2025 CITY DART TOURNAMENT RULES

The following are guidelines to assist captains solve problems as they arise. Common sense and good sportsmanship should be used to cover any circumstances that pop up during match play and aren't explicitly covered in these rules. Formats below apply to 4-player team event, doubles/singles are traditional double elimination format.

- ✓ Division 1:
    - o 4 games of 501 & 1 team game of 701
    - o Open in/Master out
- ✓ Divisions 2 & 3:
    - o 4 games of 501 & 1 team game of 701
    - o Open in/Open out
- ✓ Divisions 4–7:
    - o 4 games of 301 & 1 team game of 501
    - o Open in/Open out

- ✓ All Divisions:
    - Players start with 501/301 and must reach zero to win the game
    - Freeze rule applies but players may win game on a tie
        - o Freeze rule:
            - ▪ If the combined score of players on the opposing team is lower than your partners score, you are frozen and cannot take out the game
            - ▪ If you take reach a score of "0" while frozen, the opposing team is awarded the win
    - It is legal to lean over, step on, and cross the line, provided the player's foot does not contact the ground beyond the line before the dart contacts the board
        - o If a player's foot contacts the ground beyond the dart line prior to the dart reaching the board, it is a foul and the dart does not count
    - Each player throws a maximum of three darts per turn; however, it is not required to throw all three in each turn
    - If you have 5 players on your roster, you may change any players between matches. Once a match begins, the roster is locked and may not be adjusted until the match is completed. No roster manipulation is permitted mid-match.

- ✓ Scoring:
    - Player advantage rule is in effect
        - o If you throw a dart that sticks in the board but does not register correctly (or at all), the throw should be manually adjusted at the board
        - o If the dart does not stick in the board, it may not be adjusted
        - o **DO NOT REMOVE THE DARTS PRIOR TO CORRECTING & SCORING THE DART**
            - ▪ Darts must remain in the board until the throw has been confirmed by both teams and adjusted to reflect correctly
    - Backup feature:
        - o If any dart scores incorrectly, the turn will need to be backed up to correct
            - ▪ After each team confirms the error, press the up arrow and the board will ask if you want to cancel the last dart. Choose "yes" and then correctly score the dart while it's still in the board. You may need to back up multiple darts following the same process, do not remove any darts until all three are scored correctly
        - o If a dart sticks in the dart board but does not register as anything, the dart can simply be tapped in at the board – after both teams confirm the adjustment needs to be made
    - If a dart is thrown and impacts the board prior to the player change completing, this dart is dead and may NOT be rethrown or altered

- If the "segment stuck" message is displayed, the player must remove the stuck dart before continuing
  - In this situation, both teams must confirm the incorrect score prior to the throw being fixed

✓ Players darts must meet the following specifications:
- Soft tips (plastic)
- Total constructed dart length cannot exceed 8"
- Flights must not exceed 3/4" from shaft to flight edge
- Flights may not have more than four wings
- Maximum of 20g weight fully constructed
- Tips need to be complete, no cut off or broken tips may be purposely thrown
- No player may use rosin or any foreign substance
- Each player is responsible for confirming the appropriate name displayed before throwing darts:
  - If a player begins throwing under the wrong name and notices mid-turn, the darts can be backed up and reshot by the correct player (mistakes happen…)
  - If all three darts are thrown while a player is shooting on the wrong name the turn is then lost and may not be corrected
  - If a player "wins" a game shooting under the wrong name, the game is forfeited, and the win is awarded to the opposing team

Divisions 1-3:
- 501: H1, V1, H2, V2
- 501: V4, H4, V3, H3
- 501: H2, V3, H4, V1
- 501: V2, H3, V4, H1
- 701: H4, V1, H3, V2, H2, V4, H1, V3

Divisions 4-7:
- 301: H1, V1, H2, V2
- 301: V4, H4, V3, H3
- 301: H2, V3, H4, V1
- 301: V2, H3, V4, H1
- 501: H4, V1, H3, V2, H2, V4, H1, V3

Teams flip or diddle to establish home/away for each match
- Winner of flip/diddle is awarded the choice of home or away
  - If either team does not want to flip, diddle is the default method to establish choice of home/away
- Losing team of any given game is awarded the start of the following game

ALTERCATIONS WILL NOT BE TOLERATED – YOU WILL BE ASKED TO LEAVE IMMEDIATELY AND YOUR TEAM FORFEITS ALL GAMES PREVIOUSLY SHOT AS WELL AS REMAINING GAMES AND ENTRY FEE

All rules are sole discretion of Amusement Devices. Please bring any questions, disagreements, or clarifications that may be needed to Andrew for official ruling

Most importantly – HAVE FUN!!