

DART LEAGUE RULES

GENERAL RULES

1. It is the responsibility of each player to make sure the machine is displaying their score before throwing darts.
2. Players throw from behind the front edge of the foul line. It is legal to lean over the foul line.
3. Each player throws a maximum of three darts per turn.
4. A player is not required to throw all three darts. A player may pass or throw less than three darts.
5. If a dart misses the board, is thrown before the "THROW DARTS" message lights or bounces off the board, it is considered a dart thrown. There are no "re-throws".
6. With the use of the back up button a player receiving an incorrect score may back up the score and manually score the correct score by tapping the stuck dart, as long as the miss-scored dart "IS CALLED" prior to the next dart being thrown.
7. A dart that is thrown after the "THROW DARTS" message lights and sticks but does not score, will be scored manually by the opposing player touching the segment in which the dart is stuck; provided that the unscored dart "IS CALLED" prior to the next dart being thrown.
8. In doubles, one team throws on PLAYER ONE and PLAYER FOUR, and the opposing team throws on PLAYER TWO and PLAYER THREE.
9. In X01 SINGLES the player reaching 0 wins.
10. In X01 TEAM PLAY when a player reaches 0 the game is over. The winning team is the team with the lowest COMBINED SCORE. If the game ends in a tie, the team that reached 0 wins.
11. Home Team has board choice.
12. Only partners or team members may offer guidance and direction to their own team at any time during a game.
13. With the use of the back up button, scoring on an opponents score or partners score is NOT a foul. The machine can be reset back to the proper position.
IN TOURNAMENT PLAY SHOOTING ON A PARTNERS SCORE IS A FOUL AND IS THE LOSS OF THOSE THREE DARTS. NEITHER PLAYER CAN WIN THE GAME IN THE ROUND A FOUL HAS BEEN COMMITTED.

GENERAL FOULS

1. Harassment or distracting behavior while an opponent is throwing is not allowed and constitutes a foul.
2. If either foot crossed the foul line prior to the dart being thrown, it constitutes a foul.
3. It is a foul if a player pulls their darts before pushing the "player change button".
4. The commission of a foul causes the player who committed that foul the loss of the next dart.
5. If a player reaches "0" in a round in which that player or that player's partner committed a foul, that player or that team loses that game.

EQUIPMENT

Players darts must meet the following requirements:

1. They must have unaltered tips.
2. They must not exceed eight inches in length.
3. They must not exceed 18 grams.
4. The use of illegal equipment will be cause for forfeiture of all games in which that equipment was used.

DUMMY SCORES - Points per round per player rating.

0 = 30	3 = 43	6 = 50	9 = 58	12 = 65	15 = 72	18 = 79
1 = 38	4 = 46	7 = 53	10 = 60	13 = 67	16 = 74	19 = 82
2 = 41	5 = 48	8 = 55	11 = 62	14 = 70	17 = 77	20 = 84