



# Philippine Society of Mechanical Engineers

## Middle East Chapters



6<sup>th</sup> MIDDLE EAST REGIONAL CONFERENCE  
SEPTEMBER 24-26, 2015 DOHA, QATAR

## **PSME – 6<sup>TH</sup> MERC DART TOURNAMENT**

**FILIPINO COMMUNITY CENTER**  
Villa #3, Street 811, Zone 46, Al Thumama, Doha-Qatar

## **RULES AND MECHANICS**

### **1. TOURNAMENT PLAY**

- 1.1 The tournament shall be open to all bona fide members of PSME Middle East Chapters and enthusiastic darters of Qatar-PPO.
- 1.2 The tournament's schedules, playoffs and mechanics will be handled by the PSME-Qatar Dart Tournament Committee and the Team Captain of each participating team.
- 1.3 Each Chapter can delegate a maximum of 4 teams.

### **2. OBJECTIVES**

- 2.1 To promote camaraderie among the fellow Mechanical Engineers in Middle East region and brothers in profession, serve an opportunity to enhance the individual talent and zero in the goal in the game of darts.
- 2.2 To support the PSME 6<sup>th</sup> Middle East Regional Conference sport activity as a whole.

### **3. DUES**

- 3.1 Team Dues;  
QAR 1,000.00 for each team entry which includes two 2 pack meals ( lunch & Dinner ) with soda drink
- 3.2 Dues are not refundable under any circumstances.
- 3.3 All dues must be paid by cash to the PSME-Qatar Tournament Committee one month before the start of the tournament which was slated on 24<sup>th</sup> September 2015.

### **4. TEAM ROSTERS**

- 4.1 Team rosters must be submitted by each M.E. chapter and Qatar-PPO not later than August 31, 2015. This provision may be waived by the PSME-Qatar Dart Tournament Committee.
- 4.2 All teams concerning player eligibility will be at the discretion of the PSME-Qatar Dart Tournament Committee. Discretionary powers may only be used to the extent these Rules do not address a problem and may not be used to provide an exception to existing rules.
- 4.3 ALL ROSTERS MUST BE ACCOMPANIED BY ALL DUES.





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### 5. TEAMS

- 5.1 The Tournament shall be divided into teams with four players.
- 5.2 All team shall play their matches on 24<sup>th</sup> September 2015.
- 5.3 Player Movement within the tournament (based on final standings) will be at the discretion of the PSME-Qatar Dart Tournament Committee.
- 5.4 All decisions concerning player eligibility will be at the discretion of the PSME-Qatar Dart Tournament Committee. Discretionary powers may only be used to the extent these Rules and do not address a problem and may not be used to provide an exception to existing Rules. Eligibility decisions can be appealed to the PSME-Qatar Dart Tournament Committee before the start of the tournament.
- 5.5 The PSME-Qatar Dart Tournament Committee shall retain the right to assign player placement within team to maintain a functional competitive event/schedule.

### 6. DATE AND TIME OF MATCHES

- 6.1 The Tournament will be on 24<sup>th</sup> September 2015 which will commence from 8:00 AM to 10:00 PM.
- 6.3 Any Match that has not started within 30 minutes of the agreed upon match time is subject to forfeit.

### 7. MATCH PROFILE

- 7.1 The Tournament shall be played as per below match;
  - 7.1.1 Four (4) players in **Single Event** with equivalent one (1) point each – Cricket for first game , then 501 Straight Start / Double Out for second game, and Cricket or '01 for the decision game.
  - 7.1.2 Four (4) players in **Double Event** with equivalent two (2) points per pairs - Cricket for first game, then 701 Straight Start / Double Out for second game, and Cricket or '01 for the decision game.
  - 7.1.3 Four (4) players in **Team Event** with equivalent three (3) points - Cricket for first game , then 1001 Straight Start / Double Out for second game, and Cricket or '01 for the decision game.
  - 7.1.4 The Game is a round robin event
  - 7.1.5 Top Four (4) after the elimination round will advance in semi-final Round;
    - 7.1.5.1 Winner #1 vs #4 and #2 vs #3





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7.1.5.2 3rd Place, Loser vs Loser

7.1.5.3 Championship Round (Winner vs Winner)

7.1.6 The Game starts with toss coin or nearest thrown pin to the bulleye.

7.1.7 GAME SET AS One Round Cricket-01 Choice;

7.1.7.1 Cricket (Triple-Double-Bullseye Scoring System but scores in bullseye counts only after the minimum five (5) house are closed)

7.1.7.2 '01 Standard (Double Out Scoring System)

7.1.7.3 Decision play by the Winner on his First Dart thrown

7.2 For the remaining games of the match, the player that loses the preceding game has the option of throwing the board first.

7.3 The winning player team is responsible to inform the Tournament Committee the result of the match. Both players are responsible for the accuracy of the scoreboard.

## **8. RULES OF GAME**

8.1 The game to be played shall be Cricket - '01 choice:

8.1.1. Cricket - Innings will be 20, 19, 18, 17, 16, 15, 14, 13, 12 and Bulls. ( Cricket scoring on triple & double are open but bullseye scoring will commence only after closing of minimum five (5) houses )

8.1.2 '01 - Innings will be straight start / double out

8.2 Three marks will close an inning.

8.3 Once an inning is closed, a player may score additional points until his opponent closes the inning. Points will be the value of the inning scored on.

8.4 The winner will be the first person to close all innings, provided he is tied or ahead on score.

8.5 A player may mark or score in any unclosed inning of his opponent in triple and doubles slot only.

## **9. SCORING**

9.1 Scoring shall be done by the players/teams involved in the match.

9.2 The scorekeeper must call out the player's score for each turn prior to the player's taking his turn's thrown darts from the board. For a dart to score, it must remain in the board after the third or final dart has been thrown by that player and the score has been officially recorded.





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- 9.3 The foul line will be strictly enforced, and a player must have both feet behind the front edge of the foul line. If a player has one or both feet over the foul line in the judgment of the opposing player, the score for that turn will not count. A violating player must be warned immediately by the opposing player.
- 9.4 Any changes made to correct mistakes in calling must be corrected before the darts are pulled from the board. Any mistakes in scoring, either in his favor or against, must be corrected before the player or the team against whom the error was made throws his/their next round. If the player against whom the error was made throws the first dart of his next round before the error is corrected, the score stands as scored. If the scoring error is made during a cricket match and corrected after the opposing player or team has started their round, the opposing player may, at their discretion, re-throw their last turn. The number thrown for is the number that counts. The score of each round must be written next to the running score.
- 9.5 If asked by the player the scorekeeper can only tell a player what amount is left to attain and/or what has been scored with the darts that have been thrown. It is the player's total responsibility to throw at the right numbers. If he is told what to shoot by anyone and it is the wrong number, the darts stand as thrown and the correct score prevails. Once the final double has been thrown, the game is over.
- 9.6 A dart shall be scored where the point of the dart first penetrates the plane of the wire spider. The tip of the dart point must be touching the bristle/sisal portion of the board in order for that dart to be counted as score.
- 9.7 All darts must be thrown by, and from the hand. A throw shall consist of three darts, thrown one at a time, unless a Leg/Match is completed in a lesser amount. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown in that turn.
- 9.8 A dart shall be considered a thrown dart when it leaves the hand while in the forward motion of throwing.

## **10. FORFEIT**

- 10.1 A forfeit can be declared for failure of a player to attend a match.
- 10.2 A forfeit can be declared for a player not to be present after 30 minutes of the scheduled match time.

## **11. PROTEST**

- 11.1 The captain of any team may file a written protest about any irregularity relating to a PSME-Qatar Dart Tournament Committee sanctioned event. All details of such a protest must be submitted to the PSME-Qatar Dart Tournament Committee and to the opposing team within 48 hours. If the incident occurs during a match, the word "PROTEST" MUST be indicated on the scorecard and signed by both captains. Extenuating circumstances may exist which would nullify these requirements.
- 11.2 The decision of the PSME-Qatart Dart Tournament Committee shall be final and no further protest shall be accepted for the same protest.

## **12. PLAYER CONDUCT**





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12.1 Heckling or other harassment is forbidden. A team may make as much noise as it wants while it is throwing, but must remain quiet while the other player is throwing. All players and spectators must give the thrower plenty of room to throw, and must refrain from undue movement in or near the dartboard lane. Repeated harassment or loud, foul language may result in forfeiture of up to six match points. Physical abuse will not be tolerated and can result in suspension or termination of the game.

### **13. DISCRIMINATION**

13.1 The PSME-Qatar Dart Tournament Committee shall practice no discrimination because of age, sex, race, religion, or national origin.

### **14. AWARDS & PRIZES PRESENTATION**

14.1 An award will be held on the day of the Tournament.

14.2 An award of prizes shall be the following;

14.2.1 Team Champion; One (1) trophy, Four (4) Gold Medals and 50% ( of 65% NET of the total monetary collection )

14.2.2 Team 1<sup>st</sup> Runner up; One (1) trophy, Four (4) Silver Medals and 30% ( of 65% NET of the total monetary collection )

14.2.3 Team 2<sup>nd</sup> Runner up; One (1) trophy, Four(4) Bronze Medals and 20% ( of 65% NET of the total monetary collection )

----- **NOTHING FOLLOWS** -----

