

		<h1>Shetland Darts Association</h1> <p><a href="http://www.shetlanddartsassociation.co.uk">www.shetlanddartsassociation.co.uk</a></p>			
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## Season 2011/12

### Competitive Rules

#### General

1. The board should be fixed to the wall so that the centre is 5' 8" above the floor.
2. The oche should be on the floor at a distance of 7' 9 1/4" from the board and parallel to it.
3. The oche should not be stepped on or over whilst the player is throwing. If it is, the score for that throw will not count.
4. The area of play shall be that area of the board bounded by the outer "double" board wire.
5. Only those darts, which have their points sticking into the board within the area of play, will score. Darts, which lie under the wire, shall score that amount where the point of the dart entered the board, except where it enters from outside the area of play. No dart can be re-thrown.
6. Games shall be straight start and finish on a double or bull.
7. A player may be told what he has scored or what he has left during his throw if he so wishes.
8. If a player scores more than he requires then he is "bust" and reverts to the required score on his next throw.

9. Any disputed score or markers error must be questioned BEFORE THE NEXT PLAYER IN THE SAME TEAM THROWS, otherwise the score stands even if it is subsequently found to be incorrect.

### **League Rules**

10. Premier Division games shall consist of three doubles – best of 3 legs 501 six singles best of 5 legs 501 and one team game of a single leg 1001, 1<sup>st</sup> & 2<sup>nd</sup> Division games shall consist of three doubles – best of 3 legs 501 six singles best of 3 legs 501 and one team game of a single leg 1001, the away team starts play in the 1<sup>st</sup> & 3<sup>rd</sup> legs and starts the team game.
11. The starting time of all games is to be NO LATER THAN 2000 HRS (8PM) on the night.
12. Team captains to exchange team order before start of play using team sheets supplied.
13. For league games; teams should consist of 6 players with up to 8 substitutes being allowed per game. However, if a team is unable to field 6 players on the night they may play with a minimum of 4 players in which case they forfeit 1 point for each game which is not played, e.g. if a team fields only 5 players they forfeit 3 points (1 doubles, 1 singles, and team game).
14. Substitutions may be made on completion of all doubles and again on completion of all 6 singles.
15. Any team not ready to start in as per rules 11 & 13 shall forfeit 5 points and the game will be replayed on date decided by the committee.
16. THERE WILL BE NO CANCELLATIONS OF LEAGUE GAMES.  
However fixture dates can be rearranged if both captains agree and the SDA secretary (George Mackay) or vice secretary (Tommy Williamson) have been informed, any fixture cancelled in first half of the season MUST be played before the second half starts. All second half fixtures must be completed by the last weekend of the season. Failure to do so shall result in the committee setting the score line with possible penalties towards teams involved.
17. Registered players CANNOT sign for another team during the season unless the team they originally signed for is withdrawn from the league.
18. Results must be with the Secretary no later than 8pm on Saturday following the Friday's matches. Score sheets can be posted in any postbox marked FAO Tommy Williamson no stamp or envelope required (please make an effort to get score sheets in for website stats).

