
GENERAL PLAYING RULES AND TOURNAMENT RULES

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Section Three – FOREWORD

All darts tournaments sanctioned by the United Kingdom Darts Association will be under the exclusive auspices of the United Kingdom Darts Association, or its appointed Organisers, shall be played under the UKDA Playing and Tournament Rules.

The UKDA Playing and Tournament Rules are divided into two separate sections.

Playing Rules:	1.00 to 6.00 inclusive.
Tournament Rules:	7.00 to 23.00 inclusive.

Section Four - DEFINITIONS

UKDA	Shall mean the United Kingdom Darts Association.
Tournaments	Shall mean UKDA Sanctioned events.
Organisers	Shall mean the United Kingdom Darts Association, its Directors, or persons appointed by United Kingdom Darts Association to carry out functions in relation to a darts events.
Player	Shall include the singular and plural, teams as well as individuals, males, and females.
Referee	Shall mean the person appointed to take charge of match-play at matchboard, or on stage. A Referee may also act as a Marker, or Caller for the match.
Caller	Shall mean the person appointed to announce the scores as they are made during match-play.
Marker	Shall mean the person appointed to mark the scores made and the scores remaining on the scoreboard. Except for staged match-play, the Marker may act as the Caller for the match.
Scorer	Shall mean the person appointed to record the scores, the results, and other relevant match-play details electronically or on the score cards.
Match	Shall mean the total play between two players; sometimes referred to as a 'game'. A match may be divided into Sets.
Leg	Shall mean the minimum element of a match in which there is a full round of play with a winner and a loser. A Leg shall constitute a match when the match is not divided into Legs or Sets. The number of Legs in a Set or Match must be odd.
Set	Shall mean that part of a match that consists of an odd number of Legs. The number of Sets in a match must be odd. The winner of a Set is the player winning the majority of Legs in that Set. The winner of the match is the player winning the majority of the Sets in that match.

Section Five - PLAYING RULES

1.0 THROW

1.1 Players shall provide their own darts, which shall not exceed an overall length of 30.0 cm. And not weigh more than 40 grams. Each dart shall consist of a metallic needle shaped point attached to a barrel. At the rear of the barrel there shall be attached a flighted stem which may consist of up to five separate pieces. (E.G.: a flight, a flight securing device(s), a flight protector, and a stem).

1.2 A player shall throw darts from a standing position, excepting only in those circumstances when a physical disability or physical injury requires that a player must adopt a non-standing position.

1.3 All darts shall be thrown deliberately, one at a time, by and from the hand. All darts must be thrown with the needlepoint aimed towards the face of the dartboard. If a dart is not thrown in this manner then the 'throw' will be declared a 'foul throw' and shall not count in that respective leg, set, or match.

1.4 A throw shall consist of a maximum of 'three' darts unless a leg, set or match is completed in less than 'three darts'.

1.5 If a player, during a throw, touches any dart that is in the dartboard, then that throw shall be deemed to have been completed.

1.6 Any dart bouncing off or falling out of the dartboard shall not be thrown again.

1.7 Any dart falling out of the dartboard before the throw has been completed and the darts retrieved shall not count.

1.8 Prior to the retrieval of the darts on the completion of a throw, it is NOT permissible for a player or scorekeeper to push a dart (or darts) into the board to prevent them falling out, or to hold them in the board for the same reason. Should this occur, the dart or darts affected shall not be counted.

1.9 A player deliberately abusing the dartboard when retrieving darts at the end of a throw will be given a verbal warning by the match referee. Another warning will be given if a second incident occurs in the same match. If a third incident occurs in the same match then the player in question will forfeit that respective leg, or set, match.

2.0 STARTING AND FINISHING

2.1 Unless stated otherwise in the playing format of a particular event each match or Leg shall be played with a straight start. IE: to begin scoring the player need only land a dart in the dartboard inside the outer Doubles wire of the dartboard.

2.2 Unless stated otherwise in the playing format of a particular event each match or Leg shall be played with a double finish. IE: to finish, and win, the player must land a dart in the double (Double Ring or Bull) of the number equal to one half of the remaining score.

2.3 The Bull shall count as '50' and if the score of '50' is required to complete a Leg or

match.

2.4 The Bull shall count as double '25'.

2.5 The Bust Rule shall apply. IE: if a player in a throw scores more points than remain in the Leg or match, or the same points as remain without finishing on a double, or leaves a score of one, then that throw shall not count, and the score shall remain as it was prior to that throw.

2.6 A 'Game Shot' called by a Caller is valid only if the darts thrown achieve the required finish and remain in the dartboard until retrieved after the 'Game Shot' has been called.

2.7 If a 'Game Shot' called by a Caller is invalid, then the player shall have the right to continue that throw. IE: If all three darts have not already been thrown.

2.8 If as a result of an error in Clause 2.5 the player has retrieved any of the darts and not all three darts have been thrown, then the Referee shall replace the retrieved dart or darts in as near as is practicable the same position and permit the player to complete the throw.

2.9 The first player who finishes by obtaining the required double out shall be declared the winner of that Leg or match, whichever is applicable. A dart thrown by a player after finishing shall not count.

2.10 In a match, or Set divided into Legs, the match or Set shall be played 'best of three' (five, seven, etc.,) Legs. E.G.: the first player that wins a majority of the specified number of Legs shall be the winner of the match or Set and the remaining Legs, if any, shall not be played.

2.11 In a match divided into Sets, the match shall be played 'best of three' (five, seven, etc.,) Sets. E.G.: the first player who wins a majority of the given number of Sets shall be the winner of the match and the remaining Sets, if any, shall not be played.

3.0 SCORING

3.1 The rules of the event shall provide for matches or Legs to start from a fixed odd number, such as 501, 701, 1001 or similar. All scores made shall be subtracted from the start total or from the score remaining from the previous throw.

3.2 The actual score required by each player shall be shown on the score sheet or visual display.

3.3 A dart shall only score if the point remains in or touches the face of the dartboard, within the outer double wire, until after the throw has been completed, and the score has been called and recorded on the scoreboard or visual display.

3.4 The score is counted from the side of the segment wire in which the point of the dart enters and remains in or touching the face of the dartboard.

3.5 Darts shall be retrieved from the dartboard by the thrower, excepting only in those circumstances when a physical disability or physical injury requires a player to have assistance, but in any instance only after the score has been recorded by the Marker.

3.6 Protests concerning a score obtained cannot be made after the score has been recorded by the marker and the darts have been retrieved. If the incorrect score

resulted in a leg win the result will stand.

3.7 Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the next throw of the player whose score is in error.

3.8 The actual score required by a player must be shown on the scoreboard or visual display and be clearly visible, at eye level, in front of the players and the Board Marker.

3.9 No indication of the required 'double out' shall be given by the Referee, Caller, Marker, or Scorer. E.G.: '32' shall be called and not 'double 16'.

3.10 The Board Marker shall act as an umpire in all matters pertaining to the Playing Rules when conducting a darts match and shall, if necessary, consult with the appointed Tournament Officials before announcing any decisions during the course of match-play.

4.0 DARTBOARDS – UKDA APPROVED SPECIFICATION



4.1 Organisers of all National League and National League Organisations 'Super Leagues' and their tournaments played under these Rules must ensure that the only permitted dartboards to be played on is the Mission Samurai II Dartboard as approved for use by the UKDA, and by meeting the specification shall:

- a. All Dartboards shall be of the 'bristle' type.
- b. All Dartboards shall be manufactured from Sisal.
- c. All Dartboards shall be of the 1 - 20 clock pattern.
- d. All Dartboards shall have an inner centre ring (Bull) that shall score 50 points.
- e. All Dartboards shall have an outer centre ring that shall score 25 points.
- f. All Dartboards shall have an inner narrow band, 'Treble Ring', which shall score treble the segment number.
- g. All Dartboards shall have an outer narrow band, 'Double Ring', which shall score double the segment number.
- h. All Dartboards shall have segment boundary material comprising as follows:

- Wire types must be blade shaped in section maximum 1.85mm or 1.27mm minimum. (+/- .2mm).
- Inner and outer bull rings, if not made of wire, to have sharpened edges and a wall thickness not greater than 1.6mm (+/- 0.2 mm).
- Strip materials should not be greater than 1.85 mm in wall thickness and have a sharpened edge to form an apex.
- i. All Dartboard segment boundary materials shall either be affixed to the face of the board in such a manner that they lie flat on the face of the dartboard or alternatively strip materials be embedded into the surface of the board.
- j. All Dartboards shall have the following dimensions: Double and Treble dimensions to be:
 - for conventional wire boards, measured inside to inside = 8.0mm +/- 0.2 mm.
 - for strip material manufacture measured apex to apex = 10.00mm +/- 0.2 mm.
 - Inner Bull (50) ring inside diameter = 12.7 mm. +/- 0.2 mm.
 - Outer Bull (25) ring inside diameter = 31.8 mm +/- 0.3 mm.
 - Outside edge of Double segment wire to Centre Bull = 170.0 mm. +/- 0.2 mm.
 - Outside edge of Treble segment wire to Centre Bull = 107.4 mm. +/- 0.2 mm.
 - Outside edge of Double segment wire diameter = 340.0 mm. +/- 0.5 mm.
 - Overall Dartboard diameter = 451,0 mm. +/- 3.0 mm.

4.2 The dartboard shall be fixed such that the '20' segment is the darker of the two segment colours and is at the top centre of the dartboard.

4.3 A player or team Official shall have the right to request that the dartboard be changed or turned before or during a match, always providing that the opposing player or team Official concurs with the request. Such change or move shall only be made before a match, or between Legs of a match and shall only be carried out by a Tournament official.

5.0 LIGHTING

5.1 In tournament play each 'floor' dartboard shall be adequately lit by a suitably positioned light fitting of 11-13-watt LED or equivalent minimum intensity.

5.2 Dartboards used in stage finals shall be adequately lit by at least two suitably positioned light fittings of 2 x 11-13-watt LED or equivalent minimum intensity.

5.3 All light fittings must be fitted with screens to divert all light away from the player's eyes when standing at the Oche.

5.4 In staged finals the general level of illumination may be augmented by the use of flood or spotlights, but care should be taken to prevent the introduction of shadows on the dartboard during matchplay.

6.0 BOARD SETUP AND OCHE DIMENSIONS

6.1 The dartboard shall be fixed in such a manner that the vertical height from the floor,

at the same level as the Oche, to a horizontal line through the centre of the 'Bull' shall measure 1.7272 metres. [5 ft 8 ins].

6.2 A raised Oche, maximum 50 mm. high and 610 mm. long, [2ins high and 24ins long] shall be placed in position at the minimum throwing distance and shall measure from the back of the Oche, 2.37 metres [7ft 9.25ins] along a horizontal line to a plumb line at the face of the dartboard.

6.3 The diagonal distance from the centre of the Bull to the back of the Oche at floor level measure 2.93 metres [9ft 7.5 ins].

6.4 The minimum depth of the standing area from the rear of the Oche shall be not less than 1220cm [4ft 0ins] of clear space.

6.5 During match play no player shall tread on any part of the raised Oche, nor shall the player deliver any dart with his or her feet in any position other than behind the raised Oche.

6.6 A player throwing a dart from a position on either side of the raised Oche shall keep his or her feet behind an imaginary straight line extending on either side of the raised Oche.

6.7 Any dart delivered in breach of Clauses 6.5 and 6.6 shall not score and shall be declared invalid by the Referee.

6.8 A player or team Official shall have the right to request that the Oche dimensions be checked and adjusted before and during the course of a match, always providing that the opposing player or team Official concurs with the request. Such check and adjustment shall only be made before a match, or between the Legs of a match, and shall only be made by a UKDA appointed Official.

6.9 All Member Darts Bodies are authorised to amend the dimensions of the dartboard height, and Oche length, to suit the particular requirements of contestants in special events for disabled persons.

Section Six - TOURNAMENT RULES

7.0 GENERAL INFORMATION

All UKDA Tournaments shall be played by the UKDA Playing and Tournament Rules.

7.1 The Official Tournament Entry form and any other relevant documentation shall contain Full details regarding event Registration times, starting times and the playing format of the events. The events included may be any, or all the following:

Singles - which may be men's, or women's singles?

Pairs - which may be men's, or women's, or mixed?

Team - which may be 'three' or more persons per team, the team may be open, or limited, or mixed, as to the gender of the team members.

Youth - which may be singles, pairs, or teams, which shall be limited to persons under a specific age – Under 21 years of age on 31st August each year.

8.0 REGULATION

8.1 The interpretation of the UKDA Tournament and Playing Rules in relation to a darts

tournament shall be determined by the Tournament Organisers or their appointed officials, whose decision shall be final and binding. Information concerning such an interpretation shall be forwarded to the UKDA should the need arise.

8.2 Any matter not expressly covered by the UKDA Playing Rules shall be determined by the Tournament Organisers or their appointed officials whose decision shall be final and binding.

8.3 The UKDA or its appointed Organisers reserve the right to cancel or change all dates, venues, and scheduled darts events without prior notice.

8.4 All tournament players shall play within the UKDA Playing Rules and any supplementary rules Applied by the Tournament organisers. All such supplementary rules shall be printed in the Official Entry Form, Programme, or other associated documentation.

8.5 All players shall play under the supervision and direction of the Tournament Organisers and their appointed Officials.

8.6 Any player failing to comply with any of the UKDA Playing Rules during a tournament shall be liable to disqualification from that tournament.

8.7 On completion of a match a losing player must remain available to mark the next match on the assigned board on which the match was lost or on another board as assigned by the Tournament officials. It is permissible for a losing player to arrange for a substitute person to undertake this duty on his or her behalf.

8.8 If, for any reason, the tournament organisers decide to disqualify a player, pair or team from a tournament which has already started. The player, pair or team must be advised immediately. If the player, pair, or team are involved in match-play at the time the decision is reached then the match must be stopped immediately.

8.9 The player, pair or team which has been disqualified must be given the reason for the disqualification. If there are reasonable grounds for appeal then the organisers must hear the arguments of the disqualified player, pair, or team before finally implementing the disqualification.

8.10 In all cases where the disqualified player, pair or team were actively involved in matchplay (the match was not finished) at the time of the disqualification the opponent or opponents will be awarded the match and move to the next round of the tournament. In all cases where the disqualified player, pair or team have completed their match and won, they shall be removed from the bracket immediately. This will give their next opponent a bye into the next round.

8.11 After presentation all perpetual Trophies are the responsibility of the recipient players/players until such time that they have been successfully returned to the Organisers of the tournament.

8.12 If a player is not present at the official presentation ceremony without the Organiser's permission, that player shall forfeit the right to receive any awards in that tournament.

8.13 Any player who fails to complete all scheduled matches, unless excused by the Organisers for illness, injury, or other sufficient reason, shall forfeit the right to receive any awards in that tournament.

8.14 If any expenses are incurred due to a default by a player then that player shall be liable for those expenses.

8.15 In the instance of a player or team being involved in or causing actions which are considered to have brought the Sport of Darts into disrepute then that player or team shall be liable to Disciplinary Proceedings being taken against the player or team which could mean the imposition of fines, suspensions or other penalties as laid down in the UKDA Code of Conduct.

9.0 ENTRY

9.1 Entry Fees into Tournaments and Tournament venues are not refundable except on those occasions as deemed appropriate by the UKDA Organisers.

9.2 All entries must be made in compliance with the UKDA approved methods appertaining to submission of entries.

9.3 No player or team shall enter more than once in any respective event and all participating players must register and play under their own name.

9.4 The completion of an entry form by a player or team for a UKDA darts event and the acceptance of that entry by the UKDA shall be deemed as an acceptance by the player or team of the UKDA Playing Rules as applicable to that event.

9.5 The UKDA appointed Organisers reserve the right to refuse, or cancel any entrant at any stage prior to, during or after a darts event without assigning a reason for so doing and their decision shall be final and binding.

9.6 Any entrant into a UKDA Members Only darts event is always subject to compliance with UKDA Eligibility criteria.

10.0 REGISTRATION

10.1 All players shall be registered, either by the players themselves or by their team Official, for each event at the scheduled time.

10.2 Any player failing to be registered by the notified time shall be eliminated from the respective event.

10.3 Any player that is not in attendance when scheduled to play at the nominated time shall forfeit that match.

10.4 Only '5' minutes shall be allowed from the scheduled time of the match or the time of the call on the public address system for the player to reach the assigned matchboard or the Control Desk, whichever requirement is called for.

10.5 Any player, or team, has the right to be advised the time of the next match that the player, or team, is scheduled to play providing that the information requested is available.

11.0 DRAW

11.1 There shall be only one draw for opponents which shall be conducted prior to the

darts event.

11.2 In a 'knock-out' format the Organisers shall arrange preliminary matches to eliminate all 'byes' from the first-round proper of an event.

11.3 No substitutes shall be allowed in an individual darts event.

11.4 The UKDA appointed Organisers reserve the right to seed players, or teams, in the draw for a darts event whenever deemed necessary.

12.0 ORDER OF PLAY

12.1 A Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined by the order in which the player or team appears on the draw sheet for that particular match i.e., player [or pair or team] placed uppermost shall throw first for bull.

12.2 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" legs of all "odd numbered" sets.

12.3 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 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 either a '25' or Bull in that round of throws without reply from the opponent matching or super-seeding that throw dartboard shall throw first in the match.

12.4 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.

12.5 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.

13.0 PRACTICE

13.1 Each player is entitled to '6' practice darts at the assigned matchboard prior to the start of a match.

13.2 In instances where there is a scheduled interval in matchplay then on resumption of the match the number of practice darts may be reduced to 3.

13.3 No other practice darts may be thrown during a match without the permission of the match Referee or Board Official.

13.4 No practice shall be allowed on unassigned matchboards after the tournament has started unless sanctioned by the Tournament Organisers.

13.5 Practice dartboards shall be provided for the exclusive use of the tournament players.

13.6 In exceptional circumstances an organiser/match official may invite players to

increase the number of practice darts from 6 to 9 to allow them to adjust to changes in Oche conditions/dimensions, stage lighting, etc., prior to resuming match-play.

14.0 TOURNAMENT PLAY

14.1 In tournament play all players shall play under the supervision and direction of the Organisers and tournament Officials.

14.2 Players/teams must attend their assigned matchboards at the designated time failure to do so may lead to the forfeiture of the match – a time limit of 5 [five] minutes is allowed and the terms as laid down in Rule 10.4 shall apply.

14.3 In Tournament matchplay where the Matchplay Draw assigns seeded players to specific numbered boards then in any instance where the seeded player is, for whatever reason, required to relocate to an alternative board for a specific match then that board shall be for both players a neutral board [i.e. a board that neither player has played on previously in the respective tournament.

14.4 No person shall be allowed within the playing area other than the Referee, Caller, Marker(s), Scorer(s) electronic indicator operators, and the assigned players.

14.5 Only Referees, Markers, and electronic indicator operators shall be allowed to be situated in front of a player when playing.

14.6 Officials situated in front of a player shall restrict their movements to a minimum during each throw and shall not drink during a match.

14.7 A player's opponent(s) shall stand at least 610 mm. [2ft 0ins] to the rear of the player at the Oche.

14.8 In stage finals the players shall be under the supervision of the stage Officials and between throws shall be located in such a position as to afford an unrestricted view of the proceedings for players, Officials, spectators, and if applicable, the television cameras.

14.9 A player at the Oche is entitled to consult with the Referee on the amount scored or required at any time during a throw.

14.10 Any enquiries on scores recorded or subtractions made shall not be entered into after the conclusion of the Leg or match.

14.11 In the event of a protest concerning the decision of the Caller or Marker, the alleged misconduct of a player, or any other conflict the match shall be stopped immediately and the Tournament Organisers or an Appointed Official must be advised. A judgement shall be made by a responsible official before the Leg or match is allowed to continue. Late protests shall not be accepted.

14.12 If a player's equipment becomes damaged or lost during the course of a throw the player shall be allowed up to '3' [three] minutes to repair or replace the equipment.

14.13 If, during the course of a match, a player has an urgent reason for leaving the playing area, the Referee may, in his or her sole discretion, allow the player to depart the playing area for up to '5' [five] minutes.

15.0 CONDUCT

15.1 During a match, players shall conduct themselves in a manner of respect for the other player(s) and shall refrain from annoying the other players or using offensive language or making offensive gestures and shall refrain from any unsportsmanlike conduct. (E.G.: such as deliberately losing a Leg or match, deliberately delaying match play, or interfering with the throw of another player).

15.2 Any player found by the Organisers to be in breach of Clause 15.1 shall be deemed to have brought the Sport of Darts into disrepute and shall be disqualified from any further participation in the tournament. However, if the player, or the Officials of the said player's team challenge the disqualification, or forfeiture, the matter shall be appealed immediately. The Tournament organiser shall hear any arguments from the disqualified player before confirming the decision.

16.0 PLAYING ATTIRE (Stage Finals)

16.1 Players are not permitted to wear jeans: neither shall they wear trousers or skirts made with denim or corduroy material which have been fashioned in a "jeans style". No training shoes will be allowed unless the Player provides written medical reasons from a qualified practitioner. This restriction shall also apply to any form of "track suit" attire, Players must wear acceptable footwear, dark shoes, black trainers, or dark ankle high boots only.

16.2 Players are permitted to wear sweatbands on their wrists.

16.3 No headphones or headgear may be worn other than on religious grounds, or medical grounds with written medical reasons from a qualified practitioner, shall be worn without the prior permission of the Promoter following a written application from the Player.

16.4 Players are not permitted to wear anything over their approved Playing Attire during Matchplay, in any introductions, match play on stage, interviews and presentations, other than at the discretion of the Organisers.

16.5 In all Darts Events the Playing Attire of any participating Player shall be subject to the Organisers approval. Any unacceptable Playing Attire must be changed before that Player can participate in any introductions, Match-play, interviews, or presentations.

16.6 Any Player refusing to meet with the Organisers requirements in respect of Playing Attire shall be liable to forfeit that respective match.

17.0 ADVERTISING

17.1 The Organisers reserve the rights to the use of all advertising materials, slogans, or logos in connection with the promotion and organisation of a UKDA tournament.

17.2 The Organisers reserve the right to protect their sponsors' interests regarding any advertising material, slogans, or logos used by players, teams, or other sponsors.

17.3 Players in a UKDA tournament shall not be allowed to wear any clothing that bears any advertising material, slogans, or logos relating to any marketable product, or

concern without the prior permission of the Organisers.

17.4 International Member Country Organisers are recommended to have 'unmarked' Playing Attire available which shall be used on those occasions when advertising rights may be infringed.

17.5 Before a televised match, the Organisers are empowered to request a player to withdraw or remove any advertising material, slogans, or logos. Any player who refuses to comply with such a request shall forfeit that match.

17.6 In those instances when a player introduces onto stage any advertising materials, slogans, or logos, which contravene any Clause in the UKDA Playing Rules, or any Television Advertising Rules currently in force at the time of the darts event, then that player, or team shall forfeit that match.

18.0 SMOKING AND DRINKING

18.1 In all UKDA events the entire playing room/practice shall be smoke free. In addition, the designated playing area shall be alcohol free subject to the venue being suitable for the implementation of the no alcohol rule.

18.2 In the instance where alcohol is not permitted then fresh or mineral water must be available.

18.3 Any player found to be in breach of Clause 18.1 shall be liable to the forfeiture of the match during which the offence took place and shall be reported to the appropriate darts body for Disciplinary Proceedings to be considered.

19.0 ANTI-DOPING RULES

19.1 In darts events under UKDA jurisdiction all players and officials are subject to the terms and conditions of the UKDA Anti-Doping Rules. Random drug testing could occur in any event as required by WADA.

20.0 ORGANISATION OF DARTS EVENTS

20.1 The United Kingdom Darts Association Ltd, or any of its subsidiaries, shall have the right to organise a darts event anywhere in the British Isles. Wherever possible the UKDA shall endeavour to schedule darts events so as to avoid clashes with any known major darts events.

20.2 A Member County shall not be allowed to organise a darts event in an area known to be under another Member County's jurisdiction, without the other Member County's involvement or written approval.

20.3 No Member County shall organise, or promote, a 'National' titled darts event without written authority of the UKDA Board of Directors.

20.4 A Member County appointed to organise the County, or Area play-off of a UKDA darts event, which includes players from more than one Member County shall not organise that play-off on a date as allocated for the County, or Area play-off of another UKDA darts event.

21.0 PLAYING RECORDS

21.1 In order that reports on darts events can be authenticated all players scores shall

be recorded in the final rounds of all UKDA Darts events on the specified method as stipulated by the organisers.

21.2 At the discretion of the Organisers these records may be made available to Member National League Organisations or bona fide International darts bodies.

22.0 EXCLUSION

22.1 The United Kingdom Darts Association reserves the right to exclude any player, or official, or Member Darts Body from any or all UKDA ranked tournaments if that player, or official, or Member Darts Body is found to be in breach of any provision of the UKDA Playing Rules, the tournament Playing Rules, the UKDA Constitution, or the UKDA Bye-Laws.

23.0 AMENDMENTS AND ADDITIONS

23.1 The UKDA Directors reserve the right to amend, add to, or delete, any of the UKDA Playing & Tournament Rules at any time to meet any purposes deemed to be necessary by the UKDA Directors.

24.0 COPYRIGHT

24.1 The entire contents of the UKDA Playing & Tournament Rules are the copyright of the United Kingdom Darts Association and may not be reprinted, copied, duplicated, or otherwise reproduced, wholly, or in part, without the written consent of the copyright owner.