

WAMO State dart tournament rules 2024

- 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.

RULES OF PLAY "01" AND THROWING AREA

- 3) Team game is "01". **Division 1 501 SI/DO (STRAIGHT IN AND DOUBLE OUT), Division 2 501 SI/MO (STRAIGHT IN AND MASTER OUT)** 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.

SCORING ON THE ELECTRIC DART MACHINE

- 4) Scoring:
 - a) The score recorded by the machine is the score the player receives. If a dart is thrown and sticks in the board without registering any score you may score the dart, any question call referee to help. Feathered darts that are stuck in the board but didn't give you the points that the darts add up to cannot be re-scored (EXAMPLE: Dart thrown feathers off dart stuck in single 20 and sticks in triple 20 scores only 20 points, points stay as scored the board is considered right in this case.
 - b) A dart that sticks in the board but does not activate the electronic scoring may be manually scored (see 4a).
 - 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.

DART EQUIPMENT SPECIFICATIONS

- 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.

PLAYER CORRECTABLE FEATURES

- 6) It is each players responsibility to see that the machine is displaying the appropriate player's names prior to throwing any darts:

- a) Play is stopped immediately when the infraction is noticed. The backup feature should be used to correct a player shooting out of turn or the wrong player shooting. The backup feature works for up to 8 darts. If more than 8 darts have been thrown violating team loses the game.
 - b) If a player throws the out dart while shooting on his partner's name, that team loses that game.
 - c) **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.**
- 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.**

RULES OF PLAY "01"

- 7) For the four person Round Robin Team Event and Team Finals Double Elimination, 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. All games in the round robin preliminary must be completed with all four players. Any team skipping over a player who is not present at time of match will be forfeited from the event and cannot continue play. Previous matches will be scored as a loss. You are allowed 6 people on your roster, use it to avoid forfeits.
- 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!

RULES OF PLAY "01" AND CRICKET

- 9) In the Double Elimination events, Doubles, Singles.

Flip a coin to see who diddles first. The winner of the flip will have the option to "see or show" on the diddle. Diddling: when diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bull's-eye, the dart will be removed to allow the other player the opportunity to tie. In the event they are the same distance from the center of the bull's-eye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the board. Second game all divisions, loser of first game shoots first in the second game. Tie Breaker Game if needed in Team, Doubles and Singles, all divisions, the loser of the last games decides who diddles first, closest to the center chooses who starts the final 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.

FREQUENTLY ASKED QUESTIONS

CAN I GO OUT ON A TIE – YES, MAXIMUM DART WEIGHT - 20 GRAMS

WE WILL NOT CALL ANY PLAYERS FOR THEIR MATCH ALL MATCHES WILL BE SENT DIRECT TO YOUR PHONE OR ARE AVAILABLE ON THE KIOSKS! IF YOUR OPPONENT IS NOT AT THE BOARD IN 5 MINUTES, GO TO THE SCORERS TABLE AND LET THEM KNOW THAT YOUR OPPONENT HAS NOT SHOWN UP. RETURN TO YOUR BOARD AND WAIT 10 MINUTES. IF YOUR OPPONENT IS STILL A NO SHOW, GO BACK TO THE SCORERS TABLE AND LET THEM KNOW. YOU MUST CHECK FOR YOUR BOARD AND TIME ASSIGNMENTS AT THE KIOSKS OR REGISTER WITH COMPUSPORT AS A SCORER. IT IS YOUR RESPONSIBILITY TO KNOW WHEN AND WHERE YOU PLAY!

WHAT ARE THE GAMES

TEAM DIVISION 1 **PLAYS 501 OI/DO (OPEN IN Double out), 2 PLAYS 501 OI/MO (OPEN IN AND MASTER OUT) 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 **PLAYS 501 OI/DO (OPEN IN Double out), 2 PLAYS 501 OI/MO (OPEN IN AND MASTER OUT) 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 **PLAYS 501 OI/DO (OPEN IN Double out), 2 PLAYS 501 OI/MO (OPEN IN AND MASTER OUT) MASTERS OUT (DOUBLE, TRIPLE OR BULL)**. DIVISIONS 3, 4, 5 & 6 PLAY 501 STRAIGHT IN AND OUT. ALL OTHERS PLAY 301 STRAIGHT IN AND OUT.
CRICKET DOUBLES (2 PLAYERS ON 1 NUMBER) ALL DIVISIONS PLAY CRICKET 200 POINT/25 ROUND LIMIT.

NUMBER OF GAMES PLAYED

CRICKET DOUBLES, DOUBLES AND SINGLES ARE A TWO OUT OF THREE MATCH TEAMS PLAY ALL GAMES LISTED ON THE SCORE SHEET IN ROUND ROBIN PRELIMS. TEAM FINALS ARE A RACE; SEE YOUR SCORE SHEET TO DETERMINE YOUR RACE.

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!