



BLUEWATER
DARTS ASSOCIATION

BWDA PLAYING RULES



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PREAMBLE: The Playing rules of the Bluewater Darts Association are an instrument to ensure the smooth running of the Association and playing conditions under 17(9) of the Constitution. The sub-committee responsible for the Playing Rules is the Grading and Fixtures sub-Committee.

1. GRADING AND FIXTURES SUB-COMMITTEE

1. The Grading and Fixtures Sub-Committee will be made up of the Association Recorder and two (2) Association General Committee members as elected at the Annual General Meeting.
2. The Grading and Fixtures Sub-Committee members will remain on the Sub-Committee until the next Annual General Meeting. If a Sub-Committee member needs to resign for any reason prior to the next Annual General Meeting, it is anticipated they would be replaced by an extraordinary AGM called to fill the vacant General Committee member position.
3. The Grading and Fixtures Sub-Committee will determine:
 - (a) The Association Playing Rules and amendments as agreed by the delegates and members at the AGM.
 - (b) The number of home and away rounds to be played each season.
 - (c) The format for the final's series if any,
 - (d) Proposing playing rule changes to the Committee and Delegates.
4. The Grading and Fixtures Sub-Committee will attend to:
 - (a) Collecting the team nomination forms when they called for by the Association Committee.
 - (b) Determining the team average based on the highest six (6) averages for A, B and C grades (6-player team format) of all the players nominated for that team. Highest four (4) averages for A grade (if the 4-player team format is being used) of all the players nominated for that team. If the number of teams in any grade is too high, this grade can be split into two divisions. The two divisions will be known as the Grade letter followed by a 1 or 2. The division with the 1 will have the teams with the higher team averages. Example B1 & B2.
 - (c) Determining the team average based on the highest six (6) averages for A, B and C grades (6-player team format) of all the



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players nominated for that team. Highest four (4) averages for A grade (if the 4-player team format is being used) of all the players nominated for that team.

- (d) Each player's average will be taken from the previous season as shown on the DartConnect website.
- (e) Using the assessed team averages to determine what grade or sub- grade each team should be allocated to by using natural gaps in the team averages so that as much as possible teams will be playing against teams of similar team averages.
- (f) Assist with preparation of any Association Fixtures
- (g) Review and assess the maximum Team Average for each Grade prior to the commencement of each season. Current Team caps for each grade (proposed and adopted in October 2025 - Delegates Meeting) is 280 cap for B1 Grade, and a flexible cap for B2 Grade based on natural gap between the B1 and B2 split. C Grade has a 240 cap. No cap for A grade. Caps will be assessed before commencement of each season.
- (h) Should a team wish to play in a grade higher than the current grade they have been allocated, they must put in a request to the Grading and Fixtures sub-Committee for review and implementation if acceptable. Should the request be allowed, that team will be required to play in that grade for the whole season. All other rules pertaining to that grade remain.

2. THE DART BOARD

1. The board must be a bristle board having numbers clearly marked 1 to 20 with double ring and a treble ring. The bullseye to consist of an inner circle scoring 50 and an outer circle scoring 25. The 20 shall be a black section.
2. The diameter shall be 457mm. The diameter of the outer ring of the bullseye shall be 31.75mm. The inner circle of the bullseye shall be 12.7mm. The distance from the centre of the bullseye to the outside treble wire shall be 106mm. The distance from the centre of the bullseye to the outside doubles wire shall be 170mm. The width of the double and treble rings shall be 10mm. The Dart Board shall have divisions



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clearly marked and in no case shall the wires be out of true. Dart Boards must be "BWDA" Approved.



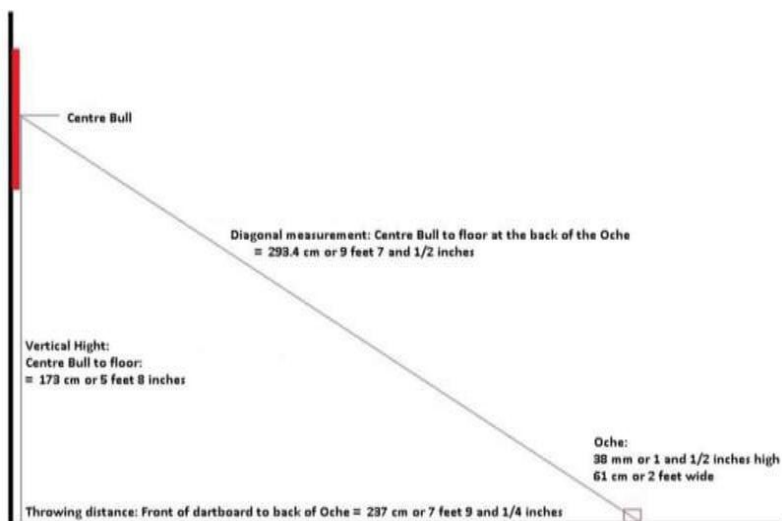
3. FIXING THE BOARD

The dart board shall be rigidly fixed at the height of 1.727m from its centre to the floor. It shall be set that a straight line running from the 20 division to the centre of the three divisions would be perpendicular.

The board should be (where available) circled by rubber rings and surround lights if available.



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4. DISTANCE OF THROW

The length of the throw of a Dart shall be 2.368m

The measurement to be taken from a plumb line dropped from the centre of the bullseye to the floor, and from this spot to a line clearly marked and so called the "Oche".

5. THE TOE LINE

The toe or foot line shall be clearly marked with a raised board or similar material and called the "Oche". It shall be a minimum of 120cm running parallel to the Dart Board and be at least 25mm high. Players must "toe" the Oche, they may move along it as far as they like but must at all times be behind it. The Oche may not, at any time, be over trodden upon.

A player wishing to throw a dart, or darts, from a point on either side of the raised Oche must keep his feet behind an imaginary straight line, the position of which shall be adjudged by the Referee, extending on either side of the raised Oche.

6. THE DARTS

Maximum overall length must not exceed 20cm and not weigh more than 50 grams. Each dart must have a recognisable needle shaped point, which will be fixed to a barrel. At the rear of the barrel shall be an attached flighted stem which may consist of up to four (4) separate pieces (i.e., a flight, a flight securing device, a flight protector and stem).



7. THE THROW

A player shall throw darts from a standing position, except those circumstances when a physical disability or physical injury requires that the player must adopt a non-standing position.

1. All darts are to be thrown deliberately, one at a time, over-hand, by and from the hand. All darts must be thrown with the “needle shaped point” aimed towards the face of the dartboard. If a dart is not thrown in this manner, then the throw will be declared a foul throw and shall not count in that respective leg, set, or match.
2. A throw shall consist of a maximum of three (3) darts unless a leg, set or match is completed in less than three (3) darts.
3. If a player, during a throw, touches any dart that is in the dartboard, then that throw shall be deemed to have been completed.
4. Any dart bouncing off or falling out of the dartboard shall not be thrown again or replaced.
5. Any dart falling out of the dartboard before the score is called by the scorer AND the darts retrieved shall not count.
6. Prior to the retrieval of the darts on the completion of a throw, it is not permissible for a player or scorer to push a dart (or darts) into the board, or to hold them in the board, to prevent them falling out. Should this occur the dart or darts affected shall not be counted.
7. A player deliberately physically abusing the dartboard will be given a verbal warning by the match referee/scorer. A second incident requiring a warning will result in the respective leg, set or match being forfeited.
8. During a game or match a player will not throw a dart until their opponent is behind the Oche and the marker has finished and has stood back into their position. A player must retrieve their darts and walk back after a throw in such a manner so as to not interfere with the next player.
9. A leg, set, match cannot commence until the marker has called “game on”.
10. No one is permitted to stand within one (1) metre of the player standing at the Oche.



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11. As per Rule 4 a player must stand no closer to the board than the toe line of the Oche. The player can stand further away if they wish but no part of the foot or shoe is to be on top of or over the toe line or Oche at any time before the dart is released from their hand. Any breach of this rule shall be called a "foot fault" by the scorer and no score will be allowed for that dart. The scorer's decision is final.
12. At any time during the game or match the thrower shall be permitted to ask his Captain, or a person nominated by the captain, for any information he requires to proceed with his throw. The player must step away from the Oche before he requests any information. In addition, no information is to be provided without the thrower stepping away from the Oche. Any breach of this rule will result in any dart or darts thrown after the breach not being counted.
13. The opposing Team Captain must be informed of the nominated person by the Team Captain as mentioned in Rule 7 (12) above, prior to the commencement of the match.
14. If a player is missing from the oche when it is that player's turn to throw, then that player will be given a maximum of two (2) minutes in which to commence throwing after the offending player's name has been called out by the Scorer or Check Scorer. Failure to commence the throw within this time frame will result in the throw being forfeited.

8. DRESS STANDARDS

1. The dress code for members (male and female) playing or being a scorer or caller will be smart casual wear with all tops having sleeves and shoulders, so that armpits cannot be seen.
2. All Players' (male and female) shirts must have a collar.
3. No hats or caps may be worn.



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4. At all times footwear must be worn. The minimum requirement is the toes must be completely covered, and the footwear must have at least a heel strap that is fastened around the heel.
5. Any person not conforming will be asked to withdraw from the dart area immediately. If a player refuses to leave the area immediately then the opposing captain can claim a total winby forfeit. Where possible a player from another team should be asked to witness the forfeit.

9. CODE OF CONDUCT AND COMPLAINTS

1. All players shall conduct themselves in a fit and proper manner and refrain from engaging in any conduct or activity which will or is likely to bring the Blue Water Darts Association or its officials into disrepute. The Committee reserves the right to discipline any player found to be in breach of the Code of Conduct in any manner it deems Appropriate.
2. The following expectations of behaviour are to be observed:
 - (a) At all times Captains and players are to minimise delays in play and ensure that the speed of play progresses at an acceptable pace.
 - (b) Compete by the competition rules.
 - (c) Do not argue with an official. If you disagree with something, call for the game to be stopped and ask for the official in charge on the night for a ruling. If no Appointed official the two (2) team captains are to mediate.
 - (d) Control your temper.
 - (e) No criticism by word or gesture of officials.
 - (f) No sledging other players.
 - (g) Deliberately distracting or provoking an opponent is not acceptable.
 - (h) Be a good sport and encourage your teammates but do it in an orderly manner. Remember you may not be the only team in the room playing.
 - (i) Show respect for your opponents and their skills. Treat all participants in the sport of darts as you like to be treated.
 - (j) Be friendly to all participants.



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- (k) Taking of non-prescribed drugs is prohibited.
- (l) Respect the rights, dignity, and the worth of all participants regardless of their gender, ability, cultural background, or religion.
- (m) No swearing
- (n) Racial and sexual vilification or harassment will not be tolerated.
- (o) Complaints are to be lodged via the website following the due process.
- (p) Delegates/Captains/Nominee to attend Delegates and Committee and AGM meetings. Failure to attend or offer a written apology will result in 2-point deduction on the grade ladder during the season or the beginning of a new season.

10. MISCELLANEOUS

1. Noise, including background music, should be kept to a minimum whilst games are in progress.
2. Mobile phones are to be kept on silent mode within the playing area.
3. No drinks to be taken in front of the Oche by players, markers, or scorers.
4. Illegal non-prescribed drugs are prohibited. Any player caught using illegal non-prescribed drugs will be automatically suspended for two (2) years.
5. Offensive language will not be tolerated.
6. Committee Members are not to be questioned over dart or Association related matters at any fixtured Association playing event where those questions do not relate to the fixture being played.

11. TEAMS

1. All players nominated must be named players who have agreed to play for that team with a maximum of ten (10) players per team, per season for 6 player grades and a maximum of eight (8) players per team, per season for 4 player grades, permitted to be nominated. The playing rules committee have the right to increase the maximum players should extenuating circumstances be prevalent e.g., Pandemic.



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2. A team wishing to replace a registered player for the remainder of the season may do so at the discretion of the playing rules committee. Reasons for the replacement must be compelling. The player being replaced cannot return to the team until the following season and will not be allowed to register and play for any other team for the remainder of the season.
3. All new nominated players must be nominated and Approved by the recorder before they can play. The recorder will check on their averages {if Applicable}. Once that has been checked and the Recorder has confirmed that the new player's average will not cause the team's average to exceed the set limit for their grade the Recorder will clear the player/s to play. The maximum number of new players who can be nominated for each team after the official nomination night is three (3), but only to the maximum of ten (10) players for the season for B grade and C grade and eight (8) for A grade. The Association Recorder will notify the Association Treasurer of all new nominated and cleared players, and the new player or Captain of the team must get the new players nomination fee to the Treasurer within one (1) week of play.
4. Any nominated new player who has not played darts before and has no recorded average in the Association or any other dart Association or club will be given a three-dart average (3DA) based on an assessment by their Team Captain as per the request on the registration form. The Recorder will assess their actual three-dart average continually during the season using their weekly match results. If the new players actual three-dart average takes their team average over the maximum team average for the grade being played in, that new player will not be able to play for that team for the rest of the season and all legs played in, and won, by that player, will be reversed.
5. The new player will complete and sign a Registration via the website including confirmation from the player they have never played competition darts as well as a signed declaration by the Team Captain confirming their assessment of the player's three-dart average and financial membership of their club.
6. A team shall consist of 4 or 6 players, depending on the grade format, all of whom are registered with the BWDA. Any team who plays a non-registered player will forfeit every game that non-registered player played in.
7. Only players who are eligible and financial members of their club can be nominated. Players who are pending membership or are non-financial are not permitted to be nominated.
8. Each team should nominate a Team Captain and Delegate at the time of team nominations. The captain is to select which players should play in which games. Each player must play in each of the formats played in their grade. Once the



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player's names have been written on the white/chalk board the names cannot be changed unless the opposing Captain agrees.

9. The captain is to write down the Given and Surnames of each player on the chalk board or white board. The order of play will be determined by the team's captain.
10. The captain will indicate on the whiteboard which players are playing and in which order for each game.
11. The players' names are to be recorded on the white board and match commenced by 7.30pm.
12. The captain is responsible for the collection of weekly fees for the whole team and is to collect the registration fees of any new players on the evening of play. All these fees are to be paid to the Association Treasurer within 14 days of play. If the fees are paid by direct bank deposit the transfer is to show the Appropriate team's name and the Association Treasurer is to be advised electronically of the transfer. If the fees are paid in cash, the cash is to be placed in a sealed envelope with the date and the Appropriate team's name recorded on the envelope.

12. RESULTS

1. The **captain** of the home team is responsible for the following:
 - (a) Ensure the DartConnect (Scoring App) is used for the recording of the game scores.
 - (b) To ensure the "end game" function is completed to record the match result.
 - (c) Should the DartConnect (Scoring App) be unavailable for any reason and unusable, then the home team are to revert to the scoresheets and then enter the games and results retrospectively using the tablet when available. Keeping in mind the peg dart.

13. GENERAL PLAY FORMAT

1. The Competition will comprise of one or more rounds of Home and Away fixtures and finals (if any). The season format will be decided by the Grading and Fixtures Sub-Committee before the commencement of each season.
2. All games will be played on Tuesday nights.
3. Should the number of teams submitted and eligible to participate in a particular



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grade be too many for that grade to operate effectively in the opinion of the Committee then the Committee shall have the right to divide that Grade into two {2} or more divisions within that Grade. All divisions within that grade shall play their matches under the rules of that Grade.

4. The starting team will be determined by the 'Toss' of a coin between the two Captains. It is also possible to use the Scoring App for the 'Coin Toss' or 'Random' start. The captain who wins the Toss will decide which team shall commence the first game and thereafter the teams will alternate commencing each game. Should the "commencing throw" get out of correct order the "commencing throw" will continue in the new order. The captain who loses the Toss is, where Appropriate, to be the first to select his players in playing order for the first game. The team commencing each game shall provide the scorer for that game.
5. At the completion of each game the winning team's Captain is to be the first to select the player/s playing in the next game.
6. For all grades, the latest permitted start time for the first game is **7:30pm**. If a team is not ready to commence play by 7:30pm, the opposing Captain may claim a forfeit, provided that their team has the minimum number of players present:
 - **A Grade:** at least 3 players
 - **B1, B2 and C Grades:** at least 4 players
7. To win by claiming a forfeit no playing fees are payable, however the captain of the forfeiting team must advise the recorder prior to the game. The recorder will then advise the other team, and that team (the winning team) will then be given two (2) match points and a result of 6-0 will be allocated in the Dart Connect website by the recorder. The forfeiting team scores nil match points and a result of 0-6.
8. On the Fixtures List whichever team is mentioned first (Left-Hand-Side) that team is the home team. The team mentioned on the Right-Hand-Side is the away team.
9. After the start of play, any player who arrives late will be eligible to play providing such player is physically there for the commencement of the first game they are nominated to play in and selected in the DartConnect (Scoring App).

14. TEAMS PLAYING SHORT

1. Should a team be players short then the following will Apply.



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1. Minimum number of players to commence is four (4) for the 6-player format and three (3) players for the 4-player format.
2. If a team has less than four (4) players (6 player format) or less than three (3) players (4 player format) at 7:30pm the other team can claim a forfeit. This Applies for all grades.

15. FORMAT

1. A, B and C grade (6 player format) team one player short: Triples must be played by the team short of a player with three players in the first game and two players in the second game with no score counted for what would have been third player for the team short of a player. Doubles must be played, by the team short of a player, with two players in the first and second doubles and only one player in the third with no score counted for what would have been the second player for the team short of a player. Singles, all players to play in turn in the first five games. No player for the team one player short in the last singles game so an automatic loss (forfeit) of that game to that team.
2. A grade (4 player format) with one player short: Teams game to be played with 4 players versus 3, Singles would be 3 games of singles and a forfeit for the fourth singles. Doubles would be two players versus two players for the first doubles and then 2 players versus one player for the second doubles with no score entered for what would have been the second player for the team short of a player. Reverse singles would be as previous, that is 3 games of singles and a forfeit for the fourth singles.
3. Team - 2 players short (only Applicable for 6 player format). Triples must be played by the team short of 2 players with 3 players in the first game and only one in the second game with no score counted for what would have been the second and third players for the team short of 2 players. Doubles must be played with two players in the first and the second games and no player in the third so an automatic loss/forfeit. Singles: all 4 players play, and the 5th and 6th games are automatic losses/forfeits.

16. TRANSFERS

1. No player may transfer between clubs once a season has commenced.

17. GRADE GAME FORMAT

1. All games to finish on a Double. The 'Bull' counts as double 25.



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(a) **C Grade**

- (i) In 'C' grade:
 - 1. Triples will be 601,
 - 2. Doubles will be 501,
 - 3. Singles will be 401,
 - 4. All games are best of one leg.
 - 5. 11 legs in total
- (ii) In 'C' Grade singles a maximum of 15 shots is to be recorded for each player in the singles game only. The 16th shot for each player is to throw one (1) dart at the Bull's eye. The nearest to the Bull's eye will be the winning Dart and that player will be deemed to have won the game. If the first thrower's dart is 'truly' in the Bull's eye and not in the surrounding 25-point ring that dart can be removed to give the other player a clear view and aim at the Bull's eye. No peg will be recorded if a player's dart bounces out, then that player will 'NOT' be allowed another shot unless the other player's dart also bounces out. If both players darts are deemed to be equally close to the Bull's eye, then each player will throw one dart again to determine the result of the game, with the second player throwing first. The only exception to this rule is in the Finals and the Associations Singles and Doubles Competitions when all games must be played out to a Peg.
- (iii) In 'C' grade there is to be two scorers' for each game played throughout the evening of play. They will comprise of: A Game Scorer for the DartConnect (Scoring App) and a Check Scorer who calls the Scores obtained.
- (iv) An outright winning team scores two (2) points and losing teams score nil.

(b) **B Grade**

- (i) In 'B' grade:
 - 1. Triples will be 601,



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2. Doubles will be 501.
 3. Singles will be 401 with the result for the singles determined by the best of three (3) games. Third game only played if required to decide the winner.
- (ii) In 'B' Grade singles a maximum of 15 shots is to be recorded for each player in the singles game only. The 16th shot for each player is to throw one (1) dart at the Bull's eye. The nearest to the Bull's eye will be the winning Dart and that player will be deemed to have won the game. If the first thrower's dart is 'truly' in the Bull's eye and not in the surrounding 25-point ring that dart can be removed to give the other player a clear view and aim at the Bull's eye. No peg will be recorded if a player's dart bounces out, then that player will 'NOT' be allowed another shot unless the other player's dart also bounces out. If both players darts are deemed to be equally close to the Bull's eye, then each player will throw one dart again to determine the result of the game, with the second player throwing first. The only exception to this rule is in the Finals and the Associations Singles and Doubles Competitions when all games must be played out to a Peg.
- (iii) In 'B' grade there is to be one (1) scorer for each game played throughout the evening of play. This will be comprised of:
- (iv) a Game Scorer for the DartConnect (Scoring App) who also acts as the Check Scorer.
- (v) An outright winning team scores two (2) points and losing team score nil.

(c) **A Grade**

- (i) In 'A' grade: 6-man team format
1. Triples will be 801,
 2. Doubles will be 601 with the result for the doubles determined by the best of three games (third game only played if required to decide the winner) and the



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3. Singles will be 501 with the result for the singles determined by the best of three (3) games. (Third game only played if required to decide the winner)

(ii) In 'A' grade: 4-man team format

1. Teams game will be 801,
2. Singles (the captains decide the match ups) will be 501 with the result for the singles determined by the best of three games (Third game only played if required to decide the winner)
3. Doubles will be 601 with the result for the doubles determined by the best of three (3) games. (Third game only played if required to decide the winner)
4. Reverse Singles (the captains decide the match ups, but cannot be the same match up as in the first singles game) will be 501 with the result for the singles determined by the best of three games (Third game only played if required to decide the winner)

(iii) In 'A' Grade singles a maximum of 15 shots is to be recorded for each player in the singles game only. The 16th shot for each player is to throw one (1) dart at the Bull's eye. The nearest to the Bull's eye will be the winning Dart and that player will be deemed to have won the game. If the first thrower's dart is 'truly' in the Bull's eye and not in the surrounding 25-point ring that dart can be removed to give the other player a clear view and aim at the Bull's eye. No peg will be recorded. If a player's dart bounces out, then that player will 'NOT' be allowed another shot unless the other player's dart also bounces out. If both players darts are deemed to be equally close to the Bull's eye, then each player will throw one dart again to determine the result of the game, with the second player throwing first. The only exception to this rule is in the Finals and the Associations Singles and Doubles Competitions when all games must be played out to a Peg.

(iv) In 'A' grade there is to be one (1) scorer for each game played throughout the evening of play. They will comprise of a



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Game Scorer for the DartConnect (Scoring App) who also acts as the Check Scorer.

- (v) An outright winning team scores two (2) points, and losing teams score nil.

18. SCORERS

1. For A and B Grades. During the home and away season, the Game Scorer for the DartConnect App is to be provided alternately by the Home and Away Team and does not have to be a registered player.
2. For C Grade. During the home and away season, the Game Scorer for the DartConnect (Scoring App) and the Check Scorer who calls out the scores obtained is to be provided alternately by the Home and Away Team and does not have to be a registered player.
3. After the first game the Game Scorer for the DartConnect (Scoring App) will be alternated between the two teams.
4. Should a player wish to know what they have remaining, they can ask the Game Scorer, and they can advise or enter the partial score in the tablet. AT NO POINT CAN THE GAME SCORER TELL THE PLAYER WHAT DOUBLE HE REQUIRES OR HOW TO PEG OUT. (The game Scorer must only supply the value remaining and not the peg value e.g., 22, NOT double 11)
5. If a player requires further information on how to peg, Rule 7 (13) (a) & (b) comes into effect.
6. The Check Scorer where Appropriate is to be provided by either team and does not have to be a team member. After the first game the Check Scorer is to alternate between the two teams. The Game Scorer and the Check Scorer cannot be provided by one team in any game.
 - (a) In C Grade each team is to provide one Scorer each so that fair play is assured. The only exception to this is in the finals when the Host Club is to provide all Scorers.
 - (b) In the finals the Host Club shall provide the Game Scorer for the DartConnect Scoring App in all grades and a Check Scorer (for C Grade only). The Check Scorer is to calculate and call what the score is to the Games Scorer. Whatever score is called by the official Check Scorer will count even if the player has removed their darts from the board. The finals will follow the same rules as normal games with the first to 6 (six) games being the winner. Information on how to end the game when the



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winning team reaches 6 games is shown on page 20. Separate stats are recorded in the Post Season Standings and not added to the current seasons Division Standings stats.

- (c) In the finals a Referee will be Appointed to each game. The Referee will enforce the rules and will decide on any disputed point. The Referee's decision is final, and the Referee's jurisdiction will commence as soon, as the Referee signals the players to toe the Oche for commencement of the match. The Referee has the power to suspend players from taking any further part in the match once any offending player has been given warning for breaching BWDA rules. To "NO DART" a player, the Referee need not give any warning.
- (d) In the Finals the Host Team will set up the playing areas at their discretion.
- (e) The Check Scorer and the Games Scorer should NOT eat, drink, or smoke in front of the toe line or Oche. It should be noted that any player who is at the toe line or Oche can request the Check Scorer or Games Scorer to cease drinking or smoking. Failure to follow such a request will result in the offender's team losing that game by forfeit.
- (f) In the finals, the teams that are not playing are responsible for providing all Referees, Game Scorers and Check Scorers. The DartConnect Scoring App will separately record the players stats.

19. SCORING

- 7. The match games score shall be recorded on a score board visible to both teams.
- 8. The Darts Connect App will also be used to record the game scores as the match is played.
- 1. **Game shot:** If a player trying for game shot scores more or one less than the number required, he shall cease throwing and shall be considered to need the same score as before his throw commenced.
 - i. Example 1: A player requires 10, with his first dart he scores 5, with his second he scores 1 and his third scores 17 this makes the score "too many". When he throws again, he will still require 10.



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- ii. Example 2. His first dart scores 5, the second scores 1 and the third scores 3, he will be left with a total of 1 which cannot be completed with a “double”. It is in this instance a ‘bust’ is recorded on the DartConnect Scoring App tablet.

(There is a 'bust' button on the DartConnect Scoring App, when pressed this shows as a 'X' when scoring). 'Bust' and 'miss' are the same statistically in the App, if looking at the match in the App, or the match report or online you would see a difference if they busted, or they missed.

2. If a player throws and misses the board or records a 'nil' score, then a 'miss' is recorded on the DartConnect Scoring App (There is a 'miss' button on the DartConnect Scoring App, when pressed this shows as a 'Ø' when scoring). 'miss' and 'bust' are the same statistically in the App, if looking at the match in the App, or the match report or online you would see a difference if a player missed, or they busted.
3. **Darts:** The scorers are not to, under any circumstances, handle any dart. The thrower shall not remove his darts until the caller has called his score. Darts shall not be removed from the dart board in the case of a dispute until such time as the dispute is settled but in the case of the player pulling his darts the score called by the caller to count.
4. Any dart thrown by a player after scoring the required double shall not count as the respective leg or match has concluded by the dart scoring the required double. The peg dart is selected using the DartConnect Scoring App.
5. Any protests shall be lodged with the opposing Captain and in the event of the conditions not being altered to comply with the protest, the captain making the protest has to be put it in writing and send it to the Association Secretary within seven (7) days, preferably by email.
6. The captains of both teams shall mutually agree that the board and the conditions are satisfactory and in accordance with the rules.
7. Where an error occurs in the entering of the score on the iPad/tablet and is later noticed, no alterations can be made unless the error occurred no more than two (2) entries from the error being made.

20. FINALS

1. The format of any final's series played shall be determined by the Grading and Fixtures Sub-Committee.



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2. To be eligible to play in any finals match a player must have played at least one third ($1/3^{\text{rd}}$) of the matches played by their team that season. (e.g., if the season is 16 games long the player must have played 6 games i.e., $1/3^{\text{rd}}$ of 16 = 5.33 rounded up to 6).
3. The Committee has the power to allow a team to play an unqualified player in a finals match provided that the unavailable player is absent due to bereavement or hospitalization and has played for that team at least once during the season. Work requirements, illness, or holidays are not classed as acceptable reasons to be replaced under this clause.
4. The Association Recorder will inform all the Team Captains of those teams required to host finals matches that they are required and will need to provide a minimum of two (2) persons to officiate. Failure to properly officiate a finals match will result in a loss of four (4) points at the beginning of the following season.
5. The team hosting any finals fixture is to provide supper. The Association will refund a maximum of sixty dollars (\$60) per final's match upon production of a receipt to the Association Treasurer.

21. SUNDRY ITEMS

1. Serving Committee Members are not required to pay for their personal tickets to any Association functions as long as they have served a minimum of one (1) year or a consecutive "Summer" and "Winter" season on the Committee.
2. Life Members and their partners are not required to pay for their personal ticket to any Association function they are themselves attending.

All members should be dressed in clean and neat smart-casual to semi-formal attire when attending formal Association functions. Attendees dressed in T-shirts, track pants or other inappropriate dress or footwear will not be permitted to attend and will not receive a refund.

1. Attire at functions is governed by hosting clubs' rules which will be adhered to at all times and supersedes the above dress code.
2. Anyone who purchases a ticket(s) to an Association function and cannot attend will not be given a refund unless there are extenuating circumstances. This is at the sole discretion of the Committee.
3. Trophies or Vouchers (with plaque) will be purchased each season as directed by the Committee and they will be presented to the winners on the Presentation Nights.



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4. To be eligible to win an individual Association Trophy a player must have played at least one third (1/3rd) of the games during the home and away season.
5. Any team who plays a banned member will be banned from the Association for a minimum of the rest of the current season or as determined by the Committee.
6. Any team who plays a player under another's name or a player from a club other than their own will, along with the player, be automatically suspended for a minimum of the rest of the current season or as determined by the Committee.
7. Any player who refuses to score or call a game after being eliminated from a championship game may be suspended for the rest of the season.

22. Ending & Saving a Match Early

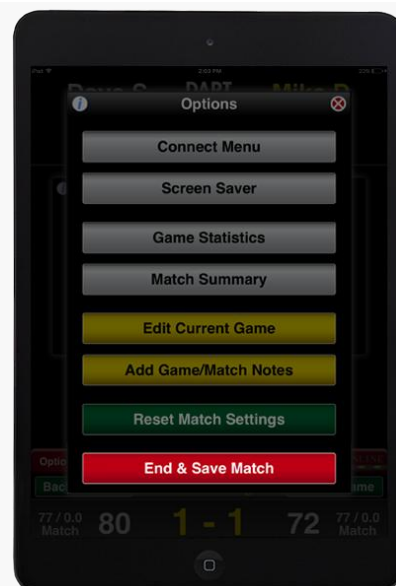
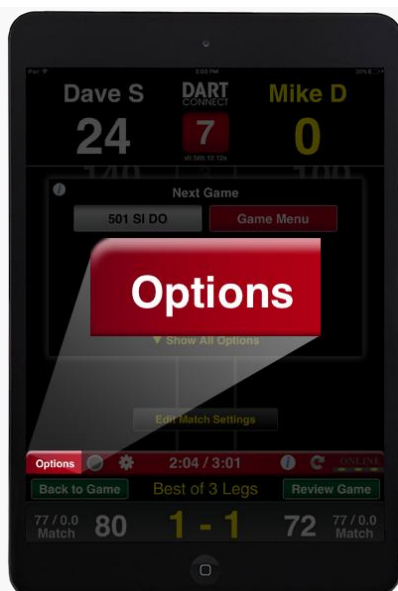
In many leagues, playoff matches are either a shortened format or an extended format, meaning it is sometimes necessary to end a match earlier than a full regular season match.

When your match is complete, perform the following:



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Access the OPTIONS menu from the control bar (when available), followed by “End & Save Match” Depending on the screen, the link may say “exit” instead of “options”.

Note: If in the middle of a live game/leg, you will need to end or cancel the game first

If you are on the player list page, you may need to click the “X” to close and go to a different screen to access the “option” or “exit” link to save the match.

For more information on the DartConnect Scoring App, please visit the website below.

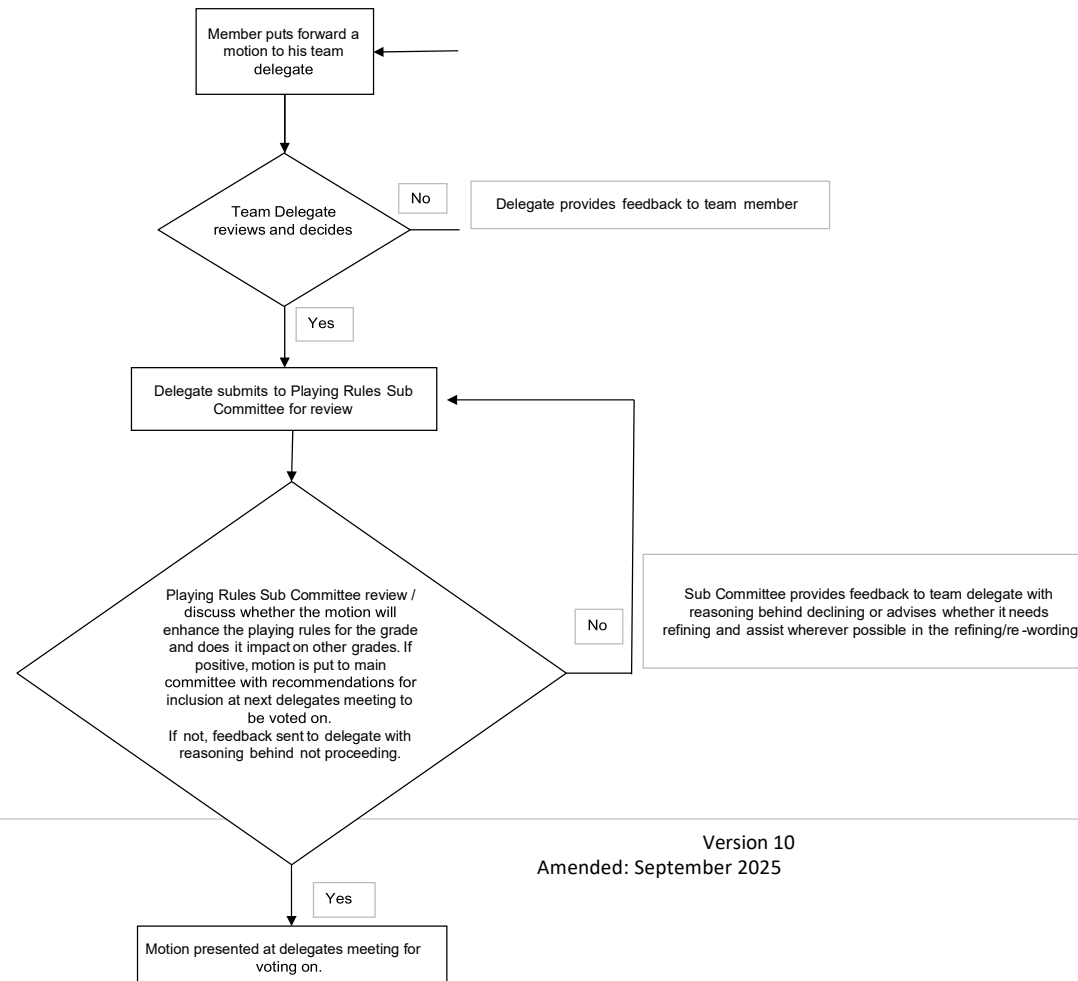
[How To Basics – DartConnect](#)



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Amendment to Playing Rules Flowchart



Version 10
Amended: September 2025



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VERSION CONTROL

Version	Created	Reviewed	Amendments
1	9 Nov 2020	30 Nov 2020	Original Approved SGM 30/11/2020
2	17 Feb 2022 S Allan	17 Feb 2022 Playing rules committee	Section 11 (1) amended, and Section 11 (2) added. Section 19 (3) amended
3	4 July 2022	12 July 2022	Updated to reflect DartConnect Scoring App – Changes to be discussed at playing rules committee meeting
4	20 July 2022		Updated to reflect changes discussed and agreed at playing rules committee meeting with regards to the Scoring App addition
5	30 Nov 2022 S Allan		Updated to reflect changes as discussed at recent playing rules committee meeting
6	18 May 2023 C Thorn		Updated team grade request 1.4 (g)
7	6 June 2024 C Thorn	May 2024	Updated as per request at Board meeting and playing rules committee recommendation
8	9 June 2024 C Thorn	9 June 2024	Updated font and amendments as per sub-committee advice of recorder-sections 14 and 14.



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7.2	8 July 24	PRC 17 June	Rescinded v7,8,9 and went back to v7. This version called 7.2
8	12 Nov 24	C Thorn	Changes to pool players, 10 max per team and C Grade format- Clause 11.1, 11.3, 15.5 removed, 15.2 modified, C grade format 16.1 a and b modified as per Delegates meeting.
9	21 Jan 2025	C.Thorn	Modifications to removing pool players.
10	23 Sept 2025	C.Thorn	Modifications to the Grading and fixtures Sub-Committee and minor editorial. Clause 11, 15.2, 16.1 as per delegates meeting 22 Sept
11	28 th Oct 2025	P McFarlane	Amendments / updates to playing rules based upon outcome & voting at extraordinary meet held on Sept 27 th
12	23 rd Jun 2026	P McFarlane	Page 3 – Section 4. The Grading and Fixtures Sub-Committee paragraph (g). Wording updated to reflect the agreed outcome of a General Committee Meeting held in October 2025 which was inadvertently overlooked.
12.1	31 st July 2026	S Allan	Modifications to align with previous changes recorded at delegates meetings which were not captured. Rule implemented regarding the nomination of new players and their three-dart average. (Rule 11.5) Addition of 'How To Basics' for DartConnect (Page 23)