



RULES OF PLAY

AS AT

SEPTEMBER 2022

All publications of the rule of Play for The Licensed Clubs Darts Association Incorporated issued prior to this declaration of the Rules of Play are declared null and void.

RULES OF PLAY

1. Matches to be played on bristle type board, in good condition, the height of which shall be 1.727 mm from the floor to the centre of the board.
2. The throw line (Oche) shall be 2.370 mm from the board measured along the floor from a plumb line dropped from the face of the board. It shall be distinctly marked parallel to the Board and not less than 750 mm long.
3. When a player is 'toeing' the line, both feet shall be clearly behind the line. The callers' attention should be drawn to any encroachment over the line by any player and then he/she should then be informed of the ruling. All other players not involved in the game in progress should be behind the line of sight of the player.
4. All teams can consist of 6 men, 6 women or a mixture of both men and women across all league.
5. All players must be registered members of the Association. Any team playing a person who is not registered with the Association will forfeit that match, 2 points and maximum legs.
6. All players must be registered members of the Association. Any team playing a person not registered with the Association will be disqualified from the match. If the offending players were part of a winning team, that team will lose 2 points and all legs won by the offending player/players. The opposition team will not be awarded a win, they will only be awarded the actual number of legs won.
7. Players wishing to play for more than one team can be done by advising the Match Secretary before the start of play, If the two teams clash on the same night the player must play for the first registered / choice team. Any player registering for another team must complete an individual registration form and provide this to the Match Secretary by the following Monday of their game.
 - 7.1. No new registrations will be permitted during the last six weeks of the season without express permission of the Match Secretary and Management Committee.
8. Matches must be played in the week designated; any deviation from this ruling must be by mutual consent of both captains and the knowledge of the Match Secretary.
9. Any team failing to appear for a match or having less than four players shall forfeit the match and the result will be 2 points and maximum legs to their opponent, unless deemed otherwise by the Committee. Minimum winning legs is 11 in 21 leg format – 8 in

15 leg format – 6 in the 11-leg format. Any team failing to appear for two consecutive matches shall be deemed to have withdrawn from the league unless special circumstances permit.

10. The minimum age of players of the Association shall be 14 years; members are reminded that some clubs do refuse entry to anyone under the age of eighteen.

11. All matches played at LCDA will be played as the format of the league as deemed by the Match Secretary and Management Committee.

11.1. All pairs and singles games will be the best of three games with a straight start and a double to finish.

11.2. Scoring to be as follows: -

- 1 leg scored for each winning pairs (15, 19 and 21 leg)
- 1 leg scored for each winning singles (15, 19 and 21 leg)
- In the event of a tie in 19 leg, a team's game of 1001 shall be played to create a winner.

12. In each game the lead player for the home team shall throw first for the centre of the board, the player whose dart is nearest the centre of the board shall throw first in the first game and second in the second game. Should a third game need to be played the lead player of the away team shall throw first for the centre of the board. The caller will decide which dart is nearer the centre of the board (but will not touch the dart before making a decision).

12.1. If both players hit either a red bull or outer green bull, both players will throw again until a player has thrown closet to the bull.

13. All players must sign the scoresheet by the end of the game. Teams starting with less than six players must put the names of the players present in rotation downwards. Late arrivals may be put in at numbers five and six provided they arrive before the start of the third pair's game. The starting time of all matches shall be 7.30pm.

14. Any match (game) not completed on the designated night will be considered to be completed and the result will stand as the end of the night.

15. The caller or chalker shall be in charge of the game in progress and will judge the throw for the centre, call all scores, check score is correct on the score-board and on request advise the thrower of the amount scored or remaining,

15.1. The caller or chalker must not advise the thrower of:

- 15.1.1. the amount scored or remaining,
 - 15.1.2. the double required nor
 - 15.1.3. the method of finishing the game.
- 15.2 Darts must not be removed from the board nor touched until the score has been called and agreed on.
- 15.3 The callers call is final and any dispute regarding the score recorded a player must be resolved before the next player throws their dart.
- 15.4 Each player should remove his/her own darts.
16. The team captain or any other player nominated may direct their player between throws, providing that in doing so they do not in any way compromise the opposing teams' players. **No one may direct or call to a player once the player is at the line and no player may leave the line for instruction once they have approached it for their throw.**
17. Any team changing its permanent night of play, its home venue or its secretary must inform the Match Secretary and the other teams in its grade of such a change.
18. **Result sheets must be in the possession of the match Secretary no later than 5pm Friday after the match.** Failure to comply with this rule will result in a late fee and may result in the forfeiture of points and / or legs.
19. All protests must be forwarded to the Match Secretary within 24 hours and must state fully the nature and particulars of the protest.
- 19.1. All parties concerned in any protest will be invited to discuss the protest at a meeting with the Match Secretary and Management Committee. Should any of these parties fail to attend that meeting, the meeting will be held in their absence and the protest discussed by those present. The Committee will uphold or dismiss the protest using the information submitted.
20. Scores are to written in the correct manner on the score board; - 100 is not to written as 1--- or "T" and doubles are not to be indicated by a number and "X" i.e. 20 X indicating double 20.
21. Once a score has been called and agreed on by the caller, chalker and thrower, that score shall be accepted as correct and shall be deducted from the total on the score-board.
22. All darts will be counted as thrown whether they stick in the board or not.

- 22.1. Once a double has been thrown to end a game and the caller has called game it cannot be bust. A player is not bound to throw for the double required and may obtain the remaining amount in his/her own manner providing he/she obtains the exact amount required and finishes on a double.
 - 22.2. If the amount required is exceeded by the first dart or second dart thrown the remaining dart or darts should not be thrown.
 - 22.3. Three darts in a “bed” do not constitute a winning throw unless the darts are in three doubles, the total of which is the exact number required.
23. If the caller inadvertently calls an incorrect amount required to finish the game and if that amount is obtained finishing on a double, that game shall be considered to be won. Should the thrower fail to finish the game then the score shall be corrected.
24. In all games, all darts thrown will count in the calculation of averages.
25. All competitors in knock-out competitions must be registered members of the Association and have played a minimum of six games in the season.
26. Competitions that required two or more players per team, may have players from one or more teams if it is not possible for such competing teams to form a team from their own member team.
27. All players to pay a membership fee to play, which covers a period from 1 January to 31 December (a calendar year). The amount of the fee shall be determined by the Committee considering the expense incurred in the management of the Association. The sum of the fees will be communicated to all members prior to the commencement of each season.
- 27.1. Any team or players financially in debit to the Association shall be deemed to be de-registered.
 - 27.2. Any team or players leaving the Association for any reason shall not be entitled to any reimbursement of any fees whatsoever.
28. A minimum of two registered members from each team will be expected to attend any delegates meeting that may be called. Failure to have two members at any delegates meeting will incur a financial penalty (amount to be decided by the Committee). Notice of such meetings will be sent to all representatives of all teams in writing not less than fourteen days prior to the meeting. Such meetings will only deal with matters as per agenda. Other matters will only be discussed with the consent of the majority of the members present.

29. Any alteration or amendment to these rules of play of the constitution may only be made at a properly constituted Special General Meeting, a delegates meeting or Annual General Meeting and must have the approval of the majority of the members. Such alterations and/or amendments will not take effect until all of the Association have been notified, in writing, of the changes.
30. The Committee reserves the right to refuse entry or membership of any team or individual and to make any necessary decisions on any matter not covered by these rules of play or by the constitution, but these decisions must be ratified by the members at the next general meeting.
31. The decision of the Committee shall be final in all matters not in conflict with the constitution and the rules of play of the Association.
32. The Association will use raised oche's to prevent toeing and disputes re encroachment over the line.
33. In the event of two players from the same team having the same Christian names, then the initial of their surname will be added alongside i.e. John B and John G. If both initials are the same then the letters' will be added until there is a difference i.e. John Gil and John Gip.
34. The maximum number of walks to the board in any given game is 17 walks. The winner will be determined by throwing for the bull and the player that throws the dart closest to the bull (in order of play) will be deemed the winner.
 - 34.1. To record the winner on scoresheet, Won By Bull (WBB) will be recorded in the peg box.
 - 34.2. Both players will shall record the actual score thrown including total number of darts thrown (for calculation of averages).
 - 34.2.1. The actual dart thrown by each player for a WBB decision shall not be counted towards the total number of darts thrown for that leg.
35. The LCDA Executive Committee may in the interest of the LCDA and its members publish by-laws to maintain the professionalism of the LCDA and to assist the Executive Committee with decision-making in relation to member behaviour whilst on LDCA premises and/or when representing the LCDA in any official or representative capacity.