



香港飛鏢會

HONG KONG DARTS ASSOCIATION

Room 2020, Tower B, Regent Centre, 70 Ta Chuen Ping St., Kwai Chung, N. T., H. K.
H.K.G.P.O. Box 11501, Hong Kong. Tel : (852) 2117-9790 Fax : (852) 2519-6760
Email : info@hkdart.org.hk WebSite : www.hkdart.org.hk

香港 新界 葵涌 打磚坪街 70 號 麗晶中心 B 座 2020 室

聯賽規則撮要：

- a) 比賽用的飛鏢應為金屬鏢針。(聯賽規則2.1)
- b) 每場賽事均包括六局個人賽及三局雙人賽，每局比賽採取 501(Open in / Double Out)三盤兩勝制。(聯賽規則7.1)
 - 附錄- 僅限超級組：
 - 第六場個人賽的選手必須為女性。
 - 第七場雙人賽的選手組合中，必須包含至少一名女性選手。
- c) 出賽隊員必須穿著長褲或女士可著裙、有袖上衣及鞋(不得穿著拖鞋或涼鞋)。(聯賽規則 3.1)
各隊長不應編排違反衣著規定的隊員出賽。
- d) 比賽區內不得飲食及應將手電調至無聲狀態(鏢靶中心左右伸3呎及投擲線後3呎,包括計分員) (聯賽規則3.5及3.6)
- e) 開賽前清楚填寫所有參賽隊員姓名(可填寫簡稱,例:T. M. Chan或Ming;請不要寫花名)及會員號碼(包括將會棄權的參賽者)於分紙上以方便輸入成績。(聯賽規則7.3(a))
- f) 比賽不應遲於晚上八時三十分開賽(聯賽規則7.2)。並應按照計分紙上所寫的先後次序順序出賽,除非雙方隊長均同意不按次序出賽以遷就遲到參賽者。(聯賽規則7.3(d))
- g) 比賽開始前最少要有兩名參賽者到場(聯賽規則7.3(a)),遲到人士須於任何一方要求開始比賽後三分鐘內開始。如有缺席,則當棄權(即 Walk Over) ;一場賽事中不可多於5局棄權;否則視為隊伍棄權(聯賽規則7.5(c))
- h) 隊伍棄權(Walk Over) ,對賽隊伍即為勝出一場及可得 8分聯賽積分。棄權隊伍則被扣減6分。(聯賽規則9.4)
- i) 投擲紅心以決定先手。主隊先擲,若擲中 Side Bull或 Bull需將飛鏢拔出。若未能判斷誰的鏢較近紅心圈,雙方需將飛鏢拔出重新由主隊先擲。(聯賽規則4.1)
- j) 參賽者的剩餘分數有誤可於其擲下一輪的第一支飛鏢前作出修正。(聯賽規則5.8)
- k) 隊長應確保己隊隊員及其支持者不會干擾賽事進行(包括提分)。(聯賽規則 5.9 ~ 除與擲鏢者一同出賽之隊友外,任何人士均不得在比賽中建議或提示擲鏢者應如何擲鏢。)
- l) 參賽者可要求 Chalker報讀其擲得的分數及剩餘分數,報分員應清晰地宣佈分數(但不可提示投擲甚麼分數)(聯賽規則5.10)。
- m) 如因 Chalker報錯分而埋鏢,應重擲該鏢(聯賽規則 5.10)。如誤報埋鏢而將飛鏢取下,應盡可能把收回的飛鏢重新放回飛鏢靶上的原本位置上,並繼續投擲。(聯賽規則4.4)
- n) 雙人比賽中名字排第一的隊員於每盤比賽中均為該隊伍的首名擲鏢者(包括爭紅心),任何時間發現次序調亂均該盤作負(包括已埋鏢)。(聯賽規則7.3(d))



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- o) 所有比賽的成績及紀錄需清楚填寫在分紙上。如有隊員棄權，應於它的名字欄寫上W/O，並於 Actual Score欄填寫 0 : 0 ; Game Point寫 1 : 0 或 0 : 1。(請按照『積分紙的填寫方法』填寫)
- p) 分紙必須於比賽結束後7天內以電郵 (league@hkdart.org.hk) 或 WhatsApp (4644-7977) 交到香港飛鏢會。(聯賽規則8.2)
- q) 如欲對比賽中的任何行為作出抗議，應在事發7天內提交至本會。並將所有與事件有關的支持文件及詳細資料於事發後14天內提交予本會，否則其抗議將被當作無效。(聯賽規則16.1)
- 5) 改期：聯賽規則第10條
 - a) 少於七日需雙方同意，多於七日不可拒絕。
 - b) 必須以書面通知鏢會 (E-mail或 Whatsapp)。聯賽主任會向雙方隊長確認改期，並於聯賽網頁內顯示改期資料。(www.hkdarts.org.hk/league)
 - c) 未經批准，不可同時擁有超過 2 場改期賽事或要求多於 1 場改期賽事。
 - d) 改期賽事必須於14日內另訂新賽期。如未能達到共識，應盡快聯絡聯賽主任。
 - e) 於下午5時後懸掛3號或更高颱風訊號、紅色或黑色暴雨警告。當日賽事即定為改期。雙方隊長需按照本條文商議及安排補賽或在雙方隊長同意及安全情況下於同日補賽。
 - f) 進行改期賽事應將原本的賽事日期寫於分紙上。
- 6) 隊伍的隊員人數沒有上限，可隨意增加；但必須未曾代表其他隊伍出賽。亦需於開賽前辦妥入會手續。

聯賽主任

蕭啟賢

2026年3月16日



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4) League Playing Rules summary:

- a) Darts used during league matches must have a metal tip. (Playing Rule No. 2.1)
- b) League matches shall consist of six singles games, followed by three doubles games, each being the best of three legs of 501 (Open in / Double out). (Playing Rule No. 7.1)

Appendix – For Premier Division Only:

- The player for match 6 (Single Match) must be female.
- The pair for match 7 (Double Match) must include at least one female player.
- c) All playing members shall wear full length trousers or skirts for ladies, shirt with sleeves and proper shoes (Sandals are prohibited.) (Playing Rule No. 3.1) Team captains should not assign those players to play in the league game without proper attire.
- d) No drinking is permitted within the playing area, which extends to THREE feet behind the thrower. All mobile devices should be switched off or set to silenced mode. (Playing Rule No. 3.5 & 3.6)
- e) HKDA membership numbers and Players names must be clearly filled out on the score sheet before commencing any matches. (Short form is acceptable like T.M. Chan or Ming Chan, alias is prohibited.) (Playing Rule 7.3(a))
- f) All matches shall start no later than 8:30pm (Playing Rule No. 7.2). Sequence of play should be according to the score sheet unless agreed by both team captains to accommodate the late-comers. (Playing Rule 7.3(d))
- g) At least two players are required to be in attendance prior to the start of the match. (Playing Rule 7.3(a)), game shall commence within three minutes after being called. If a player is absent a walkover shall be awarded to the opposing team. (Playing Rule No. 7.5(c). Any team conceded 5 games in a match is considered as team to have committed a walkover. Playing Rule No. 7.6)
- h) In the event of a team walkover the non-defaulting team is deemed to have registered a win and shall be awarded eight league points. The defaulting team shall have six league points deducted from its league total. (Playing Rule 9.4)
- i) Sequence of play in a game is determined by a Bull start. Home team goes first and need to retrieve the dart if it lodged on the Side Bull or Bull's eye. (Playing Rule 4.1(a)). In the event that the caller is unable to decide which dart is nearer to the Bull's eye at its point of entry then a re-throw shall be made. (Playing Rule 4.1 (e)).
- j) Remainder score shall be subject to correction until a player of the same team throws his first dart on the next throw. (Playing Rule 5.8)
- k) Team Captains should ensure his team members do not disturb the game in play (Including prompting). (Playing Rule 5.9)
- l) At any point during the throw the thrower may demand of the caller how many he has scored and also the remainder and the caller shall announce loud and clearly. (Prompting on how to score is prohibited.) (Playing Rule 5.10)
- m) If check out points being incorrectly scored due to the caller's incorrect answer, darts shall be removed and re-thrown. (Playing Rule 5.10) In the event that the thrower has already retrieved any dart from the dartboard, the referee shall replace them in the dartboard as near as practicable in the original positions and then invite the thrower to continue his throw. (Playing Rule 4.4)
- n) During doubles games, the first-named player of every pair shall throw first for his team in every leg or this with constitute a foul a leg and automatic loss of that leg (even the game has been checked). Playing Rule 7.3(d))
- o) All scores and special performances should be clearly recorded on the score sheets. If a player conceded is "W/O" and should enter 0:0 in the Actual Score; Game point is 1:0 or 0:1. (Please refer to "How to fill out the score sheets)
- p) Each team captain is responsible for ensuring that his team's score sheet reaches the Association within 7 days of the match. Score sheets can be Whatsapp to 4644-7977 or emailed to league@hkdart.org.hk (Playing Rule 8.2)
- q) Notice of protests concerning the conduct of any match played under the auspices of the HKDA and under these Playing Rules shall be made on the official score sheet and shall be submitted to the HKDA within 7 days of the alleged infraction. Every attempt shall be made to bring the protest to the opposing captain. Full supporting details of the protest shall be submitted to the HKDA within 14 days of the incident. Failure to comply with the provision of this rule may invalidate the protest. (Playing Rule 16.1)

5) Postponements (Playing Rule No. 10)

- a) Within 7 days needs to agree by both team captains, no teams can object a postponement over 7days.
- b) Inform HKDA in written, by email or Whatsapp. League Officer will re-confirm with involved Team Captains



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- and announce the postponement details on HKDA League website. (<http://www.hkdarts.org.hk/league/>)
- c) No team shall be allowed to have more than one outstanding postponement of its seeking or more than 2 postponements at the same time. Except apply by writing before the match and approved by the Committee.
 - d) All postponements should set the new match day within 14days, please inform League Officer immediately should an agreement cannot be reached.
 - e) Match is postponed if Typhoon Signal No. 3 or higher, Red or Black Rainstorm Warning Signal is hoisted after 17:00. Both captains need to discuss and arrange a re-scheduling date for the postponement or play on the same day in safety and agreed by both captains.
 - f) When a re-scheduled match is played, the original match date must be clearly written on the score sheet.
- 6) Number of team members has no top ceiling, but not being transferred from another team within the same league and must be registered before the match.

Kevin Siu
League Officer
16-Mar-2026