

# Maroondah Social Darts Association Inc.



## Monday Night Competition Rule Book

As of May 23

The Monday night '301' competition gives MSDA financial members the opportunity to enjoy themselves while playing a game of darts. Whether you enjoy playing competitive darts, are keen to practice and improve your game, or simply want a social night out, there is something for everyone.

All players should familiarise themselves with the contents of this rule book.

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## **1. Dartconnect**

The MSDA Monday Night Competition will be using Dartconnect online software to score games and produce end of season stats.

When you register to play, we will collect your email address and submit this to Dartconnect who will send you a 'match report' (recap) shortly after the completion of each game. If we are unable to submit an email address on your behalf, then Dartconnect cannot send you a match report.

Each night, a player from one of the competing teams must log on to Dartconnect to bring up their scheduled game. Anyone logging on will need to create an account using the email address that has been submitted to Dartconnect. If you have trouble calling up the scoring screen, ask an experienced player for assistance. Scores must be saved before logging off so that Dartconnect can create a report.

## **2. The game**

Monday night is a 301-team competition consisting of three players in each team.

To ensure each team has an equal opportunity of winning, teams will consist of a division one, division two and division three player.

Each player will play three legs against every player in the opposing team (a total of nine games).

Each player needs to throw a double to begin scoring and then finish on a double to complete the game. If a division three player is unable to throw a double after three consecutive throws (9 darts) they will no longer require a double to start and will commence scoring. In addition, the division three player will nominate the double needed by the division one player before they can begin to score. The division three player must nominate a different double each game. If the Division one player doesn't get the nominated double within five throws (15 darts) then they may throw for any double to start.

In the first leg of the game, the home team listed first on the schedule) will throw first. In the second leg of the game, the away team player will throw first. In the third and final leg of the game, players will contest for the first throw. Within the

contest, the home team player will throw first for the double bullseye and the player who throws the closest dart to the double bullseye wins the contest. It is the responsibility of the scorer to determine which dart is closest to the double bullseye or rule that the throw is too close to call and request a rethrow. For a dart to count it must stick in the scoring area of the dartboard. If the first player hits the double bullseye, the second player is permitted to request that the dart be removed.

If, during any leg of the game, both players fail to hit a double within five throws (15 darts), then the requirement to get a double is removed and both players can begin scoring. This rule does not apply when a division three player is involved in the game as the requirement to throw a double is removed after three throws.

If a result has not been achieved within 17 throws (i.e. the maximum number of throws allowed for a single game), then each player must throw one dart (home team throws first) and the closest dart to the double bullseye will determine the winner of the game.

However, if one of the players had been unable to start scoring due to not obtaining a double they will forfeit the match and the win will be awarded to the other player.

### **3. The Contest Director**

The contest director will be responsible for the following.

- The grading of players to determine which division level they will play at, with a view to making each team equal and compatible.
- Handling interpretation and disputes of the competition rules, and escalating disputes to the MSDA committee where a resolution is not achieved.
- Preparing the schedules (i.e. when and who each team will play and what board).
- Extracting statistics for teams and individual players.
- Collecting game subscriptions, which must be paid irrespective of attendance. N.B Fill-in players are not required to pay subscriptions and final payments must be made two weeks prior to the end of the season. Current fees are \$10.00 charge per player per season for use of the Dart Connect Scoring App and data collection plus \$5.00 per game.
- Organizing the end of year pay-out night, including awarding prize money and acknowledging achievements for the following.

- team finishing position
- divisional payouts for most wins, the highest peg, shortest game, most tons scored, highest start from the first throw of a leg.
- number of 180's scored during the season (no prize money).

N.B The prize money to be paid out will be the net result of the subscriptions received minus any administrative or other charges incurred during the season. This money will be divided by three resulting in each division getting equal share.

#### **4. The captain**

Nominated division one players will take on the role as the team captain.

If a player is aware that they will not be able to attend a game in advance, they should advise the contest director ASAP, who will attempt to find a replacement.

The earlier the contest director is advised the greater the opportunity of finding a replacement. Refer to 'Rules of the competition' regarding penalties when a team is playing short.



## **5. The Scorer**

The nominated home team will supply the scorer for the game.

The scorer is in control of the game. The scorer may, on the request of a player, tell that player what their remaining score is but must not advise them on the method needed to finish the game.

If a dart falls out after the scorer has called the score, the score stands.

If a player has a dispute regarding the called score or an error in calculation of the score, this must be brought to the attention of the scorer before that player takes their next throw. If the error is not brought to the attention of the scorer before the player's next throw, the error is disregarded, and the game is allowed to continue. In the event of a dispute, the scorer's decision is final.

The role of the scorer should be shared equally among all competing players of the home team.

## **6. Rules of the competition**

The game will start at 7.30pm and all players should endeavour to arrive at least 15 minutes prior to the beginning of the game. If a player is unable to arrive on time, they must contact the contest director of their expected time of arrival. The contest director will liaise with both teams, and in the spirit of good sportsmanship, re-arrange the playing list accordingly. Players arriving later than 8.00pm will be determined a no show and, unless a substitute is found, the team will play short.

If a team is short and a substitute cannot be found at the relevant level the following penalties will apply:

- Absent division 3 player – team forfeits 4 legs.
- Absent division 2 player – team forfeits 2 legs.
- Absent division 1 player - no penalty applies.

Penalties will accumulate in the absence of multiple players. Division one players will not be permitted to play down but will play the

opposition's div. 1 player with normal div. 1 rules applicable. If in the absence of both the div.2 and 3 players and the div. 1 player is forced to play down normal rules between divisional players will apply with previously mentioned penalties applicable. When a div. 2 or 3 player is filling in a different level than that they are designated at the rules applicable to their designated position apply (i.e. a div 3 player still will only be required to have three misses at a double before they can start to score and will still nominate a double for the div. 1 player, whereas a div. 2 player playing down as a 'player sub' will not have those same privileges.

If a fillin is found at a higher level than the one, they are replacing then the above penalties will apply as if there was an unfilled vacancy.

## **7. Dress code**

Suitable dress must be worn at all times, including a collared shirt, no headwear and enclosed shoes (for OH&S reasons).

## **8. Conduct of members and associates**

Members and associates must conduct themselves in a fit and proper manner within the

club room and adjoining area. Poor conduct will be referred to the MSDA committee who will impose an appropriate penalty.

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