



## Official Regulations

### 1. Format

- i. The events will be run on a single knockout basis.
- ii. No player who has been eliminated shall substitute or be reinstated, unless a clear breach of any rule has been determined by the Tournament Director.
- iii. Games will be played under the supervision of a designated Board Marshal, Referee and/or Marker.

### 2. Scoring & Finishing

- i. Players will throw for the bull before the start of any game in the order their names appear on the draw screen/sheet. The winner will throw first in the odd numbered legs (e.g. 1, 3, 5 etc.) with the loser throwing first in the even numbered legs (e.g. 2, 4, 6 etc.).
- ii. Each leg shall be played with a straight start from 501 to the finish at zero which must be on a "Double".
- iii. The "Bust" Rule shall apply, namely if a Player scores more than the number required then that score shall not count and the Player's score shall revert back to the score the Player had prior to the Opponent's last throw.
- iv. A Game Shot called by a Referee is valid only if the thrown darts achieve the required finish and remain in the dartboard until retrieved by the Player whose throw it was at the time of calling the Game Shot. A leg is not completed until all darts are retrieved from the dartboard by the Player who has thrown.
- v. If a Game Shot called by a Referee is declared invalid then the throwing Player shall have the right to continue the Throw which is in progress in an attempt to achieve the required finish.
- vi. Any dart or darts mistakenly thrown by a Player after scoring the Game Shot shall not be counted as the respective leg, set or match is concluded by the Game Shot.
- vii. No indication of the required double to make the Game Shot shall be given by the Marker or the Referee (namely, for instance, "32 required" is permitted but not "Double 16 required").
- viii. Only the Referee or Marker will be allowed to enter scores into the electronic score board during play.



- ix. The Board Marshal will have the final say in all matters relating to starting and finishing.

### **3. Registration**

- i. Any players who enter but decide withdraw must inform the Tournament Director immediately so a replacement can be sourced.
- ii. Entries can be re-sold to other non-registered competitors by the player right up to and including one hour before the tournament starts. Any spare spaces will then be re-sold by the Tournament Director to players on the reserve list.
- iii. Players who enter and then subsequently withdraw without sourcing a replacement will not be entitled to a refund of their entry fees.
- iv. All players are required to report to the Tournament Director at least one hour before your scheduled time on the draw screen/sheet.
- v. Players should be in attendance at their assigned Match board when their Match is due to be played and when they are due to mark a Match. Failure to do so may render the Player liable to disqualification and prize money withheld.

### **4. Draw**

- i. One single open draw will be made when the tournament is full; no more than one month before the scheduled day of the tournament.
- ii. There will be no seeds at any stage of the tournament; regardless of ability, ranking or previous results in the tournaments.
- iii. All subsequent rounds of the tournament will follow a tree structure until completion with the Final.
- iv. Draw charts will be uploaded to [www.plymouthdarts.org.uk](http://www.plymouthdarts.org.uk) and will also be on display at the tournament venue.
- v. Any spaces that are unable to be filled before the commencement of play will be occupied with a bye.
- vi. The games will be played in the order they appear on the draw sheet on the designated board until completion.
- vii. All results should be reported to the Board Marshal and/or Tournament Director on completion of the game by the winning player.

### **5. Practice**

- i. All players are entitled to practice on any of the designated practice boards from 10:30am until completion throughout the day.



- ii. Designated match boards can be practiced on from 10:30am until commencement of the tournament at 12pm.
- iii. Labelled practice boards will be available throughout the day for players to use until completion of the tournament.
- iv. On completion of the board finals, match boards will be available for players to practice on until completion of the tournament.

## 6. Equipment

- i. Standard height from the floor to the bullseye on the dartboard is 5 feet 8 inches, while the oche (distance between the front of the board and the toeline) will measure 7 feet 9.25inches.
- ii. A raised oche of at least 38mm high will be placed into position on all throws that are in play during the tournament.
- iii. Players shall provide their own darts which shall not exceed an overall maximum length of 30.5 cms (12ins) nor weigh more than 50 grams. Each dart shall consist of a needle shaped point which shall be fixed to a barrel. At the rear of the barrel shall be an attached flighted stem which may consist of up to a maximum of three separate pieces (namely any combination of; a flight, a flight securing device and a stem).
- iv. Match dartboards will be provided on all throws that are being used for tournament play.
- v. Match throws will be numbered in consecutive order.
- vi. An electronic scoreboard will be supplied by the venue for all boards that are in play throughout the day.
- vii. Adequate lighting will be shone onto the dartboards in a suitable way to cause the least amount of shadowing on the board.

## 7. Throw

- i. All darts must be deliberately thrown in an over arm fashion, one at a time, by and from the Player's hand.
- ii. A "Throw" shall consist of a maximum of three darts thrown consecutively (without interruption for any throw by any other Player) by a Player unless a leg, set or match is completed in less than three darts thrown by that Player.
- iii. Any dart bouncing off or falling out of the dartboard prior to being retrieved by the throwing Player after that Player's Throw does not count and shall not be rethrown.



- iv. A Player wishing to throw a dart, or darts, from a point on either side of the raised Oche must keep his feet behind an imaginary straight line, the position of which shall be adjudged by the Referee, extending on either side of the raised Oche.
- v. Each player is obliged to turn and walk down the right hand side of the oche after retrieving their darts; unless specifically agreed between both players.
- vi. No person other than the Referee, Marker and Board Marshal shall enter the throwing area whilst games are taking place.

#### **8. Remuneration**

- i. All remuneration will take place when a player has completed their participation in the tournament.
- ii. Players who make the money stages – in line with the advertised payment structure – should make themselves known to the Tournament Director to collect payment.
- iii. Payment of prize money will either be in cash or as a cheque at the discretion of the Tournament Director.
- iv. Any prizes for highest finish of the day (HSO) will be paid upon completion of the tournament. The prize will be donated to a local charity if a player is not in attendance to collect the HSO prize upon completion of the tournament.

#### **9. Refreshments**

- i. Refreshments can be purchased at the bar all day.
- ii. Refreshments need to be paid for in advance before consumption.
- iii. Only refreshments, including any alcoholic drinks and food, that are purchased at the venue may be consumed on or around the premises, unless prior discretion has been sought from venue management.
- iv. Venue management have the jurisdiction to disqualify players if players, or associates of players, are in breach of any section of Clause 9.

#### **10. Smoking & Anti-Doping**

- i. Players and associates will be able to smoke in designated areas only in or around the premises of the venue.
- ii. There is a zero tolerance policy with regards to ingesting illegal drugs on or around the premises of the venue. Any player or associate caught with illegal drugs will be reported to the police.



- iii. Venue management have the jurisdiction to disqualify players if players, or associates of players, are in breach of any section of Clause 10.

#### **11.Disputes**

- i. Any disputes shall initially be escalated to the Referee in the first instance.
- ii. Any unresolved disputes will be handled by the Board Marshal.
- iii. The final decision with regards to any disputes will be with the Tournament Director.