

Darts Rules

League: Stonewall Sports Raleigh

Top Ten Things to Remember

- **Arrive on time** — practice starts at 6:45 pm, and matches begin at 7 pm.
- **A team needs at least 2 players at start time to avoid a game forfeit**, and at least 4 players to avoid a match forfeit.
- **Everyone plays at least one game if they are present and in uniform; no one plays more than two unless roster size requires rotation.**
- **Games are 2-versus-2**, and teams must keep the same throwing order throughout the game.
- **Stay behind the oche until all darts stop moving** and be aware of players on adjacent boards.
- **Do not touch darts until both teams agree on the score.**
- **Teams must reach zero exactly** — going below zero is a Bust and resets the round for that team.
- **Redemption only applies when the first-throwing team (Team A) hits zero first.**
- **Wear your league shirt during all regular-season and tournament play.**
- **No outside food or beverages** are allowed in the venue unless the venue gives permission (e.g., birthday treats, check-in with leadership or management before making plans).

1. PARTICIPATION & ELIGIBILITY

1.1 Uniform Requirements

- Players must wear the official Stonewall Sports Raleigh Darts shirt for the current season.
- Shirts may be decorated or altered, but not in a way that covers or distorts league or sponsor logos. If you're ever uncertain about an alteration, it is best to ask in advance.
- Player names are optional but strongly encouraged. Pronouns are not required to be included on league shirts, but if utilized, pronouns must align with generally accepted pronouns, such as:
 - he/him/his
 - she/her/hers
 - they/them/theirs
 - ze/zir/zirs
 - ey/em/eirs
 - ez/eir/eirs
- Improper alterations of shirts or abuse of the Pronouns box render the shirt unwearable. If a player is unable to wear their shirt, then they are unable to participate in the season.
- For safety reasons, it is advised to wear shoes that cover your toes.

1.2 Participation Requirements

- All registered players in attendance and in uniform must play at least one game during that match.

1.3 Roster Size

- Teams are advised to have eight players on their roster, and free agents may be added based on league demand.
- A team may play a match with as few as 4 players.

1.4 Tournament Eligibility

- Only registered players who have participated in at least half of the regular season matches may play in the tournament.

- The director will monitor attendance and inform captains of eligibility. It is the captain's responsibility to keep team members informed of their eligibility for the tournament.
- All uniform rules apply during tournament play.

2. MATCH NIGHT PROCEDURES

2.1 Arrival, Practice, and Start Times

- Practice begins at 6:45 PM; matches begin at 7 PM.
- Teams should share the board during practice and use their assigned board.
- If only one player from a team is present at game start time:
 - After 5 minutes, the first game is forfeited.
 - After 10 minutes, the match is forfeited.
- Captains may extend courtesy for late arrivals, but timely arrival is strongly encouraged.
- The director may extend courtesy across the league due to circumstances affecting the arrival of most league players.

2.2 Game Setup

Captains must ensure the board area is ready for play, including:

- A visible oche
- A properly hung dartboard
- A clear, safe throwing area
- Scoreboard, dry-erase marker, and eraser
 - Teams may use a shared tablet or another device to support scorekeeping but must continue writing the score on the supplied scoreboard so players can easily see it. Pending approval from both captains, and provided that both teams have ready access to view and audit the score.
- Stonewall Raleigh supplies darts, but players may also use their own metal-tip darts if they prefer.

2.3 Lineup Exchange

- Captains exchange lineups before play begins.
- Lineups may only change if:
 - A player must leave before their game, or
 - A player arrives late and misses their scheduled game.
- Any replacement must come from the team's roster and be approved by the opposing captain.

2.4 Safety Guidelines

- No one may stand in front of the oche while a player is throwing.
- No one may cross the oche until players have finished their turn, which includes throwing up to 3 darts.
- Only the two active players (or a captain substituting for one) may retrieve darts.
- All others must remain behind the thrower at a safe distance.
- No one may touch, steady, or interfere with a thrower in any way.
- A player who needs physical support may receive it only if:
 - They throw the dart independently, and
 - The support person or support apparatus does not enter the play zone or cross the oche.

2.5 Awareness of Adjacent Boards

- Players are encouraged to stay vigilant about activity on adjacent boards to ensure everyone's safety. It is important to be mindful and avoid entering an area where other players are actively throwing. Before beginning your throw, take a moment to confirm that players on nearby boards are not within an active zone.
- Promoting safety is a shared responsibility, and all players are urged to communicate openly about any concerns. Let's work together to keep the experience enjoyable and secure for everyone involved!

3. MATCH FORMAT

3.1 Game Format

- Games are played 2-versus-2.
- Players alternate turns, throwing up to three darts each.
- Players must maintain the same throwing order throughout the game.
 - Team A-Player 1, Team B-Player 1, Team A-Player 2, Team B-Player 2
- A player may end their turn early if they have thrown at least one dart.

3.2 Determining First Throw

- Captains can select a method for decision-making, such as rock-paper-scissors, a single dart throw (high or low), or a coin toss.
- The first team throws alternates between teams in each game.

3.3 Player Participation Limits

- No player may play more than two games per night unless roster size requires rotation.
- All players present and in uniform must play once before anyone plays a second game.
- If a team has only four players available, all five games may be played. The fifth game should utilize a rotating lineup incorporating all four participants. Captains are responsible for ensuring adherence to this rule without requiring intervention from the Director.
- Teams with fewer than 4 players present must forfeit the match.

3.4 Number of Games

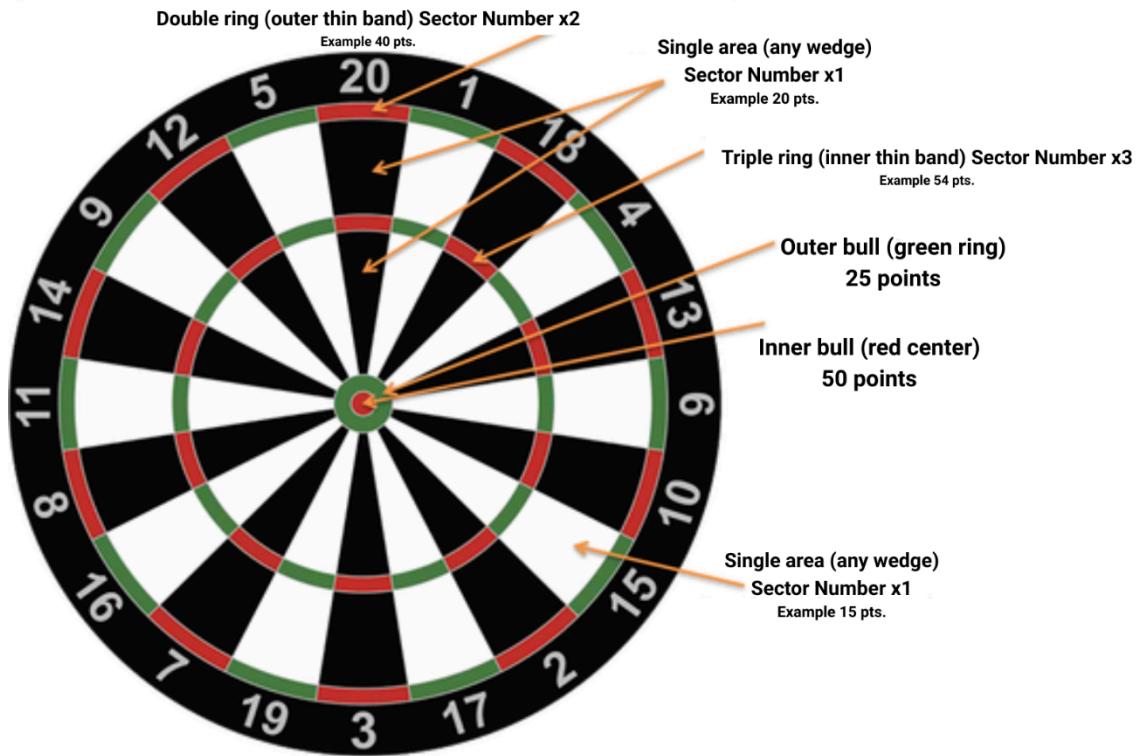
- Each match consists of five games unless forfeits apply.

4. GAMEPLAY RULES (301) AND WINNING THE GAME

4.1 Starting Score and Scoring

Each team begins at 301 points and throws darts to subtract points from 301, aiming to reach exactly zero.

- Scoring:
 - Single wedge (black and white areas) = face value
 - Outer ring (red and green areas) = double face value
 - Inner ring (red and green areas) = triple face value
 - Outer bull (green) = 25 points
 - Inner bull (red) = 50 points



4.2 Turn Structure

- A player may throw up to three darts but is required to throw only one per turn.
- Darts are removed after scoring to avoid interference.

4.3 Bust Rule

- If a team goes below zero, or Busts, their score resets to the score at the start of that round.
- The opposing team's score stands.
- Rotation must not be disrupted.
 - First violation: warning and loss of that round's score

- Second violation: forfeiture of the current game

4.4 Winning the Game (Redemption Rules)

A game of 301 is won when a team reaches exactly zero on their turn. If the second-throwing team (Team B) reaches zero first, the game ends immediately and Team B wins. However, if the first-throwing team (Team A) reaches zero first, the game does not end right away. Instead, Team B receives a redemption opportunity to match the number of darts Team A used to finish the game.

Scenario 1 — Team A reaches zero; Team B fails to match.

- Team A reaches exactly zero on their turn.
- Team B may throw up to the same number of darts as Team A used to reach zero.
- Example:
 - Team A has 30 points remaining and their player throws two darts and hits zero.
 - Team B has 40 points remaining, their player has exactly two darts to hit zero.
- If Team B does not reach zero:
 - Team A won the game.
 - Team B's final score is the number of points remaining after their redemption attempt (or the score before the attempt if they Bust).

Scenario 2 — Both teams reach zero using the same number of darts.

- Team A reaches zero.
- Team B also reaches zero using the same number of darts allowed for redemption.
- Both teams finish with a final score of zero.
- To determine the winner:
 - The next player to throw from each team throws three darts.
 - The team with the higher total from those three darts wins the game.

4.5 Fallen Darts

- Any dart that falls before scoring is agreed upon does not count.

4.6 Touching Darts

- No one may touch darts on the board until both teams agree on the score.

4.7 Scoring Disputes

- Captains attempt to resolve disputes first.
- If unresolved, the Darts Director (or designee) makes the final rule.
- Although unlikely, if the dart tip and shaft land in different zones, the shaft determines the score.

4.8 Oche Rules

Feet, wheels, or assistive devices must remain entirely behind the oche until the dart stops moving.

Violations:

- First offense: Results in the removal of the dart.
- Second offense: Forfeit of the current game.
- Third offense: Forfeit of the match.
- Leaning over the oche is allowed if no part of the physical body touches the oche.

5. Game Forfeits, Match Forfeits, and Season Standings

5.1 Game Forfeit Due to Rules Violations (Paper Forfeit)

- The forfeiting team receives a loss for that game.
- The forfeiting team's score for the game will be their remaining points at the time of forfeit (up to 301).
- The opposing team wins the game and has zero remaining points.

5.2 Game Forfeit Due to Insufficient Players

- If a team does not have enough players to field a game (e.g., fewer than 2 players present 5 minutes after game start), the game is forfeited immediately.

- The forfeiting team receives a loss for that game.
- The forfeiting team's score for the game will be the points they have remaining at the time of the forfeit (301).
- The opposing team wins the game and has zero remaining points.

5.3 Match Forfeit Due to Rules Violations (Paper Forfeit)

If a team forfeits the entire match due to a rules violation, the results are as follows:

- The outcomes for completed games remain as played for both teams (W/L and remaining points).
- For the remaining games, the forfeiting team is recorded as having a loss and 301 points remaining for each forfeited game, as well as a match loss.
- The opposing team wins the match with wins in the remaining games and zero points for each incomplete game.

5.4 Match Forfeit Due to Insufficient Players

- If a team forfeits the entire match because it has fewer than 4 players available to play.
- The forfeiting team is recorded as having 5 losses for the match.
- The forfeiting team will have 1505 points remaining for the match, representing losses across all four ranking categories.
- The opposing team wins the match with zero losses and zero remaining points.

5.5 Standings Determination

- A match win (best 3 of 5 games) earns 1 point.
- Standings are determined by:
 - o Total match points
 - o Total games won
 - o Total games lost
 - o Remaining points (season-long running total of a team's points from lost or forfeited games)

6. TOURNAMENT PLAY

- The tournament is single-elimination, best-of-3-of-5 games (unless modified in advance).
- All teams participate; the bracket structure depends on the total number of teams.
- Tournament play begins at the usual start time unless otherwise announced.
- The Darts Director can set time limits for tournaments. In semi-finals and finals (best 3 of 5), play stops when a winner is determined; remaining games are optional but encouraged.
- All regular-season rules apply unless otherwise stated.
- The season champion is the winner of the final match.
- The tournament bracket will be added once the final team count is confirmed.
Bracket placement will occur after the final week of play.

7. CONTACT INFORMATION

Questions may be directed to:

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TOURNAMENT BRACKET MAY BE ADDED WHEN FINAL TEAM COUNT IS DETERMINED