

Sunshine Coast Dart League Etiquette (adopted 2009)

- 1) Show up on time for a match or call and let someone know you are running late.
- 2) Inform your team captain if you cannot make it to the match as early as possible so that he/she can secure a replacement. It is not just your time, but also the other players on your team and your opponents' team that should be considered. If you make a commitment to play, put the time aside in your schedule.
- 3) A gentleperson's game that always starts and ends with a handshake. Shake your opponents hand prior to and at the end of a match and encourage good play.
- 4) Respect your opponent by keeping your distance when they are at the oche. Try to stay at least two feet behind them while they are throwing.
- 5) Stay quiet and still during your opponents throw.
- 6) Acknowledge a good throw by your opponent only if it is a good throw, otherwise you can come across as patronizing someone and that can be humiliating. Encouragement is always a good thing.
- 7) Show your opponent respect by not engaging in conversation or chitchat during your match with them. There is plenty of time after the match to talk or have a drink together.
- 8) Control your emotions and outbursts. These tirades are a distraction to the matches, a detriment to our sport, and a lack of respect to your teammates, opponents, and other patrons dining or drinking in an establishment.
- 9) Always end your matches the way they were started. A handshake promotes competition and respect.
- 10) Treat your partner with respect, even if he or she does not play up to your level. Things have a way of changing fast.
- 11) Stay positive.
- 12) Do not touch your darts until the scorekeeper has tallied up your score and you are both in agreement on the score.
- 13) Be patient. Throw your darts after your opponent returns from the board and is behind you.
- 14) If you are keeping score, stand still while facing the board, and do not say anything unless the player at the oche asks a question about his or her score, where a dart landed, or what he or she might have remaining. Do not tell a dart thrower what to shoot for, ever; they are entitled to one "Coach" only, from their team.
- 15) "Diddle for the Middle" to determine who will start the game.

- 16) Never throw your darts at anything but the dartboard. Not only is it embarrassing for the sport, but also, you look pretty silly throwing or kicking your darts into the wall after a bounce-out or bad throw.
- 17) Play by the rules as agreed upon for the Sunshine Coast Dart League.
- 18) Take responsibility for your poor throw. Do not try and pass the blame on to the scorekeeper, lighting, ceiling fan, or the person throwing at an adjacent line.
- 19) Stay involved. If you are between throws or games, stay involved with your teammates' efforts at the oche.
- 20) Promote the sport of darts:
 - i) Join a league
 - ii) Hold a league position
 - iii) Be a team captain
 - iv) Attend league meetings
 - v) Keep score when needed
 - vi) Introduce the game to friends
 - vii) Run blind draws
 - viii) Play in the qualifiers or tournaments
 - ix) Volunteer to help set up tournaments
 - x) Hold dart clinics
 - xi) Recruit league members
- 21) Always play your best every game, even if you are in a "Round Robin" or "Luck of the Draw" and have nothing to gain except practice. Your opponents expect your best at all times and look forward to the challenge of playing a better thrower.
- 22) Thank your league directors and tournament organizers for a job well done. It truly is a thankless job.
- 23) If you are a team captain, do everyone a favour by putting bad sportsmanship complaints in writing and sending them to your league officers so that the behaviour does not continue and be a detriment to your league and our sport.
- 24) Winning is one thing but needlessly humiliating an opponent is another.