

DARTS VICTORIA
2020
MEN'S & LADIES

FORMATS
&
RULES

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Bull rule for all Darts Victoria events.

- ! All matches will begin with the toss of a coin.
- ! The winner of the coin toss will throw first for the bull.
- ! If both players darts are in the outer bull (25) the throw for the bull will be done again in the reverse order. If both players darts are in the Bull, both players to throw again in the reverse order. If neither players dart hit either the bull or the outer bull, the closest dart to the bull will be the winner.
- ! In all instances the first dart thrown if in the Bull or the outer Bull will be removed from the board.
- ! The player who throws closest to the bull will throw first in the first leg of the match.
- ! If a deciding leg is required in the match, a toss of the coin and throwing at the bull will be repeated.

Darts Victorian Events

All Events run by Darts Victoria for DV points (The Easter Classic and The Darts Victoria Classic ALL events) will require all players to be a member of a Darts Australia Affiliate.

The DV Masters (all events) is only open to Darts Victorian Player Members.

Parent Body rule for Fours and Melbourne Cup and Oaks Plate (Sixes)

If 2 parent bodies in any division can't form teams to enter the four's or sixes then they can merge for the event.

If a Parent Body has more players than needed they must place their top players in the full team and then combine the rest with another parent body

If a parent body in any division does not wish to enter the four's or sixes but has a player(s) that does wish to play, then the player(s) must all play together for another parent body if all are from the same Division, if not the following can apply

Example

Division One GDCSL & Melton

Division Two GDA & Melton

They are not in the same Division

"Final approval by Contest Director prior to entry being accepted"

Contest Director has final approval and may allow left over players to play together and create a team

Men Fours

4 Teams: Play each other twice

6 Teams: Play each other twice

8 Teams: Play each other once

10 Teams: Play each other once

12-16 Teams: Contest Directors choice if they play each other once or to be split into 2 groups (playing each team in your group once) and the 2 group winners will play off for Gold and Silver.

All Captains shall draw out of a hat the group they will be put in etc if 11 or 12 Teams, then 12 pieces of paper with the following

GA1, GA2, GA3, GA4, GA5, GA6

GB1, GB2, GB3, GB4, GB5, GB6

If an odd number of entries then the remaining piece of paper shall be the location of the
bye

Each team shall consist of a minimum of four (4) players and a maximum of five (5) players.

Division 1 Format

Doubles 501 best of (3) three legs (2 Doubles)

Singles 501 best of (3) three legs (4 Singles)

1v1, 2v2, 3v3, 4v4 (as they are written on the sheet)

Reverse Singles 501 best of (3) three legs (4 Reverse Singles)

1v2, 2v1, 3v4, 4v3 (as they were originally written on the sheet)

Team games 501 best of (3) three legs (1 Team Game)

Total 11 Matches

Division 2 & 3 Format

Doubles 501 best of (1 or 3 (Contest Directors decision)) one or three legs (2 Doubles)

Singles 501 best of (3) three legs (4 Singles)

Team games 501 best of one leg. (1 Team Game)

Total 7 Matches

Averages

Division 1 is an "OPEN" average

Division 2 is an average between 15 and 19.99

Division 3 is an average below 14.99

All singles matches must be recorded on the score sheet.

(Div 2 and 3) If any player is above the avg then the team must play in the above division

State Representative players from the past 3 years must play 1st division

Entry Fee

Fee \$50 per team

Boards.

! Team on left side of score sheet shall chalk the left board and team on right side of score sheet shall chalk the right board

- ! The odd numbered game in the doubles will be played on the left board
- ! The even numbered game in the doubles will be played on the right board
- ! Singles one and two will be played on the left board
- ! Singles three and four will be played on the right board
- ! Division 1 reverse singles five and six will be played on the left board
- ! Division 1 reverse singles seven and eight will be played on the right board
- ! The Team event shall be a toss of the coin for the board and the right to throw for the bull first and the losing team to chalk and to go second for the bull.

Method of Play

- ! Fold the score sheet in half (long ways)
- ! The Team (Captain) on the left side of score sheet shall write their two doubles on the score sheet first followed by the other Captain
- ! After the doubles have finished, The Team (Captain) on the left side of score sheet shall write their four singles on the score sheet first followed by the other Captain
- ! After the singles have finished, The Team (Captain) on the left side of score sheet shall write their four names for team match on the score sheet first followed by the other Captain

Commencement of play

- ! Team on left side of score sheet shall go for the bull on the left board first and team on right side of score sheet shall go for the bull on the right board first
- ! The player who throws their dart closest the bull shall throw first in the first leg.
- ! If both darts are in or equal distance from the bull then they shall throw again in the same order until there is a closest dart.
- ! The player who loses the bull shall throw first in the second leg.

Tie Breaker Rule

- ! In the event of a tied result with the last remaining leg, the tie breaker rule shall apply. The final leg with games will commence with a toss of a coin. The player winning the toss shall throw first for the bull.
- ! The player who throws their dart closest to the bull shall throw first in the first leg.
- ! If both darts are in or equal distance from the bull then they shall throw again in the same order until there is a closest dart.

Forfeits

- ! A three-minute time limit will be imposed on players to be on the oche once their name has been called to play.
- ! The penalty will be the forfeit of the first leg
- ! Continued absence for another three minutes will be to forfeit the game

The Overall Winner

- ! The Team with the highest number of match wins will be declared the winner
- ! In the event of a tie, the team with the highest number of legs won shall be declared the winner
- ! In the event of a further tie, the 2 teams shall play a tie breaker of 501 (4 per side) one leg only to determine the ultimate winner.
- ! If playing in groups, the 2 group winners will play off for Gold and Silver.

Men's Melbourne Cup (Sixes)

4 Teams: Play each other twice

6-8 Teams: Play each other once

10- Teams: Play each other once

11-16 Teams: Contest Directors choice if teams play each other once or to be split into 2 groups (playing each team in your group once) and the 2 group winners will play off for Gold and Silver. All Captains shall draw out of a hat the group they will be put in etc if 11 or 12 Teams, then 12 pieces of paper with the following

GA1, GA2, GA3, GA4, GA5, GA6

GB1, GB2, GB3, GB4, GB5, GB6

If an odd number of entries then the remaining piece of paper shall be the location of the
bye

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players

Averages

Division 1 is an "OPEN" average

Division 2 is an average between 15 and 19.99

Division 3 is an average below 14.99

All singles matches must be recorded on the score sheet.

(Div 2 & 3) If any player is above the avg then the team must play in the above division

State Representative players from the past 3 years must play 1st division

Entry Fee

Fee \$80 per team

Format of Play

Division 1 Format

Doubles 501 best of (3) three leg (3 Doubles)

Singles 501 best of (3) three legs (6 Singles)

Straight start and double finish

Total 9 Matches

Boards

- ! Team on left side of score sheet shall chalk the left board and team on right side of score sheet shall chalk the right board
- ! The odd numbered games in the doubles and singles will be played on the left board, i.e. games D1 and D3, S1,3, 5
- ! The even numbered games in the triples, doubles and singles will be played on the right board, i.e. games D2, S2,4, 6

Method of Play Division 1 Only

- ! The two team captains will toss a coin on the left board. The winner of the toss shall have the choice of whether they write the doubles on the board first or request the opposing Captain to write his Doubles first.

- ! Once the first doubles names have been written on the left board the captains will then toss on right board to decide who will have the choice.
- ! The Captain of the winning doubles on board 1 will write their third doubles on the left board first. The losing Captain will then write their third doubles.
- ! The Captain of the third winning doubles will write their first singles on board 1 first. The losing Captain will then write their first singles on the left board.
- ! The Captain of the second winning doubles will write their second singles on the right board first. The losing Captain will then write their second singles on board 2.
- ! The winning Captain of each singles on their respective board thereafter will place their next player on the board first. The winning Captain must write their player's name on the board as soon as practicable after the completion of the last game on that board.

Commencement of play & Tie Breaker Rule

- All games will commence with the bull rule as above.

Forfeits

- ! A three-minute time limit will be imposed on players to be on the oche once their name has been called to play.
- ! The penalty will be the forfeit of the first leg
- ! Continued absence for another three minutes will be to forfeit the game.

Division 2 & 3 Format

Doubles 501 best of (1 or 3) one or three legs (3 Doubles)
 Singles 501 best of (3) three legs (6 Singles)
 Straight start and double finish
 9 Matches

Boards

- ! Team on left side of score sheet shall chalk the left board and team on right side of score sheet shall chalk the right board
- ! The odd numbered games in the doubles and singles will be played on the left board, i.e. games D1 and D3, S1,3,5
- ! The even numbered games in the doubles and singles will be played on the right board, i.e. games D2, S2,4,6

Method of Play Division 2 & 3 Only

- ! Fold the score sheet in half (long ways)
- ! The Team (Captain) on the left side of score sheet shall write their (3) three doubles on the score sheet first followed by the other Captain
- ! After the doubles have finished. The Team (Captain) on the left side of score sheet shall write their (6) six singles on the score sheet first followed by the other Captain

Score Sheets

All singles results, the scores and darts to be recorded on score sheet

Commencement of play & Tie Breaker Rule

- All games will commence with the bull rule as above.

Forfeits

- ! A three-minute time limit will be imposed on players to be on the oche once their name has been called to play.
- ! The penalty will be the forfeit of the first leg
- ! Continued absence for another three minutes will be to forfeit the

The Overall Winner

- ! The Team with the highest number of match wins will be declared the winner
- ! In the event of a tie, the team with the highest number of legs won shall be declared the winner
- ! In the event of a further tie, the 2 teams shall play a tie breaker of 1001 (6 per side) one leg only to determine the ultimate winner.
- ! If playing in groups, the 2 group winners will play off for Gold and Silver.

Ladies Fours

4 Teams: Play each other twice

6 Teams: Play each other twice

8 Teams: Play each other once

10 Teams: Play each other once

12-16 Teams: Contest Directors choice if they play each other once or to be split into 2 groups (playing each team in your group once) and the 2 group winners will play off for Gold and Silver. All Captains shall draw out of a hat the group they will be put in etc if 11 or 12 Teams, then 12 pieces of paper with the following

GA1, GA2, GA3, GA4, GA5, GA6

GB1, GB2, GB3, GB4, GB5, GB6

If an odd number of entries then the remaining piece of paper shall be the location of the
bye

Each team shall consist of a minimum of four (4) players and a maximum of five (5) players.

Divisions 1 and 2 Format

Doubles 501 best of one leg (2 Doubles)

Singles 501 best of (3) three leg (4 Singles)

Team games 501 best of one leg (1 Team Game)

7 Matches

Entry Fee

Fee \$50 per team

Boards.

- ! Team on left side of score sheet shall chalk the left board and team on right side of score sheet shall chalk the right board
- ! The odd numbered game in the doubles will be played on the left board
- ! The even numbered game in the doubles will be played on the right board
- ! Singles one and two will be played on the left board
- ! Singles three and four will be played on the right board
- ! The Team event shall be a toss of the coin for the board and the right to throw for the bull first and the losing team to chalk and to go second for the bull.

Method of Play

- ! Fold the score sheet in half (long ways)
- ! The Team (Captain) on the left side of score sheet shall write their two doubles on the score sheet first followed by the other Captain
- ! After the doubles have finished. The Team (Captain) on the left side of score sheet shall write their four singles on the score sheet first followed by the other Captain
- ! After the singles have finished. The Team (Captain) on the left side of score sheet shall write their four names for team match on the score sheet first followed by the other Captain

Commencement of play & Tie Breaker Rule

- All games will commence with the bull rule as above.

Forfeits

- ! A three-minute time limit will be imposed on players to be on the oche once their name has been called to play.
- ! The penalty will be the forfeit of the first leg
- ! Continued absence for another three minutes will be to forfeit the game

The Overall Winner

- ! The Team with the highest number of match wins will be declared the winner
- ! In the event of a tie, the team with the highest number of legs won shall be declared the winner
- ! In the event of a further tie, the 2 team shall play a tie breaker of 501 (4 per side) one leg only to determine the ultimate winner.
- ! If playing in groups, the 2 group winners will play off for Gold and Silver.

The Winners

- ! The Team that wins Division 2, all the players in that Team will play in Division 1 the next time they play in the Fours. Even if they decide to miss a year, they will still play in Division 1 until they have played.
- ! The Team that wins Division 3, all the players in that Team will play in Division 2 the next time they play in the Fours. Even if they decide to miss a year, they will still play in Division 2 until they have played.

Ladies Oaks Plate (Sixers)

4 Teams: Play each other twice

6-8 Teams: Play each other once

10-16 Teams: Contest Directors choice if they play each other once or to be split into 2 groups (playing each team in your group once) and the 2 group winners will play off for Gold and Silver. All Captains shall draw out of a hat the group they will be put in etc if 11 or 12 Teams, then 12 pieces of paper with the following

GA1, GA2, GA3, GA4, GA5, GA6

GB1, GB2, GB3, GB4, GB5, GB6

If an odd number of entries then the remaining piece of paper shall be the location of the bye

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players

Entry Fee

Fee \$80 per team

Format of Play

Division 1 & 2 Format

Doubles 501 best of 1 leg (3 Doubles)

Singles 501 best of (3) three leg (6 Singles)

Straight start and double finish

9 Matches

Boards

- ! Team on left side of score sheet shall chalk the left board and team on right side of score sheet shall chalk the right board
- ! The odd numbered games in the doubles will be played on the left board, i.e. games D1 and D3.
- ! The even numbered games in the triples, doubles will be played on the right board, i.e. games D2
- ! The singles shall be played on (3) three boards S1,4 left board, S2,5 on Middle board and S3,6 on right board

Method of Play Division 1 Only

- ! The two team captains will toss a coin on the left board. The winner of the toss shall have the choice of whether they write their doubles on the board first or request the opposing Captain to write their Doubles first.
- ! Once the first doubles names have been written on the left board the captains will then toss on right board to decide who will have the choice.
- ! The Captain of the winning doubles on board 1 will write their third doubles on the left board first. The losing Captain will then write their third doubles.

- ! The Captain of the third winning doubles will write their first singles on board 1 first. The losing Captain will then write their first singles on the left board.
- ! The Captain of the second winning doubles will write their second singles on the right board first. The losing Captain will then write their second singles on board 2.
- ! The winning Captain of each singles on their respective board thereafter will place their next player on the board first. The winning Captain must write their player's name on the board as soon as practicable after the completion of the last game on that board.

Commencement of play & Tie Breaker Rule

All games will commence with the bull rule as above.

Forfeits

- ! A three-minute time limit will be imposed on players to be on the oche once their name has been called to play.
- ! The penalty will be the forfeit of the first leg
- ! Continued absence for another three minutes will be to forfeit the game

Method of Play Division 2 Only

- ! Fold the score sheet in half (long ways)
- ! The Team (Captain) on the left side of score sheet shall write their (3) three doubles on the score sheet first followed by the other Captain
- ! After the doubles have finished. The Team (Captain) on the left side of score sheet shall write their (6) six singles on the score sheet first followed by the other Captain

Score Sheets

All singles results, the scores and darts to be recorded on score sheet

The Overall Winner

- ! The Team with the highest number of match wins will be declared the winner
- ! In the event of a tie, the team with the highest number of legs won shall be declared the winner
- ! In the event of a further tie, the 2 teams shall play a tie breaker of 1001 (6 per side) one leg only to determine the ultimate winner.
- ! If playing in groups, the 2 group winners will play off for Gold and Silver.

The Winners

The Team that wins Division 2, all the players in that Team will play in Division 1 the next time they play in the Fours. Even if they decide to miss a year, they will still play in Division 1 until they have played.

STATE QUALIFICATION CRITERIA
VICTORIAN STATE TEAM TRY-OUTS

Players wishing to nominate to participate in the State Trials must meet the following Criteria before and after the try outs start and finish.

- ! Must nominate by the due date. No entries will be accepted after the due date unless accepted by the Contest Director(s). No entry fee for tryout players.
- ! Ladies and Men must play the Round Robin for the first round of qualifying.
- ! The final group of 16 Men (Top 16 based on the top 16 point scorers from the first round robin (as per the state point scoring system)) and 12 Ladies (Top 12 based on the top 12-point scorers from the first-round robin tryout(as per the state point scoring system)) to go forward to the final trial in May.
- ! If a player who makes the final round robin stage and either withdraws or fails to attend the final round robin; will be placed on a 1 year ban from trying out for the State Team.
- ! All players must be available to play both days of the final round robin to be eligible to make the final round of the tryouts, if a player is unavailable for both days of the final stage, the first reserve will be brought into that place.
- ! The top 8 players from the Round Robin point scoring system will be the “State Team”. A down payment of \$300 is required on the final day, if no down payment your position will go to the next player available.
- ! Must play in the DV Masters (Closed Event). Must play one of the two days (singles preferred)
- ! Players should be aware that if in the State Team they must be prepared to be available for any commitment the State Captain and Manager has set. E.G the Fund raiser/Awards Night. Failure to fulfill these commitments may result in the players funding from DV being reduced (this will be a Team Management decision)

We encourage all players to play darts for their associations. We also realize that due to unforeseen circumstances some players may not be able to fulfill those weekends and our aim is to give players opportunity to excel to State level.

Tournaments

Any tournament that is run by Darts Victoria that has a Round Robin to start with, the following shall apply

- ! If seeded, it is started from the round robin and the following shall apply,
 - o Refer to Seeds
- ! The Contest Director will then decide (Best of 3) or (Best of 5) in the Round Robins
- ! All Mixed doubles shall be one (1) life system starting at best of five (5) legs

D.V. Classic.

Mixed Doubles

- ! Is a one life system starting with a best of 5, Quarter Finals & Semi Finals to be played at best of 5 legs, the Final to be played best of 7 legs.

Doubles (Women's & Men's)

- ! All Doubles start with a round robin system (legs format will depend on the number of entrants and the number of boards available for the event, if 8 boards are used and less than 5 teams per board, a best of 5 legs will be played, more than 5 on a board will be played at best of 3)
- ! 16 teams will go through to the knockout stage if there are more than 24 entrants, 8 teams will go through to the knockout stage if there are less than 24 teams entered.
- ! The knockout stage will be a straight knock out, starting with best of 5 for the last 16 matches, best of 7 for Quarter finals, best of 9 for Semi-final and best of 11 in the Final. If there are only 8 teams through to the knockout stage, Quarter finals will be best of 5, Semi-final best of 7 and final best of 9 legs.

Men's Singles.

- ! Starting with a round robin format (depending on numbers of players on the board and number of boards used if 8 boards are used and less than 5 Players per board, a best of 5 will be played, more than 5 on a board will be played at best of 3.
- ! 16 players are taken through to the knockout stage, this will be played by Matchplay rules. Starting with Last 16 will be best of 5 (must win by 2 clear legs), if the match goes to 7 legs all, sudden death will be played. For the Quarter Final matches will be best of 7 (must win by 2 clear legs), if the match goes to 9 legs all, sudden death will be played, Semi Finals will be best of 9 legs (must win by 2 clear legs), if the match gets to 11 legs all, sudden death will be played. The Final will be best of 11 legs (must win by 2 clear legs), if the match gets to 13 legs all, sudden death will be played

Women's Singles

- ! Starting with a round robin format will be played at best of 3 legs.

- ! 16 players are taken through to the knockout stage, this will be played with Matchplay rules. Starting with Last 16 will be best of 5 (must win by 2 clear legs), if the match goes to 7 legs all, sudden death will be played. The Quarter Final matches will be best of 5 (must win by 2 clear legs), if the match goes to 7 legs all, sudden death will be played, Semi Finals will be best of 7 legs (must win by 2 clear legs), if the match gets to 9 legs all, sudden death will be played. The Final will be best of 9 legs (must win by 2 clear legs), if the match gets to 11 legs all, sudden death will be played.

D.V. Masters (Closed Event DV Members ONLY)

In All events there will be an entry fee (except where the player is a “life Member” where no entry fee will be charged).

Mixed Doubles

- ! Is a one life system starting with a best of 5, Quarter Finals & Semi Finals to be played at best of 5 legs, the Final to be played best of 7 legs.

Men’s Doubles

- ! Starting with a round robin
- ! “A” Grade Open average
- ! “B” Grade an average 15-19.99, to happen there must be 8 Doubles or more and both players must be below the average stated, if not they must play in the A Grade Doubles
- ! “C” Grade an average below 14.99, to happen there must be 8 Doubles or more and both players must be below the average stated, if not they must play in the B Grade Doubles.

Men’s Singles

- ! Starting with a round robin
- ! “A” Grade Open average
- ! “B” Grade an average 15-19.99, to happen there must be 8 Singles or more and both players must be below the average stated, if not they must play in the A Grade Singles
- ! “C” Grade an average below 14.99, to happen there must be 8 Singles or more and both players must be below the average stated, if not they must play in the B Grade Singles

PRIZE MONEY FOR EACH DIVISION OF THE SAME VALUE WILL BE PAID.

Women’s Doubles

- ! Starting with a round robin
- ! “A” Grade Open average

! “B” Grade an average below 16, to happen there must be 8 Doubles or more and both players must be below the average stated, if not they must play in the A Grade Doubles

Women’s Singles

! Starting with a round robin

! “A” Grade Open average

! “B” Grade an average below 16, to happen there must be 8 Singles or more and both players must be below the average stated, if not they must play in the A Grade Singles

PRIZE MONEY FOR EACH DIVISION OF THE SAME VALUE WILL BE PAID.

State Team Point Scoring System.

The point scoring system to be used in the state selection trials is shown below.

In this example there are 16 players playing each other twice is used (it will work for more or less players also)

Points will be allocated on the basis of where you finish on the table. The example below explains.

	Wins	Points	Average	Points	Total
Player 1 -	27	16	25.3	8	24
Player 2 -	26	15	25.1	7	22
Player 3 -	24	14	25.0	6.5	20.5
Player 4 -	22	13	25.2	7.5	20.5
Player 5 -	21	12	24.8	5.5	17.5
Player 6 -	20	11	24.7	5	16
Player 7 -	18	10	24.9	6	16
Player 8 -	17	9	24.1	4.5	13.5
Player 9 -	14	8	23.7	4	12
Player 10 -	12	7	23.3	3.5	10.5
Player 11 -	13	6	22.6	2.5	8.5
Player 12 -	9	5	22.7	3	8
Player 13 -	8	4	22.0	2	6
Player 14 -	4	3	21.1	1.5	4.5
Player 15 -	2	2	21.0	1	3
Player 16 -	1	1	20.7	0.5	1.5

ROUND ROBIN GROUPS

8 GROUPS 16 SEEDS 2 QUALIFY PER GROUP

GROUP No. SEED PLACINGS KNOCKOUT STAGE LAST 16

BOARDS 8 SEEDS TOP 2 QUALIFY PER GROUP

8 GROUPS 16 SEEDS 4 QUALIFY PER GROUP

GROUP No. SEED PLACINGS KNOCKOUT STAGE LAST 32

4 GROUPS 8 SEEDS 4 QUALIFY PER GROUP

GROUP No. SEED PLACINGS KNOCKOUT STAGE LAST 16

New Ranking Points

<u>State Rep</u>	<u>Points</u>
Seniors	10
Juniors	5

<u>Fours & Sixes</u>	Winners	R-Ups	Rep
Div1	7	5	3
Div 2	6	4	2
Div 3 & 4	5	3	1

<u>DV Masters</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
A-Grade	20	15	10	5	1
B-Grade	10	8	4	2	1
Doubles	6	4	2	1	0.5
Mixed Doubles	6	4	2	1	0.5

<u>DV Easter Classic</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	20	15	10	5	1
Doubles	6	4	2	1	0.5
Mixed Doubles	6	4	2	1	0.5

<u>Victorian Classic</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	20	15	10	5	1
Doubles	6	4	2	1	0.5
Mixed Doubles	6	4	2	1	0.5

<u>Australian Masters</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	20	15	10	5	1

<u>GDC Classic</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	15	10	5	2	1

<u>Melton Classic</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	15	10	5	2	1

<u>MDDA Classic</u>	Winners	R-Ups	3 rd /4 th	5 th /8 th	9 th /16 th
Singles	15	10	5	2	1

Lower Grade Tournament

Sign-up fee of \$10, each venue a \$50 hosting fee plus 2 break opens to sell

Each round 80% to payout 20% to finals

Entry fee \$10 per round, must be a DV Member. Both grades are mixed unless we get a good turnout of Ladies

Must play 4 rounds to qualify for finals

Finals top 16 for each grade

Format for each round is round robin (Top 3 qualify) then knockout

Players must be between 16-19.99 avg and 15.99 and below at start of Round 1 (based on DV rankings Avg), Contest Director has final say of who plays.

Players must prove their avg by league (3 score sheets) if CD doesn't know.

Each Venue will run the comp (Round 2-6) by themselves and send all sheets and results to CD

All pay-outs from all rounds given out on the day of finals

The following is an example

If 20 entered at \$10 ea.= \$200

Take out 20%=\$40 to go to the finals

This leaves \$160 then the following shall apply for the last 8

Winner	\$50
Runner up	\$30
3 rd /4 th	\$20
5 th /8 th	\$10
9 th /16 th	only comes in money if there are 8 groups

Points based on 4 groups

Points based on 8 groups

Winner	15
Runner up	13
3 rd /4 th	10ea
5 th /8 th	7 ea
9 th /12 th	5ea
The rest that entered	2ea

Winner	20
Runner up	17
3 rd /4 th	13ea
5 th /8 th	10ea
9 th /16 th	7ea
17 th /24 th	5ea
The rest that entered	3ea

Players	Groups	Boards	Total
16	4 Groups	1	4
20	4 Groups	1	4
24	4 Groups	2	8
28	4 Groups	2	8
32	8 Groups	1	8

Players	Groups	Boards	Total
36	8 Groups	1	8
40	8 Groups	1	8
44	8 Groups	2	16
48	8 Groups	2	16

Darts Victoria Playing Rules and Penalties

To ensure a safe and encouraging sporting environment for all players and spectators at our dart tournaments.

1. *Unsportsmanlike behaviour - Deliberately Throwing darts on the floor or table, punching the wall or board, kicking a wall or table, throwing item (drinks etc).*

Penalty - Disqualification from the event being played and a 3 month ban from all DV and affiliate events.

2. *Verbal abuse of a tournament official.*

Penalty - Disqualification from the event being played and a 12 month ban from all DV and affiliate events after an acceptable written public apology has been received by the Darts Victorian Secretary

3. *Verbal abuse of a player or Spectator.*

Penalty - Disqualification from the event being played and a 3 month ban from all DV and affiliate events after an acceptable written public apology has been received by the Darts Victorian Secretary

3. *Physical abuse of a player, official or spectator.*

Penalty - Disqualification from the event being played and a 2 Year ban from all DV and affiliate events.

4. *Not wearing correct DV playing attire (unless for reasons of medical grounds),*

Penalty - not permitted to play or continue to play the event.

5. *Failure to be present at the playing board when your name is called for a match.*

Penalty - after 3 minutes it is loss of leg, further 3 minutes will result in loss of match.

Raffles and Fundraising

All leagues and venues agree to the terms of being a Host of a Darts Victoria Event that all Fundraising during your hosting of a Darts Victoria allocated event, remain solely for Darts Victoria (This avoids confusion to all members as to where all funds raised are going).

NO other fundraising may be permitted during your hosting of events. All monies raised are for Darts Victoria. (In the event of a cost involved you may take said costs from the total raised) Provided you provide a full and accurate itemised account showing costs incurred.

PLEASE REMEMBER SHOULD YOUR LEAGUE NOT BE THE SOLE PROPRIETER OF THE VENUE IT IS UP TO YOU TO ARRANGE VENUE FEE COSTS AND A FULL COMMITMENT FROM THE VENUE BEING USED THAT THESE TERMS SHALL BE ABIDED BY BEFORE THE EVENT IS HELD.

DARTS VICTORIA HOSTING FEE IS \$50 PER DAY.

ANY PLAYING RULES NOT COVERED BY THIS DOCUMENT WILL BE AT THE DISCRETION OF THE DARTS VICTORIA EXECUTIVE COMMITTEE.