

PLAYING RULES (24) – 25 MAY 2022

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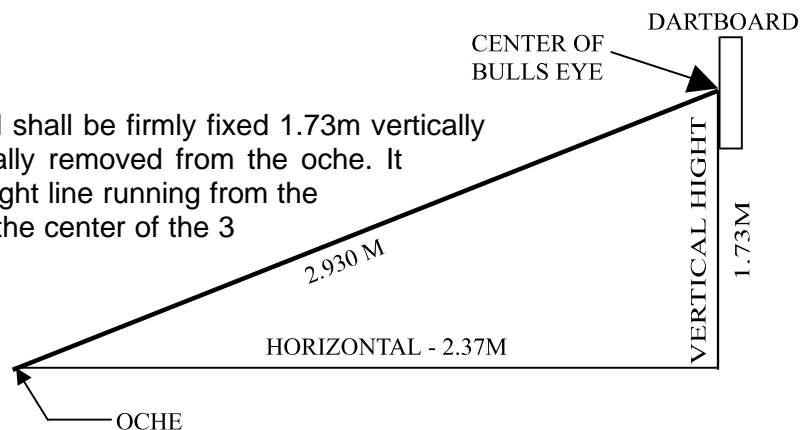
PLAYING RULES

1. DIMENSIONS

The dartboard shall be of a standard pattern approved by the Darling Range Darts Association Inc. and be of competition standards having numbers clearly marked with a double and treble ring. The Bullseye is to consist of an inner circle scoring 50 and an outer circle scoring 25. The diameter of the outer ring of the Bullseye shall be 3.175cm. The diameter of the inner ring of the bull's eye shall be 1.27cm. The distance from the center of the bull's eye to the outer treble wire shall be 10.4775cm. The distance from the center of the Bullseye to the outer double wire shall be 16.8275cm. The width of the treble ring also the double ring shall be .9525cm. The Dartboard shall have divisions clearly marked and in no circumstances shall the wires that form the boundaries be out of true.

2. FIXING THE BOARD

The center of the dartboard shall be firmly fixed 1.73m vertically above and 2.37m horizontally removed from the oche. It shall be so fixed that a straight line running from the center of the 20 division to the center of the 3 division shall be vertical.



3. THE TOE LINE

The toe line or foot line shall be clearly marked with a raised board or similar material and be named the "oche". It shall be at least 1.2192m long running parallel to the dartboard and at least 3.81cm high. Players must toe the oche. They can move along it as far as they like but at all times must be behind it. The oche must not be over-trodden or trodden upon. Thongs and open footwear are not permitted to be worn by any person playing in any competition organized by the association except with special permission having first been granted by the President or Secretary of the Association.

4. THE DARTS

Darts can be of any make and of any material and weight best suited to the thrower. They must not exceed 19.05cm in length.

5. REGISTRATION

- (a) At a date so decided, by the Association Recorder, every club shall provide the Association, on the approved forms:-
 - 1. A list of the clubs executive officers.
 - 2. Team nominations and players particulars.
 - 3. Dartboard & Oche Verification Form
- (b) Once a nominated team has been duly approved by the Association Recorder, the players listed are considered registered players for the Darling Range Darts Association Inc.
- (c) Any club wishing to play a new player after team registration must first gain the approval of the Association Recorder.
- (d) All new authorised registered players are required to pay the playing fees prior to playing their first game regardless of how many games they will play in the season.
- (e) A club will be penalised for playing an unregistered player (See Rule 31, part a).

6. TEAM NOMINATIONS

- (a) Clubs will supply nominated teams on the approved form for grades A, B, C, and (D - numbers permitting). However, the aggregate averages of the top six (6) players in the team submitted will determine the final grade in which that team is placed.
- (b) After a club has supplied the Association Recorder with the appropriate team nomination form, by the due date, the teams aggregate will be taken into account when allocating grades to a particular team. Once that team is placed in the appropriate grade determined by the teams aggregate, that team will abide by the allocation and no changes will be taken into account.
- (c) Therefore when considering the nomination of a new player, after initial registration, the new player's average must not significantly change the team's current progressive average or place them into the next grade.
- (d) Mean average is "the average of the top six (6) players" per nominated team.
- (e) If a player has previously played with the D.R.D.A.inc their most recent average shall be used. Recorder may go back five (5) Years only to find an average, if the player is new to the D.R.D.A.inc and is from another Association that average shall be used. If a new player to darts, therefore having no average, that player will receive 37 for a man and 35 for a woman this average will be adjusted over the player's first three (3) games and then will stand for the remainder of the round.
- (f) Once all teams nominated are allocated their mean average by the Association Recorder he / she shall see fit to complete the graded draws for the season with the proportion of teams being near equal for all grades in accordance with the team's mean average appropriate for that grade.

7. MULTIPLE TEAMS IN ONE (1) GRADE

Clubs that nominate more than one (1) team in the same grade shall nominate the teams as team 1, team 2, team 3, etc.

8. TRANSFERS

Any player wishing to play in the DRDA Inc Summer or Winter competition and wishes to transfer from one (1) club to another within the Association must first gain approval by submitting to the Recorder the approved transfer form, signed by the Secretary of the players current club. The player must be a financial member of the current club.

9. TEAM COMPOSITION

- (a) A maximum of twelve (12) registered players shall form a team.
- (b) A 14 year old player can take part in a DRDA Competition only if their 15th birthday falls during the season they are playing in.
- (c) Four (4) players shall be the minimum number of players to form a team.
- (d) A maximum of Three (3) Women players can play for a team on any one (1) night, more than that and Rule 31 part b applies.
- (e) A team that is short of the standard six (6) players is permitted to play a player from any other grade (above or below, not applicable if both teams are in the same grade. Refer Rule 9 f), provided the average is equal to or less than the player they are replacing. Should any individual player play out of his/her registered grade on a third occasion for that team, he/she will automatically be transferred to that team they played their third game, and will no longer be eligible to compete in that individual player's original team from which they came. The team bringing the new player in must not exceed Twelve (12) registered players (See Rule 9, part a)
- (f) No player may transfer between teams in the same grade. Same penalty as for non-registration. (See Rule 31, part b)
- (g) Any player not in attendance by the end of the first game shall not be permitted to play that night.
- (h) Any team being short of players or reserves shall play short and miss shots.
- (i) Any missing player(s) shall be indicated LAST in all games.

10. EMERGENCIES

If a player becomes ill or is genuinely called away during a match any reserve, in attendance with that team and being a registered player, may play in his/her place. Should such an emergency occur during any finals matches, the registered reserve player must comply with having played the required amount of games to be qualified for finals as set in rule 13. In the event of the qualified reserve player has to take the place of the player being called away, the RESERVE player shall play under his/her current average/handicaps.

11. MATCH PLAY FOR GAMES

- (a) HANDICAPS - These will apply to summer and winter competitions and will be adjusted after each round; they are to be used for all games including Finals and Association events.

All Grades = Handicaps on all games (Trebles, Doubles, & Singles).

A penalty applies to a team who uses a player with the wrong handicap or not entering a handicap on the score sheet. (See Rule 31, part c)

- (b) CAPPING - Each grade (excluding the "A" Grade) will have a Team Capping applied to it, The Capping will be determined by the recorder after the team lists have been assessed and sorted prior to the start of the season (ref Rule 6). Any new player brought into the team after the initial nomination has been received and the playing season has commenced, his/her average is then liable to break the team capping.

Note: - any team breaking the Capping on the night of play will be penalised (See Rule 31, part e)

If teams are short of players (teams are permitted to play with a minimum of 4 players if they are short) then the following applies:

1. Teams are to play their short players in the second game of triples and third in the doubles i.e. first triples to consist of 3 players and Second Triples to consist of the remaining players, same applies for the Doubles.
2. In the short games the handicaps will be scratched and not come into play. Therefore the Second Triples with players short both teams will start on 901 for A grade and 801 for B, C and D grades. The same rule shall apply for the doubles where the short game both teams shall start on 601.

- (c) The following games format shall be played for all matches of the official fixtures: -

	<u>TREBLES</u>	<u>DOUBLES</u>	<u>SINGLES</u>
"A" GRADE.....	2 X 901.....	3 X BO3 601	6 X BO3 501
"B" GRADE.....	2 X 801.....	3 X 601	6 X BO3 501
"C" & "D" GRADE	2 X 801.....	3 X 601	6 X 501

- (d) Order of throw shall be decided by the toss of a coin for the first game of the match and then games will alternate. The Captain of the last winning game shall nominate his players first for the next game.
- (e) There is only 3 minutes allowed from when the previous game ends for the first captain to put up the next player/s, from then the second captain has a further 3 minutes.
- (f) DESIGNATED HOME TEAM FOR FINALS –
 - i. 1st and 2nd Semi Finals, Whoever finished above the opponent on the DRDA ladder, is the home team.
 - ii. Preliminary and Grand Finals, Toss A Coin, the winner of the toss has the right to throw first in game one (1) but must put his/her team up first.

- iii. If the winner of the toss decides to make the opposition throw first then the opposition must put his/her team up first.
- iv. In either case the team which goes up first is the designated home team.

12. ASSOCIATION CHAMPIONSHIPS AND SPECIAL EVENTS

- (a) To be eligible to play in an Association championship a player must be a registered player with the Association and must have played a minimum of 2 complete games.
- (b) Any player who nominates for any Association championship and fails to attend the game, ready to play at the set time, will have their club penalised. (See 31, part f).
- (c) Game format:-

Open and Graded Singles Championships:-
Best of three (3) games, 501.

Open and Graded Doubles Championships:-
Best of three (3) games, 601.

- (d) (i) The winner of the toss to shoot one (1) dart for the bull first.
- (ii) Closest to the bull will go first. In the event that both players score a bull the players are to shoot again.
- (iii) The order for shooting will be reversed for the second game.
- (iv) The player to shoot first in the third game shall be decided by the same procedure as the first game.
- (v) There will be no even shots on the last game.
- (vi) In the event that no toss or shot for the bull has taken place the game shall continue without protest.
- (e) The final shall be played best of five (5) games, time permitting
- (f) All pre drawn sheets supplied by the recorder are not to have any names added to them without the recorders express permission prior to competition. Names added to pre drawn sheets will incur a penalty to the club hosting the event. (Rule 31. f)
- (g) All nominations will only be accepted on the official nomination form prior to the cutoff date. Any late entries will not be accepted.
- (h) The person who is appointed to run any championship event will be deemed to be the referee for the event and will be responsible for the results being notified to the recorder on the night of play and posting pre drawn sheets (Rule 21). Fees collected on the night to be forwarded to the treasurer.

13. QUALIFICATION FOR FINALS

SUMMER & WINTER COMPETITIONS

- (a) To be eligible to play in the Association Summer or Winter Competition finals a player must have played at least 1\3rd (rounded up) of the games as set down on the official fixture sheet of the current competition for his / her team or club.
- (b) A player who is filling in for a team that's short a player for finals must be qualified for finals and must be in accordance with playing rule 9(e) and 9 (f).
- (c) Should that player from another team in the same club play in the finals round he/she may not return to his/her own team for future finals rounds for the season. That player is now locked into the team till the season end. That player is also not entitled to any awards for the team that he/she is filling in with should there be any given.

14. DISQUALIFICATION

All players registered with the Association shall at all times abide by the Constitution, the Playing Rules and the Competition Rules applying to the game of darts. Non compliance may result in the player being disqualified from the Association.

15. GAMBLING

Gambling in any form is not permitted and any player infringing this rule will be disqualified.

16. SILENCE

Reasonable silence must be observed during the progress of any game. In the event that two (2) or more matches are being conducted at the same venue, due consideration should be extended to teams participating in the other matches.

17. CONDITIONS

The Captains of both teams shall mutually agree that the board and the conditions of play are satisfactory and in accordance with the rules of the game.

No player shall be permitted in front of the Oche whilst the game is in progress except to retrieve darts. Markers and Callers will be removed if they are drinking or generally moving about and distracting players.

There shall be NO SMOKING by Players, Markers or Callers at or in front of the Oche.

18. START OF PLAY

Both teams must be ready to commence fixture matches at 7.50pm. If the match has not commenced by 8.05pm (unless mutual agreement is reached between both Captains) the Captain of the team that is ready to play may claim a forfeit. Association championships and Special events shall commence at 7.30pm sharp.

19. FORFEITS

- (a) When a team claims a forfeit the opposition team must EMAIL or use the Digital Score sheet with the 6 names of the players who would have played on the night to the Recorder by 3pm Monday as per the playing rules. The forfeiting shall be penalized (See rule 31, part g).
- (b) Both teams must pay call fees.

20. MATCH POINTS

- (a) The team winning the match will be awarded two (2) premier points and one (1) game point for each game won.
- (b) The losing team will receive one (1) game point for each game won.
- (c) All Grades that have a BYE – No Game points or Match points awarded for “Byes”

21. SCORE SHEETS AND RESULTS

- (a) The home team is to be shown first on all score sheets irrespective of who wins the toss.
- (b) Players shall sign their own names at the top of the score sheet. Player names shall be printed clearly at the bottom of the score sheet.
- (c) Playing Results are to be phoned through to the recorder on the night of play (See Fixture sheet for number) the HOME team is the one that is responsible. Penalties apply for non-compliance. (See rule 31, part h).
- (d) Score sheets are to be in the hands of the Association Recorder by 3pm on the Monday immediately after the game. Address is as printed on the current fixture list. The home team is responsible for forwarding the score sheet. Penalties apply for non-compliance. (See rule 31, part h).
- (e) Scoresheets are to be completed in full before delivery to the Recorder. (See rule 31, part i).

22. REFEREES

A referee shall be appointed to officiate at all matches. The referee shall enforce the laws and decide any disputed point in accordance with the playing rules and constitution. The referees' decision on points of fact connected with the match shall be final as far as the match is concerned. The referees jurisdiction commences from the time a player is requested to "toe the Oche" for the commencement of the match. The referee shall have the power to suspend any player from taking any further part in the match or leg without caution if the player is violent in conduct. The referee may "No Dart" a player infringing the rules by overstepping or treading on the Oche.

23. SCORERS

- (a) The official scorer at any match shall take down the scores in the score book against the names of the players taking part in the game. The scorer shall have full view of the game; the playing area and the markers score board. The score thrown to win in each game is to be identified with the word "PEG" and both the word "PEG" and the winning score are to be circled in red ink. Scoresheet must be completed in full and signed by both captains and scorers on the night of play.
- (b) Any scores of 180 and 171 (3 x triple 19 only) are to be circled in red ink and the name of the thrower noted at the top right-hand side of the score sheet.

24. DUTIES OF MARKER

- (a) The marker shall record on a score board visible to both sides the total of the throw as called by the caller. The method of scoring shall be by subtracting the last score from the previous total.
- (b) The marker shall on no account handle any dart. Darts shall not be removed from the board in the case of a dispute until such time as the dispute is settled, but in the case of the thrower pulling the darts the score called by the caller shall count.
- (c) If there is a mistake in the subtraction and the progressive score is incorrect it cannot be changed after the players second shot, i.e. Player one (1) has his/her shot and the error is made in the subtraction. If the mistake hasn't been adjusted after player two's (2) next shot then the score must remain and cannot be changed.

25. DUTIES OF CALLER

- (a) The Caller shall announce the total on the dartboard at the completion of the throw of three (3) darts. If so desired the thrower can request from the caller, at any time during the throw the total number on the board and the number required to finish a game or leg but not which double is required.
- (d) The Caller shall ensure that the Marker has recorded the correct total and subtraction after each shot.
- (e) Refer rule 24 (c)
- (f) In the event that an official referee is not appointed the Caller shall be the official Referee.

26. DARTS IN PLAY

Scoring darts are those sticking in the board on completion of the "throw" of the three darts and shall be indicated by the point of the dart, which must be in, or touching the board. Should a dart enter the designated wires to define a number and enter under the wire to the next number, the score shall be that which the dart entered.

27. DARTS OUT OF PLAY

- (a) Darts that rebound from the board.
- (b) Darts that stick into other darts.

- (c) Darts that fall out of or are knocked out of the board before the throw of three (3) darts is completed.
- (d) If the dart is dropped in front of the Oche it may be retrieved. However, if in the act of throwing, the dart falls past the Oche the throw is to count.
- (e) Three (3) darts in the treble ring, double ring or bullseye ring is not "game shot" unless the total in either the double ring or the bulls eye, scoring 50, adds up to the correct total required.
- (f) In no circumstances once a dart has been thrown past the Oche shall it be given back to the thrower to be thrown again.

28. NO SHOT

If a player throws out of turn it shall be called a "No shot".

(Explanation: If "C" throws before "B" *no shot* is called and "B" misses his turn. The opposition then throws and "C" throws his turn.)

29. GAME SHOT

If the player trying for game shot scores more or one (1) less than the number required the player shall cease throwing and shall be considered to require the same score as needed before the throw commenced.

29(a). MERCY RULE B, C and D (Numbers Permitting) Grades

In the event should both players reach twenty-four (24) shots without pegging match, the following Mercy Rule shall apply.

- a) The Mercy Rule applies when both players have completed twenty-four (24) shots, regardless of their score/s.
- b) Book Keeper must inform players on their 21st shot they have 3 shots remaining prior to the 24th shot.
- c) Maintaining current player throw order. Players shoot for Bull, one dart each. Closest to bull is then deemed winner and the game is awarded to that player.
- d) A peg of ZERO (0) or CTB is then recorded against the winning players name on the score sheet.

NB: Do not record the remaining total as peg shot, as this may entitle that player to receive awards that they have not obtained.

NOTE:

This rule does not apply in any Finals games, Association Championships or Special Events.

30. PROTESTS

- (a) Any protest as to the legality of a dart thrown shall be made at once to the referee.

- (b) Any protest as to the prevailing conditions of play shall be lodged with the opposing captain and in the event of the conditions not being altered to comply with the protest, the Captain making the complaint is to play under protest.
- (c) The protest shall first be advised verbally to the Association Secretary within seventy two (72) hours of the completion of the match or event in dispute and then shall be confirmed in writing to be in the hands of the Association Secretary within a further forty eight (48) hours. Failure to confirm the protest in writing shall immediately withdraw the protest.

31. FINES AND PENALTIES

The following fines and penalties shall apply for infractions of these rules:-

- (a) Rule 5 Playing unregistered player - \$20 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.
- (b) Rule 9 Player playing out of registered team / more than 3 women on the same night - \$20 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.
- (c) Rule 11A Team using a player with the wrong handicap or no handicap entered – One (1) point will be deducted and awarded to the opposing team for every game a player uses the wrong or no handicap.
- (d) The only handicap allowed is the up to date one given by the Recorder.
- (e) Rule 11B Team who breaks the grade capping - \$20 and the offending side will lose all match points. The opposing side will receive eleven (11) game points plus two (2) premier points for the win.
- (f) Rule 12b Player non-attendance at championship - \$5.
Rule 12c Any unauthorized names added to predawn championship sheets will incur a fine of \$50.00 to the club hosting the event.
- (g) Rule 19 Team forfeiture - \$20 and the forfeiting team will receive no points at all. The team claiming the forfeit will receive eleven (11) game points plus two (2) premier points.
- (h) Rule 21 No phone result or late lodgment of score sheet - \$20 and loss of two (2) premier points.
- (i) Incomplete scoresheet - \$20
- (j) Non - attendance at delegates meeting - \$40

32. SUMMER DARTS

A summer competition may be arranged at the discretion of the Committee. A nomination fee of \$60 per team will apply. No registration requirement shall be enforced unless Rule 5 and Rule 8 apply.

33. NOTICES

Notices to clubs and players from the Committee shall be deemed sufficient notice when such notice has been sent by the Association Secretary to the last known address of the addressee. If a notice is sent to a player a copy of that notice shall be sent to the player's Club Secretary. The Association Secretary shall ensure notices are forwarded to the addressee within seven (7) days of each meeting.

34. POINTS NOT COVERED

Any points not covered by these rules shall be referred to the Protest and Disputes Committee for their decision, which shall be referred to the Committee.

DARLING RANGE DARTS ASSOCIATION (Inc)**REVISION SCHEDULE**

DATE CHANGED	PAGE NUMBER	RULE REVISED	DESCRIPTION
December 2007	TOTAL CONTENTS REVISED AND RE-PRINTED		
January 2008	3	8	Transfers forms required for Summer & Winter competitions.
January 2008	4	11	3-minute time limit for captains to put up next player/s.
January 2008	7	21	Scoresheet delivery deadline changed to 3pm MONDAY.
January 2008	7	21	Fine for incomplete scoresheet.
January 2008	10	31	New fine \$20 for incomplete scoresheet.
January 2008	10	31	Fines for rules 5, 9, 11B, 19, & 21 increased to \$20
October 2009	4	11	Designated Home team for finals
January 2010	4	11	Handicaps used on all games including Finals and Assoc events
January 2010	4	11	D Grade as well as B & C to use handicaps in the singles only.
January 2010	4	11	Not entering a handicap is now included in Penalties (rule 31, part c)
December 2010	2	5	Section (d) revised.
December 2010	3	9	Section (e) revised.
December 2010	Various	Various	Paragraph sub-sections now denoted buy a letter in brackets (i.e. (a), (b), etc.)
December 2010	Various	Various	Number also denoted by digits in brackets (i.e. two (2), ten (10), etc.).
April 2016	2	5	Section (a) revised. Dartboard & Oche Verification form.
April 2016	2	6	Section (b) revised.
April 2016	3	9	Section (e) revised.
October 2016	2	6	Section (f) revised

Revised (24) 25 May 2022

DARLING RANGE DARTS ASSOCIATION (Inc)**REVISION SCHEDULE**

DATE CHANGED	PAGE NUMBER	RULE REVISED	DESCRIPTION
TOTAL CONTENTS REVISED AND RE-PRINTED			
October 2016	3	10	Reserve player in finals matches.
October 2016	5	12	Revised
October 2016	5	12	(f), (g) and (h) incorporated
October 2016	7	22	Revised
October 2016	10	31	f Rule 12 (c) Incorporated
October 2016	10	31	(j) Incorporated
November 2017	3	9	Section (e) revised
November 2017	9	29 (a)	Mercy Rule for C and D grades only.
March 2019	3	9	Increased team composition from 10 Players to 12 players
March 2019	4	11	(b) Start from scratch with teams playing short of players.
March 2019	Supplement	0	Annex A Player Code of Conduct Incorporated into playing rules.
July 2019	2	6	6(c) Revised wording to clarify "Progressive current team average"
July 2019	9	29 (a)	B Grade incorporated into Mercy Rule.
January 2020	9	29 (b)	B, C and D Grades Mercy Rule at 24 th Shot of Singles Games
March 2021	7	20 (c)	No game points / match points for a "Bye"
March 2021	9	29 (a)	B, C and D grades Mercy Rule 5 shots at "Double one" removed
October 2021	6	13	Defined playing rule by incorporating part (b) and (c).
October 2021	7	19	Revised.

Revised (24) 25 May 2022

Darling Range Darts Association Inc.

Annex A to Playing Rules 2018 Revision 17

PLAYERS CODE OF CONDUCT

1. Sledging, Racial, Ethnic or Derogatory remarks on any playing night will not be tolerated. Offending players will be fined and suspended if found guilty.
2. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
3. Be aware of and maintain the playing rules of Darling Range Darts Association Inc.
4. Operate within the playing rules of Darling Range Darts Association Inc.
5. Accept responsibility for your actions.
6. Refrain from any behaviour which may bring Darling Range Darts Association Inc. or any associated clubs into disrepute.
7. Show a high level of responsibility especially when dealing with persons under the age of 18 years of age as your actions, words and behaviour are an example to them.
8. Do not drink or eat food in between the dart board and the Oche.
9. Persons under the age of 18 will not be served alcohol, Staff has the right to ask for photo ID
10. Players are not permitted to play if they are under the influence of non-prescribed drugs or have consumed excess alcohol (Responsible Service of Alcohol) and may be asked to leave. Safe travel options will be suggested.
11. Any problems or disputes are to be addressed to the team captain or club delegate who will then verbally advise the association secretary within 72 hours of the completion of the match followed by confirmation in writing within a further 48 hours if deemed necessary.
12. Mobile Phones MUST be put on SILENT once games have commenced and must not be answered if you are participating during the game as a player, Marker/Caller or attending to the score book.
13. Be considerate and mindful to others whilst they are having their shot during the game.
14. Under NO circumstances are any players or captains to call out what to go for or what's left to the player who's at the Oche.

15. Neat attire is mandatory at all times in accordance with the clubs/venues dress code that you may be attending. Head ware such hats/caps etc. are NOT permitted to be worn whilst participating in any fixtured match, with the exception to medical reasons and a medical certificate is required before the night of play.
16. Closed in foot ware must be worn whilst participating in any fixtured match. Thongs, sandals etc. is NOT permitted to be worn with the exception to medical reasons and a medical certificate is required before the night of play.
17. As a member and club you are required to abide by the playing rules, constitution and Player Code of Conduct where any breach may result in the appropriate disciplinary action.
18. Understand the repercussions and Consequences to any Breaches of this Code of Conduct.

**POWER FAILURE, CIRCUMSTANCES BEYOND CONTROL AND CORVID 19
LOCKDOWN**

- In the event of a power failure or circumstances beyond our control the structured fixture cannot be played or completed then that fixture game will be deemed a draw and teams effected will be awarded one (1) match point and six (6) game points.
- If an issue such as a power failure or any other reasons that will cause the fixture game not to continue can be negotiated to play at another venue with the approval of the recorder.
- That game may also be able to be played at another date prior to the following week's fixture game once approved by the recorder.