

DARTS

1. The rules listed in this section shall be the official rules for all ALBERTA 55 PLUS sanctioned events.

2. ***Age Categories and Events***

Age groups, events and competition procedures for an Alberta 55 Plus Games are specified in the current Games Activity Information Book.

3. **General Overview**

The game of “01” is the classic game of Darts, played worldwide. The “01” refers to the fact that the game is played from a certain number of points, always ending in “01”. For example, the common tournament game of 501 (pronounced “Five-Oh-One”) is played from 501 points. Other variations are 301, 601, 801, 1001. The higher point games are usually played by teams.

The object of the game is simple... each player starts with the same score (501, for example) and the first to reduce his score to zero wins.

4. **Equipment**

- a) The dartboard shall be a standard 18” bristle board, and shall be of the standard 1 - 20 clock pattern. The centre of the bull is 5’8” from the floor in plumb line.

- b) Darts used in tournament play shall not exceed an overall maximum length of 30.5cm (12in.), nor weigh more than 50gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

- c) The Toe Line or “hockey” is 7’9¼ ” from a point vertically below the board, measured along the floor. The toe line must be clearly marked and should be three feet long, running parallel to the board.

5. **Game Play**

- A nine darts warm-up is the maximum allowed per player before each game.
- Each game will consist of 3 legs where each leg will count as 1 point. All three legs must be played in each game.
- Shooters and scorekeepers only are allowed inside of the playing area.
- Players must toe the throwing line or stand behind it. The front of the line must not be trodden on. The entire throw will be lost if this rule is infringed.

- a) Players take turns throwing three darts each and subtract all points scored from their own beginning score (501). Each player removes his darts and marks his score before the opponent throws. Darts that bounce off or miss the board do not score and cannot be re-thrown that turn.

b) **Game Shot.** To win, you must reach zero before your opponent, but you must also reach exactly zero, and the dart that brings the score down to zero must be a double. Doubles consist of the numbers in the outside narrow scoring band and the center (small) bulls-eye, which counts as 50 points and is an actual double of the outer 25-point bull. (For instance, if you have 2 points left, you must hit a double-1 to bring the score down to zero. From 18 points, a double-9 would work. If you have an odd number left (a number that cannot be divided by 2), then darts must be thrown to reduce the score to an even number, before throwing at a double. For instance, there is no possible double out from 19, so a way to finish would be to throw a single-3 first, reducing the score to 16. The 16 can then be "taken-out" by throwing a double-8.)

c) If a player throws a dart and scores more than the number of points required, then this score is not recorded and the player is said to have "Bust" (For instance, if a player needs 12 to win the leg, he aims at the double 6. If he/she scores 6 with the first dart and 10 with the second, the total is 16 and he/she is "bust" The score is not counted and he/she is regarded as still needing 12. Similarly, if a player scores one less than the number required, he ceases throwing and is considered to need the same number of points as before because it is impossible to score 1 with a double.

d) The games of 501, 601, 801, 1001, etc. are all played the same way, except for starting with more points. The game of 301 is different, however. Because of the potential for a very short game, 301 has an added difficulty...the game must start with a double. That is, each player must hit a double (any double) to start scoring. Each player's scoring begins with the score of the first dart that hits a double. All other games besides 301 do not require "doubling in".

e) For a dart to score, it must remain in the board for 5 seconds after the player has thrown the third dart. The point where the dart enters a number will determine the score and the point must touch the bristle of the board to count. A dart that sticks in the back of another dart does not score.

f) The thrower, another player or the scorekeeper or a spectator prior to the decision of the scorekeeper may touch no dart.

g) Darts must not be removed from the board until the scorekeeper and shooter have agreed on the score. Should a dart be removed and a discrepancy result, the scorekeeper's decision is final.

h) The scorekeeper may inform the shooter what has been scored and/or what score remains only if the shooter requests it and if the score is 180 or under. The scorekeeper may not inform the shooter what double to shoot.

i) It is the responsibility of the player to verify his score prior to his darts being removed from the board. The score remains as written if one or more darts have been removed

j) Corrections in the score must be made before the player shoots again.

k) All players must supply their own darts.

Both Singles and Doubles competitions will consist of 501 point games where the “double out” ruling is in effect. **Each game will consist of 3 legs where each leg will count as 1 point. All three legs must be played in each game.** Note: the “double in” ruling is not in effect for Singles or Doubles competition.

During playoffs (club/area/zone) a single round robin or modified round robin format shall be used. After the completion of round robin or modified round robin, player with the greatest number of game points (refer to #3 above), shall be declared the winner.

At the Provincial Games, tournament play for each event shall be a single round robin (7 games with 3 legs in each game). After the completion of the single round robin, the player/team with the greatest number of game points (refer to #3 above) will obtain the highest standing.

6. Tie Break

At the completion of the tournament, the player/team with the greatest number of game points (refer to 5 b - Game Play) will obtain the highest standing.

At both the Zone playoffs and the Provincial Games, if two or more players are tied, one tie-breaker of 701 shall be played, with all those tied playing on one board. The first player to finish the game shall receive the first available spot/medal; the second player shall receive the next available spot/medal, and so on.

7. For further rule clarification see www.ndfc.ca, or contact:
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