

# 2023 CITY DART TOURNAMENT RULES

THE FOLLOWING RULES ARE SET AS A GUIDELINE TO HELP THE CAPTAINS SOLVE A PROBLEM WHEN A DISAGREEMENT ARISES. COMMON SENSE AND **GOOD SPORTSMANSHIP** ARE TO BE USED TO COVER ANY QUESTIONS THAT MAY ARISE DURING A MATCH AND NOT COVERED EXPLICITLY IN THESE RULES. THESE ARE GENERAL RULES, WHICH COVER THE FOUR PLAYER TEAM EVENT.

- ✓ TEAM GAME IS "01".
- ✓ DIVISION 1,2 & 3 501- 4 GAMES & 1 TEAM GAME 701 MASTER OUT (DOUBLE –TRIPLE – BULL).
- ✓ DIVISION 4-11 301 – 4 GAMES & 1 TEAM GAME 501 OPEN IN/OPEN OUT
  - ALL PLAYERS START WITH 501/301 AND ATTEMPT TO REACH 0.
  - WHEN ANY PLAYER REACHES "0", THE GAME IS OVER. THE WINNING TEAM IS THE TEAM WITH THE LOWEST COMBINED SCORE (BOTH TEAM MEMBERS). IF THE GAME SCORES ARE TIED, THE TEAM THAT REACHES "0" WINS. YOU MAY GO OUT ON A TIE.
  - IT IS LEGAL TO LEAN OVER THE LINE. PLAYERS MAY STEP ON BUT NOT ACROSS THE LINE.
  - EACH PLAYER THROWS A MAXIMUM OF THREE DARTS PER ROUND, IT IS NOT REQUIRED THAT A PLAYER THROW ALL THREE DARTS ON EVERY TURN.
  - IF YOU HAVE 5 LISTED ON YOUR ROSTER YOU CAN SWITCH PLAYERS BUT ONLY AT A NEW ROUND NOT DURING ANY MATCHES. THE PLAYER THAT STARTS THAT ROUND FINISHES THAT WHOLE ROUND CAN NOT SWITCH IN THE MIDDLE OF A ROUND.
- ✓ SCORING:
  - PLAYER ADVANTAGE RULE IS NOW IN EFFECT.
    - THIS MEANS THAT IF A PLAYER THROWS A DART AND IT STICKS IN THE BOARD BUT SCORES INCORRECTLY OR NOT AT ALL, THE PLAYER MAY APPROACH THE BOARD AND MANUALLY SCORE THE DART OR USE THE BACKUP FEATURE TO CORRECT THE DART. **DO NOT REMOVE THE DARTS PRIOR TO CORRECTING & SCORING THE DART.**
      - SCENERIO 1: A PLAYER THROWS ALL 3 DARTS AND ONE OF THE DARTS STICKS BUT DOESN'T REGISTER A SCORE. IF IT'S THE LAST DART, JUST PUSH THE DART WITH YOUR HAND TO REGISTER IT. IF IT'S THE FIRST OR SECOND DART, THE PLAYER CAN USE THE BACKUP FEATURE AND MANUALLY SCORE THE DART.
      - SCENERIO 2: A PLAYER THROWS AND ONE OF THE DARTS IS STUCK IN THE "20" BUT REGISTERS AS A "1". THE PLAYER CAN USE THE BACKUP FEATURE TO CORRECTLY SCORE THE DART.
      - **ANY DART THROWN THAT DOES NOT STICK IN THE BOARD MAY NOT BE MANUALLY SCORED!**
    - USING THE BACKUP FEATURE: AFTER MAKING THE OTHER TEAM AWARE OF THE MIS-SCORE, **DO NOT PULL YOUR DARTS OUT.** PRESS THE UP ARROW, THE BOARD WILL ASK YOU IF YOU WANT TO CANCEL THE LAST DART. CHOOSE YES AND THEN CORRECTLY SCORE THE DART WHILE IT IS STILL IN THE BOARD. IF IT WAS THE FIRST OR SECOND DART, BACK UP TO THAT THROWN DART, CORRECTLY SCORE IT AND THEN MANUALLY SCORE THE REST OF YOUR DARTS TO COMPLETE YOUR TURN.
    - IF A DART IS THROWN BEFORE THE "THROW DARTS" MESSAGE LIGHTS, THE DART IS CONSIDERED THROWN AND MAY NOT BE THROWN AGAIN.
    - IF MACHINE DISPLAYS A "SEGMENT STUCK" MESSAGE, THE PLAYER MUST REMOVE THE STUCK DART BEFORE CONTINUING.
  - ✓ PLAYERS MAY USE THEIR OWN DARTS IF THEY MEET THE FOLLOWING SPECIFICATIONS. NO PLAYER MAY USE ROSIN OR A FOREIGN SUBSTANCE.
    - THEY MUST BE PLASTIC TIP DARTS

- FLIGHTS MAY BE ANY LENGTH SO LONG AS THE DART DOES NOT EXCEED 8" TOTAL LENGTH. FLIGHTS MUST NOT EXCEED 3/4" FROM SHAFT TO FLIGHT EDGE AND MAY NOT HAVE MORE THAN FOUR WINGS.
  - THEY MUST NOT EXCEED 20 GRAMS EACH IN WEIGHT.
  - DARTS MAY NOT HAVE BROKEN OR CUTOFF TIPS.
- ✓ IT IS EACH PLAYERS RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING THE APPROPRIATE PLAYER'S NAME PRIOR TO THROWING ANY DARTS:
- IF A PLAYER THROWS WHILE THE MACHINE IS DISPLAYING ANOTHER PLAYER'S NAME AND PLAY HAS NOT ADVANCED TO THE NEXT PLAYER.....THE MACHINE CAN BE BACKED UP TO CANCEL THE THROWN DARTS. TO DO THIS – PUSH THE "UP" BUTTON AND THE MACHINE WILL ASK YOU IF YOU WANT TO CANCEL THE LAST DART. CHOOSE YES FOR THE INCORRECT # OF THROWN DARTS. (MAXIMUM BACK UP IS 3 DARTS) THIS WILL RETURN TO THE START OF THE PLAYER'S TURN. THE CORRECT PLAYER MAY NOW SHOOT THEIR DARTS.
  - IF A PLAYER THROWS ALL 3 DARTS WHEN IT IS THEIR PARTNERS TURN WITHOUT IT BEING NOTICED UNTIL IT IS ACTUALLY THAT PLAYER'S TURN (IE: PLAYER 1 SHOOTS UNDER PLAYER 3'S NAME BUT DOESN'T REALIZE IT UNTIL THE MACHINE ADVANCES TO PLAYER 1'S TURN, PLAYER 1 LOSES THAT TURN AND PLAY ADVANCES TO THE NEXT PLAYER)
  - IF A PLAYER THROWS DARTS WHEN THE MACHINE IS DISPLAYING THEIR PARTNER'S NAME AND ENDS THE GAME BEFORE THE INFRACTION IS NOTICED, THAT TEAM LOSES THE GAME. THIS MUST BE NOTED ON THE SCORE SHEET.
- 1) YOU MAY GO OUT ON A TIE
  - 2) **ALTERCATIONS WILL NOT BE TOLERATED – YOU WILL BE ASKED TO LEAVE IMMEDIATELY AND YOUR TEAM FORFEITS ALL SHOT AND REMAINING GAMES AS WELL AS THEIR ENTRY FEE.**
  - 3) ANY OF THE ABOVE RULES ARE AT SOLE DISCRETION OF AMUSEMENT DEVICES AND ARE PUT IN PLACE TO BE FOLLOWED!

**GOOD LUCK & HAVE FUN!!!**

IF YOU HAVE ANY FURTHER QUESTIONS, PLEASE SEE KELLY