



55+ BC Games

778.426.2940  
admin@55plusbcgames.org  
www.55plusbcgames.org

## Darts

*Revised November 2015*

1. **Age Categories:**
  - Men and Women 55 to 64
  - Men and Women 65+
2. **Events:**
  - (a) Men's Singles
  - (b) Women's Singles
  - (c) Men's Doubles
  - (d) Women's Doubles
  - (e) Mixed Doubles
  - (f) Team of Four (two men and two women)  
Two teams per age category per Zone
3. **Participation:**
  - (a) Four men and four women per age category per Zone.
  - (b) Participants may play in one or all Darts Events.
  - (c) Participants must specify on entry form which events they will be competing in.
4. **Competition:**
  - (a) National Dart Federation of Canada rules **with 55+ BC Games modifications** shall apply **with special emphasis on:**
    - (1) **Times on draw sheets are only a guidance. Players are required to report promptly after board assignment has been announced.**
    - (2) **When a player or team fails to report to a match assignment, one five minute warning will be given by the tournament director. If the player or team does not show up within the five minutes, they will be immediately disqualified for the remainder of the event.**
    - (3) **Open toe shoe rule to be enforced unless for health reasons.**
  - (b) Requirements:
    - (1) Centre of dartboard is 5'8" from the floor.
    - (2) Minimum throwing distance is 7' 9 1/4" on the horizontal.
    - (3) Toe Line is 24" long and clearly marked.
    - (4) Any regulation darts may be used.
  - (c) Format of competition:
    - (1) No section shall have more than one team, doubles pair or singles player per zone.
    - (2) Order of play
      - 1<sup>st</sup> day (Wednesday) shall be Men's Singles and Women's Doubles
      - 2<sup>nd</sup> day (Thursday) shall be Men's Doubles and Women's Singles

- 3<sup>rd</sup> day (Friday) shall be Mixed Doubles  
4<sup>th</sup> day (Saturday) shall be Team Events
- (3) All rounds will be a double round robin format.
  - (4) Top four from each section will advance to a two out of three knockout playoff for the medals.
- (d) Competition rules:
- (1) In Round Robins, order of starting play shall be determined by:
    - (i) Toss of coin with the winner of the toss having the option to throw first or second at the bull. Dart closest to the bull throwing first in the leg.
  - (2) In the knock-out rounds, the order of play shall be determined by:
    - (i) Toss of coin with the winner of the toss throwing first in the first leg. The loser throws first in the second leg. If a third leg is required, the winner of the original toss has the option of throwing first or second at the bull to determine who throws first in the final leg.
  - (3) All games shall be straight in and double out.
    - (i) The inner bull counts as double 25 for finish purposes.
  - (4) Team play score is 701, doubles is 501, singles is 501.
  - (5) A throw consists of three darts unless a game finishes in less.
  - (6) Any dart deliberately thrown may not be re-thrown, except when throwing at the bull. Only darts with points touching the surface on the board will count.
  - (7) A player may be told by the scorekeeper what number they have scored, or what number they require for a game, but not how to get it.
  - (8) If the number required for the game is exceeded in the course of the throw, the throw ceases and no account is taken of the score obtained during the throw.
  - (9) When a player is throwing no player or spectator shall be allowed within two feet of the thrower, nor will any person be allowed to pass any remarks about the play except the team captain.
  - (10) Players will throw alternately from each team and it is the duty of the referee to see the rotation is maintained.
  - (11) If a player throws his darts out of turn, his throw will not count and the correct rotation shall be maintained.
  - (12) All protests must be made in writing by the team captain.
  - (13) All scoring shall be marked from left to right
- (e) Tie Breakers
- (1) The following rule shall apply when two or more players or teams are tied and only a portion thereof will advance to the next round. Where one or more of the players or teams tied will be eliminated from advancing to the knock-out round, final positioning shall be determined by:
    - (i) One game of \_01, 200 points higher than that of the Round Robin, having all players/teams tied playing concurrently on the same board.
    - (ii) All players shall throw for the middle, with the player whose dart is closest to the bull throwing first; ending with the player whose dart is furthest from the bull throwing last. In the case of a team/double event, one representative per team/double shall throw for the bull.
    - (iii) The first player or team to finish the game shall be awarded with the first available finishing position. The game shall continue with each winning player or team awarded the next available position accordingly, until all knock-out positions are filled.

- (2) Where ties occur and all players or teams tied continue to advance to the knock-out round regardless of the tie-breaker results, final positions shall be determined by count back:
- (i) The final position will be established on the basis of the games played in the Round Robin between all players or teams that are tied. Count the match wins/losses of all those games. The player/team with the most wins would receive the first available position, with the player/team with the least wins receiving the last available position. Using the process of elimination, should an additional tie result when adding these points, conduct another count back amongst only those remaining tied until definite positions have been determined.
  - (ii) In case of a three-way tie that cannot be broken, then all three players/team would throw nine darts each and the player/team with the highest total scored shall be awarded with the first available finishing position, with the lowest score receiving the last available finishing position. (All players shall throw nine darts; e.g. in the case of a doubles event, each team shall throw a total of eighteen darts.

Note: When the boards are arranged in parallel lines, there should be at least 16 feet between the toe lines of boards that are opposite each other.

## 5. Medals:

- (a) Gold, Silver and Bronze medals shall be awarded to the top three places in singles, doubles and team competition in each age category.
- (b) Special **certificate** recognition shall be made by the Host Community to any player who makes a perfect score of 180.
- (c) Special **certificate** recognition shall be given by the Host Community to a player who has the High Single, both men and women and also to a player who has the High Out, both men and women, **for the tournament**.

## 6. Zone Playoffs:

Above rules shall apply to Zone Playoffs.