

GENERAL REGULATIONS (Playing Rules)

These general regulations shall be interpreted in any activity organized by the M.D.A. Below you will also find particular regulations for each of the activities mentioned.

1.00 THE THROW

1.01 A player must provide his own darts, which may not be longer than 30.5 cm or weigh more than 50 grams.

1.02 Each dart shall be thrown by the player, one by one, by hand from an upright position.

1.03 throw consists of a maximum of three darts.

1.04 If a player touches a dart that is attached to the board during a throw, that throw is deemed to have ended.

1.05 Any dart that falls from the board will not be thrown again.

1.06 If a player accidentally drops a dart from his hand, he has the right to throw it.

1.07 If a dart falls off the board before a player finishes the throw, the dart that falls will incur no points.

2.00 START AND FINISH OF THE GAME

2.01 Each match or leg shall be played with a straight start, ie the player is awarded points without having to start with a double.

2.02 Each match or leg shall be played with a double finish, ie in order for a player to win the leg, he must double the dart by half the number of points left.

2.03 The small bull is worth 50 points and can be used as a double 25.

2.04 Bust System: If a player obtains (a) more than the number of points he needs or (b) the number he needs without getting the last dart in the double, or (c) with the scoring left as one, that throw is invalid so in his next turn to throw, should throw to his previous score.

2.05 If the referee calls "game" this will only be valid if (a) the points earned are those that a player was still missing and (b) the darts remain attached to the board after the referee calls the game and after the player removes the darts from the board.

2.06 If the referee accidentally calls "game", the player has the right to continue the throw if he has darts left in his hand.

2.07 If in case of an error by the referee in 2.05 and 2.06, and the player (who has not yet thrown all three darts) has removed a dart or darts from the board, the referee shall re-attach the darts in the most accurate position possible on the board and allow the player to continue throwing the remaining dart/s left.

2.08 If a player throws a dart/s after closing with a double, those last darts thrown are not valid.

2.09 If a player asks the referee what is left and in error e.g. the referee says that there is 36 left and eventually there is 34 left and the player plays for double 18 (weather he gets the double 18 or not), that dart/s must be removed by the referee and the player can throw it again for double 17.

2.10 If a player asks the referee what is left and he mistakes the score e.g. The player has 104 score left. He hits 60 with the first dart and after asking what is left, the referee says there is 45 left but eventually 44 is left. The player plays and hits 5 and plays for double 20. That throw is not valid. The referee must remove the last two darts thrown (since the error was made) and the player continues to throw for a score of 44.

3.00 SCORES

3.01 Each score is deducted from a score of 501 (or in special cases 301, 701, 1001 depending on the organized activity) or from the following score.

3.02 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, and the score has been called and recorded on the scoreboard.

3.03 The score counts according to where on the board the tip of the dart is touching e.g. triple, double, single, bull (50) or semi-bull (25).

3.04 The darts shall be retrieved from the dartboard by the thrower, but not before the score is called by the caller.

3.05 In the event of an error by the scorer in the number of points scored, the player may protest before removing the darts from the board. If the player removes the darts, he cannot protest.

3.06 In the event that the caller calls a higher score than the one obtained the opposing player may protest before the darts are removed from the board.

3.07 A scoring error on the scoring board remains, unless it is noticed by the player before he plays the next throw. If the player continues to play without noticing, this mistake is not corrected.

3.08 The score board shall be positioned in front of the player at approximately eye level.

3.09 No one can tell the player what score is left. If the player asks what is left this should only be answered by the caller, e.g. "32 and not double 16". No one can tell the player what doubles are missing or how to reach a particular double.

3.10 The caller is the referee of the game and his decision is final. Before making any decision (especially disciplinary) he should first consult with both representatives of the players or teams.

4.00 LIGHT

4.01 The light on each board shall be adequately lit by a suitably positioned light not less than 100 Watts or a fluorescent tube of not less than 40 Watts. LED lighting is accepted at the discretion of the M.D.A.

4.02 If there is any other light in the vicinity of the game that could obstruct the player it must be hidden or switched off.

5.00 OCHE (Line)

5.01 It shall be composed of a wooden rod or other hard material not less than 610mm long and 38mm high. The distance from a horizontal position on the ground to the board surface to the rear of the oche shall measure 2.37m.

5.02 The diagonal distance from the bull to the back of the oche must be 2.93m.

5.03 During the game a player may only throw darts from behind the oche line. A player can neither cross the imaginary line at the sides of the oche line nor step on it.

5.04 A player who violates regulation 5.03 is warned for the first time by the referee in the presence of the official or captain of his team. In the event that that player violates this regulation again, the points obtained in any other bad throw will not count.

6.00 DARTBORDS

6.01 Each dartboard shall:

6.011 be made of a material known as a bristle.

6.012 be numbered from one to twenty in this sequence

(20,1,18,4,13,6,10,15,2,17,3,19,7,16,8,11,14,9,12,5).

6.013 has the small middle circle (bull), which counts 50 points.

6.014 has the outside circle of the bull, which counts 25 points.

6.015 will have the doubles (on the outside) and triples (on the middle) rings.

6.016 have all of the above rings attached to the top of the board.

6.017 has the following dimensions:

double and triple 8.00mm wide.

bull diameter 12.70mm.

semi-bull diameter 31.80mm.

outer wire of double to half bull 170.00mm.

outer wire of triple to mid bull 107.00mm.

total diameter (+/- 3.00mm) 453.00mm.

6.02 The dartboard shall be affixed in such a way that the 20 is the darkest part of the board and is the highest number on the board.

6.03 The board shall be so fixed that the vertical height from the middle of the bull to the ground measures 1.73m.

6.04 A player or team official has the right to request that a dartboard be changed or adjusted between one leg and another if it is not in a good condition.

6.05 The M.D.A. has the right to temporarily suspend a team or impose a fine of not more than €100 if a club does not comply with the aforementioned standards.

7.00 GAME POSTPONMENT

7.01 Postponement of games takes place in the event of a wedding where the bartender or a minimum of two team players are invited. In this case the team must inform the M.D.A. up to one month before the wedding and must produce photocopies of the invitations of those concerned.

7.02 Another case is the death of the spouse, parent (s), siblings and children of the bartender, player or official.

7.03 In both cases the game is played on a date imposed by the M.D.A.

7.04 A team for any other reason may ask the opposing team to postpone a game and if the opposing team accepts (because the opposing team may not accept) this game must be played before the actual fixture date.

8.00 USE OF DRUGS OR PROHIBITED SUBSTANCES

8.01 Any player may without prior notice be tested for use of prohibited substances or drugs. If a player is found positive, he can be suspended for a year to life.

8.02 8.01 applies not only to activities organized by the M.D.A., but also to those activities organized by clubs, individuals or other organizers with the permission of the M.D.A.

8.03 If a player refuses to be tested, he/she will be considered as if he/she has tested positive and will be disciplined as listed in 8.01.

UNDER 18 CHAMPIONSHIP

1.00 REGISTRATION OF PLAYERS

1.01 Players registered with the M.D.A. only can compete.

1.02 Only a player who has not reached the age of 18 before 1 December of that particular year, may compete.

1.03 The game is played on a knock out basis.

1.04 Draws are placed in a bracket system.

1.05 The games are played in one day. The registration of the players closes at 7.30 pm and immediately after the draw the games start.

1.06 The participation fee is - see 8-a-side 3.02.

2.00 THE GAME

2.01 The game will be best of 3 legs until the quarter finals. The semi-finals and finals are best of 5 legs.

2.02 The loser must mark the next game.

3.00 TOSS

3.01 The toss is done once. The winner of the toss starts the first leg and if necessary the third leg. Where the game is best of 5 legs, the toss winner starts the first and third leg and if necessary the fifth leg.

3.02 The loser of the toss starts the other legs (those mentioned in 3.01).

4.00 SPONSOR

See 8-a-side league.

5.00 PRIZES

5.01 The winner will be awarded a trophy that he/she will keep for good.

5.02 The winner will be given the right to represent Malta abroad (see International Participation 2.00).

5.03 The M.D.A. reserves the right not to award the prize at 5.02 if the playing standard of the winner is not competitive for International games.

5.04 Second and third place finishers will be awarded a trophy.

LADIES SINGLE CHAMPION

1.00 REGISTRATION OF PLAYERS

1.01 All women can compete, even those not registered with the M.D.A.

1.02 The game is played on a knock out basis.

1.03 Draws are placed in a bracket system.

1.04 The games are played in one day. Registration closes at 7.30pm and immediately afterwards the draw will take place the games will start.

1.05 The entry fee is - see 8-a-side 3.02 or €10.00 for those not registered with a team.

2.00 THE GAME

See Under 18 Championship.

3.00 TOSS

See Under 18 Championship.

4.00 SPONSOR

See Under 18 Championship.

5.00 PRIZES

See Under 18 Championship.

ADDITIONAL REGULATIONS APPLIED IN EACH COMPETITION

1.01 Before the start of each game the official says 'GAME ON' as a sign that the game will start.

1.02 Television or radio music and sound are not permitted. All other activities must be within the limits of respect for the player at that time.

1.03 A player is allowed to use 'Ear plugs' during the game. Headphones are not allowed.

TOURNAMENTS ORGANIZED BY CONSENT OF THE M.D.A.

1.01 To organize a tournament with the consent and points of the POY, the M.D.A. must be informed of the date 6 weeks before the day of the tournament.

1.02 If permission is granted, the organizer must send a circular to all clubs not less than one month before the date of the tournament.

1.03 In all cases in order to be awarded points for an Overall Player of the Year competition, the event must be open to all M.D.A. teams and members.

1.04 There must be a minimum of three boards on which to play the games.

1.05 The minimum prizes must be as follows:

1 place - 20 x entry fee

2nd place - 15 x entry fee

Joint 3 - 5 x the entry fee

1.06 In case the tournament is in favour of any philanthropic movement, the organizer must present a check to the philanthropic association of their choice for a minimum amount of participants x registration fee.

1.07 The organizer is responsible for the conduct of the tournament.

1.08 After each tournament the organizer is duty bound to give a written report to M.D.A. which includes:

Number of participants,

Winner, Finalist and semi-finalists,

A detailed report of any incidents or episodes that may have occurred.

1.09 In case of failure to enter a report as mentioned in 1.08 within 72 hours the M.D.A. reserves the right not to allow that particular club/team to organize a similar tournament the following season.

1.10 In case of disciplinary problems the organizer or individuals who were present may report the case up to 72 hours after the end of the tournament. Reports received after the deadline will be declared null and void.

1.11 In the case of a report as referred to in 1.10, after it has been confirmed and verified, the M.D.A. reserves the right not to allow that particular club to organize a similar tournament the following season.

1.12 An organizer may lease the equipment for these tournaments from the M.D.A. for these prices:

Frame € 15.00

Electronic Scoreboard € 10.00

Dartboard € 5.00

1.13 The M.D.A. can request a deposit for the items mentioned in 1.12, which deposit will be returned after the return of the equipment in the condition in which they were borrowed.

1.14 The transport of the items mentioned in 1.12 is the absolute responsibility of the organizer.

In the event that something arises that is not listed in these regulations, the decision of the Council is final and not appealable.

In the event that a provision in these rules is different from that laid down in the Statute, those in the Statute shall take precedence.

