

# **Florida Dart Association**

## **Section VI**

### **TOURNAMENT RULES**

## **I GENERAL**

- A. All players/teams shall play by these rules and, where necessary any supplemental rules stipulated by the local tournament organizers shall supercede.
- B. Good sportsmanship shall be the prevailing attitude throughout the tournament. FDA By-laws, Article V, Section B and Article VIII, Sections B, C & D of the State Team Championships guidelines shall govern conduct at all FDA sanctioned tournaments. Additional conduct requirements may be imposed by local organizers without recourse to the FDA.
- C. A participant cannot be denied entry to an FDA sanctioned tournament for reasons of color, race, creed, gender, sexual preference or national origin. Violations to federal, state or local laws on discrimination are the responsibility of the local organizers and not that of the FDA.
- D. Any player/team, who, during the course of any event, fails to comply with any of these tournament rules, shall be subject to disqualification from that event or tournament.
- E. The interpretations of these rules, in relation to a specific dart event, shall rest with the local tournament organizers, whose decisions shall be final and binding. Protest after the fact shall not be considered.
- F. Gambling is neither permitted nor sanctioned by the FDA.
- G. The FDA will, in the course of tournament sanctioning, ensure to the best of its ability, that the sponsor association for a dart event has the funding and or sponsorship necessary to support the advertised cash prize structure for the same. The manner and matter of tournament prize payment shall be the responsibility of the perspective sponsor association and not that of the FDA, except as stated in these rules.
- H. All prize payouts must be in the form of US currency. Association checks, personal checks or any other form of payment is unacceptable.
- I. The FDA assumes no responsibility for accident or injury on the premises.
- J. Any violation of state, city or local governing laws, including, but not limited to, local health ordinances are the responsibility of the sponsoring association. The FDA shall be held harmless to these violations.
- K. Shoes and shirts must be worn by all participants in the tournament. Tournament organizers may impose additional requirements, which shall supercede these rules. Sandals, flip-flops etc. are considered "shoes".
- L. The FDA reserves the right to add to or amend any, or all of the FDA Tournament Rules, at any time for any purpose deemed necessary.

## **II PROCEDURAL**

- A. Decisions regarding the prize structure and event schedule are determined by the local organizers.
- B. The method of player registration and the choice of match pairing system shall be left to the discretion of the local tournament organizers.
- C. Match pairings for each event must be made by a blind draw system; there will be no placing or seeding of any players or teams.
- D. All events must be single elimination brackets, except blind draw events.
- E. Blind draws can be either single or double elimination.
- F. It will be the option of the local association as to if a woman may play in both open and ladies events, or if they have to choose to play in either but not both.
- G. No player may participate in more than one team in any respective darts event. Men or women may be recycled without further payment. To do this, only losers from the first round of play, may be chosen by luck of the draw to play again. Players may only be recycled once.
- H. Tournament boards are reserved for assigned match pairings only, boards are not to be used for practice, unless so designated by the tournament organizers.
- I. A nine dart “warm-up” is the maximum allowance per player.
- J. Match pairings will be called three times only (minimum of five minutes between calls). Should a player/team fail to report to the assigned board with the fifteen minutes allotted time, a forfeit will be called.
- K. Players and scorers only, are allowed inside the playing area. Opposing players must stand at least two feet behind the player at the line.

## **III THE THROW**

- A. All three darts must be thrown by and from the hand.
- B. A throw shall consist of all three darts, unless a game is completed in a lesser amount.
- C. If a game out shot is hit with the first or second dart, any darts thrown after the fact will be disregarded.
- D. Any dart “bouncing” off, or falling out of the dartboard shall not be rethrown, with the exception of throwing a cork to start a match.

## **IV STARTING AND FINISHING**

- A. All matches will begin by throwing the cork. The player throwing the cork first will be decided by a coin flip, with the winner of the coin toss having the option of throwing first or second. The player throwing closest to the cork shall throw first in the first leg of the match. The loser of the first leg has the option of throwing the cork first in the second leg. If a third leg is necessary, the cork will be thrown again, with the loser of the original coin toss having the option of throwing first for the cork.
- B. If the first thrower has thrown a single or double cork, the person throwing second has the option of asking that that dart be removed. A dart must remain in the board to count, if a player bounces a dart, additional throws may be made when throwing the cork until such time as the players dart remains in the board.
- C. Should the second thrower dislodge the dart of the first, a rethrow shall be made with the second thrower now throwing first.

#### **IV STARTING AND FINISHING-CONTINUED**

- D. Re-throws shall be called if the scorer cannot decide which dart is closest to the cork, or if both darts are in the same section of the cork.
- E. Should a re-throw be necessary, the order of throw is reversed until a decision can be made. Decision of the scorer is final.
- F. In all events, each leg shall be played with a straight start (no double required) and a double required to finish, unless otherwise stated by the local tournament organizers.
- G. For the purpose of starting and finishing a game, the inner cork is considered to be a double twenty-five.
- H. Fast finishes, such as three-in-a-bed, 222, 111, etc. do not apply.
- I. A game is concluded at such time as a player/team hits the double required to reduce the remaining score to zero. Any and all darts thrown subsequently, shall not count.
- J. It is permissible for the player finishing a leg to throw for the cork to start the next game. It is also permissible for one member of a team to throw for the cork and have his teammate start the game.
- K. It is permissible for a team to participate with fewer than the required number of player(s), provided that team forfeits a turn in each rotation, equal to the number of missing players. The missing player(s) may not join a game in progress, but is allowed to participate in any remaining legs in that match.
- L. No substitutions shall be allowed after the first round of play.

#### **V SCORING**

- A. For a dart to score it must remain in the board approximately three seconds after the third or final dart has been thrown by that player.
- B. The tip of the dart must be touching the bristle portion of the board in order for that dart to be counted as scored.
- C. No dart may be touched, by the thrower, another player, or scorer, or spectator, prior to the decision of the scorer.
- D. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
- E. In the game of "01" the bust rule shall apply, if a player scores one less, equal or more points than needed to reach zero, he has busted, his throw reverts back to the score required prior to the beginning of his throw.
- F. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board.
- G. Errors in arithmetic in an '01 game must stand as written unless corrected prior to the beginning of that players next throw. In the case of team games, such errors must be rectified prior to the next turn of any player on that team.
- H. Errors in arithmetic in a Cricket game must stand as written unless corrected prior to the next players 1<sup>st</sup> dart being thrown.
- I. In team events no player may throw until each of his teammates has completed his throw. The first player throwing out of turn shall receive a score of zero for that turn and shall forfeit that turn.
- J. The scorer shall mark the board so that scores made are listed in the outer columns of the scoreboard, and the score remaining should be listed in the inside columns.
- K. The scoreboard must be clearly visible in front of the player at the hockey.
- L. The scorer may inform the thrower what he has scored, and/or what he has left. He may not inform the thrower what to throw at, or what he has left in number combinations (double eight etc.).

## **V SCORING-CONTINUED**

- M. It is permissible for a partner, teammate, coach, or spectator to advise a player during a match. It is not necessary that the person steps back off the line. Any indication of the need for assistance will be appropriate.

## **VI EQUIPMENT**

- A. Darts used in a tournament shall not exceed an overall length of 30.5cm(twelve inches) and not weigh more than fifty grams per barrel. Each dart shall consist of a recognizable point, barrel and flight or feathers.
- B. Dartboard
  - 1. Shall be the standard eighteen (18) inch bristle board of the type approved by the American Darts Organization and FDA and shall be of the standard "20 #" clock pattern.
  - 2. The scoring wedge indicated by the 20 shall be darker of the two wedge colors and must be the top center wedge.
  - 3. The inner narrow band shall score triple the segment number
  - 4. The outer narrow band shall score double the segment number.
  - 5. The outer bull/cork shall score twenty-five, and the inner bull/cork shall score fifty.
  - 6. No alterations or accessories may be added to the board or board setups.
- C. Board Setup
  - 1. The board height shall be 5'8" from the floor to the center of the bull or 9' 7.5" measured from the center of the bull to the back of the raised hockey at the floor level.
  - 2. The minimum throwing distance shall be 7'9.25".
  - 3. Whenever possible a raised hockey, at least 1" high and 3' long shall be placed in position at the minimum throwing distance, and shall measure from the back of the raised hockey 7'9.25" along the floor to a plumb line at the face of the dartboard.
  - 4. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the darts.

## **VII SCOREKEEPERS**

- A. Whenever possible scorekeepers should be used.
- B. If one player desires a scorekeeper, and the other player does not, then the player desiring a scorekeeper shall prevail.
- C. A scorekeeper shall stand as close as possible to the scoreboard.
- D. A scorekeeper's physical movements shall be limited as to not distract the players.
- E. A scorekeeper shall not smoke, drink or converse while in the act of scoring.