What is claimed is:

1. A dart game apparatus that provides a dart game in which players throw darts toward a dart board, comprising:

a speed sensor provided in the dart board to output speed data indicating a measured speed of an object;

a speed detection unit that detects the speed of the dart that the player throws toward the dart board using the speed data received from the speed sensor; and

a display unit that displays the speed of the dart detected by the speed detection unit;

wherein

the speed sensor outputs speed data whenever detecting the speed of the dart, and

the speed detection unit determines that the speed data received from the speed sensor within a predetermined determination period which is a period from a timing at which it is determined that the dart has reached the dart board to a timing a predetermined period before the timing is the speed data corresponding to the speed of the dart.

2. The dart game apparatus according to claim 1, wherein

the speed detection unit determines the speed data received from the speed sensor at a timing closest to the timing at which it is determined that the dart has reached the dart board among one or more pieces of speed data received from the

speed sensor within the predetermined determination period is the speed data corresponding to the speed of the dart.

3. The dart game apparatus according to claim 2, wherein

the speed detection unit determines that the speed data received from the speed sensor after a timing at which it is determined that the dart has reached the dart board when the speed data received from the speed sensor within the predetermined determination period is not present is the speed data corresponding to the speed of the dart.

4. The dart game apparatus according to any one of claims 1 to 3, further comprising:

an impact sensor that detects an impact applied to the dart board, wherein

the speed detection unit regards that a timing at which the impact sensor has detected an impact is the timing at which the dart has reached the dart board.

5. A method of displaying dart speed executed by a dart game apparatus that provides a dart game in which players throw darts toward a dart board, which comprises the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object; and

displaying the detected speed of the dart;

wherein

the speed sensor outputs speed data whenever detecting the speed of the dart, and

the step of detecting a speed of the dart comprises determining that the speed data received from the speed sensor within a predetermined determination period which is a period from a timing at which it is determined that the dart has reached the dart board to a timing a predetermined period before the timing is the speed data corresponding to the speed of the dart.

6. A program that provides a dart game in which players throw darts toward a dart board, the program causing a computer to execute the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object; and

displaying the detected speed of the dart;

wherein

the speed sensor outputs speed data whenever detecting the speed of the dart, and

the step of detecting a speed of the dart comprises determining that the speed data received from the speed sensor within a predetermined determination period which is a period from a timing at which it is determined that the dart has reached the dart board to a timing a predetermined period before the timing is the speed data corresponding to the speed of the dart.

7. A dart game apparatus that provides a dart game in which players throw darts toward a dart board, comprising:

a speed sensor provided in the dart board to output speed data indicating a measured speed of an object;

a speed detection unit that detects the speed of the dart that the player throws toward the dart board using the speed data received from the speed sensor; and

a display unit that displays the speed of the dart detected by the speed detection unit;

wherein the speed detection unit detects the speed of the dart by correcting the speed data on the basis of the speed data received from the speed sensor and the position at which the dart reached the dart board.

8. A dart game apparatus that provides a dart game in which players throw darts toward a dart board, comprising:

a speed sensor provided in the dart board to output speed data indicating a measured speed of an object;

a speed detection unit that detects the speed of the dart that the player throws toward the dart board using the speed data received from the speed sensor;

a display unit that displays the speed of the dart detected by the speed detection unit; and

a foul detection unit that determines whether the player has thrown a dart properly,

wherein

the foul detection unit determines that the player has not performed a foul play when it is determined that the dart has been stuck in a disk surface of the dart board and the speed of the dart is detected by the speed detection unit, and

the foul detection unit determines that there is a possibility that the player has performed a foul play when it is determined that the dart has been stuck in the disk surface of the dart board and the speed of the dart is not detected by the speed detection unit.

9. A method of displaying dart speed executed by a dart game apparatus that provides a dart game in which players throw darts toward a dart board, which comprises the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object; and

displaying the detected speed of the dart;

wherein the step of detecting a speed of the dart comprises detecting the speed of the dart by correcting the speed data on the basis of the speed data received from the speed sensor and the position at which the dart reached the dart board.

10. A method of displaying dart speed executed by a dart game apparatus that provides a dart game in which players throw darts toward a dart board, which comprises the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object;

displaying the detected speed of the dart; and

determining whether the player has thrown a dart properly;

wherein the step of determining whether the player has thrown a dart properly comprises

determining that the player has not performed a foul play when it is determined that the dart has been stuck in a disk surface of the dart board and the speed of the dart is detected, and

determining that there is a possibility that the player has performed a foul play when it is determined that the dart has been stuck in the disk surface of the dart board and the speed of the dart is not detected.

11. A program that provides a dart game in which players throw darts toward a dart board, the program causing a computer to execute the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object; and

displaying the detected speed of the dart;

wherein the step of detecting a speed of the dart comprises detecting the speed of the dart by correcting the speed data on the basis of the speed data received from the speed sensor and the position at which the dart reached the dart board.

12. A program that provides a dart game in which players throw darts toward a dart board, the program causing a computer to execute the steps of:

detecting a speed of the dart that the player throws toward the dart board using speed data received from a speed sensor provided in the dart board to output speed data indicating a measured speed of an object;

displaying the detected speed of the dart; and

determining whether the player has thrown a dart properly;

wherein the step of determining whether the player has thrown a dart properly comprises

determining that the player has not performed a foul play when it is determined that the dart has been stuck in a disk surface of the dart board and the speed of the dart is detected, and

determining that there is a possibility that the player has performed a foul play when it is determined that the dart has been stuck in the disk surface of the dart board and the speed of the dart is not detected.