

WAMO State dart tournament rules 2018

- 1) 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. Good Sportsmanship is expected at all times! These are general rules, which cover the four player team event. Other rules, which are for the doubles events, will be covered at the end of these general rules.
 - 2) There are up to 6 pre-registered sanctioned players per team. A person may register to play on more than one team but may only play on one team. A player found playing or to have played on more than one team, both teams will be disqualified; all players will be banned from play for 3 years, no exceptions! Any four of those players that start a match must be the ones that finish that match. No substitutions may be made during a match. There will be a maximum of three (3) practice darts per player, before a match must begin. This is to avoid delays in the tournament. Any infraction of this rule may result in a player forfeiting a game.
 - 3) Team game is "01". Division 1 & 2 501 master out (double - triple - bull), 3, 4, 5 & 6, 501 straight in and out, all others will be 301 straight in and straight out.
 - a) All players start with 501/301 points and attempt to reach 0.
 - b) When any player reaches "0", the game is over. The winning team is the team with the lowest combined score (both team members). If the game ends in a tie, the team that reaches "0" wins; you may go out on a tie.
 - c) Players stand at a throw line, 96" horizontally from the face of the board. It is legal to lean over the line. Players may step on but not across the line.
 - d) Each player throws a maximum of three darts per round, once a player starts their turn they cannot leave the shooters box. It is not required that a player throw all three darts on every turn.
 - 4) Scoring:
 - a) The score recorded by the machine is the score the player receives. The player accepts that "the dart machine is always right". The only exception will be on a "last dart" or "winning/out dart". (example)-a player needs 39 to go out. He shoots and the dart sticks in the triple 13, but the machine fails to score or scores incorrectly. If the dart sticks, the machine was displaying the "throw darts" message, and all other rules were followed, the player/team shall be credited with a win in that game. This rule will apply only on a single dart, not for a combination of darts.
 - b) A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.
 - c) If a dart bounces off the board, it is considered a dart thrown even if it does not score. It may not be thrown again.
 - d) If a dart is thrown before the "throw darts" message lights, the dart is considered a dart thrown and may not be thrown again.
 - e) If machine displays a "segment stuck" the player must remove the stuck dart before continuing.
 - 5) Players may use their own darts if they meet the following specifications. No player may use rosin or a foreign substance:
 - a) They must be plastic tip darts.
 - b) Flights may be any length as long as dart does not exceed 8" in total length. Flights must not exceed 3/4" from shaft to flight edge and may not have more than four (4) wings.
 - c) They must not exceed 20 grams each in weight.
 - d) Darts may not have broken or cutoff tips.
 - 6) It is each players responsibility to see that the machine is displaying the appropriate player's names prior to throwing any darts:
 - a) **SHOT CLOCK: It is a simple common courtesy to be ready to throw when it is your turn. To prevent matches from taking longer than necessary the SHOT CLOCK has been turned on. Once a player's turn is ready they will have 45 seconds to throw their first dart OR THEY WILL LOSE THE ENTIRE TURN!!! Please pay attention to the amount of time between player change and throwing your first dart in each round. The shot clock will reset to 45 seconds after the first and second darts are thrown. If a referee/official is needed to answer a question or make a ruling, just stop play and get the referee/official. REMEMBER WHO IS UP NEXT. They will restart the play on the machine after question/ruling is made.**
 - b) If the player throws while the machine is displaying an opponent's name:
 - i) Has thrown less than three darts the machine is advanced to (his/her) correct position by use of the "player change" button and (he/she) is allowed to throw (his/her) remaining darts. The game then proceeds normally with the opponent shooting next, and so on. Example: player two throws two darts on player three before the infraction is noticed. At that point the game is advanced to player two; player two throws his third dart (thereby allowing him to throw only one dart on his number). The game is then advanced to player three and play resumes normally with player three allowed his full complement of three darts on his turn).
 - ii) If a player throws all three darts on (his/her) opponents name before the infraction is noticed, that player has completed (his/her) turn and the machine is advanced to the proper position (the opponents number), and the game proceeds normally. Example: player two throws all 3 darts on player three before the infraction is noticed. Game is advanced to player three who then gets his full complement of three darts and the game proceeds normally. If a player throws out of turn and ends the game on that turn, his team loses that game.
 - c) If a player throws when the machine is displaying someone else's name:
 - i) If a player has thrown all three darts, his turn is completed. Machine is then advanced to correct player position and play resumes, except that both players from violating team lose next turn.
 - ii) If a player has thrown less than three darts when infraction is noticed, machine is advanced to his correct position, and he is allowed to throw the remainder of his 3 darts. Machine is then advanced to next player position and play resumes, except both players from violating team lose next turn.
 - iii) If a player throws the out dart while shooting on his partner's name, that team loses that game. Whether or not the dart scores.
 - d) If the game is/was played with a wrong player(s).
 - i) If it is discovered that a game is/was started with the wrong member(s) of a team before the following game is completed the game will be played over with the right players. The team with the wrong player(s) will coin the machine. If discovery is during the following game, the game being played will be allowed to finish before re-playing the other game.
- All shooters must be 21 years of age and have a current picture id showing birth date. (i.e.: driver's license, state photo id or Passport). No shirt or no shoes no darts! Machines are for registered players only.**
- 7) For the four person team event, one person from each team flips to see who diddles first, winner of the flip chooses who diddles first, closest to the center has choice to be team A or team B. Team A sets lineup first, then team B. The machine order is shown in the tournament booklet; **note the team order is pre-set for all games.** When a match is completed, both captains should bring the score sheet to the designated scoring table.
- 8) In the event of a 2 way tie in a bracket for 1st, 2nd or 3rd, head to head bracket scoring will determine the winner.
 - a) A 3 or 4 way tie in a bracket for 1st, 2nd or 3rd, Use 3/4-way play-off form to determine if a playoff is needed. Team scores are taken to a separate score sheet of just the teams involved. Playoff form determines order based on total games won. If there is a tie for total points a game of Count-up, 2 rounds for each player, highest score(s) determine winners!
- 9) In the doubles and singles competition. All events are "best two out of three"
In ALL divisions the players will flip to see who diddles first; winner of the flip chooses who diddles first, closest to the center chooses who starts the first game. Second game all divisions, loser of first game shoots first in the second game. Third game if needed all divisions, the loser of the last games decides who diddles first, closest to the center chooses who starts the third game.
- 10) Mandatory skill level evaluation may be invoked by the tournament committee/director based upon previous tournament results, known ability or charter holder recommendation. In the event any problem occurs which is not covered in these rules, a decision will be made by the tournament committee to determine the outcome. All decisions of the tournament committee are final, and are not open to debate. The tournament committee reserves the right to disqualify any shooter for any rule infraction.

- a) NEW FOR 2018: SHOT CLOCK: It is a simple common courtesy to be ready to throw when it is your turn. To prevent matches from taking longer than necessary the SHOT CLOCK has been turned on. Once a player's turn is ready they will have 45 seconds to throw their first dart OR THEY WILL LOSE THE ENTIRE TURN!!! Please pay attention to the amount of time between player change and throwing your first dart in each round. The shot clock will reset to 45 seconds after the first and second darts are thrown. **If a referee/official is needed to answer a question or make a ruling, just stop play and get the referee/official. REMEMBER WHO IS UP NEXT. They will restart the play on the machine after question/ruling is made.**

FREQUENTLY ASKED QUESTIONS

CAN I GO OUT ON A TIE – YES

MAXIMUM DART WEIGHT - 20 GRAMS

WHO STARTS THE GAME

DOUBLES AND SINGLES. All events are "best two out of three" In ALL divisions the players will flip to see who diddles first; winner of the flip chooses who diddles first, closest to the center starts the first game. Second game all divisions, loser of first game shoots first in the second game. Third game if needed all divisions, the loser decides who diddles first, closest to the center starts the third game.

ALL TEAM EVENTS DIDDLE, one person from each team flips to see who diddles first, winner of the flip chooses who diddles first, closest to the center has choice to be team A or team B.

WHAT ARE THE GAMES

TEAM DIVISION 1 & 2 PLAYS 501 MASTERS OUT (DOUBLE, TRIPLE OR BULL).

DIVISIONS 3, 4, 5 & 6 PLAY 501 STRAIGHT IN AND OUT.

ALL OTHER DIVISIONS ARE 301 STRAIGHT IN AND OUT.

DOUBLES DIVISION 1 & 2 PLAYS 501 MASTERS OUT (DOUBLE, TRIPLE OR BULL).

DIVISIONS 3, 4, 5 & 6 PLAY 501 STRAIGHT IN AND OUT.

ALL OTHER DIVISIONS ARE 301 STRAIGHT IN AND OUT.

SINGLES "01" DIVISION 1 & 2 PLAYS "501" MASTER OUT.

DIVISIONS 3, 4, 5 & 6 PLAY 501 STRAIGHT IN AND OUT.

ALL OTHERS PLAY 301 STRAIGHT IN AND OUT.

CRICKET SINGLES ALL DIVISIONS PLAY CRICKET 200 POINT/25 ROUND LIMIT.

NUMBER OF GAMES PLAYED

TEAMS PLAY ALL GAMES LISTED ON THE SCORE SHEET IN ROUND ROBIN PRELIMS.

ROUND ROBIN FINALS ARE A RACE; SEE YOUR SCORE SHEET TO DETERMINE YOUR RACE.

DOUBLES AND SINGLES ARE A TWO OUT OF THREE MATCH

CAN YOU START PLAY SHORT A PLAYER

TEAM EVENT, YES. SEE THE TOURNAMENT OFFICIAL FOR RULES! DOUBLES, NO!

COACHING - WE HAVE NO RULES AGAINST COACHING

PRACTICE DARTS

3 PER PLAYER BEFORE A MATCH STARTS!!! MACHINES ARE FOR TOURNAMENT USE ONLY.

NO PRACTICE DARTS ON OPEN MACHINES FOR PLAYERS STILL IN THE TOURNAMENT!!!

(EXCEPTION: ½ HOUR BEFORE SCHEDULED STARTING TIME PRACTICE MACHINES ARE AVAILABLE.)

PLAYER SHOOTS OUT OF TURN - SEE RULE 6

PLAYER(S) LEAVING WITHOUT FINISHING ALL SCHEDULED GAMES

MINIMUM 2 YEAR SUSPENSION FROM PLAY!!!

I THINK I'M IN THE WRONG DIVISION, WHAT CAN I DO

NOTHING HERE AT THE TOURNAMENT, IF YOU DID PLACE IN THE TOP 4 LAST YEAR YOU MUST PLAY AT LEAST 1 DIVISION HIGHER!