

# Tournament Rules

A.D.O. (American Darts Organization) Tournament Rules apply.

Signups will close at posted event time.

Match pairings will be called three (3) times only (minimum of five (5) minutes between calls). To have a 2<sup>nd</sup> or 3<sup>rd</sup> call made by the Tournament Control Desk the match registration ticket must be presented for the time to be appropriately marked. No 2<sup>nd</sup> or 3<sup>rd</sup> calls will be made without this ticket.

Should a player "touch" any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed.

Any dart bouncing off, or falling out of the dartboard, shall not be rethrown.

All best of three (3) matches will begin by THROWING THE CORK. The player throwing the cork first will be decided by a coin flip, with the winner having the option of throwing 1<sup>st</sup> or 2<sup>nd</sup>. The player throwing closest to the cork shall throw first in the 1<sup>st</sup> leg. The Loser of the 1<sup>st</sup> leg has the option of throwing the cork first in the 2<sup>nd</sup> leg. If a 3<sup>rd</sup> leg is necessary, the cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the cork.

All best of five (5) matches will begin with a coin flip to determine who has the option to throw 1<sup>st</sup> at the cork. The player throwing closest to the bull will throw 1<sup>st</sup> in the 1<sup>st</sup> leg. Leg starts will then alternate for the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> leg. If a 5<sup>th</sup> leg is necessary a coin flip and cork will determine the starter.

No substitutes shall be allowed after the first round of Doubles/Team play.

No dart may be touched by the thrower, another player, scorer or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed.

Each player is entitled to nine (9) practice darts at the assigned match board prior to a match. No other practice darts may be thrown during the match without the permission of the match referee.

All darts must be thrown by, and from, the hand. The player is allowed a total of three (3) minutes to complete their turn as timed by a tournament official. No darts will be allowed to be thrown after three (3) minutes.

A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be on the higher value of the two (2) segments in question. This includes the outside double ring for the game shot.

It is the responsibility of the player to verify his score before removing his/her darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.

In Doubles/Team events, no player may throw (during a leg) until each of his teammates has completed his/her throw. The **FIRST** player throwing out of turn shall receive a score of **ZERO** points for that round and his/her team shall **FORFEIT** such turn.

The Scorer may inform the thrower what he/she has scored and/or what he/she has left. The scorer **MAY NOT** inform the thrower what he/she has left in terms of number combinations. It IS permissible for a partner, teammate or a spectator to advise the thrower during the course of a match.

The interpretation of these Tournament Rules, in relation to a specific darts event, shall rest with the Local Tournament Organizers, whose decisions shall be final and binding. Protests after the fact shall not be considered.

501 Singles matches will be best of 5. Top 4 matches will play best of 7 and finals matches will play best of 9. Cricket Singles matches will play best of 5 from start through the finals.

## GOOD SPORTSMANSHIP

Shall be the prevailing attitude  
throughout the tournament

