

1. INTERNATIONAL DART FEDERATION // EUROPEAN DART UNION

1.1 INTERNATIONAL TOURNAMENT RULES:

1.1.1 Definition of throw line:

Players stand at the "throw" line, which is located 2,44 m (15" dartboard) or 2,37 m (13" dartboard) horizontally from the face of the dartboard. The player may lean over the line. The player may step on, but not across, the line. For wheelchair-bound participants, the torso can be on but not across the throwing line.

In a tournament in which both sizes of boards are used, the Tournament Committee may decide to use a single throw which is 7 cm wide, in which case the players playing on a 15" target will use the back of the line as the throw line and the players on the 13" target will use the front of the line as the throw line, but the concept of the throw line remains the same.

1.1.2 Definition of throwing and waiting areas:

A zone 1 meter wide located immediately behind the throw line is considered as the throwing area. A player may move freely into and out of the throwing area prior to throwing the first dart. Once the first dart has been thrown the player cannot leave the throwing area, including moving sideways, until he has completed his round. Partially stepping out of the throwing area is not considered as a foul. Members of the tournament management staff and referees may move around the throwing area at all times. Only the current playing participant may enter the throwing area. If a player leaves this area, he communicates the end of his turn.

The zone directly behind the throwing area is called the waiting area and is reserved for players participating in the current match.

1.1.3 Definition of a Dart

Players may use their own darts if they meet the following specifications

1. They must be plastic-tip darts.
1. Flights may be any length as long as the dart does not exceed 20 cm in total length.
2. Flights may be no wider than 1,9 cm, as measured from shaft to flight edge, and may not have more than four wings.
3. Complete darts may not exceed 18 grams in weight.
4. Darts may not have broken or cut off tips.
5. Darts will be inspected upon request.

Each player throws a maximum of three darts per turn. Darts may only be thrown when the dart machine indicates that it is ready ("Throw Darts" is alight) and the correct player number is lit.

A player is not required to throw all three darts on every turn, but may throw fewer than three darts or pass his turn completely. A player will always be allowed to throw all three of his/ her darts unless a foul occurs.

Any dart thrown counts as a throw, whether or not the dart machine registers it. A throw counts even if it misses the board and bounces out or if it misses the board completely. A player may only throw each dart once per turn and may not re-throw any darts. Dropped darts may be thrown again

Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. There is only one exception to this rule: When a dart is in the board and machine indicates "Stuck Segment," that dart must be removed, preferably by a referee before other darts are thrown.

The bull's-eye must meet the specifications outlined in the IDF/EDU Official Rules of Play that requires the center of the bull's-eye to be 172 cm from the floor with a tolerance of plus or minus 1,3 cm.

1.2 ELECTRONIC DARTBOARD:

The scoring will be carried out by the electronic dartboard. Tournament play must only be on dartboards which have been approved by the IDF/EDU.

1.2.1 Use of assigned dartboards

Once a Match is assigned to a specific dartboard by the tournament management staff, it is obligatory to play that match on the dartboard which was assigned. **NO EXCEPTIONS ARE MADE.** The tournament management will not register a match played on the wrong dartboard.

1.2.2 Scoring on the electronic dartboard

The score displayed by the machine is the score assigned to the player. The players accept that the machine is always right. The only exceptions will be in the case of the "Last Dart-Winning Dart" that meets the following criteria or an approved score correction by a referee as outlined in item XXX of this section

- The "Last Dart-Winning Dart" must stick.
- The machine was displaying the "Throw Darts" message and all other rules were followed. In this case even if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game.
- However, if the dart does not stick and the machine awards the win, the machine is right and the game is over.

Example: Player's score is 24 at the beginning of his/her turn. His/her first dart hits and sticks in the single 9 but does not register or score. His/her second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart", that player/team wins the game.

If there is any question as to whether the machine is scoring or working properly, the players should **STOP THE GAME**, and not remove darts or activate the "Player Change." The team captains must try to solve the problem. If they are unable to do so, they will need to notify a Referee Station for service. If the situation cannot be resolved, play may need to be moved to another available board, in which case the scores will be re-entered manually and play will continue.

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.

If a dart is thrown before the "Throw Darts" indication is a light, the dart will not score but is considered a dart thrown and may not be thrown again.

1.3 DEFINITIONS:

1.3.1 Turn

A turn consists of a maximum of three throws.

1.3.2 Round

A round consists of a turn for each player.

1.3.3 Game

A game is the smallest unit of measurement and is completed when the dartboard indicates that one player or team has won. A game will include several turns for each player, will involve several rounds, and may be limited to a certain number of rounds, depending on the settings of the dartboard.

1.3.4 Match

A Match consists of several games and will be played best "2 out of 3", "3 out of 5" games, or more, depending on the format specified in the tournament schedule.

1.3.5 Team

A Team consists of two or more players (Double, Mixed, League, etc.). After registration and the start of the competition no player change can be made in the team roster.

1.3.6 Score sheet

It's the players' responsibility to complete and file the score sheet correctly using readable handwriting. Both players or both team captains must sign the score sheet as a sign that they agree with the accuracy of the details recorded on the score sheet. An accurate score sheet is necessary to ensure

- That the results are correctly registered.
- That the progress of the tournament can be reviewed.
- The identification of the legitimate winners of a tournament.
- That individual player skill levels can be monitored.

Incorrect, inaccurate and unfinished score sheets will not be registered.

1.4. DRESS CODE:

General:

All players are required to compete in appropriate attire.

- Team shirts are recommended
- All players must present a clean and neat appearance
- All shirts must have sleeves
- No cut-offs or ragged-edge hems on any shorts.
- Shoes must be worn in the tournament room at all times.

No unauthorized use of shirts similar in style to the EDU/IDF Official Referee apparel will be allowed on the tournament floor.

1.4.1 Dress code for the Finals

Each player on the team must:

- Wear a color and style of team shirt, with sleeves, that matches the other players in the team (meaning the exact same style, color and logo except for the player's name). This includes the front and back of the shirts.
- Wear long trousers, or knee-length shorts that are neat, clean and not torn. No bathing trunks and are allowed.
- Not display inappropriate, offensive or foul language or images on team clothing.

Adhere to all elements of the regular tournament dress code.

Any violation of the Dress Code will lead to disqualification of the player for the rest of the match.

1.4.2 Penalty for not obeying the Dress Code

Any player not in proper attire will have the right to one 15-minute grace period to make the necessary change. Thereafter there will be NO grace period and the player will be disqualified from the match.

1.5. ELIGIBILITY CLASSIFICATION AND GUIDELINES:

All tournament teams/players must be IDF/EDU sanctioned from leagues operated by IDF/EDU member-operators. All players in a league must be members of the IDF/EDU, as sanctioned by a Charter Holder member in compliance with all league-sanctioning guidelines (Player files must be accurate and complete and players with incomplete names and addresses are not eligible). All league sanctioning requirements must be met in a timely fashion. Tournament players/teams may only be registered through the IDF/EDU operator-member on whose dart machine(s) the league/teams play. Violations will void registration and entitlements.

All teams must declare a full team roster, including substitutes, when registering. No roster changes will be allowed after a team's first match has begun.

Mandatory skill-level elevation may be invoked by the Tournament Committee based on previous tournament results, known ability, or Charter Holder recommendation.

1.6. PLAYER IDENTIFICATION:

Any player or team making unauthorized changes to their rosters or falsifying their identity(ies) will be disqualified by the tournament management from the current and all future IDF/EDU events. Players may be requested to show picture identification at any time during the competition.

1.7. PLAYER CATEGORIZATION:

The national Membership Federations of the IDF/EDU are responsible for the accuracy of the information regarding each player's skill level and the corresponding category of play. The tournament committee has the right, if it considers that a player has been included in the wrong category, to re-assign the player to a higher category or disqualify him from the tournament.

1.8 THE TOURNAMENT MATCH:

- Both players/teams pay equally for all games.
- The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
- If the machine is not set on the correct game and play has begun, the game will be stopped and started again. The person who threw the first dart will be responsible for all coins.

1.8.1 Diddling:

- When diddling, the dart that is closest to the center will determine the winning dart. Players 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 in alternate order until a winner is determined. The darts will remain in the board.
- The winner of the coin toss will have the option to "see or show" on the diddle.
- **EDU Rule:** At the 13 inch board if both players hit the single bull's eye, this is treated as a tie, and diddling starts again. Double bull's eye is also treated as a tie.
- **IDF Rule:** At the 15 inch board if both players hit the single bull's eye the dart nearest to the centre is always treated as the winning dart. Double bull's eye is also treated as a tie.

1.8.2 Play Modes:

1.8.2.1 Rules of play 501

- All players start the game with 501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts," and the score returns to the score that was existing at the start of the turn.
- When a player reaches zero, the game is over.
Team: The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the team that reaches zero wins. If a player reaches zero when he/she is "blocked" or "frozen," the win will be credited to the opposing team as a team win only. A player is "blocked" or "frozen" when his team partner has a score which is greater than the sum of the scores of both the opposing players.
- All general rules of play will apply.

1.8.2.2 Rules of the play Cricket:

- The game of Cricket will be played with a split bull's eye (outer ring counts for 25 points and inner ring counts for 50 points).
- The object will be to close the numbers 20, 19, 18, 17, 16, 15 and bull's eye in any order before your opponent(s). The player/ team who close all numbers and the bull's eye first, and have a greater or equal point score, win the game. A player closes a number by scoring the number three times (either with one triple, a double and one single or three singles)
- Points can only be scored by hitting numbers that have been closed. Once a number has been closed by both players or teams it will not score for either player or team.
- All general rules of play will apply.

In addition to the general rules of play, specific rules may be adopted by the IDF and the EDU for particular formats of the games of each game in a tournament.

1.8.2.3 Onsite alternate rule for the National Team IDF/EDU:

On-site alternates can be used by a team as long as the Tournament Committee has approved the change two hours prior to the start of the event. If circumstances occur that do not allow for a change to be made two hours prior to the start of the event, the Tournament Committee will have full discretion in handling this situation. An alternate must have the same nationality and gender as the player who is replaced, be a member of an IDF or EDU-Charter Holder and meet all the player requirements noted in Player/Team Eligibility. The alternate cannot play any other event at the same time as he plays in the National team. No player change will be allowed in the finals.

1.9 RANKING AND RESULTS:

The results of each round of tournament play will either be posted by the Tournament Committee or will be displayed at the kiosks, in which case each player can consult his results using his player identity card. Decisions made by the tournament officials are FINAL and cannot be disputed.

1.10 CASH AND AWARDS PROGRAM:

Awards and cups are handed presented during the awards ceremony. The time of the award ceremony will be published in the tournament schedule.

All cash awards can be collected from a specifically installed pay-out location after the event has finished. The prize money indicated in the tournament schedule is binding! Players must have a valid photo ID to receive their payment vouchers and redeem them.

1.11. SCHEDULING CONFLICTS AND PROCEDURES:

1.11.1 No-show player or team:

If a player/team has not arrived at the assigned board ready to play 15 minutes after the official start of the event, the match will be forfeit and the player/team present will be awarded a win. Score sheets for no show matches should be taken to the control station.

1.11.2 For singles and doubles:

Five minutes after the official start of play, if a player's/team's opponent is not at the assigned board for that match, the player/team should proceed to the control station to request a second call. The tournament official in charge will begin making one second call for the absent player/team. Each call will ask the player/team to meet their opponents at the designated dartboard to begin play. The second call will be made once the control station person is notified, and allows the player/team another five minutes to arrive at the dartboard and begin play. If the missing player/team has not arrived after this period of time the match will forfeit by the missing player/team.

If a player/team which has been forfeit arrives before the next match has been called, he/they may continue to play in the losers' bracket, if applicable.

1.11.3 For team events:

- A team will be given a 15-minute grace period for first-round matches on the first day of the event. There will be no grace period after the first round.
- If less than three players are present 15 minutes after the scheduled start time, the team will forfeit from the event if it's a round robin set. If it's a double elimination modus the team has the chance to continue the event in the loser bracket.
- If a team is missing a player after the 15-minute grace period, it may begin the match with three players, in which case it must continue this match with those three players. The rest of event the team can play with four players.
- If a team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a tournament official. If it's a double elimination modus the team has the chance to continue the event in the loser bracket.

1.11.4 Incapacitated Player:

An incapacitated player is defined as a player who is unable to compete. Any incapacitated player will be eliminated from the event. If a player is deemed incapacitated and no qualified substitute player is on that team's roster, the team will be forfeit from the event. It is the responsibility of the players and teams to prevent this from occurring, and NO EXCEPTIONS will be made.

1.11.5 Disqualifying Teams

If one team is unable to complete the Round Robin, the following steps will be taken:

- If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.
- Any team (all players on the team roster) not completing a round robin will be suspended from competition in all events for the same and the next day. In addition the tournament committee may decide to suspend the players from all the remaining official IDF/EDU events in the tournament.

The tournament management has the right to make adaptations and exceptions to these rules at any time during the tournament, as they see fit

1.12 FOULS:

The following items constitute fouls. Committing a foul may lead to the loss of a game, the loss of a match, expulsion from the tournament or league, expulsion from the site, or expulsion from future leagues or tournaments. The tournament officials, identified by official IDF/EDU credentials, will make all decisions concerning fouls, and will recommend specific penalties. The general penalty for committing a foul, unless otherwise stated, is the forfeit of the subsequent turn for the fouling player.

1.12.1 Concerning fouls, obeying all the rules is obligatory.

1.12.2 Fouls must be called within the round in which the foul was committed.

1.12.3 Distracting behavior by opponents while a player is throwing is prohibited and constitutes a foul. Throwing on a non-coined machine is considered a distraction. Any spectator causing distractions may be removed from the tournament floor by a referee.

1.12.4 Foot foul: When a dart is thrown, the dart must make contact with the dartboard before the player's foot makes contact with the floor in front of the throw line: otherwise a foot foul has been committed. In the case of a foot foul a player must receive a warning from the opposing player or team captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that a foul has been committed, the player will lose his/her next three darts.

1.12.5 Each player is responsible for checking that the dartboard is set for the correct throw position before he throws his darts. The game should be stopped as soon as a player recognizes that a player has thrown on the wrong position. If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed after his/her turn is over but before that player has started his/her second round, the game is started again with the offending team being responsible for coining the machine. If the infraction is noticed after the second round, the offending team will forfeit that game. If the infraction is noticed after the start of the next game, the preceding game will stand.

1.12.6 If a player throws out of turn and ends the game during that turn, his/her team loses that game.

1.12.7 If a machine resets due to power failure or for any other reason beyond the control of the players, the current game will be started again.

1.12.8 If a player is assigned a win by the dartboard in a round in which that player or that player's partner committed a foul, that team forfeits the game.

1.12.9 Any machine reset, tilt or malfunction due to intentional or accidental player action shall result in loss of the game for the team committing the action.

1.12.10 Abuse of equipment, poor sportsmanship, or unethical conduct, as judged by a referee, league director or tournament official, may constitute a foul.

1.12.11 Any player/team who commits three fouls in one match will forfeit that match.

1.12.12 Any player found to be using overweight or otherwise disqualified darts shall cause the team to forfeit all the games in the match in which that player has played. The match will then continue with all players using appropriate darts. Any protest about the weight of darts must be made during the match and will not be admitted once a match has been concluded.

1.12.13 Not obeying the rules is considered a foul.

1.12.14 All decisions made by referees and the tournament management staff are final.

Blow pipes and magnetic darts are prohibited!

1.13 CHEATING:

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all IDF/EDU events for a length of time to be determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

1.14 PROTEST PROCEDURE:

The following guidelines should be used by a player, and the protest must be filed by the completion of the last game along with a €100 fee.

- Only a team/player competing against the said team/player may submit a protest.
- If the protest is granted, the €100 fee will be refunded.
- If the protest is denied, the €100 fee is directed to the General Fund of the IDF/EDU.

1.15 PROPER BEHAVIOUR:

Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT, VERBAL ABUSE OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR. There is ZERO TOLERANCE when it comes to violations of these rules.

No flash photography is allowed during tournament play. Cell phones must not have an audible ring during tournament play.

1.16 GENERAL RULES:

1.16.1 Smoking, Drinking & Eating

Smoking, Drinking and Eating is prohibited in the throwing area. During the game a player must not leave the throwing area for making/receiving a phone call, eating, smoking or drinking.

2 IDF TOURNAMENT FORMAT

2.1 SINGLES EVENTS MEN / LADIES / JUNIORS:

Play mode:

501 Men:

- **501 Double In / Double Out**
244 cm throw line
15" target size
Split 50/25-point bull's-eye
Round limit: 20 rounds
double elimination
- The game is 501 double in/double out. Players can double bull-in or double bull-out and will play on a 25/50-point split bull.

501 Ladies:

- **501 Double In / Double Out**
244 cm throw line
15 " target face
Full 50-point bull's-eye
Round limit: 20 rounds
double elimination
- The game is 501 double in/double out. Players will play on a 50-point bull's-eye and cannot bull-in or bull-out.

Cricket Men and Ladies:

- **Cricket Standard**
244 cm throw line

15 " target face
Split 50/25-point bull's-eye
Round limit: 25 rounds
double elimination

- The game of Cricket will be played with a double bull's eye. The player who closes all numbers and the bull's eye first, and has a greater or equal point score, wins.

501 Juniors:

- **501 masters out**
244 cm throw line
15" target face
Full 50-point bull's-eye
Round limit: 25 rounds
double elimination
- The game is 501 any in-masters out. The bull's eye will count 50 points. Players can bull-in but NOT bull-out. Players must hit a double or a triple to finish.

At round limit end, teams record their score off the machine and then call a referee to the board to declare a winner. For '01 events the machine will declare the player that has scored the highest number of points the winner, and for cricket the machine will award the win to the player which had the highest marks per round.

2.2 IDF WORLD TEAM CHAMPIONSHIP:

At the IDF World Team Championship the events will be double elimination — best 3 out of 5 games. The score sheet comprises:

- **2 games 501 double in/double out**, Team play (League button),
Men split bull; Ladies 50-point bull
- **2 games Cricket**, players will play on only one score, split bull
- **1 game 501 double in/double out - Tiebreaker** Team play (League button),
The final game is stacked, with all team members playing - 2 players on each score. For the tiebreaker game the players can play in any order.

2.2.1 Playing Course:

- Coin toss, the winner of the coin toss will have the option to "see or show" on the diddle. Each team appoints a player to diddle.
- The winner of the diddle is the home-team and has to write down the players into the playing schedule, then the second team.
- The losing team of each game starts the next game.
- In the final game - Tiebreaker - diddling decides which team starts this game.

2.2.2 Substitute Player:

Any players on the team roster for that event may be rotated match-by-match but not between games.

2.2.3 Starting order:

The starting order for each match and game is defined on the score sheets for the match. In team events, if the match includes a final tiebreaker game, all players participating in this tiebreaker final game and can play in any order, to be decided by the team captain.

3 EDU TOURNAMENT FORMAT

3.1 EDU EUROCUP TEAM :

There are no round limits at each game.

3.1.1 Registration of teams:

A team consists of at least 4 and at most 6 players. A Eurocup team may not include more than two players who are also members of their country's national team. All players of a Eurocup team must have a playing license from the same charter holder, and for men's teams at least 2 players must have played in the same team during the last season of the league.

The skill level of the best player determines the category of the whole team. The categories for the Eurocup are A, B, C and Ladies.

3.1.2 Categories:

The format of the team is as follows:

- category A 501 Double out,
- category B 301 Master out,
- category C 301 Single out,
- Ladies 301 Master out.

The event will be played on a 13 inch board.

3.1.3 Mode of Play:

The tournament is played in the "Davis Cup System":

- 2 single matches, played best 2 out of 3 games
- 1 double match, with 4 players using 2 scores, played best 2 out of 3 games
- 2 single matches, played best 2 out of 3 games

From the semi-final every team match will be played best 2 out of 3 score sheets

Play system: First Round Robin to select the last 8 teams or 16 teams, it depended on the entries and thereafter double elimination.

3.1.4 Playing Order:

Before the start of the team match, the team captain must decide which players will play in each of the 4 single matches and this must be recorded on the score sheet, but this information need not be shown to the other team captain before he has made his choice (the usual method is to fold the score sheet so that each captain can record the names of his players without seeing the names of the other team's players. The pairs for the double matches can be fixed at the beginning of the doubles. Players may not be changed during a team match. Changes are allowed in the next team match.

Tournament officials reserve the right to change the play mode.

3.2 EUROPEAN TEAM CHAMPIONSHIP:

3.2.1 **Registration of National teams:**

The national associations must register the players which comprise their national team at the EDU, at least one day before the start of the tournament. All of the players must have the nationality of this country they are playing for. A national team comprises of at least 4 and at most of 8 players. The players in a national team can be from any category of skill level.

3.2.2 **Group drawing**

The groups are drawn by lot in the evening before the championship begins. The 4 teams which participated in the semi finals of the European Team Championship of the preceding year are seeded.

3.2.3 **Mode of Play**

Play will be on the 13 inch board.

Groups consist of at least 3 and at most 6 teams.

Both Men and Ladies play 501 Double out on 4 boards simultaneously, starting with a Round Robin format, followed by double elimination for the final 8 teams.

The score sheet consist 16 single matches (best 2 out of 3) and one team match played as 2 double games, using the league button on the dartboard.

Team match: The first game is played from 2 players of each team and the second game is played by the other 2 players of each team. If there is the need of a third Tiebreaker game, the winners off the first two games compete.

The team captains must assign the players to participate in each of the four single matches before each round of four single matches begins. The pairs for the team games can be decided immediately prior to the start of the match. During a match the team captain can make 2 player substitutions, but not once a game has started, and once a player has been substituted he cannot play for the remainder of the match.

Tournament officials reserve the right to change the mode of play at their discretion.