



DARTS RULES

SPIRIT OF THE GAME

COMPETITIVE PLAY IS IMPORTANT, BUT NEVER AT THE EXPENSE OF
FOLLOWING THE RULES, RESPECTING OTHER PLAYERS, RESPECTING THE
BAR/FACILITY, AND HAVING FUN!

I. General Rules

- A. **SCHEDULE:** All Games are to be played at the same time, date, and place specified on the schedule. 7 Week Season + 1 week of playoffs
- B. **ROSTER:** Each team has 2 players.
- C. **FORFEITS:** Game time is FORFEIT Time. We encourage all players to arrive at the field 10 minutes before the game starts. **Forfeits will be scored as 3-0**

At the discretion of the League Ambassador, they may add a 10 minute grace period from the game time in order to avoid a forfeit, but the game clock will start on game time.

A) The Start of Play

1. Team Captains will both throw 1 dart at the bullseye to determine which game is played first.
2. Player closest to a bullseye chooses which game is played first(300, Cricket, Cut Throat, etc)
3. If both hit a bullseye the other players then throw
4. The team closest to the bullseye picks first game and throws first
5. The second game is decided by the loser of the bullseye throw
6. The final game is decided by the loser of the second game

B) Play

1. Players rotate throwing from each team.



1. Example Throwing Order:
 - i. Team 1 Player 1 throws 3 darts
 - ii. Team 2 Player 1 throws 3 darts
 - iii. Team 1 Player 2 throws 3 darts
 - iv. Team 2 Player 2 throws 3 darts
2. Throwing order must stay the same through the entire game
3. Throwing order can change before each game if desired

C) Games

We will play each game type once and play the same team 3 games each week

1. Gotcha: Played like typical 301 and 501 but with a twist. When a player has thrown a dart that brings them to the exact same score as one of his or her opponents, he or she has 'got' them. The opponent's score is reduced to zero points putting them in last place. Since a player usually has three darts per round, this can be done to up to three different opponents in a round.
 - a. **EXAMPLE**: *Franklin has a score of 299. Seth has a score of 283. On Seth's first dart for the round he hits the single sixteen(16) bringing his score up to 299. Since this is the same score as Franklin, Franklin's score is dropped down to zero(0) points. Seth then throws his remaining two darts hoping to reach 301*
2. Master or Double X01: Just as before, played like typical X01 with a different twist. The first and/or last dart must hit a double, triple or bullseye to start scoring or end the game.
 - a. *X01 Double In/Out: This game is the same as X01 except that the first and last dart must hit a Double*
 - b. *X01 Masters In/Out: This game is the same as X01 except that the first and last dart must hit either a Double, Triple or a Bull.*
 - c. *X01 Double Out: This game is the same as X01 except that the last dart must hit a Double*
 - d. *X01 Masters Out: This game is the same as X01 except that the last dart must hit either a Double, Triple or a Bull.*
3. Baseball: There are nine innings, just like in a real baseball game. In the first inning each player must shoot for as many 1s as possible. In the second inning each player shoots for 2s. Darts only count by landing on the number for each inning. The game ends after the 9th inning. The player with the most points wins. In the event of a tie the following turns are shot at the bull's eye until the tie is broken.

PLAYOFFS i. The playoffs begin the first week after all regular season games have been played. MANDATORY ID checks will be done by your League Ambassador before playoff games • Rosters are finalized on Weeks 5 (or 6). If there needs to be a substitute or a replacement, please do so before the roster cutoff date. ○ ASSC may make special exceptions under certain circumstances ○ Any teams found playing a non-rostered player will automatically forfeit and be counted as a loss.



The top four teams with the best records will advance to the playoff rounds. • Additional teams may be added to the playoffs for league divisions with 13 or more teams. • Tie-breakers will be decided as followed: ○ Total Standing points ○ Point Differential ○ Head to head ○ Coin Toss

Sportsmanship: Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member. i. If a player creates unsafe playing conditions where the game cannot be continued, the violating team will be disqualified from the game and it will count as an automatic forfeit. • Please keep in mind that this is a social league intended for fun!

