DARTS AUSTRALIA LTD

Australian Youth Championships Playing Rules

1. Standards of Play

1.1 Advertising and Sponsors

Darts Australia and it's nominated organisers preserve the right to respect their sponsors interests regarding any advertising material used by the players, teams, organisers and other sponsors during the entirety of Darts Australia Events

1.2 Playing Attire

1.2.1 All players (or teams) representing their state in a Darts Australia sanctioned darts event shall wear the playing attire approved by their respective State or Territory Council, with surname displayed on the back of the shirt, and shall be subject to Rule 1.2.

1.2.2 All players shall conform to the good image of the sport, the minimum standard being a collared shirt, black slacks and covered shoes. Ladies may adjust their attire to an equivalent standard, but shoes must be fully enclosed.

1.2.3 No headwear, including electronic devices shall be worn during a match without prior permission from approved Tournament Organiser. Approval should be sought ahead of the championships where possible.

1.3 The Dart

1.3.1 Players shall provide their own darts (set of 3) which shall consist of a recognisable point, barrel and attached flighted stem measuring no longer than 20 centimetres and weighing no more the 50 grams.

1.3.2 The use of Swizzle-Aztec or similar points are banned.

1.4 Player Rights and Conduct

1.4.1 Team Representatives and Officials have the right to request Tournament Officials to check the height of the dart board and its distance from the oche

1.4.2 A player's opponent must stand behind the encroachment line to the rear of the player at the oche. The opponent must not approach the oche until such time as the player leaves the oche to retrieve their darts. No player shall commence their throw until such time as the player who has thrown is back behind the oche and the scorer has finished writing and stood back.

1.4.3 A player must retrieve their darts from the board in a manner that does not impede the next player. Approach board retrieve darts, move to the side and return behind encroachment line. Players should not walk back over the oche.

1.4.4 When playing finals, on stage, players (or teams) shall conduct their play under the supervision and direction of a stage official. Players, in between throws, shall be in such a position on the stage as to provide an unrestricted view of the proceedings.

1.4.5 Players shall at all times respect their opponent and shall refrain from talking aloud and moving around while waiting for their turn to throw.

1.4.6 All players and spectators must refrain from chewing gum at the events.

1.4.7 No youth players are allowed the use of a mobile phone whilst the championships are in progress. All phones are to either left at the accommodation or in the control of the team managements whilst at the venue.

1.4.8 No alcohol is to be consumed in the venue throughout the Youth Championships. Spectators may be asked to leave whilst penalties may apply for players. Water, Soft Drinks etc. may be consumed throughout the event unless stated otherwise.

1.4.9 All Team Representatives must remain at the venue until the completion of all events for that day.

1.5 Authorised Persons

1.5.1 Only referees or markers shall be allowed to stand in front of the oche whilst a match is in progress. Such officials are expected to restrict their movement to a minimum during 'the throw'.

1.5.2 In addition to the above, only players competing and team officials are permitted to enter the designated playing area while a match is in progress

1.5.3 Only members of the Representative Teams (including team officials) may be seated at the tables immediately behind the playing area.

1.5.4 Outside of scoring, only Team Management and Tournament Officials may enter information into iPads when Darts Connect is in use.

1.5.5 Players may request assistance, during an active game, from Team Management, Registered Coaches or Nominated Supporters once they have stepped back from the oche.

1.6 Privacy

Live Streaming and Video recording of any Youth event, including Australian Championship event are not permitted unless Child Protection Policies are complied with, and parental consent has been received. Further information can be found in Section 6.2 of Darts Australia Member Protection Policy.

2. General Rules

2.1 Team Composition

2.1.1 Representative teams shall consist of a minimum of four (4) and maximum of five (5) boys and, minimum of four (4) and maximum of five (5) girls however not all players may play in each event. See event Specific Rules for further information.

2.1.2 To be eligible to compete, players must be under the age of 18 on the final day of the Australian Championships

2.1.3 Each representative team must have a minimum of two (2) members of team management with one being assigned to the girls and one assigned to the boys.

2.1.4 Each representative team must have a minimum of one (1) Registered Coach that will travel with the team to the Australian Championships.

2.1.5 In the event, that a state is unable to fill the minimum requirements for their team the host state may provide additional players. These players can still hold their Rookie status when playing for their own state for the first time.

2.2 Replacement Players

2.2.1 Where a player has withdrawn from an active members representative team due to illness or other extenuating circumstances at an Australian Championship, that player may be replaced by a majority vote at a meeting of the captains, with the Tournament Director having a casting vote if required. The event director will ensure the following conditions shall apply to replacement players:

- The respective State/Territory may use a player from their own contingent provided; such replacement player is of no higher standard than the player being replaced. OR
- The respective State/Territory may seek a player from the host State provided; such replacement player is of no higher standard than the player being replaced.
- Players may not be replaced after an event has commenced except that in the Australian Team Championship and Roy Christopher Fours as outline in event specific rules.

2.2.2 Any player that is withdrawn from an event is only withdrawn from the stated event and may return to play in subsequent events. In the instance that a player is withdrawn due to illness a medical clearance may be requested by the Tournament Director prior to the commencement of subsequent events.

2.2.3 Where the state is unable to replace a withdrawn player, a borrowed player from the host state may be sourced with approval from Tournament Director and Team Captains.

2.3 Order of Play

2.3.1 A Bull throw shall determine the order of play in each match. The throwing order for the bull throw shall be determined at the Control Desk or at the Match Board by a draw or toss of a coin.

2.3.2 The player who throws nearest to the centre of the dartboard shall be the 'Winner of the Bull'

2.3.3 The 'Winner of the Bull' throw shall throw first in the match and all subsequent 'odd numbered' legs which will also include the 'tie-break' leg if required. In matches divided into sets the winner of the Bull throw shall throw first in the first leg of all 'odd numbered' legs

2.3.4 In throws for the Bull each player, in Singles events, or one of the team members shall throw one dart for the Bull. The dart must remain in the dartboard in order to count and re-throws shall be made until a dart remains in the dartboard.

2.3.5 If the dart enters the 25 of Bull sector it shall be removed before the opponent takes their throw.

2.3.6 Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the bull sector, or both in the 25 sector A re-throw shall be in the reverse order of the previous throw.

2.3.7 In the event, that three or more players/teams are competing in any one bull throw and 2 or more achieve the same distance from the bull these players will throw again as

outlined in ***2.3.6***. Any player not included in this, is to wait for the commencement of the game with their original bull throw determining their placement in the order of throw.

2.3.8 In Pairs or Team Events, where the players throw in rotation, the 'Order of Throw' shall be displayed on the scoreboard before the match commences.

2.3.9 The player who throws first for the bull in the first game must throw for the bull and first to start all games for this event.

2.3.10 If a tiebreaker is required, the same order of throw shall be followed.

2.4 Scoring

2.4.1 All scoring will be conducted via Darts Connect with 1-Dart Bust rule in place. In the event of technological failure then the host will provide replacement scoring methods to allow the recording of vital information.

2.4.2 Where an obvious error exists on the scoreboard the score has already been thrown on, the error may be corrected with the agreement of both captains.

2.4.3 Averages will be calculated by the aggregate scored by the aggregate number of darts thrown and will be recorded to three decimal places (xx.xxx).

2.4.4 Players scoring a maximum score of 180 will receive a Darts Australia 180 Badge with subsequent 180's being added to their total and reflected in a bar to be attached to this badge

2.4.5 Players who peg the maximum of 170 shall receive a Darts Australia badge.

2.5 Round Robin Placings

2.5.1 Placings in the Round Robin shall be determined by the number of match points accumulated once the round robin has been completed and all results recorded.

2.5.2 If players/teams, with the greatest number of wins, are on equal match points the Legs for and against (L+/-) shall be calculated to decide further placings. This is calculated by subtracting the total number of legs lost from the total number of legs won during the round robin for this event.

2.5.3 If players/teams are tied for match points and legs for and against then a tiebreaker game will occur to determine positioning.

2.6 Tie Breakers

2.6.1 Unless stated otherwise in event specific rules all tiebreakers will be best of one (1) leg to the value of the game for this event.

2.6.2 Two-Way Tie Breaker.
Order of throw shall be declared following a throw for the bull in accordance with ***2.3***. The first to throw for the bull shall be determined by the toss of a coin or the drawing of lots.

2.6.3 Three-Way Tie Breaker.
Order of throw shall be determined following a throw for the bull in accordance with ***2.3*** with the winner of the bull throwing first in the first leg, second closest throwing first in the second leg, third closest throwing first in the third leg as so on. A drawing of lots shall be conducted to determine the order players shall throw for the bull.

2.7 Practice Darts

2.7.1 Each player is permitted six (6) practice darts per match once their name/state has been written on the board unless stated otherwise in event specific rules

2.7.2 Practice may occur on allocated practice boards at all times unless stated otherwise in event specific rules

2.8 Penalties

2.8.1 A time limit of three (3) minutes is imposed on players to be at the oche once their name has been called to play. If a player is not present before the end of the three minutes, they will forfeit the first leg. If the player continues to be absent for a further three minutes this will result in the forfeiture of the game.

2.8.2 Unsportsmanlike behaviour may result in expulsion form the event and further disciplinary action per Darts Australia Policy

2.8.3 If a player throws out of turn this score shall be erased with players returning to correct order of throw without a loss of shot.

2.8.4 A player once commencing their throw shall not leave the immediate board playing area, unless for urgent reason and permission granted. Maximum three (3) minutes. Failure to adhere shall result in the forfeiture of players next shot.

2.8.5 No darts are to be retrieved from the dartboard until the score has been called by the Scorer/Caller. A warning will be provided the first infringement, then a penalty of loss of score for all subsequent infringements.

3. Australian Doubles Championship

The Australian Youth Doubles Championship shall consist of two separate Championships (Boys and Girls) which are played between teams representing Active Members of Darts Australia.

3.1 Playing Format

In all cases the round robin component is played over the best of three (3) legs of 501.

The First and Second Placed teams from each pool will proceed to the finals, played via a knockout system.

Semi-Final Games are to be played over the best of five (5) legs of 501.

The Final shall be played on stage where possible:

- Girls Doubles final will be played over the best of five (5) legs of 501.
- Boys Doubles final will be played over the best of seven (7) legs of 501.

4. Australian Mixed Doubles Championship

4.1 Playing Format

In all cases the round robin component is played over the best of three (3) legs of 501.

The First and Second placed teams from each pool will proceed to the finals, played via a knockout system.

Semi-Final Games are to be played over the best of five (5) legs of 501.

The Final shall be played on stage where possible and shall be played over the best of five (5) legs of 501.

5. Roy Christopher Fours

5.1 Event Description

The Roy Christopher Fours shall consist of two separate Championships (Boys and Girls) which are played between teams representing Active Members of Darts Australia.

The Boys and Girls fours are played as a Round Robin with four players per team participating in each round.

A full rounds notice must be given to the controller if a Captain wishes to change a player.

5.2 Playing Format

5.2.1 Each team will play a round robin of matches against all other teams in their Championship.

5.2.2 Each team will consist of only 4 players per round.

5.2.3 Each match shall consist of the Best of 17 legs of 501, with a straight start and a double to finish.

5.2.4 The first team to win 9 legs is the Match Winner.

5.2.5 All Girls Matches shall be played on two (2) boards. Once one team has reached a total of seven (7) leg wins then the match shall continue on 1 board until complete.

5.2.6 The First named or Home team shall throw first in all odd numbered legs (except the 17th leg). The second names or Away team shall throw first in all even numbered legs.

5.2.7 **Players are permitted six (6) practice darts in legs one (1) to four (4). Only three (3) practice darts are permitted in legs five (5) to seventeen (17). Any infringement of this rule will result in the immediate loss of that leg.**

5.2.8 Once a match has commenced all players can only throw on the official match board. No practice darts are permitted on practice boards during the match. Any infringement of this rule will result in the immediate loss of that players next leg, irrespective of match.

5.3 Order of Play

Order of Play within each Match is as follows:

Leg 1	1	V	2
Leg 2	2	V	1
Leg 3	3	V	4
Leg 4	4	V	3
Leg 5	2	V	2
Leg 6	1	V	4
Leg 7	4	V	1
Leg 8	3	V	3
Leg 9	4	V	4
Leg 10	1	V	1
Leg 11	2	V	3
Leg 12	3	V	2
Leg 13	1	V	3
Leg 14	2	V	4
Leg 15	3	V	1
Leg 16	4	V	2
Leg 17		V	

5.3.1 The order of play shall not be altered after nominations have been receives by the tournament director.

5.3.2 Any player being a substitute may only take the position of the player they replace.

5.4 Match Tiebreaker Rule

5.4.1 If the match reaches 8 legs each, then Team Management shall nominate one player from their team to play the deciding 17th leg.

5.4.2 Order of throw shall be determined by throwing for the bull in accordance with 2.3.

5.4.3 The first named or Home team shall throw first for the bull.

5.5 Championship Tiebreaker Rule

In the instance that there is a tie in match points occurring between 2 or more teams after the completion of the round robin groups, and a determination of placing is required, then the following Tiebreaker rules shall apply with the following additions.

5.5.1 Each team will nominate one (1) player to compete in the tiebreaker match.

5.5.2 The first player to win two (2) legs shall be declared the winner

6. Australian Teams Championship

6.1 Event Description

The Australian Teams Championship shall consist of two separate Championships (Boys and Girls) which are played between teams representing Active Members of Darts Australia.

The Boys and Girls teams are played as a Round Robin with a maximum of four (4) players per team participating in each round.

6.2 Playing Format

6.2.1 Representative teams shall play a round robin, with each match will consisting of the following seven (7) games each worth One (1) game point:

- Two (2) pairs games
  - 501, straight start; double finish
  - Best of three (3) legs
- Four (4) singles games
  - 501, straight start; double finish
  - Best of three (3) legs
- One (1) team (4 a side) game: 1001
  - 1001, straight start; double finish
  - Best of one (1) leg

6.2.2 Each match shall be played on two (2) boards

- Two pair's games are played simultaneously. The first pairs game will be played on the odd numbered board. The second pair's game will be played on the even numbered board.
- Two singles games are played simultaneously. Singles games 1 and 3 will be played on the odd numbered board. Games 2 and 4 are played on the even numbered board.

6.2.3 The team with the most game points will be declared the match winner and will receive two (2) match points.

6.2.4 There shall be, at least, a fifteen-minute break between matches from the finish of the last match completed in each round to the commencement of the next round.

6.2.5 Once a match has commenced practice may occur between games with the approval of the Tournament Director provided that this practice does not interfere with other matches in play.

6.3 Team Captains

6.3.1 Team Captains will toss a coin on the odd numbered board before the match commences. The winner of the toss will have the choice of writing their first doubles on the board OR requesting the opposing captain to write their doubles on the board first. The second pairs will then be written on the even numbered board.

6.3.2 The four players named in these games with constitute the team for this match and cannot be substituted.

6.3.3 The losing doubles captain, on the odd numbered board, will write their first singles on that board, with the winning captain then writing their first singles on that board. This format will be used for all subsequent games on both match boards.

6.3.4 Both doubles games must be complete before the commencement of the singles games.

6.3.5 The losing captain must write their players name on the board as soon as practicable after the completion of the previous game.

6.4 The Winner

6.4.1 The team(s) with the highest number of match points will be declared the Australian Teams Champion

6.4.2 In the event of a tie, a team's game tiebreaker will be played to decide positioning in this event

7. Australian Singles Championship

The Australian Youth Singles Championship shall consist of two separate Championships (Boys and Girls) which are played between players representing Active Members of Darts Australia.

7.1 Playing Format

In all cases the round robin component is played over the best of three (3) legs of 501.

The First and Second placed players from each pool will proceed to the finals, played via a knockout system.

All Quarter-Final Games to be player as the same number of legs as the qualifying round, three (3) legs of 501.

Semi-Final Games are to be played over the best of five (5) legs of 501.

The Final shall be played on stage where possible:

- Girls Doubles final will be played over the best of five (5) legs of 501.
- Boys Doubles final will be played over the best of seven (7) legs of 501.

8. Australian Youth Masters

8.1 Nominations

The Australian Youth Masters shall consist of two separate championships (Boys and Girls) which are played between players representing Active Members of Darts Australia.

State Team Management shall nominate one boy and one girl to compete in this event. These nominations must be given to the Tournament Controller by 9:00am the day proceeding the event

8.2 Format

In all cases a round robin component is played over the best of five (5) legs of 501.

Each player shall receive a point for each Match win, the player with the most points once the round robin is completed will be declared the winner.

8.3 Draw

The positions in the round robin draw shall be decided by a blind draw of Active Members States at the Darts Australia Midyear Meeting and recorded as required. Once players have been nominated, they will be placed in the draw as the representative of their state.

9. Mystery Mixed Doubles

9.1 Objective

To foster new interstate relationships whilst creating a social and entertaining atmosphere. This event is open to all that years current Youth Representative players except those players selected to compete in the Australian Youth Masters.

9.2 Nominations

Nominations for this event are automatic when State Representatives nominate their players for the Youth Masters event.

The host state may be required to supply additional players to ensure an even number of boys and girls so that no representative player will be excluded where possible. These additional players will not be considered as a representative from any state when completing the draw.

9.3 The Draw

The Tournament Controller shall draw, at random, one girl and one boy to create a Mixed Doubles Pair. No player may be drawn to play with a representative player from their own state. As stated above additional players are not considered representatives and may be paired with any state.

9.4 Playing Format

Players are divided into four (4) pools of approximately six or seven teams dependent on teams entered.

In all cases the round robin component is played over the best of three (3) legs of 501.

The First placed team from each pool will proceed to the finals, played via a knockout system.

Semi-Final Games are to be played over the best of three (3) legs of 501.

The Final is to be played over the best of three (3) legs of 501.

10. Champion State

10.1 Point Allocation

The Champion State will be calculated through use of the points schedule and only includes placings for events listed in this schedule.

If a state has entered five (5) players/teams in the Singles and/or Mixed Doubles event they must nominate which four (4) players/teams will be eligible for points. This selection must be made to the Tournament Director before the commencement of the respective event.

In the event that placings within a Round Robin are tied, but a tiebreaker was not required to determine positions for the completion of the event the following shall apply:

- The total number of points for the tied teams will be added together and divided by the number of teams tied to determine the points allocation for each team.
  i.e.: 4th, 5th & 6th are equal on wins. 24 points are on offer for those three placings.
  Divide the 24 points by 3 = each team gains 8 points.

10.2 Point Schedule

Teams Championships		Singles		Doubles		Roy Christopher Fours		Mixed Doubles	
Winner	24	Winner	24	Winner	20	Winner	20	Winner	20
Second	18	Second	18	Second	16	Second	16	Second	16
Third	14	equal Third	14	equal Third	12	Third	12	equal Third	12
Fourth	10	equal Fifth	10	Third in Pool	8	Fourth	8	equal Fifth	8
Fifth	6	Third in pool	6	Fourth in pool	6	Fifth	4	Third in pool	6
Sixth	4	Fourth in pool	4	Fifth in Pool	4	Sixth	2	Fourth in Pool	4
		Fifth in Pool	2	Sixth in pool	2			Fifth in Pool	2
		Sixth in Pool	1					Sixth in Pool	1

11. Special Awards & Achievements

11.1 Top Eight Averages

11.1.1 The top eight (8) averages for both the girls and boys will be calculated from the Teams Event Only

11.1.2 Players must have played in more that 50% of the Teams match to qualify for this award

11.1.3 The top eight (8) averages will be announced at the presentation. Averages for the Teams Event will be supressed until this time.

11.1.4 In the event of a tie in averages when taken to three decimal places, averages will be calculated to four decimal places (xx.xxxx) and so on until placings can determined.

11.2 Rookie of the Year

11.3 Encouragement Award

11.4 Champion of Champions

11.5 High Performance Squad

12. Youth Pacific Masters

The Youth Pacific Masters shall consist of two separate championships (Boys and Girls) which is open to all registered Youth Players. WDF Rules apply for this event.

Nominations will be $10 per player.

Awards: Winners: Trophies to the value of $50.00 for Boys and Girls.

Finalists: Trophies to the value of $30.00 for Boys and Girls

12.1 Playing Format

12.1.1 Players will be placed into four (4) pools to be played on two (2) boards per event.

12.1.2 All Round Robin/Pool games shall be played over the best of three (3)

12.1.3 Four players from each pool shall proceed into the knockout stages with the following game formats:

Boy's Youth Pacific Masters		**Girls Youth Pacific Masters**	
Top 16	Best of Three (3) Legs	Top 16	Best of Three (3) Legs
Quarter Finals	Best of Five (5) Legs	Quarter Finals	Best of Three (3) Legs
Semi Finals	Best of Seven (7) Legs	Semi Finals	Best of Five (5) Legs
Final	Best of Nine (9) Legs	Final	Best of Seven (7) Legs

12.1.4 Six (6) practice darts are permitted per player per match, prior to the commencement of the game.