

Volume

1

Shanghai Darts League
Darts Rules and Guide

Version 1.1

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Darts Rules and Guide

Shanghai Darts League

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Introduction

1.0 GENERAL

1.1 Matches

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.

1.2 Rescheduling

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.

1.3 Number of players

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.

1.4 Game Play

(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.

(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.

(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.

(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.

(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.

1.5 Players

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.

1.6 Scoring:

A match game consists of the following:

Team game	1 game 1001	1 point
Singles (1 point per game)	12 games of 501	12 points
Doubles (2 points per game)	3 games of 801	6 points
<u>Mickey Mouse</u>	<u>1 game</u>	<u>3 points</u>
Total		22 points
Note		
Forfeited games will be awarded a 12 – 0 (score)		

1.7 Individual Point Awards

There are points awarded for individual performance;

One point for 100's scored,

One point for high checkouts,

One for wins recorded in singles and doubles games.

Points are awarded as follows:

1 point for a 100

2 points for a 140

3 points for a 180

1 point for a checkout 80 – 99

2 points for a checkout 100 – 119

3 points for a checkout 120 – 139

4 points for a checkout 140 plus

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.

Wins:

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

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

1.8 Trophies



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

Winning team trophy.

Individual trophy for each member of winning team (maximum 12).

Runner-up team trophy.

Individual trophy for each member of runner-up team (maximum 12).

Captains Cup trophy.

Mickey Mouse trophy.

100's and checkout men's champion.

100's and checkout women's champion.

Games-wo men's champion.

Games-won women's champion.

Highest checkout trophy.

A '180' trophy to be awarded to any player that throws a score of 180.

1.9 Team leagues

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.

1.10 Results Reporting

Methods of reporting match results are as follows:

(a) Email

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

(b) Emergency Reporting

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.

(c) Penalties

A penalty for non-compliance;

First time - no penalty,

Second and subsequent times – 1 point deducted from points table (score sheet can be downloaded from website www.shanghaidarts.com)

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

1.11 Captains Cup

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.

1.12 League Singles and Doubles

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)

2.0 Darts Play

2.1 Darts

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.

2.2 Dart Throws

(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.

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

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

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

(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.

3.0 Game Play

3.1 Team Game

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**

3.2 Singles and Doubles

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.

3.3 Mickey Mouse

3.31 Objective

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.

3.32 Scoreboard

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.

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

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.

3.34 Starting

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

3.35 Draw

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.

3.36 Scoring

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.

3.4 Game Finish

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.

3.5 The Bull

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'.

3.6 The meaning of bust rule

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.

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.

(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

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.

3.9 Game End

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

4.0 Scoring

4.1 The Dart

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.

4.2 Darts Retrieval

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.

4.3 Arithmetic Errors

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.

4.4 Scoreboard

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.

4.5 The Scorer

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.

5.0 Dartboards

5.1 Dartboard Conditions

All dartboards used in the Shanghai Darts League shall;

- (a) Be in good condition, with no furring, bent wires, or gouges.
- (b) Be of the 'bristle' type.
- (c) Be of the '1 - 20' clock pattern.
- (d) Have an inner centre ring, 'Bull', that shall score '50' points.
- (e) Have an outer centre ring that shall score '25' points.
- (f) Have an inner narrow band, 'Treble Ring', which shall score treble the segment number.
- (g) Have an outer narrow band, 'Double Ring', which shall score double the segment number.
- (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;

'Double' and 'Treble' rings inside width = 8.0 mm.

'Bull' inside diameter = 12.7 mm.

'25' ring inside diameter = 31.8 mm.

Outside edge of 'Double' ring to centre. = 170.0 mm.

Outside edge of 'Treble' ring to centre = 107.0 mm.

Overall dartboard diameter = 453.0 mm +/- 3.0 mm.

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

5.2 Dartboard Position

(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.

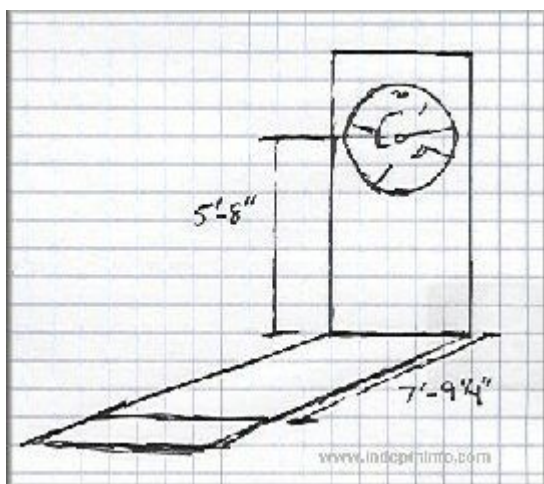
(b) The dartboard shall be hung where the center of the board is 5ft 8in (173 cm) high. The line, or oche, should be 7ft 9.25in (2.37 meters) from the face of the board measured horizontally (if you want to measure it from the bullseye down to the floor, it is 9ft 7 3/8in).

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

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.

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

7.1 Match play

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.

7.2 Complaints:

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.

7.3 Action

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.

8.0 Advertising

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.

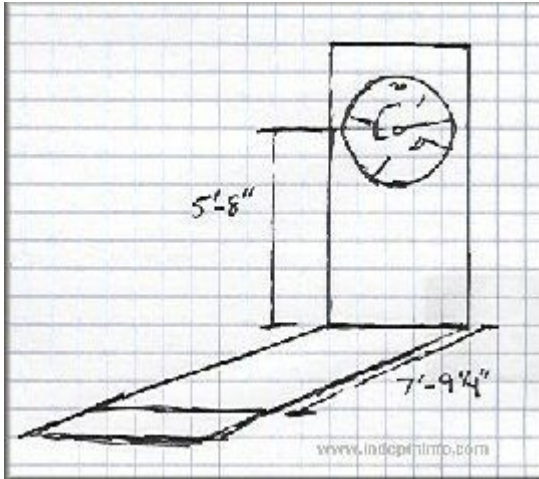
Captains Cup

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 that comply with the rules and follow-up on complaints from team members.

Contacts

For complaints

League president (Phil Hanna - 13321987907)

Webmaster for emailing of score sheet results
scoresheet@shanghaidarts.com

SMS Sending of score results 135 0193 4944

Website: **www.shanghaidarts.com**