



HONG KONG DARTS ASSOCIATION

League Playing Rules

(Revised on 15-5-2020)

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1. DEFINITIONS

(1.1)

"The Bull" means the area on the dartboard enclosed by the innermost concentric ring.

"The Outer Bull" means that area of the dartboard bounded by the 2 innermost concentric rings.

"The Double Ring" means the narrow band on the dartboard bounded by the 2 outermost concentric rings.

"A Double" mean that area of the dartboard bounded by the double ring and one of the 20 sectors on the board.

"The Triple Ring" means the narrow band on the dartboard bounded by the 2 concentric rings between the outer bull and the double ring.

"A Triple" means that area of the dartboard bounded by the triple ring and one of the 20 sectors on the board.

(1.2)

The singular shall also include the plural and vice versa.

(1.3)

The masculine shall also include the feminine.

(1.4)

In any translation of these rules, the English version shall apply in case of any dispute.

2. Equipment

(2.1)

A dart may have a maximum length of 12 inches and a maximum weight of 50 grams. It shall consist of a metal needle point fitted to a barrel. At the rear of the barrel shall be attached a flight stem which may consist of up to six other separate pieces, namely, a stem, a stem adapter, a stem circlet, a flight, a flight securing device and a flight protecting device.

(2.2)

All dartboards shall be of the standard British Darts Organization (BDO) 1-20 style in which: -

(a) A black sector shall be aligned at the top of the dartboard (i.e. 12 o'clock position) and shall be assigned 20 as the sector value; every other sector in the clockwise direction shall have the value of 1, 18, 4, 13, 6, 10, 15, 2, 17, 3, 19, 7, 16, 8, 11, 14, 9, 12, and 5 respectively.

(b) A double shall score 2 times the sector value.

(c) A triple shall score 3 times the sector value.

(d) The outer bull shall score 25 and the bull shall score 50.

(2.3)

The dartboard shall be mounted rigidly and vertically so that the center of the bull is 1.73 m (5 feet 8 inches.) above the floor level at the throwing line.

(2.4)

The back edge of the throwing line shall be placed at a distance of 2.37 m (.7 feet 9 1/4 inches) horizontally to a plumb line at, and parallel to, the face of the dartboard. The throwing line shall be considered to extend indefinitely on either side.

(2.5)

A raised oche, at least 2.5 cm high and 60 cm long, rigidly fixed with its back face at the throwing line, is a desirable feature and if provided shall be used.

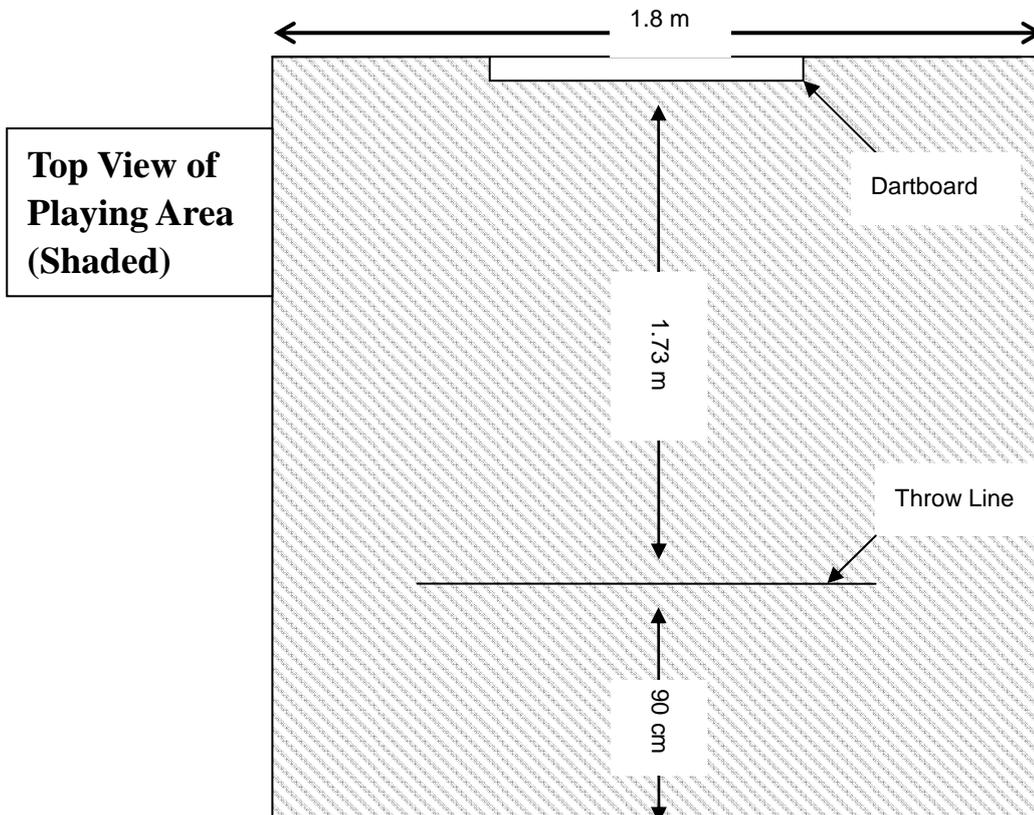
Note: Assuming that the dartboard has been fitted as above, the diagonal distance from the center of the bull to the throwing line will be 2.93 m (115 3/8 inches).

(2.6)

Lights shall be positioned so as to illuminate the dartboard brightly, without obtrusive shadows, and not impede the path of a dart. The thrower shall not be subject to glare either directly or via reflective surfaces.

(2.7)

For the purposes of this document, the Playing Area is defined as the distance between the oche and the dartboard plus 90 cm and extends to 90 cm either side of the dartboard. All venues should make sure that their dartboard setup allows for this total space.



3.CONDUCT

(3.1)

Members shall be suitably attired and behave with due decorum at playing venues and fully respect any private rules which govern the operation of the venues. Members shall be wearing tidy to entry the venue and whom are wearing a trousers or skirts for women, shirt with sleeve and shoes (singlet or flip-flops is prohibit) to perform the league matches ; except apply by writing before the match and approved by the Committee.

(3.2)

All players at any HKDA function shall carry with them their membership cards, available for inspection by anyone with good cause.

(3.3)

No barracking or distraction at the instance of an opposing team may be allowed to occur during a throw.

(3.4)

With the exception of designated officials all persons must be positioned outside the Playing Area during any throw. The marker and other officials operating within the field of vision of the thrower shall remain as unobtrusive as possible, particularly with regard to arm and head movements. In general, only if the thrower demands information from the caller or marker should that official consider moving. Attention is drawn to Rule 5.7 herein.

(3.5)

No smoking or drinking is permitted by anyone within the playing area, which extends to TWO feet behind the thrower.

(3.6)

Mobile phones must be set to silent or vibrate mode within the playing area, and cannot be used whilst a game is in progress.

4. STARTING AND FINISHING

(4.1)

In deciding which team shall throw first in a game, the following guidelines shall apply in the absence of other specific rules:

(a) One player from each team shall in turn throw one dart at the bull, the player representing the home team first. The team whose dart enters the board nearer to the center bull shall throw first in the game.

(b) If a dart fails to lodge in the dartboard or its surrounds then the thrower shall make another attempt.

(c) If the dart of the first thrower comes to rest in either bull, he shall remove the dart.

(d) If the dart of the second thrower causes the first dart to fall out a re-throw shall be made.

(e) In the event that the darts of both players enter the same bull or the caller is unable to decide which dart is nearer at its point of entry then a re-throw shall be made.

(f) The player furthest from the bull, will go first in the 2nd leg.

(g) If a deciding 3rd leg is required, then players will shoot for bull again, as per 4.1(a) to 4.1(e)

(4.2)

All legs shall start "straight in" and be concluded by throwing a double or an inner bull, which leaves the thrower's remainder at zero. This shall be called as "game shot" and, subject to Rule 5.5 herein or the acknowledgement of the opposing player, the leg is won.

(4.3)

If at any time during the throw there are potential scoring darts in the dartboard leaving the thrower's remainder at less than two AND no prior game shot is on the dartboard THEN the throw is said to have "bust" and the required score shall revert to that existing prior to the throw. Note: A potential scoring dart is the one which, in the absence of further action by the thrower, would remain in the board for retrieval.

(4.4)

If the caller or marker has erroneously called game shot then, subject to Rule 4.3 herein, the thrower may continue to throw his remaining darts of the throw. In the event that the thrower has already retrieved any dart from the dartboard, the referee shall replace them in the dartboard as near as practicable in the original positions and then invite the thrower to continue his throw.

5. SCORING

(5.1)

A marker shall be designated for every game and, in the absence of other officials, also act as the caller and the referee. In the case of games with two officials, the caller shall act as the referee.

(5.2)

No player shall deliver a dart whilst any part of his foot or footwear is forward of the **back edge** of the throwing line or on the oche. The referee in the presence of his captain/manager shall warn any player in breach of this rule and any dart subsequently delivered in breach of this rule shall not score.

(5.3)

All darts shall be thrown at the dartboard deliberately, one at a time, by and from the thrower's hand, without the use of any device. Any dart so thrown, subject to Rule 4.4 and 5.10 herein, shall not be re-thrown.

(5.4)

That wire-bounded area through which the dart lodged in or on the dartboard determines the score of a dart.

(5.5)

Darts shall score only if the point remains in or touching the face of the dartboard until announced or recorded.

(5.6)

The thrower shall retrieve darts after the score has been announced or recorded. The thrower's agreement with the stated or announced score is implicit by such retrieval and no subsequent protest on the score shall be entertained.

(5.7)

No dart shall be interfered with whilst in or on the dartboard except on retrieval by the thrower.

(5.8)

The marker shall calculate the required remainder by subtraction the score achieved in the throw from the previous remainder and shall display both on the score board, clearly visible to the players. A team's remainder shall be subject to correction until a player of the same team throws his first dart on the next throw.

(5.9)

The thrower shall not be told how to finish nor at any time during the throw be prompted by anyone expect his team member playing at that game.

(5.10)

At any point during the throw the thrower may demand of the caller how many he has **scored** and also the remainder. The answer of the caller, which shall be announced loudly and clearly, is deemed correct unless queried before the next dart is thrown OR such answer results in an impossible finish (e.g. a high finish 159) in which case the caller shall be considered to have made an erroneous call, the thrower may accept the result as corrected OR demand the darts thrown subsequent to the erroneous call to be removed from the dartboard to be re-thrown.

6. LEAGUE TEAMS

(6.1)

The league shall consist of a number of divisions, namely, the Premier Division, The First Division, The Second Division, The Third Division and The Fourth Division. In order to accommodate the registered number of teams, any lower divisions may be subdivided as required.

(6.2)

Each team shall, before each league season, by a date set by the Committee, submit a team registration sheet detailing inter alia; team name, venue, captain and vice captain with their address and E-mail address and telephone numbers and names and membership numbers of at least six eligible players who are to play for the team and pay the fee for team and members. During the season teams may add members to their team providing that the new players have not played for another team in the current league season. Details of the new players must be given to the League Secretary together with the appropriate fee. New players must have approval from the League Secretary before they are eligible to play in league matches.

(6.3)

The captain, nominated by the team to manage its interests, is responsible to the Committee for the team fulfilling its obligations with regard to fixtures and rules and shall attend the Captain's Meeting held half yearly for the interchange of ideas on the league. The Vice-captain or other nominated member of the team may from time to time perform these functions.

(6.4)

The Committee shall be kept informed of all team changes relevant to the league, including contact address and telephone numbers. Members are reminded of their obligations under Article 5 of the Constitution.

(6.5)

To be eligible to play for a team the following conditions must be satisfied:

(a) That person must be either a life member of the Association or a member in possession of a valid Hong Kong I.D. Card or of other documents satisfying the Committee that Hong Kong is his current place of residence or base for business.

(b) The member may not have played for any other team in the same league season, even should that team no longer exist, except with prior written approval from the Committee.

(6.6)

Any team, having competed in the latest league, may enter for the end of season knockout competitions. In these competitions a team may nominate a player having represented that team for at least one match within that league.

(6.7)

No teams in the lowest division, including new teams, are allowed to possess more than THREE players whom have just played in the Premier and 1st Divisions during the previous league.

(6.8)

No teams in the 1st Division and below, may have more than three new members from teams who have been promoted to a division higher than their current division, without the express approval from the HKDA. For example, a team in Division 2 may not enlist members from any team being promoted to Division 1 and the Premier Division. The only exception to this rule is if the promoted team has finished outside the top 3 in the just played season, but has been invited by the HKDA to go up to make up the numbers in the higher division.

7. LEAGUE MATCHES

(7.1)

League matches shall consist of six singles games, followed by three doubles games, each being the best of three legs of 501.

(7.2)

All matches shall start no later than 8:30pm, by which time the captains shall have exchanged the details of players for the singles games as required by Rule 7.3(a) herein.

(7.3)

(a) Before the start of a match each team captain shall write down on his score sheet the names and HKDA membership numbers of the players for all the singles games and shall exchange the same with the opposing team captain. Note that at least two players are required to be in attendance prior to the start of the match, although other latecomers should be aware of rule 7.5(c).

(b) Before the start of doubles each team captain shall write down on his score sheet the names and HKDA membership numbers of the players for all the doubles games and shall exchange the same with the opposing team captain.

(c) Before participating in the match all players shall offer their HKDA membership Card or some other form of proof of identity for inspection by the referee or the opposing team. Any player refusing to offer any proof of identity shall not be eligible to play.

(d) All games shall be played in the sequence declared on the score sheets, unless **both** captains agree to play out of order to accommodate late-comers. In the case of doubles games, the first-named player of every pair shall throw first for his team in every leg or it fouls a leg if wrong.

(7.4)

The home team shall provide a marker and the away team shall provide a caller for the first game. Thereafter the teams shall alternately provide markers/callers. Either team captain shall have the right to insist on the replacement of any official should there be enough ground that the duty of that official has not been correctly performed.

Note: Upon mutual agreement between the two captains, the second official may be dispensed with.

(7.5)

(a) Play shall commence by the time as provided in Rule 7.2 herein. After this time either team captain may call for the first game to be played.

(b) After a game is completed either team captain may call for the next game to be played except that, before the start of the doubles games, either captain may call for an interval of 15 minutes.

(c) Play shall commence within three minutes of a game being called according to Rules 7.5(a) and 7.5(b) herein. If a player is then absent a walkover shall be awarded to the opposing team and no legs shall be recorded.

(7.6)

A team default occurs when the captain of a team fails to offer for exchange details of his team in accordance with Rule 7.3(a) herein or a team has conceded its fifth walkover in that match or the team has played a person who, at that time, was ineligible according to Rule 6.5 herein.

(7.7)

It shall be a defense against a team default that special reasons are sufficient and acceptable by the Committee to merit a postponement, and put forward within 24 hours to explain the team's failure to comply with Rule 7.6 herein.

(7.8)

It shall be the duty of a team captain to act in a responsible manner and in the case of a dispute with another captain the overriding concern shall be to attempt to play the match in the spirit of the Constitution.

(7.9)

In the event that a match fails to reach a conclusion, the score sheet thus far completed, together with an explanation shall be forwarded by both teams to the Committee for its ruling.

8. REPORTING OF RESULTS

(8.1)

Captains are jointly responsible for completing the score sheets and for their accuracy, with their signatures attesting to this. The names and membership numbers of all players shall be clearly marked on the score sheet and, to be official, any special performances must appear on the sheets. The opposing team captain must countersign any alterations. Once a sheet has been received signed by both captains protests regarding any detail shall, in general, not be acceptable by the Association.

(8.2)

Each team captain is responsible for ensuring that his team's score sheet reaches the Association within 7 days of the match. Score sheets can be faxed to the HKDA. at 2519 6760 or emailed to league@hkdart.org.hk

9. LEAGUE SCORING

(9.1)

A win in a singles or doubles game counts as one game point and as one league point towards the final league score.

(9.2)

A walkover shall be equivalent to winning a game. However, if neither player fails to show then zero points will be awarded to **both** teams for that game.

(9.3)

Winning a match with five or more game points shall score one additional league point.

(9.4)

In the event of a team default the non-defaulting team is deemed to have registered a win and shall be awarded eight league points. The defaulting team shall have six league points deducted from its league total.

10. POSTPONEMENTS

(10.1)

A team may seek to change the date for a match in two ways:

(a) The Committee may postpone no match beyond the last scheduled match of the relevant division without the prior consent.

(b) The captain of the team seeking the re-arrangement may contact the opposing team's captain and agree a date and venue to hold the match either in advance of, or **WITHIN 14 DAYS** after its due date, subject to Rule 10.1(a) herein. This new date shall be communicated to the Committee and shall be binding.

(c) Should mutual agreement between the team captains not be reached, the team captain may write to the Committee, giving at least 7 days notice, stating reasons for such a request. The Committee will rule on this and may decide to reschedule the match or may reject the request.

Note: Due to the unsettling effect on the league positions, postponements are discouraged even when a team may be unable to field its better players. Only in circumstances when a team would otherwise default should a postponement be sought. However if the date for a fixture is brought forward no such objection exists.

(10.2)

If under Rule 7.9, Rule 7.11 and Rule 10.1 herein, no agreement can be reached between the teams for a rescheduling of date then the Committee shall decide a date for the re-arranged match. Failure to play the match by the rescheduled date shall result in team default(s).

Note: The Committee is likely to give priority to the dates offered by the team suffering the postponement.

(10.3)

No team shall be allowed to have more than one outstanding postponement of its seeking or more than 2 postponements at the same time. Except apply by writing before the match and approved by the Committee.

(10.4)

By the weather reason, the match will be postponed when the existence of Typhoon Signal No. 3 or higher, Red or Black Rainstorm Warning Signal after 5:00pm. Both captains need to discuss and arrange a re-scheduling date for the postponement or play on the same day in safety and agreed by both captains.

(10.5)

When a re-scheduled match is played, the original match date must be clearly written on the score sheet.

11. WITHDRAWAL

(11.1)

A team shall be considered to have withdrawn from the league if it gives written notice to this effect to the Committee; or if it registers more than two team defaults in the same league; or if it is expelled by the Committee; or if it fails to re-register for a new season.

(11.2)

If a team withdraws from the league during the season the results of all its games, whether or not played, shall be NULL AND VOID. There shall be no league points awarded either for or against for any of its matches. However, individual performances prior to the withdrawal during that season shall be considered.

12. AWARDS

(12.1)

The HKDA or its approved sponsors will award appropriate awards such as trophies or prizes to the league and division champions and runners-up. Additional awards may be given during or at the end of the league at the discretion of the Committee.

(12.2)

All awards not collected at the time and venue designated by the Committee for the presentation of awards shall be forfeited UNLESS PRIOR APPROVAL IS OBTAINED FROM THE COMMITTEE.

(12.3)

All permanent trophies must be returned to HKDA in satisfactory condition at least 7 days before the day designed by the Committee for the next presentation of awards.

(12.4)

In all matches held or association by HKDA, the additional awards will award to who has the results show as below.

(i) 9 Darts or 170 High Finish

(ii) 180s – count into the personal record and award at the 1, 5, 10, 15, 20, 25, 50 and each 50.

13. PROMOTION AND RELEGATION

(13.1)

The final league point totals shall determine the order of teams within a division. The team with the greater number of points being placed higher.

(13.2)

In the event of a tie in the final league points total, the team with the greater number of matches won shall be placed above the others. In the event of a further tie the team with the larger winning leg ratio shall be placed higher. If the teams are still equal the results between the teams concerned shall be taken into account in deciding the final position. If the Committee is still unable to place the teams in order they may (a) order a play-off match be played or (b) decide the final placing at their discretion including declaring that the times shall hold a joint position.

(13.3)

Movement within the league shall be decided by means of promotion and relegation and shall be based on the final team positions on completion of the league. All such promotion and relegation will be made after registration for, and before the start of, the next league as follows:

(a) Between the Premier Division and Division 1

The bottom three teams in the Premier Division will be relegated to Division 1 and enough from the top of Division 1 shall be promoted to make up a full complement of teams in the Premier Division.

(b) Between Division 1 and Division 2

The bottom three teams in Division 1 will be relegated to Division 2, and enough from the top of Division 2 shall be promoted to make up a full complement of teams in Division 1.

(c) Between Division 2 and the lower divisions

The bottom three teams from Division 2 shall be relegated to Division 3 and enough shall be promoted from the top of the Division 3 to make up a full complement of the teams in the Division 2.

(d) Between Division 3 and Division 4

The bottom three teams in Division 3 relegated to Division 4A. and enough shall be promoted from the top of the Division 4 subdivisions to make up a full complement of teams in the Division 3. Any team have lower position in each subdivision 4 should be assigned to Division 4B. In the event that Division Four has no subdivisions, then the three relegated teams of Division 3 will be assigned to this division and the top of the Division 4 to make up a full complement of the teams in the Division 3.

(i) Any team, not having been placed in the previous league, shall enter at the division 4. It should be promoted to division 4A in the event that Division 4 has subdivisions. If the number of team in subdivision 4A exceed, it should first consider to decrease the relegated teams from Division 3. And then increase the promoting teams from Division 4 or to assign the new formed teams to Division 4B.

(ii) Any team assign to Division 4B, should not have more than one member from the Champion, 1st runners-up and 2nd runners-up of any division or member from Division 2 or above.

Note : As a guideline, Division 4 should not have more than 28 teams. Subdivision 4B should only include the team with lower position standing of Division 4. All teams relegate from Division 3 should only be assigned to Subdivision 4A

(13.4)

Where it is necessary to promote an odd number of teams from a subdivided division, team in subdivision "A" is the last team shall be drawn.

(13.5)

Each division should maintain 8-14 teams and the number of teams between divisions should not have more or less than one team. Number of team in the higher divisions should have more than lower divisions.

(13.6)

When there is a team withdraws from the league that causes the insufficient number of teams in such division, it should decrease the number of teams to be relegated. When any division requires more teams to join, number of promoting teams should be more than the number of teams to be relegated. On the other hand, when it requires less team in certain division, number of delegated team should be more than the number of promoting team.

Note : If it is necessary to meet the criteria of 13.5 and in such condition that the number of teams in the division to be increased, it is allowed to decrease the number of team to be relegated.

(13.7)

If when scheduling a new league season there is a question of whether a team is an existing team or a new team, a team shall be considered as an existing team ONLY if comprised of at least three members who played for that team in the previous league season and, in the case of two aspiring teams, comprises the players who participated in the greater combined total of games.

(13.8)

The Champion, 1st Runners-up and 2nd Runners-up teams of all divisions are not allowed to dissolve, change team name and go back to the lowest division.

(13.9)

No team coming in 1st, 2nd or 3rd may refuse promotion to a higher division. Any team, and its players, refusing to join a higher division will be disqualified from playing in the league for the next season, unless they have a valid reason for staying in the same division which has been considered and approved by the committee. The length of time of the disqualification will be at the discretion of the committee.

(13.10)

Final decision of scheduling should be based on the total number of teams in the league. And the Committee reserve the right to any final decision

14. VENUES

(14.1)

Along with the team registration information each team shall nominate its home venue at which it will normally play half of its matches. Any legal establishment may be proposed provided that it satisfies the following conditions:

(a) The venue must be available for use on the night in question from 7:30pm until the conclusion of any match or until midnight, whichever is later.

(b) It shall allow the entry of all opposing teams with a reasonable number of their supporters and without applying unreasonable restrictions. Any dress code rules such as a ban on the wearing of jeans or other rules which are more restrictive than mentioned in Rule 3.1 herein must be brought to the attention of the HKDA and separately to captains of all teams who are required to play at the venue.

(c) The venue shall offer the necessary facilities (i.e. reserve not less than 6 indoor seats for visiting team until the end of all games) for playing the game of darts in a non-intrusive environment.

(d) Visiting teams must be able to arrive at and leave the venue by public transportation with a median traveling time of not more than 90 minutes from or to Admiralty

(14.2)

No change of venue shall be allowed EXCEPT WITH PRIOR APPROVAL FROM THE COMMITTEE. The captain of the team changing venues after the issue of the official fixture list at the beginning of each league season shall also inform the captains of all opposing teams affected by such change, giving at least 6 days notice. Any team failing to comply with this provision may be deemed to have defaulted.

(14.3)

The captain of the home team shall inform his venue of any relevant change in league fixtures giving at least 24 hours notice.

(14.4)

The Committee may, from time to time, inspect any venue and rule on its acceptability.

15. KNOCKOUT PLAY

(15.1)

The rules above shall apply to other competition organized by the HKDA except where specific exceptional rules are drawn up for a particular competition. Rules for such competitions will be circulated or displayed at the event.

(15.2)

The Committee retains the right to seed players in tournaments where it is considered advantageous to do so.

(15.3)

No player or team having been fairly eliminated from any knockout tournament may play again in that tournament.

16. PROTESTS

(16.1)

Notice of protests concerning the conduct of any match played under the auspices of the HKDA and under these Playing Rules shall be made on the official score sheet and shall be submitted to the HKDA within 7 days of the alleged infraction. Every attempt shall be made to bring the protest to the opposing captain. Full supporting details of the protest shall be submitted to the HKDA within 14 days of the incident. Failure to comply with the provision of this rule may invalidate the protest.

(16.2)

The penalty for the infraction of the Playing Rules may be, in the case of teams, a warning, a loss of points, default of the match, demotion in the league or, in the most serious cases, expulsion from the league and in the case of individuals, warning, suspension from matches, or in the most serious case, expulsion from membership.

17. INTERPRETATIONS AND ALTERATIONS

(17.1)

The Committee reserves the right under article 15 of the Constitution to add, amend or delete any of the above Playing Rules as the Committee may, from time to time, think fit and any such amended Playing Rules shall supercede these.

(17.2)

The decision of the Committee in all matters and interpretation pertaining to HKDA Playing Rules shall be final and binding.