

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. ANY UNRESOLVED ISSUES SHOULD BE BROUGHT TO THE ATTENTION OF THE TOURNAMENT DIRECTOR. THESE ARE GENERAL RULES, WHICH COVER THE FOUR PLAYER TEAM EVENT.

- 1) TOURNEY GAME IS "01". DIVISION 1 - 501 MASTER OUT (DOUBLE –TRIPLE – BULL). DIVISION 2 & 3 501 OPEN OUT. ALL OTHERS WILL BE 301 OPEN IN & OPEN OUT. LAST GAME FOR DIV 1 – 3 IS 701; ALL OTHERS 501.
 - a) ALL PLAYERS START WITH 501/301 AND ATTEMPT TO REACH 0.
 - b) FREEZE RULE IS IN EFFECT & TURNED ON IN THE BOARD. MAY GO OUT ON A TIE.
 - c) EACH PLAYER THROWS A MAXIMUM OF THREE DARTS PER ROUND, IT IS NOT REQUIRED THAT A PLAYER THROW ALL THREE DARTS ON EVERY TURN.

- 2) SCORING:
 - a) PLAYER ADVANTAGE RULE IS IN AFFECT FOR THIS TOURNAMENT. THIS MEANS THAT IF A THROWN DART HITS THE BOARD AND STICKS BUT DOES NOT SCORE OR SCORES INCORRECTLY, THE PLAYER MAY MANUALLY SCORE THE DART OR BACK UP THE BOARD TO CANCEL THE INCORRECT SCORE AND THEN MANUALLY SCORE THE DART. DO NOT REMOVE ANY OF THE DARTS WHEN CORRECTING A SCORE. BACK- UP PROCEDURE – PUSH THE "UP" BUTTON AND THE MACHINE WILL ASK YOU IF YOU WANT TO CANCEL THE LAST DART. SELECT "YES" AND THEN MANUALLY PUSH THE DART TO SCORE IT.
 - b) IF A DART BOUNCES OFF THE BOARD, IT IS CONSIDERED THROWN EVEN IF IT DOES NOT SCORE. IT MAY NOT BE THROWN AGAIN.
 - c) IF A DART IS THROWN BEFORE THE "THROW DARTS" MESSAGE LIGHTS, THE DART IS CONSIDERED THROWN AND MAY NOT BE THROWN AGAIN.
 - d) IF THE MACHINE DISPLAYS A "SEGMENT STUCK" MESSAGE, THE PLAYER MUST REMOVE THE STUCK DART BEFORE CONTINUING.

- 3) PLAYERS MAY USE THEIR OWN DARTS IF THEY MEET THE FOLLOWING SPECIFICATIONS.
 - a) THEY MUST BE PLASTIC TIP DARTS
 - b) 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.
 - c) THEY MUST NOT EXCEED 20 GRAMS EACH IN WEIGHT.

- 4) IT IS EACH PLAYERS RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING THE APPROPRIATE PLAYER'S NAME PRIOR TO THROWING ANY DARTS:
 - a) IF A PLAYER THROWS WHILE THE MACHINE IS DISPLAYING ANOTHER PLAYER'S NAME: 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.
 - b) IF A PLAYER THROWS DARTS WHEN THE MACHINE IS DISPLAYING THEIR PARTNER'S NAME AND ENDS THE GAME BEFORE IT IS NOTICED, THE WIN WILL BE AWARDED TO THE OTHER TEAM.
 - c) 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)

- 5) IN THE EVENT THAT AN ISSUE ARISES THAT NEEDS TO BE RESOLVED BY THE TOURNAMENT DIRECTOR, PUSH THE "UP" BUTTON ON THE DART BOARD TO "PAUSE" THE GAME. THEN HAVE BOTH CAPTAINS FROM THE TEAMS INVOLVED IN THE MATCH GO TALK TO THE TOURNAMENT DIRECTOR. DECISIONS MADE BY THE TOURNAMENT DIRECTOR ARE FINAL.