

Greater Northern Dart League Incorporated
Match Rules



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Definitions

For the purpose of these rules, the following definitions shall apply:

- **Caller** – is the person nominated to control the proceedings of a dart game.
- **GNDL** – the Greater Northern Dart League.
- **Bust** – shall mean a score in excess of the value remaining in the game. The number of darts thrown is counted for determining player's averages, however, the score is not counted.
- **Called Score** – the caller has counted the player's aggregate for the darts thrown and called out in a clear voice to the marker as the official score.
- **Marker** – the person appointed to enter scores into the program.

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1 The Dart

The darts will consist of the following pieces:

- Point
- Barrel
- Stem/Flight

The dart must not exceed 20 centimetres in length and not weigh more than 50 grams.

2 Dart Board Set-up

The dart board shall be a standard bristle dart board used in regular dart competitions with the following characteristics:

- Shall be numbered 1 to 20 in a clock pattern
- Double and Triple ring inside measurement of 8 millimetres
- Bull inside measurement of 12.7 millimetres
- Outer bull diameter of 31 millimetres
- Centre bull to inside edge of triple wire of 105 mm
- Centre bull to outside edge of double wire of 168 millimetres
- The 20 segment shall be at the top of the board and its main colour shall be black
- Centre of bull being 173 centimetres above the floor
- Centre of bull to back of raised Oche or front of line for non-raised Oche will be 293.4 centimetres
- If using a raised Oche, it must be a minimum of 25 millimetres high and no more than 50 millimetres high.
- The Oche should be 60 centimetres long and if a player extends past this on either side, should keep their feet behind an imaginary straight line.
- Lighting should be of a suitable quality to see the board while throwing darts and should not be in the face of the player throwing the darts.

3 Player's Conduct and Obligations

- The player must be registered with the GNDL prior to the commencement of the match
- All players and teams shall play within these rules.
- Only caller and marker are allowed in the area in front of the player when throwing darts.

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- The player's opponent needs to be a minimum of 60 centimetres behind the player when throwing darts
- A player retrieving their darts at the conclusion of their throw must do so in an expeditious manner and exit the area without interfering with the next player
- A player shall not handle or drink a drink when in the act of throwing darts.
- Any matter not expressly covered by these rules shall be determined by the GNDL committee, or in their absence, the nominated tournament organiser whose decision shall be final and binding.

4 The Throw

- All darts must be thrown by and from the hand.
- A throw shall consist of 3 darts (thrown 1 at a time) unless a leg, set or match finishes in less than 3 darts, or a score greater than the score remaining is thrown in less than 3 darts
- Any dart that is thrown, bounces off or falls out of the dartboard, shall not be re-thrown. A dart in the board shall not count if the player touches it during a shot
- If a player touches any dart, which is in the dartboard during a throw, the throw is deemed to be completed.
- If a player requests a progressive score/check score, once that score is given and the dart or darts drop out of the board, the progressive score is counted in the total score and recorded in the program.
- All darts events on a Wednesday shall be flying start and double finish
- All darts events on a Friday shall be double start and double finish
- The Bull (50) shall count as a double for both starting and finishing i.e. double 25
- The first team/player to reduce the score to exactly 0 by obtaining the necessary double is the winner of that leg, set or match
- Any dart mistakenly thrown by a player after scoring the required double shall not count as the respective leg, set or match. The dart scoring the required double concludes the respective leg, set or match.
- 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 or as noted when score/check score has been called by the player. This score is recorded in the program.
- Darts shall be retrieved by the player only after the score has been called. If a player removes the darts before a score has been called may result in a no score being called.
- The caller shall sum the darts thrown and call the score out for the marker to enter in the program

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- If a player scores more than score remaining, the caller shall call bust and nominate the number of darts thrown for player average calculations

5 The Match

The match will consist of:

Wednesday Competition

All Grades

- 4 singles of 501 (Div 1) and 301 (other Divs) flying start and double finish (best of 3)
 - Team 1 Player 1 vs Team 2 Player 1
 - Team 1 Player 2 vs Team 2 Player 2
 - Team 1 Player 3 vs Team 2 Player 3
 - Team 1 Player 4 vs Team 2 Player 4
- 4 reverse singles of 501 (Div 1) and 301 (other Divs) flying start and double finish (best of 3)
 - Team 1 Player 1 vs Team 2 Player 4
 - Team 1 Player 2 vs Team 2 Player 3
 - Team 1 Player 3 vs Team 2 Player 2
 - Team 1 Player 4 vs Team 2 Player 1

Order of singles determines order of reverse singles and if more than 4 players in any team, the 5th and 6th may be substituted into the reverse singles in place of the nominated player/s from the singles.
- 2 doubles of 601 flying start and double finish
- 1 quadruples of 1001 flying start and double finish

All matches:

- Will commence between 7:00 pm and 8:00 pm as determined by mutual agreement between captains
- Names once entered in program cannot be changed except between sections of play
- Players named but not in attendance by conclusion of third singles game shall not be eligible to play in that team on the day in question
- Should a team not have 3 players in attendance on the night in the correct timeframe shall give a walkover to the other team. Should this be known earlier in the day/week, then notice should be given to Contest Director of GNDL so

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that opposing captain can be advised. A score of 11 to 0 will count against the team giving the walkover and to the team receiving the walkover.

- A team may consist of up to 6 members on any given night with up to 2 players missing on any of the quadruples, doubles and singles matches.
- A player needs to play one third of all home and away matches rounded up to qualify to play finals. E.g. 15 matches – qualification 5, 12 matches – qualification 4
- A team cannot commence with less than 3 players in home, away and finals matches
- Should a team have only 3 players, then the last position in the team order shall be used for the absent player.
- Should both teams have 3 players and to avoid the possibility of a draw, the home side will give a walkover in the 4th singles and the away side in the 3rd singles.
- Finals will be played with the top 4 sides playing against each other as follows:
 - Semi Final 2 - Team in position 1 on ladder will play at home against team in position 2.
 - Semi Final 1 - Team in position 3 on ladder will play at home against the team in position 4.
 - Preliminary Final – Loser of 1v2 v winner of 3v4 at venue of loser of 1v2
 - Grand Final – Winner of Semi Final 2 v winner of Preliminary Final at winner of Semi Final 2 venue.
 - Finals will be best of 11 with games ending once a team has won 6 games.
 - Note that the above will be followed to the best scenario, however due to availability of boards at clubs, may be changed at the discretion of the Contest Director.
- Promotion and Relegation will occur with the winners of Division 2 and below being promoted to the next highest grade and the side finishing last on the ladder in Division 1 and below to 2nd last grade being relegated to the next lowest grade.