

RULES OF PLAY

as at

**ANNUAL GENERAL MEETING 2022
WITH CHANGES FROM THAT MEETING**

**SYL SMART
General Secretary**

1. GENERAL

- 1.1 Players shall not use darts which exceed an overall length of 12 inches, nor weigh more than 50 grammes.
- 1.2 All players and teams shall play within rules laid down by the Y.D.O. and any supplementary rules contained in a programme or entry form.
- 1.3 All perpetual trophies must be returned as stated in official literature. Fines may be imposed at the Committee's discretion for any contravention of this rule.
- 1.4 Any player failing to comply with Y.D.O. rules at any time shall be liable to disciplinary action.
- 1.5 Interpretation of Y.D.O. rules shall be at the discretion of the Official in charge and cannot be questioned, though such interpretations cannot set a precedent for future decisions.

2. THROW

- 2.1 Players shall always respect the dignity of their opponent.
- 2.2 Darts shall be thrown one at a time.
- 2.3 Only three darts may be thrown in any one throw.
- 2.4 If a player touches a dart which is in the board, then that throw shall be deemed to be over.
- 2.5 Darts bouncing back from the board surface or surround do not score and shall not be rethrown.

3. STARTING AND FINISHING

- 3.1 All games shall be straight start, double finish, unless otherwise stated.
- 3.2 The bull shall count as 50 and if 50 is required it shall count as double 25.
- 3.3 The bust rule shall apply: If a player scores more than the required amount, the player's score shall revert to that required before the player threw the first dart of that set.
- 3.4 Game shot called by the Referee shall only be valid if the darts thrown achieve the required score and stay in the board until retrieved by the thrower.
- 3.5 If the game shot is declared invalid, then the player may continue with the throw in an attempt to achieve the required score until three darts have been used.
- 3.6 If the darts have been removed as a result of an invalid game shot call, then the Referee shall replace those darts as near as possible to where they were and invite the player to complete the throw.
- 3.7 The Y.D.O. does not recognise equal darts. The first player to score the required amount, finishing on a double, wins that leg.
- 3.8 Any darts thrown mistakenly after a double has been hit, shall not count because the game ended when the double was hit.

4. SCORING

- 4.1 A dart shall only score if the point remains in, or touches the surface of the dartboard within the outer double wire, and having been "called", shall be retrieved by the player from the board.

- 4.2 The score is counted from the side of the segment wire which the point of the dart enters and remains in, or touching, the face of the dartboard.
- 4.3 Darts shall be retrieved by the thrower, but only after the score has been “called”, and then recorded by the marker.
- 4.4 A protest about the score attained, or called, after the retrieval of the darts may not be upheld.
- 4.5 All scores and subtractions shall be checked by the Referee, the marker and the players, after each throw and where practicable, before the next player’s throw.
- 4.6 All requests to check the scores and subtractions must be made before the player’s or team’s next throw.
- 4.7 The actual score required must be shown clearly on the score sheet / board, and be clearly visible at eye level in front of the players, referee and spectators.
- a). An electronic score board may only be used if the scorer has the facility to “back-track” scores and if both Teams agree to its use.
- 4.8 No indication of the double required shall be given by the marker or Referee: 32 not double 16 should be called.
- 4.9 The first player to reduce the score to zero by hitting the required double shall win that leg, set or match.
- 4.10 The Referee shall act as Umpire in all matters pertaining to the Y.D.O. rules when conducting a darts match, and shall, if necessary, consult with other officials before announcing a decision.
- 4.11 The winner of the draw or toss shall go first in the odd legs or sets, and the loser of the draw or toss shall go first in the even legs or sets, depending upon the format. (See separate tie break rules.)

5. DARTBOARDS

- 5.1 All dartboards shall be of the bristle type, 1 to 20 clock pattern with doubles and trebles.
- 5.2 The centre ring shall score 50, or double 25. The outer centre ring shall score 25.
- 5.3 All wires forming the “spider” shall be flat to the surface of the board.
- 5.4 The board should be hung so that the perpendicular height of the centre of the bull measured from the same level as the oche is 5’8”. Use a spirit level if necessary.
- 5.5 The 20 segment must be colour black and be fixed at the top of the dartboard.
- 5.6 Captains have the right to request that the board be changed or turned, provided that both sides agree after the completion of a leg.
- 5.7 Adjustments must be carried out by a competent official.

6. LIGHTING

- 6.1 All dartboards must be lit adequately by a bulb of at least 100 watts.
- 6.2 Stage dartboards must be lit by two 100 watts minimum intensity bulbs, placed either side of the dartboard.
- 6.3 All bulbs must be screened to divert light from the player on the oche. All shadows must be avoided.

7. OCHES

7.1 A raised oche, at least 1.5 inches high and 2 feet long, must be placed in position at the minimum throwing distance (7ft 9.25 inches from the face of the board to the rear of the oche).

7.2 All oches should leave a least 4 feet of room behind the player at the oche.

7.3 During play, no one is allowed to stand on the oche. A dart may not be delivered when either foot is positioned in front of the rear of the raised oche at the time of the release of the dart.

Any player throwing from a point to the left or to the right of the oche must have their feet placed behind an imaginary line level with the rear face of the oche.

7.4 Any player in breach of Rule 7.3 shall first be warned by the Referee in front of the player's captain. Any further infringement shall deem the throw forfeit.

7.5 Anyone so wishing may request that the oche dimensions be checked before or after any leg. Any adjustment found necessary must be carried out by a competent official.

8. KNOCKOUT AND CHAMPIONSHIP RULES

8.1 All competitions shall be run on a knockout basis, unless stated otherwise.

8.2 The Y.D.O. through its officials, reserve the right to cancel any venue or event without prior notice.

8.3 Decisions pertaining to Y.D.O. rules shall be made by appointed officials and shall be binding and final.

- 8.4 All players in an event are subject to Y.D.O. rules and any additional rules contained in the programme or entry form.
- 8.5 All players in an event are subject to the rules of the venue.
- 8.6 No player or team is allowed to lose a leg or set or match deliberately.
- 8.7 No player or team may play in an event after having been knocked out of that event unless a breach of the Y.D.O. rules caused them to be so knocked out. In such circumstances, the player or team may be reinstated.
- 8.8 A player or team not present at a presentation ceremony without prior permission shall forfeit all rights to the prize that may be due.
- 8.9 Any player or team not fulfilling all commitments to an event shall forfeit all rights to prizes that may be due.
- 8.10 If additional expenses are incurred due to default by a player or team, then the player or team will be held liable for those expenses.
- 8.11 Any player or team being involved in incidents liable to bring the game into disrepute will leave the player or team open to disciplinary proceedings. (See Constitution)

9. ENTRY

- 9.1 Admission fees into venues are not refundable.
- 9.2 Admission fees into tournaments are not refundable except deemed necessary by a Y.D.O. official.
- 9.3 All entries must be on official entry forms and must comply with the rules of the event.

- 9.4 The first name on an entry form shall be deemed responsible for notification of all the other players appearing on the same form.
- 9.5 A receipt will be issued when the entry is accompanied by a request for such plus a stamped addressed envelope.
- 9.6 No player or team shall enter an event more than once.
- 9.7 A player may not play for more than one team in any event.
- 9.8 All players must play under their own name, even where substitutes are allowed.
- 9.9 Completion of registration for a Y.D.O. event constitutes acceptance of all rules pertaining thereto.
- 9.10 Y.D.O. officials reserve the right to cancel any entry at any stage of an event without entering into discussions with the player or team.

10. REGISTRATION

- 10.1 All players or teams shall register at each event at scheduled times determined by Y.D.O. officials.
- 10.2 Players or teams failing to register by the notified time shall be eliminated for the event without recourse to refund of entry fee.
- 10.3 Players or teams may only register once in any event in any one season.
- 10.4 Players or teams not in attendance at the stipulated time shall forfeit that leg, set or match, whichever is applicable.
- 10.5 Only 3 minutes shall be allowed after a public announcement for a player or team to reach control desk or the assigned match board.
- 10.6 The Y.D.O. reserve the right to alter scheduled times and format whenever it is deemed necessary.

10.7 Any player or team has the right to be advised of the time of their next match.

11. DRAW

11.1 There will be one draw to determine opponents and then the bracket system will apply, except in The Yorkshire Cup.

11.2 There shall be no byes in the first round proper of an event.

11.3 Draw charts must be available for the players to view.

11.4 Scheduled times are for guidance only. Players or teams must be prepared to play when called.

11.5 The Y.D.O. reserve the right to seed players where called upon to do so.

11.6 No substitutes are allowed in individual events.

11.7 No substitutes are allowed after the first match of a team, except where the rules allow reserves, or in extenuating circumstances to be judged by Y.D.O. officials.

12. ORDER OF PLAY

12.1 The order of play shall be determined by the toss of a coin or a draw at the control desk or at the match board.

12.2 The winner of the draw or toss goes first in the odd legs or sets (see Rule 4.11).

13. MATCH ASSIGNMENT

- 13.1 Players or teams will be assigned to a match board by officials at a control point. The first name on the draw card shall draw for throw or call during the toss of the coin. The responsible official shall ensure that the correct order is adhered to.
- 13.2 On conclusion of any match, the result card must be returned to control immediately.
- 13.3 Progression of players or teams should be kept up to date for the benefit of all present.
- 13.4 Where I.D. badges are provided, players must wear these at all times.

14. PRACTICE

- 14.1 Each player is entitled to six (6) darts practice at the assigned match board. Unless the referee gives permission, no further practice darts may be thrown during that match.
- 14.2 In round robin events only, three (3) darts practice are allowed on the match boards.
- 14.3 No practice is allowed on unassigned match boards after the start of an event.
- 14.4 Practice boards shall be provided where practicable.

15. STAGE PLAY

- 15.1 All players or teams will play under the supervision of Y.D.O. officials.

- 15.2 No person shall be allowed within the playing area except recognised officials.
- 15.3 Stage officials must restrict their movements to a minimum during a player's throw.
- 15.4 Stage officials may not smoke or drink during a match.
- 15.5 Opponents, when not throwing, should stand a minimum of 2 feet to the rear of the oche.
- 15.6 No one, excepting the player at the oche and the referee, is allowed to speak during matchplay.
- 15.7 Questions directed to the referee are only allowed between throws (excepting those from the player at the oche).
- 15.8 Breaches of Rules 15.6 and 15.7 will result in a warning in front of the Team Manager or Captain, and subsequent offence will result in disqualification.
- 15.9 No enquiries are allowed about scores or subtractions after the conclusion of the leg, set or match.
- 15.10 Players and officials must stand in a position to afford the best possible view for spectators, except where this interferes with play and the referee's view.
- 15.11 In team throwing, the order of players must be displayed.
- 15.12 Any protest must be lodged immediately and a decision made before the leg continues. Late protests are void.
- 15.13 A player is allowed 3 minutes in which to repair equipment.
- 15.14 A player may be allowed 3 minutes in which to leave the playing area at the referee's discretion.

- 15.15 Players using foul language or gestures or seen to be mouthing offensive language or in any way bringing the game into disrepute, will be liable to disciplinary proceedings (see Constitution).

16. TIE BREAKER

- 16.1 In an event where the tie breaker applies when the match is tied in sets with just the final set to be played, the tie break will apply to the final leg of that final set.
- 16.2 The winner of the draw or toss shall go first in the final set and the set must be won by two clear legs.
- 16.3 In the final leg of the final set, the winner of the draw throws first for the bull. When the second player has thrown for the bull, the referee will determine who is to throw first by judging which player has thrown a dart closest to the bull.
- 16.4 In a tied situation on the bull, the players will throw again in reverse order, until a decision is reached.
- 16.5 Darts in the bull or 25 must be removed before the opponent's throw.
- 16.6 Darts that rebound can be rethrown until one dart sticks and remains in the board.
- 16.7 The player who wins the tie break wins the match.

17. THE SUPER LEAGUE

- 17.1 All players and officials must be paid up members of the Y.D.O. Memberships are due on August 1st, each year.
- 17.2 All teams must have 8 players (Ladies 6 players) paid up as registered members before a team may be accepted into the League.

- 17.3 A player may become a member of the Y.D.O. on the night that they play their first match, provided that the fee and membership card accompany the result sheet, and the team already have 8 players (Ladies 6) registered.
- 17.4 A player may only play for one team in any season unless a transfer is allowed by the Committee. Violation will result in disqualification.
- 17.5 A team will consist of 8 players for Men and 6 players for Ladies.
- 17.6 Yorkshire Cup and Other Knockouts teams will consist of 9 players (Ladies 7 players).
- 17.7 Each player will play best of 7 legs (5 legs Ladies) 501 up each leg. This constitutes a set.
- 17.8 The winner of each set will be awarded one point.
- 17.9 A point will be deducted per game played (win or lose) for any player who plays for another County Team during that Season.
- 17.10 The bust rule applies (see Rule 3.3).
- 17.11 The Away team will throw first in the first and subsequent odd sets. The Home team will throw first in the even sets.
- 17.12 Should a team fail to arrive at a league match, their opponents can claim the match. The League Secretary will award average points to the team which attended and the offending team must pay both teams' match fees and receive no points for the match. In addition a fine will be imposed. All players registered with that team on the database shall be debt suspended in the sum of £5. Debt suspension cannot be lifted until all outstanding costs are cleared. Please see rules 23.2 and 23.3. (The current team fine is £50. 1997/98)
- 17.13a Each team must have a scores recorder and a player in place at the starting time: 8.15 p.m. Ladies. Mens Matches can be played Sunday Lunch if agreed by both Teams, otherwise the start time shall be no later than 7.00 p.m. The opposing captain may claim the first point if players are not ready to play.
- b The second player should be ready to play 15 minutes later:

- c The pattern continues for the rest of the match until all sets are played or claimed.
 - d Failure to comply may result in a claimed game.
 - e Notwithstanding the above, captains should write down the names of the players present, this will be considered normal procedure.
 - f No player can be included if that player is not present in the venue. Captains must wait until their player arrives before including that player on the match sheet.
- 17.14 At the end of the season the Premier division winners will represent Yorkshire in the National 'Champions' Cup.
- 17.15
- 17.16 Play-offs between member teams are deemed to be fixtures and will result in fines for non-attendance as at league matches (see Fines) The last such fine was £50 per team
- 17.17a Throwing distance (see Rules 7.).
- b Dartboard (see Rules 5.).
- 17.18 Matches may be re-arranged to be played any time prior to the set date of the fixture, but not after the given date. Arrangements and the date must be agreed by both parties and the committee must be informed. All these details must be concluded and notified at least one week prior to the original date. Failure to agree will result in the match being played on the original date. (See also rule 17.12)
- 17.19 Cancelled matches are not allowed.
- 17.20 Apologies for absence from meetings will only be accepted on one occasion each year between August 1st and July 31st. Fines will be imposed for breach of this rule.
- 17.21 If a Team withdraws from Super League and fails to complete the first half of their fixtures, all points attained from that Team are deducted from the other Teams. However, if a Team withdraws and fails to complete the second half of their fixtures, the points in the first half stand and only the points attained in the second half are deducted from the other Teams.

- 17.22 The home team is responsible for keeping the match to the time schedule. Failure to do so may result in a complaint from the visiting team.
- 17.23 Only nine darts practice per player are allowed after commencement of the super-league match.
- 17.24 If a player is unable to calculate his/her finish, that player can step back from the oche and enquire from the captain, or another nominated person, how to arrive at the desired number. They can be instructed on the exact way to finish. If the player remains at the oche the shouting of instructions is not allowed

18. MATCH RESULT SHEET

- 18.1 All scores shall be recorded by official scorers via the computer programme "Darts for Windows".
- 18.2 At the end of the match, or after each set, scorers must compare the sheets prior to the captains signing the result cards. The sheets should be legible and complete. Tick your Captain's signature for identification of result sender.
- 18.3 Sheets should be in the hands of your League Secretary by the morning (i.e. within 12 hours) following the date of the match. (Fees to be paid within 7 days.)
- 18.4 Late or non-arrival of sheets will incur a fine or points deduction.
- 18.5 League Tables will be published at regular intervals.
- A In the event of a tie for positions, the team with most wins will be placed highest, then if still tied the team with the most draws will be placed uppermost, then if still tied the team with the best legs difference will be placed uppermost.
- B Legs difference is decided by subtracting legs lost from legs won. the highest figure gains the higher position.
- C If legs lost is greater than legs won, reverse the above in B.

19. MATCH VENUES

- 19.1 Presentation of a match must be up to Y.D.O. standards, with a caller / marker, a score board visible for most spectators, “Darts for Windows” visible to the players and caller. The best of order must be sustained throughout the match.
- 19.2 The venue must be large enough to cater for both teams.
- 19.3 Team organisers are responsible for their team and its individual player’s behaviour at a venue.
- 19.4 The Y.D.O. shall not be held responsible for any financial commitment incurred by any team or its members.
- 19.5 The Y.D.O. shall not be held responsible for the actions of teams or team members.
- 19.6 The Y.D.O. reserve the right to inspect any venue without prior notice.

20. OFFICIAL PROTESTS AND OBJECTIONS

- 20.1 Should there be any need to make an official complaint, this should be made through the League Secretary.
- 20.2 Failure to rectify the cause of a protest shall not prevent the match being played. It should be recorded on the match result sheet that the match was played under protest and details sent to the Co-ordinator.
- 20.3 The League Secretary will inform the League Co-ordinator of protests. The Co-ordinator will report the details to the Committee who will decide on the relevant action.
- 20.4 Disputes-Failure to agree will result in the Committee, or their agents, deciding the issue.

21. DRESS (See Constitution)

22. PRIZES

22.1 The Y.D.O. shall provide momentos for the Winners and Runners Up.

22.2 All prize money to be paid before or at the A.G.M. (from season 2012/13). Any person or team not present at the A.G.M. will forfeit all rights to prize money they may be due to.

23. FEES

23.1 All Teams to pay all Match Fees and at least 8 (Ladies 6) Registrations before or at the A.G.M. (from season 2013/14)

23.2 Any Team in debt to the Y.D.O. without prior permission is automatically barred from further competition until the debt and incurred fines are paid.

23.3 Players belonging to a Team in debt are also barred from further competition until the debt and fines are paid.

23.4 Any player found not to have paid a membership fee is barred and all the player's win points will be deducted.

23.5 Any bond lodged with the YDO is forfeit in the event of debt or non-fulfilment of obligations.

24. PENALTIES

24.1 The Committee may instruct the Co-ordinator to deduct points from Teams found to have broken any rule.

24.2 An offending Team or player shall not gain from their default.

24.3 Any Team not fulfilling its obligations shall render its members liable to penalties to be decided by the Committee.

24.4 All fines, fees and bonds will be set at A.G.M.

25. FUND RAISING

25.1 Each Team is entitled to run fund raising activities at home matches to be used for Team expenses.

26. COUNTY SQUAD SELECTION

26.1 At the end of each Season, the final average tables will be compiled by the Co-ordinator and a copy will be sent to each Team. The top 30 Men's (15 Ladies) averages may be invited to join the County Squad for the following Season.

26.2 Free transport is provided for all players to away matches.

26.3 All Squad Members' accommodation at away matches is subsidised, if Y.D.O. funds permit.

26.4 No player playing for or who signs to play for another County may play in the Yorkshire Super League. (Men, Ladies and Youths)

26.5 Players will only be considered for Yorkshire selection if they have played 66.66% of their possible Super League matches. If a player refuses to play more than 66.66% of their matches or stops attending for any reason, that player will not be considered for selection should he/she qualify. NB If a player has a disagreement with their team which precludes their playing further for that team, such disagreement must be recorded, in writing, to the committee as soon as possible after the event.

26.6 Players' names will only appear in the Super League averages if they have played 66.66% of their Team's possible games. NB see above for exception.

27. PRESENTATION NIGHT

28. DISCLAIMER

28.1 Any matters not covered by these rules shall be decided by the Committee. Nothing contained in these rules can be used to imply responsibility of the Y.D.O. for the actions of members of the Super League Teams.

28.2 Membership of the Yorkshire Darts Organisation includes acceptance of this document and all other rules and regulations, including the constitution, in their entirety

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