

Darts

The sport that
Begins and ends
With a
Handshake

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1. Name of Association

The registered name is to be the Port Augusta Darts Association Incorporation, membership of which is to be males, females and juniors.

2. Object of the Association

- a) To further the game of darts throughout the city of Port Augusta and surrounding areas
- b) To apply the whole of the profits to the Association after expenses, to the proper and efficient management of the Association
- c) To suspend, disqualify or deal with any registered team member or official who has committed any breach of the constitution or rules.
- d) To delegate team or person/s that the committee deems to be right and proper.

3. Membership

- a) Players may be registered anytime of the year to play in the league if they pay the set registration fee, before the start of their third (3rd) match.
- b) The membership fee will be \$40 for an Adult (+18years old) and \$25 for a Junior (under 18years old)
- c) All players in the match to pay a board fee of three (3) dollars to cover the cost of upkeep of the Associations dart boards and white boards.
- d) The Treasurer shall keep an accurate register of all members names together with their registered team.

4. Officers of Management

- a) The officers of the Association shall be as follows:
 - President,
 - Vice President,
 - Treasurer,
 - Secretary,
 - Statistician,
 - Club Captains (One for each Male & Female teams) and
 - A committee of eight (8) representatives
- b) All officers to be elected at the Annual General Meeting
- c) The control of the affairs of the Association shall be governed by the officers elected at the Annual General Meeting and shall be titled the Executive Committee.
- d) The Executive Committee shall have the power to opt any member to fill any vacancy that may occur within the Executive Committee

- e) The Executive Committee shall be responsible for the resolving of all disputes arising from matches.
- f) All nominations for the Executive Committee to be handed to the Secretary before the Annual General Meeting.

5. Duty of Officers

- a) President to preside at all meetings.
- b) Vice President is to undertake the President's duties in their absence.
- c) The treasurer shall handle all the Associations monies and keep a true and accurate record of all such monies. They shall pay all monies received into the Associations account at the bank nominated by the Committee as soon as possible after the receipt of such monies. They shall pay out all monies as required when passed for payment by the Committee, such payments to be made by electronic funds transfer (EFT) which will be approved by another signatory of either the President or Secretary with that of the Treasurer. They shall present a statement of accounts at all committee meetings.
- d) The Secretary shall conduct all correspondence relating to the Associations business, take minutes of all meetings.
- e) The Club Captain shall be responsible for setting the fixture for the next season and selecting teams for competitions that the Association will attend. This team shall be presented to the Committee for approval.
- f) The Statistician will be responsible for keeping track of all stats from all games during the season. Checking and tabulating all league results.

6. Election of Officers

- a) All Executive Officers to be elected at the Annual General Meeting (AGM)
- b) The AGM shall take place a Tuesday in January after New Years Day each year when the following business will be undertaken.
 - 1. Presidents Report
 - 2. Treasurer's Balance Sheet
 - 3. Minutes of Previous AGM meeting
 - 4. Election of Officers
 - 5. Team nominations
 - 6. General Business
- c) The President shall have the power to call a special meeting of the Committee at any given time, if the Committee has seven (7) days' notice of the meeting.
- d) The Executive Committee shall at their discretion, arrange a Committee and Captain's meeting, as long as seven (7) days' notice, of the meeting is given.
- e) Order of Business for meeting as follows:
 - 1. Confirmation of minutes of the previous meeting
 - 2. Business arising from the minutes.
 - 3. Correspondence
 - 4. Treasurer's Report

5. Any other general business.

7. By-laws

- a) The committee shall have the power to make, alter or repeal at any time all such By-laws as it may deem necessary in relation to the proper conduct and management of the Association.
- b) By-laws so made, and for the time being enforced shall be binding on all Players and Officials of the Association
- c) A completed list of the By-laws currently enforced shall be printed and given to each team. The onus is on the captain of each team to make sure each player is aware of the By-laws.

Rules of Play

- a) A team shall consist of six (6) players with a minimum of four (4) players at the start of the match.
- b) If less than six (6) players, names must be put in sequence and the vacant position(s) must be placed at the bottom.
- c) All player names to be listed on the board at 7:25pm. The game commences at 7:30pm
- d) There is a limit of twelve (12) players to be registered to each team.
- e) A player must be in position to throw in their turn. If they're not ready within two (2) minutes they shall forfeit their game. If an emergency arises and the player is late to the oche, it is the decision of the captains if the player has their shot.
- f) If a double is thrown to finish a game and another dart is thrown this is added to the score, therefore the score is too many, and is busted.
- g) Once the Captain has listed the team names on the board, no names can be changed.
- h) If a player throws 180 this is added to the score sheet. After the game, they get another throw to get the highest score and if a 60 is thrown they get another throw. These extra throws are not added to the score sheet.
- i) If a team forfeits a game, this team must pay the sum of eighteen dollars (\$18.00) to the Association.
- j) A player for each team must play a minimum of one third of the season, to qualify for the finals.
- k) Darts must not be pulled out of the board until the scorer has written the score on the board. Only the player may pull their darts from the dart board.
- l) If any player in non-financial after three (3) games, the team this person plays for shall lose the points for the game. All players registration numbers are to be recorded on the score sheet and full, proper and correct names to be recorded on the score sheet in the average box.
- m) The captain has the right to refuse to play any player who has been absent for five (5) weeks from their team. If the Captain decides to take this course, they must advise the Club Captain in writing.
- n) If a player wishes to transfer to another team, the player must pay a two-dollar (\$2.00) fee to the Association and miss two (2) weeks of matches. Player needs to notify the Committee and have paid the two-dollar (\$2) fee before they commence their two (2) weeks of matches. All transfers can only be made in the first half of the season.
- o) All darts to be counted when game is over for a true average i.e. Pegout darts to be added in

- p) Rovers
 - i. A Rover may be a player who is affiliated with a team or may not have a team. They rover can fill in for any team who is short of players. If any rover plays three (3) or more games for one (1) team, the said rover will automatically become a member of that team. A rover cannot play in the finals.
 - ii. Each team must have 4 original players before they can have rovers.
 - iii. All the rovers scores & pegs will be included in the overall stats.

Number of games per match

- a) Three (3) sets of pairs (Doubles), best of three (3) legs of 601.
- b) Six (6) singles games (Singles), best of three (3) legs of 501
- c) Two (2) sets of triples (Triples), one (1) leg of 701.
- d) Total number of points, eleven (11) per match.

Doubles to be played first, followed by Singles and then Triples.

Competition Rules

- a) All games shall be a straight start, with a double finish.
- b) Toss of coin is used to decide who throws for the bull first and closest to the bull goes first.
- c) Loser of the bull goes first in the second leg, regardless of the outcome of the first leg.
Winner of the bull throw goes first in the third and deciding leg.
- d) Any one person can tell a player how to score which double, they if they accept their advice.
- e) If the player has asked the scorer what they have thrown, or what they have left, the scorer must tell the player, but the scorer cannot tell the player what double is left.
- f) There must be a scorer for each team during the match. The scorer has control of the game and must see, that all players other than the thrower, are three (3) feet behind the oche, and make sure no players are in front of the tables unless participating in the current game. The scorer has the right to stop the game if the above is not complied with.
- g) All players and Captains to sign the book in the appropriate place before the books are handed in. No one to sign for another person. Points will be deducted at the Committees discretion for any breaches of this rule.

8. Disputes

- a) Any disputes arising throughout the whole of the match will be brought before the Committee, by the captain of the disputing team and the Committee will resolve the problem.
- b) The Committee has the power to expel any team or member from the Port Augusta Darts Association. This team or member shall have the right to appeal to the Committee within 48 hours of being expelled. The appeal shall be in writing and presented to a member of the Executive Committee. This appeal will be heard before a committee meeting. The Committee shall have the power to decide if this team or member shall cease to be members.
- c) The Committee shall have the power to decide any matter not provided for in the Constitution.