



Darts Western Australia Incorporated

Playing Rules *as at 15th March 2019*

Darts WA is supported by:



Department of
**Local Government, Sport
and Cultural Industries**



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1 Definitions

1.1 For the purpose of these Rules the following definitions shall apply;

- 1.1.1 These rules shall be known as the “Council Playing Rules” and referred to herein as the “Playing Rules”.
- 1.1.2 A Referee (ie: Caller or chalker) is the person nominated to control the proceeding of a dart game on an assigned matchboard.
- 1.1.3 A Bust shall mean a score in excess of the value of the score remaining in the game. With a bust the darts thrown is counted but no score is counted for the purposes of determining the player’s average.
- 1.1.4 Called means that the Caller has assessed the value of the score thrown and “called” the score to the “recorder” as the official score achieved.
- 1.1.5 DWA shall mean Darts Western Australia Incorporated.
- 1.1.6 Organiser the term organiser/s shall mean Darts Western Australia Incorporated; its officials, or persons nominated by the Board of Management to carry out its function’s in relation to a darts event.
- 1.1.7 The Controller is the person responsible for the running of a darts event in accordance with these rules. Except where personal powers are afforded to the controller under these rules, the term “controller” is synonymous with the “Control Desk”.
- 1.1.8 The Chalker is the person appointed to record all scores and the score remaining on the scoreboard as defined under these playing rules.
- 1.1.9 Play Off’s are to the value of the game played. Ie Doubles 601.

2. Advertising:

- 2.1 The DWA nominated organisers reserve the right to protect their sponsor’s interests with regard to any advertising material used by the players, teams, organisers and other sponsors during a darts event.
- 2.2 Players and officials will not be allowed to wear any clothing that advertises a marketable product, or concern, that is in commercial opposition to the DWA sponsors without the prior permission of the Board of Management.
- 2.3 The DWA reserves the rights to all advertising in respect to a DWA sanctioned event.



3. Playing Attire:

3.1: All players' attire shall conform to the good image of the sport.

Ladies: Dress, Slacks, Skirt, Shirt/Blouse with collar and sleeves.

Proper footwear must be worn at all times, open toed shoes; thongs, scuffs or sandals must not be worn.

Men: Trousers, Shirt with collar and sleeves. Dress shorts, if dress shorts are worn walk socks must be worn, no sports socks.

Proper footwear must be worn at all times open toed shoes; thongs, scuffs or sandals must not be worn.

3.2 *Unacceptable Attire:* Denim Clothing, Work Shorts, Singlet's, Bike Shorts, Hot Pants, Leggings. Any Shirts, Jackets, T/Shirts or tops with crude or offensive designs or writing on them, Track Pants.

The DWA or their organisers can refuse any dress considered unsuitable.

3.4 Where medical conditions necessitate the wearing of attire that does not conform to the above rule, then specific permission must be obtained from the DWA appointed organisers.

3.5 No headgear shall be worn, without the prior permission of the DWA appointed organisers, e.g. A Sikh would qualify for such permission.

3.6 Players are permitted to wear sweatbands on their wrists.

4.0 General Playing Rules:

4.1 Players shall provide their own darts, which shall consist of a recognisable point, barrel and flight and:

- Measuring no longer than 20 centimetres.
- Weighing no more than 50 grams.

4.2 The Board of Management reserves the right to seed players, in certain events, when it is deemed necessary.

4.3 All players (or teams) shall comply with the DWA Playing Rules,(and any supplementary Rules laid down in any event, flier, entry form, or programme) provided that such supplementary rules are not in contravention of these playing rules.

4.4 All players and teams shall play under the supervision and direction of Council appointed organisers and officials, in all darts events under the jurisdiction of the DWA.

4.5 Any player failing to comply with any of the DWA Playing Rules during an event shall be liable to disqualification from that event.

4.6 The interpretation of the DWA Playing Rules in relation to a darts event shall be determined by the Council appointed organiser/s, whose decision shall be final and binding.



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- 4.7 Any matter not expressly covered by the DWA Playing Rules, shall be determined by the Board of Management; whose decisions shall be final and binding.
- 4.8 Information concerning such interpretations shall be forwarded to the DWA Board of Management for consideration and possible inclusion in a revised version of the DWA Playing Rules.
- 5. The Throw**
- 5.1 A player shall throw darts from a standing position, except only in those circumstances when a physical injury requires a player to adopt a non-standing position. (I.e. a wheelchair or similar form of support.)
- 5.2 All darts must be deliberately thrown by, and from the player's hand. To be deemed as thrown some physical force must propel the dart not merely dropped.
- 5.3 A throw shall consist of (3) three darts, unless a leg, set, or match is finished in less than (3) three darts, or a score greater than the score remaining is thrown in less than (3) darts.
- 5.4 Any dart that is thrown, bounces off, or falls out of the dartboard, shall not be re-thrown.
- 5.5 If a player "Touches" any dart, which is in the dartboard, during a throw, then that throw shall be deemed to have been completed.
- 5.6 During a game or match a player whilst on the oche, will not commence his or her throw until his or her opponent is behind the oche. Penalty; loss of shot.
- 5.7 A player retrieving his/her darts after a throw shall do so promptly and in such a manner as to not interfere with the next player. Players, who fail to do so, will in the first instance be cautioned by the referee, thereafter receive a penalty. Penalty; loss of shot.
- 5.8 A player will not commence a leg, set, or match until the referee has called "Game on". Penalty; loss of shot.
- 5.9 A player's opponent must stand behind the Tape encroachment line at the rear of the player at the oche. A player, who stands inside this encroachment line whilst his/her opponent is playing a shot, shall forfeit their next throw. (The encroachment line is to be located 1 metre behind the oche). If an encroachment line is not put down players are to remain at least 1 metre behind the player at the oche.
- 5.10 If a player throws out of order in a singles game i.e. player "A" throws first when it is in fact player "B" turn at the oche, then the following shall apply.
- The game shall be stopped and restarted in the correct order, unless both players have had turns at the oche, in this case the scores shall stand and the game shall continue.
 - If a player throws out of order during a Treble, Double or Team game, then the following shall apply.

The throw shall be deemed as a foul shot and a zero score shall be recorded against the player who's turn it should have been at the oche; the player (in correct order) from the opposition team shall then have



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their next throw; the player from the team that committed the foul shot (in correct order) i.e. if player two (2) was the player who originally threw out of order when it was in fact player number one's (1) throw then player one (1) shall forfeit that throw and have a zero score recorded against him/her; it shall then be player two's (2) throw. The game shall then continue to be played in the correct order of turns at the oche.

Any dispute of this rule shall be reported to the Games Coordinator whose decision on the correct order of play shall be final.

6. Starting and Finishing.

- 6.1 In all darts events each leg shall be played the start and finish requirements advertised for the event or defined on the entry form.
- 6.2 The "Bull" shall count as a "50" and if "50" is required to complete a leg, set, or match then the "Bull" shall count as double "25".
- 6.3 The first player, or team, to reduce the score to exactly zero by obtaining the required double out, is the winner of that leg, set, or match, whichever is applicable.
- 6.4 Any dart mistakenly thrown by a player, after scoring the required "double" shall not count, as the dart scoring the required 'double' concludes the leg set or match.

7.0: Scoring

- 7.1 A dart shall only score if the point remains in, or touches the face of the dartboard within the outer double wire and having been "called". In the event of a dart falling out of the dartboard after it has been "called" it shall count as a score.
- 7.2 The score is counted from the side of the segment wire in which the point of the dart enters and remains in, or touches, the face of the dartboard.
- 7.3 Darts shall be retrieved by the thrower but only after the score has been "called" by the referee. Retrieval of darts thrown before the referee has "called" a score may result in a no score being "called". If the score thrown finishes the leg, as per Rule 6.3 then the referee shall call "game shot".
- 7.4 Upon completion of each throw the referee shall decide the score thrown and communicate the score to the marker whose sole duty is to mark the scoreboard or chalkboard in accordance with the following rule.
- 7.5 The result of each players throw, unless the player "busts" must be clearly shown on the scoreboard or chalkboard, giving the score thrown and balance required to finish the game.
- 7.6 The "Bust" rule shall apply i.e. if a player scores more than the score required then the score thrown will not count and the player shall revert back to the score required prior to the bust shot.



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- 7.7 All scores and subtractions made on the scoreboard or chalkboard should be checked by the referee, scorer and players after each throw.
- 7.8 All requests to check the score recorded and subtractions made must be directed to the referee and be made before the player/s or team's next throw.
- 7.9 A protest about the score attained after the retrieval of the dart or dart's may not be upheld. The referees' decision shall be final and binding.
- 7.10 The actual score required must be shown on the scoreboard or chalkboard and be clearly visible to the players and referee.
- 7.11 If the player asks the referee for the score remaining and the referee replies incorrectly, the following shall apply:
- If the player scores the advised number and the double required to complete the score, throw shall be called "game shot".
 - If the player scores less than the advised number, the value scored during that throw will be deducted from the actual score remaining. I.e. if the player is advised 60 but in reality needs 58 and he/she scores 20 only, the remaining score is 38 not 40.
 - If the player scores more than the advised score and also more than the remaining score, the result is "bust".
 - If a player scores more than the advised score but less than the true remainder, the true remainder will apply. ie: if a player needs 62, but is advised 58 and throws 60, then the remaining score is 2 not bust.
- 7.12 A player whilst at the oche may inquire of the referee the value of a score thrown or score remaining. No indication of the required "double" shall be given by the scorer or the referee. I.e. 32 required NOT double 16.
- 7.13 Whilst at the oche a player may not seek advice or coaching from any competitor, official or spectator. Penalty; loss of shot.
- 7.14 A player cannot leave the area of the oche during a throw. Penalty; loss of shot.
- 7.15 The referee shall act as an umpire in all matters pertaining to these Playing Rules when conducting Darts match and shall if necessary consult with scorers and other officials before announcing any decisions during the course of a leg, set, or match
- 7.16 At the request of the opposition captain, a scorer may be asked to stand down and be replaced. If the replacement is considered unsatisfactory; a request can be made to the "Games Coordinator" for a change to be made. Play must stop once the request has been made and may not recommence until after the "Games Coordinator" has made his/her decision. The decision of the "Games Coordinator" shall be final.

8.0 Order of Play.



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- 8.1 The order of play shall be determined by a toss of a coin prior to the commencement of the first leg.
- 8.2 The referee or tournament organiser shall oversight the toss of the coin.
- 8.3 The winner of the toss shall throw first for the “bull”; with the player closest to the centre “bull” being the player to shoot first in the first leg and subsequent alternate legs.
- 8.4 Should both opponents bull shots land in the centre and be equally distant from the bull they shall throw again, with the winner of the toss throwing first.

9.0 Order of Play: WDF Playing Rules.

This WDF rule only applies to tournaments conducted under WDF Rules. IE: Grand Prix events.

- 9.1 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 the toss of a coin.
- 9.2 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 all “odd numbered” sets.
- 9.3 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. If the dart enters the “25” or “Bull” sector it shall be removed before the opponent takes his/her throw.

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, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.
- 9.4 The player names shall be entered on the scoreboard in the same order (left and right Sides) as they are listed on the score card.
- 9.5 In Pairs and Team events, where the players throw in rotation, the 'Order of Throw' shall be displayed on the scoreboard before the match commences.

10.0 Tiebreaker Rule.

- 10.1 In the event of a tied result with the last leg remaining or last set remaining the tiebreaker rule shall apply.
- 10.2 Where the format is in legs, the last leg will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding leg.



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- 10.3 Where the format is in sets, the last set will commence with the toss of a coin. The player winning the toss shall throw first for the bull. The player who throws their dart nearest the bull shall throw first to commence the last and deciding set. There shall be no further tie-breakers played during the last set.

11 Practice

- 11.1 Each player (or team member), is entitled to (9) nine darts to be thrown at the assigned matchboard prior to the commencement of his or her games commencing.
- 11.2 No practice darts are permitted after the commencement of a game. Players are to be warned by the Referee or Captain should they throw practice darts between legs, and any further breach of this rule will result in the forfeiture of the next leg of the game. During team matches, practice may occur between games within a match with the approval of the Tournament organisers, provided such practice does not interfere with other match play in progress on adjoining boards.
- 11.3 Players shall have the right to request the officials to check on the height of the dartboard and its distance from the toe line or oche.

12 Players Obligations

- 12.1 All players (or teams) shall play within these Playing Rules and any supplementary rules laid down in any event, flier, entry form or programme, provided that such supplementary rules are not in contravention of these Playing Rules.
- 12.2 Any player (or team) found guilty of deliberately losing a leg, set, or match, shall be disqualified from any further participation in that DWA darts event. That player (or team) shall be banned from entering any DWA Darts event until such time as laid down by the Board of Management.
- 12.3 In the event of a player (or team) being involved in, or causing actions considered to have brought the Sport of Darts into disrepute then that player (or team) shall be subject to disciplinary measures being taken against that player (or team) which could result in the imposition of fines, suspensions, or other penalties.
- 12.4 Any protest must be lodged with the matchboard referee or organisers in charge at the time of the alleged violation and a judgment shall be made before play resumes. Any late protests will not be considered.
- 12.5 Any player (or team) failing to comply with any of these Playing Rules shall be liable to disqualification from the event. That player or team shall be subject to disciplinary measures being taken against that player or team, which could result in the imposition of fines, suspensions, or other penalties.

13 The Dartboard.



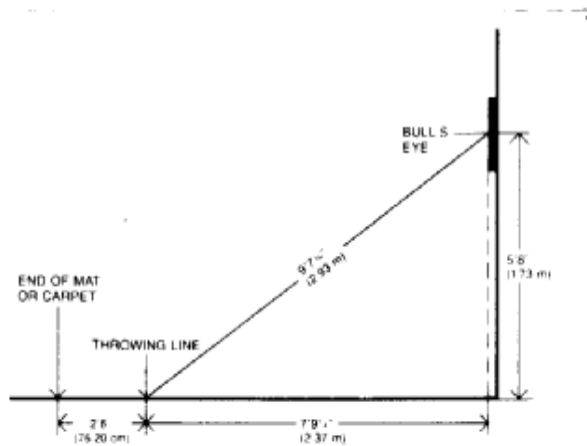
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- 13.1 All dartboards used in tournaments conducted under these Rules, shall be D.A. Inc. approved dartboards.
- 13.2 The dartboard shall be fixed in such a manner that the perpendicular height from the floor to the centre of the “bull”, at the same level as the oche, shall measure 1.73 metres (5ft 8in).
- 13.3 The dartboard shall be fixed such that the “20” segment is coloured “black” and shall at the top of the dartboard.
- 13.4 The standard dimensions of the dartboard shall be as follows:
- Double and Treble ring inside measurement 8mm:
 - Bull inside diameter 12.7mm:
 - Outer Bull inside diameter 31.8mm:
 - Centre Bull to outside edge of treble wire 107mm:
 - Centre Bull to outside edge of double wire 170mm: Overall dartboard diameter 451mm:

14. The Oche.

- 14.1 A raised oche at least 25mm high and 915mm long must be placed in a position where the Minimum-throwing distance shall measure from the rear of the raised oche 2.37 metres along the floor to a plumb line at the face of the dartboard.
- 14.2 The diagonal distance from the bull centre to the rear of the raised oche at floor level shall measure 2.93 metres.
- 14.3 During play no player shall tread on any part of the raised oche, nor shall any player deliver any dart with his/her feet in any position other than behind the toe edge of the raised oche.
- 14.4 A player wishing to throw a dart or darts, from a point either side of the raised oche must keep his/her feet behind an imaginary straight line extending from the “toe up” face either side of the raised oche.
- 14.5 Any player in breach of this rule shall first be warned by the referee. Any darts subsequently thrown in breach of these rules shall not score. The referee may appoint an oche judge to facilitate his/her management of the matter.

LAYOUT FOR PLAYING AREA



15 General Conditions.

- 15.1 The Board of Management and its nominated organisers reserve the right to cancel, or change dates, venues, and scheduled darts events without giving prior notice.
- 15.2 The nominated organisers also reserve the right to alter the scheduled times of play and playing Format, whenever deemed necessary.

16 Eligibility.

- 16.1 For a player to be eligible to nominate for any WDF, BDO, DA, DWA, event/s they must be a financial affiliated member.
- 16.2 The Committee of Darts Western Australia may allow an overseas competitor or a player registered but working/living in circumstances which do not allow that player to compete on a regular basis to nominate.
- 16.3 Player/s from other States/Territories must also show that they play in a regular affiliated competition in their State/Territory.

STATE EVENTS



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17. Championship/DWA Ranked Events

Classification: **Open:** Open to all Player.

Mens B Grade: for players with a 60 Average and below.

Ladies B Grade: for players with a 45 Average and below

17.1. Men's and Ladies Open Singles: Format: Round Robin board draw. Knockout finals

Knockout finals: going into the knockout section of the tournament the legs need to be 2 more than the qualifying rounds. IE : if the RR is best of 3 then it would be 5,7,9 and so on.

17.2. Men's and Ladies "B" grade singles: Format: Round Robin board draw 501 best of (3) three legs.

Knockout final rounds shall be 501 best of (3) three legs. Semi Finals and Finals shall be best of (5) five legs.

17.3 Men's and Ladies Open Doubles: Format: Round Robin board draw. 601 best of (3) legs. Knockout finals

17.4 Men's and Ladies "B" Grade Doubles: Format: Round Robin board draw 601 best of (3) three legs.

Knockout final rounds shall be 601 best of (3) three legs. Semi Finals and Finals shall be best of (5) five legs.

17.5 Open Mixed Doubles: Same format as Men's Open Doubles.

17.6 "B" Grade Mixed doubles: Same format as Men's "B" Grade Doubles.

17.7 Board Qualification & Board Number Through

17.8 **Forfeits:** If a player/team withdraws from a competition after play commences. IE: Round Robins. Games played will stand as per the result and games still to be played will be a forfeit to the opposing player/team. (23/3/18)

17.9 Board Qualification & Board Number Through

Boards	Players	Number Through	Draw	Format Qualifying
4	5 or less	1 Only	2 Boards – Players Draw	Men Best of 7 Women Best of 5
4	6 or 7	2 Only	4 Boards – Players Draw Winners Draw 1st for Board – 2 nd of board draw to play Winner	Men Best of 5 Women Best of 3
4	8 to10	3 Only	4 Boards – Board Winner Automatic to last 8 Players Draw - 2 nd of board to draws to play 3 rd off board	Men Best of 5 Women Best of 3
8	5 or less	1 Only	4 Boards – Players Draw	Men Best of 7 Women Best of 5
8	6 or 7	2 Only	8 Boards – Players Draw Winners Draw 1st for Board – 2 nd of board draw to play Winner	Men Best of 5 Women Best of 3
8	8 to10	3 Only	8 Boards – Board Winner Automatic to last 8 Players Draw-2 nd of board to draws to play 3 rd off board	Men Best of 5 Women Best of 3



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17.8 Prize Money Payouts

Prize money payout is based on one cash prize per four entries.

If 16 Players are in the event the following applies:

16 divided by 4 equals – 4 prize payouts

First – Second – Equal Third x 2.

If 32 Players are in the event the following applies:

32 divided by 4 equals – 8 prize payouts

First – Second – Equal Third x 2 – Equal Fifth x 4.

If 64 Players are in the event the following applies:

64 divided by 4 equals – 16 prize payouts

First – Second – Equal Third x 2 – Equal Fifth x 4 – Equal Ninth x 8

18. Championships Teams:

18.1 Associations Responsibility's:

- To ensure that each player's previous seasonal average is listed on each team nominated.
- If a player has no previous average then his / her current progressive must be given.
- Ensure that players are number one Association members

18.2 The games coordinator dependent upon team averages/time may change the games format.

18.3 All players nominated to play in D.W.A. Inc. Team Championship events are required to pay a nomination fee of Two Dollars (\$2.00) each.

Captains/Team leader to,

- to collect fee's.
- hand to the control table list of team members.

The above two items are to be into the control table prior to the commencement of Play.



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18.4 In the Metropolitan, Country, State Championships and Lower Grades no rotation of players are allowed.
(16/5/14)

18.5 Team Averages:

All team averages shall be calculated as per the nomination form submitted by your Association.

- If it is a six (6) person event with a maximum of eight (8) players. Then your team average will be calculated from the top six (6) players.
- With a four (4) person event with a maximum of five (5) players. Then your team average will be calculated from the top four (4) players.
- The team average will then be used to grade teams into divisions.
- The Games Coordinator may check to confirm averages and change according to the rules.

18.6 Men's State / Metropolitan/Country Teams Championships:

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players plus (where possible) a bookkeeper. Teams to be graded into divisions as per their team Average.

Division 1: Triples: 801 best of (3) legs. Doubles: 601 best of Three (3) legs. Singles: 501 best of Three (3) legs.

Division 2: Triples: 801 (1) leg only. Doubles: 601 best of three (3) legs. Singles: 501 best of Three (3) legs.

Division 3: Triples: 801 (1) leg only. Doubles: 601 (1) Leg Only. Singles x 6: 501 best of Three (3) legs.

Associations may enter as many teams as they wish to enter.

18.7 Ladies State/Metropolitan/Country Teams championships:

Each team shall consist of a minimum of six (6) players and a maximum of eight (8) players plus (where possible) a bookkeeper.

Division 1: Triples: 801 best of (3) legs. Doubles: 601 best of Three (3) legs. Singles: 501 best of Three (3) legs.

Division 2: Triples: 801 (1) leg only. Doubles: 601 best of three (3) legs. Singles: 501 best of Three (3) legs.

Division 3: Triples: 801 (1) leg only. Doubles: 601 (1) Leg Only. Singles x 6: 501 best of Three (3) legs.

18.8 Men's and Ladies under 25 Teams Championships:

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

Games format: Doubles 601 best of three (3) legs, singles 501 best of three (3) legs, Teams game 801 best of three legs.

Associations must provide a Senior Captain and a bookkeeper for each team nominated.



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In under 25's Team Championships, a player who is not required to represent his/her Association may play for another Association, without the need of an Inter Association transfer. Provide that he/she has contacted his/her Parent Association Secretary and confirmed that he/she is not required by their first Association and has their permission to represent another Association

18.9 Men's and Ladies under 25 singles:

(1) One life, 501 best of (3) three legs, for minor rounds. Semi Finals best of (3) three legs. Final best of (5) five legs.

18.10 Men's and Ladies under 25 doubles:

(1) One life, 601 best of (3) three legs, for minor rounds. Semi Final best of (3) three legs. Final best of (5) five legs.

18.11 Men's and Ladies Lower Grade Teams Championships:

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

Captains will toss a coin to see who places their team on the board first

Games shall commence with the toss of a coin, the winner of the toss will have the choice of throwing first or second, the start of each following game shall then alternate.

Men's:

Players Average to be a 59.99 average and below.

Format: Teams game 801 (1) one leg. Doubles 601 best of (1) one leg, Singles 501 best of (3) three legs.

Ladies:

Players Average to be a 44.99 average and below.

Teams game 801 (1) one leg. Doubles 601 (1) one leg. Singles 501 (1) one leg.

Mercy Rule: In the Men's / Ladies Lower Grades where the player/s in a game of doubles or singles goes to double one and there have been (5) five shots each at double one the mercy rule shall apply, the mercy rule shall be, the player/s with the highest score in three (3) darts will be awarded the win. A point shall be awarded to the winner/s but no peg-out shall be recorded, just win.

18.12 ALL OTHER EVENTS to be played as decided by the Council Board of Management



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20 Codes of Conduct:

20.1 It shall be the responsibility of each Player, Official and Administrator to obtain a copy of the codes of conduct and make themselves familiar with the Council Codes of Conduct. These are on the Darts Western Australia Website.

- Players Code of Conduct.
- Junior Players Code of Conduct.
- State Representatives Code of Conduct.
- Officials Code of Conduct.
- Administrators Code of Conduct.

Players, Officials and Administrators breaching the Codes of Conduct shall be dealt with as per Rule 4.03 of the Constitution.