

### Singles

When one player from one team plays against another player from the opposing team. The starting score is 501 and the first player to finish on a double wins.

### Doubles

When two players from one team play against two players from the opposing team. The starting score is 801 and the first player from a team to finish on a double wins.

### Mickey Mouse

A game where two teams play against each other

### Game Shot

A game shot is when a dart that is thrown by a player successfully completes the game with the correct double.

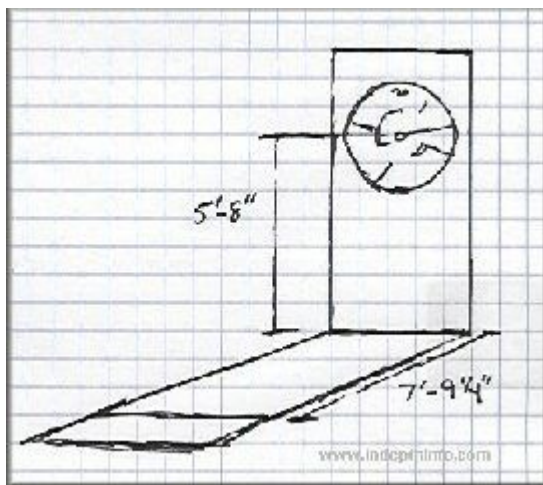
### Captains Cup

Nigel "Shagger" Harlock Memorial Trophy

### League singles competition

## Oche

The toe line (also known as the oche - named for a brewers case - Hockey - that was originally used to establish the distance between the board and the toe line) should be exactly 7ft 9.25in (2.37 meters) from the face of the board. The line on the floor may also be a raised bar, 1 1/2 inches in height and two feet long.



## Inspection Committee

The inspection committee is selected from the elected committee that will perform the tasks of inspecting dart sites to ensure that they comply with the rules and follow-up on complaints from team members.

## Contacts

For complaints

League president (Andy - 13816310596)

Webmaster for emailing of score sheet results  
[scoresheet@shanghaidarts.com](mailto:scoresheet@shanghaidarts.com)

SMS Sending of score results 13816310596

Website: [www.shanghaidarts.com](http://www.shanghaidarts.com)