

Darts

DATE	LOCATION	FORMAT
Thursday, 09/17	Birdeez	Team 301, Double Elimination

TEAM REQUIREMENTS

- A team will consist of one man and one woman.
- Teams must check in with rosters and waivers 30 minutes prior to their first game.

RULES

Timing and Scoring

1. GAME FORMAT will be team 301 open in/open out. The bull's eye outer ring is worth 25, and the inner is 50.
2. MATCH FORMAT will be best two out of three games.
3. The dart machine must be set to 301.
4. THE DART MACHINE IS ALWAYS CORRECT. If you feel the dart machine is having problems, contact the tournament director.
5. Manual point entry is not allowed. Any adjustments must be made by the tournament director.
6. The dart does not have to stay in the target to count. The machine will automatically count most darts that hit in matrix area. Automatic sensors will detect darts that miss the target area and count them as thrown darts.
7. Game time is forfeit time.

Miscellaneous

8. The team that shoots first will have position 1 in the rotation; the opposing team will have position 2.
9. Once the match is over, the winning team's captain must notify tournament coordinator of the results.
10. Under no circumstance may a dart be rethrown.
11. Official throwing distance for soft-tipped darts is eight feet.
12. Players' feet must remain behind the front edge of the throw line (edge that is closest to the machine). Players will be given one warning per game. Repeated foot fouls in the same game will result in loss of next turn.
13. Players have up to three darts per turn. Players may opt to pass any number of darts (usually done when frozen).
14. Players may use their own darts. They must be soft tipped & the weight of each dart may not exceed eighteen grams. Location will supply house darts.
15. **Players must pull darts before pressing the player change button. This prevents false scoring.**
16. Each player is responsible for ensuring that the machine has advanced to their position, the green throw light is on, and the dart accumulator shows three darts prior to beginning their turn.
17. Only team captains may advise players. Only shooter & team captains may be in the throwing area.
18. Both teams must select a player to cork the board. The team that is closest to the bull's eye will shoot first. After the first game is played, the losing team of the prior game will shoot first in the next game. If the match requires a third game, the teams will cork the board for the final game.