



PUBLIC SERVICE DARTS COMPETITION 2025

EVENT INFORMATION

Date / Time	:	Saturday, 4 October, 12.00pm to 8.00pm Saturday, 11 October, 9.00am to 5.00pm
Registration Fee	:	\$42 per team
Venue	:	The AUPE Club, Wisma AUPE 295 Upper Paya Lebar Road S534929
Closing date	:	Monday, 22 September 2025

RULES & REGULATIONS

1 RULES OF THE GAMES

- 1.1 The competition shall be conducted in accordance with the STAR Games General Rules and following Competition Rules.

2 ELIGIBILITY

- 2.1 The Public Service Darts Competition is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals and Government-Aided Schools.

3 ENTRY & REGISTRATION OF PLAYERS

- 3.1 Each team may register a maximum of 12 players.
- 3.2 All registration must be done online (www.csc.sg/stargames) by closing date.
- 3.3 Registration must be accompanied by online payment of registration fee otherwise it will be void. There shall be no refund of registration fees
- 3.4 Team Captains/Managers are allowed to make changes to their list of registered players at least 30 minutes before the commencement of the competition. No amendment will be allowed once the competition starts. Switching of players among teams is strictly not allowed.

- 3.5 Registered teams must be prepared to play on both days of the competition. Teams must be present 40 mins earlier than the scheduled time and be prepared to play earlier if scheduled.

4 FORMAT OF COMPETITION

- 4.1 The competition shall be played on a **Group League/Knock-Out** system. The winner of each group will advance to the Knock-Out round.

a) The points awarded for the League system are as follows:

- 1) Win - 2 points
- 2) Lost - 1 point

b) In the event of a tie in a group, the winner will be decided by playing the "701 Game". Each team starts with 701 points. 1 player from each team to be nominated. Player from each team will take turns to throw 3 darts per turn. The score from each turn is deducted from the team's total. The game continues in rotation until one team reaches exactly zero. The game must be finished on a double (outer ring) or the bullseye.

- 4.2 Each match shall be played on the best of 5 games basis. Play shall cease once a team has won the first 3 games of each match.

- 4.3 Each game shall be played on the best of 3 legs basis. Play shall cease once a player has won the first 2 legs of each game.

- 4.4 Starting of a match between two teams shall be decided by a toss of coin. Winner of the toss shall start the 1st, 3rd and 5th games and also provide the chalker for these games. The other team shall start the 2nd and 4th games and also to provide the chalker for these games. If 3 boards are used and team to start does not have enough people to chalk, opponent will provide chalker and will start the game first.

5 ORDER OF PLAY

- 5.1 Each match shall be competed in the following order and at least four (4) players from each team must be present before the match could start:

- | | | |
|----------|---|---------------------|
| 1st Game | - | 1st Singles |
| 2nd Game | - | 1st Doubles (Mixed) |
| 3rd Game | - | 2nd Singles |
| 4th Game | - | 2nd Doubles |
| 5th Game | - | 3rd Singles |

- 5.2 With the consent of both team captains and the Organising Committee, the order of play may be changed for the 4th & 5th games. However, the

Organising Committee shall have a final say on the change of the order of play.

5.3 The change in the order of play will not affect the order of the chalker as determined in Rule 4.1.4.

5.4 There shall be no repeat of players in any one match.

6 SIMULTANEOUS PLAY AND WALKOVER

6.1 With the consent of both team captains, games may be played simultaneously as dart boards become available from other completed games

6.2 A grace period of 10 minutes shall be given to a team to be present for the match, failing which they shall concede a walkover.

7 LINE-UP

7.1 Fifteen minutes before the commencement of each match, the line-up of players for that match (from the registered 12 players) shall be submitted to the tournament official. No substitution or alteration is allowed once the Line-Up Form is submitted.

8 STRAIGHT-IN DOUBLE-OUT

8.1 Both singles and doubles players shall play the "501 Game". Players shall begin on a straight-in double-out i.e the total scoring of the very first turn of the player shall be deducted straight away from the initial score.

9 "9-DART RULE"

9.1 If the score of the game after 9 consecutive throws by each side remains unchanged, the winner of the games will be decided by the first named player of the Doubles throwing nearest the "BULL".

10 CHALKER

10.1 Each competing team shall provide a chalker to officiate each game. The team that fails to do so shall be disqualified from the competition. If 3 boards are used and team to start does not have enough people to chalk, opponent will provide chalker and will start the game first.

10.2 The Team Captain is responsible for providing a chalker without delay so that the game can proceed smoothly.

- 10.3 Players are allowed to ask the chalker the score and balance during a throw.
- 10.4 No indication of the required double to make the Game Shot shall be given by the chalker (namely, for instance, "32 required" is permitted but not "Double 16 required").

11 DRESS CODE

- 11.1 Male and female players must put on polo T-shirt or shirt. The polo T-shirt or shirt should be of uniform colour for each team and preferably have a badge or printed logo for identification purposes.
- 11.2 Male player shall be in long pants or jeans and female player with skirt of reasonable length or in slacks/jeans. No torn jeans shall be worn by any player.
- 11.3 All players must put on covered shoes. Any player who fails to observe the dress code rule will not be allowed to play in the competition.
- 11.4 Round-neck t-shirts (with sleeves) provided by the organization, are acceptable. The t-shirts must be of uniform colour and bear the name of the organization or organization logo / badge.
- 11.5 If there is valid reason(s) for a player not to wear the t-shirt provided by his or her organization, the referee has the authority to make the final decision to allow the player to wear his/her own t-shirt. Team captains must abide by the referee's decision.

12 GENERALS

- 12.1 Players shall use their own darts.
- 12.2 Participants who are not competing in any match while competition is in progress should stay behind.
- 12.3 Chalker is allowed to use calculator app on mobile phones but it must be in silent mode.
- 12.4 The use of mobile telephone or similar instrument by a player is strictly prohibited from the 6-dart warm-up until the end of the game. Any player who contravenes this rule shall receive a warning from the tournament official. If the offence is repeated by the same player, then the player will immediately forfeit the Single or Doubles leg to the opponent (s).
- 12.5 Drinking is not allowed during the throw of the 3 darts to complete his/her turn. If the player fails to do so, his / her subsequent throw will be forfeited.

- 12.6 Wearing of headphones, earpieces or headgear (unless on religious ground) is not allowed during the game. Any player who fails to abide by the rule shall be getting a verbal warning from the tournament official. If the offence is repeated by the player, he / she will forfeit the Single or Doubles leg to the opponent(s).
- 12.7 Smoking is strictly prohibited during the competition.
- 12.8 Spectators are not allowed to prompt the players on the balance score. Any spectator from any organization who contravenes this rule shall receive a verbal warning from the tournament official. If the offence is repeated by the same player, then the player will be barred from entering the hall. The player will only be allowed to enter the hall to play his / her particular match.

13 PERSONAL DATA PROTECTION

- 13.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

14 COVID-19 SAFE MANAGEMENT MEASURES

- 14.1 All participating agencies and teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) by Ministry of Health and Sport Singapore.
- 14.2 Team members must exercise social responsibilities. They must not show up at the event venue if feeling unwell or exhibit any symptoms of Covid-19 infection.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.