

# DARTS

## League Rules



## CONTENTS

<b>1. Event Coordinators</b> .....	3
Roles of the EC.....	3
Roles of Players in an EC'd League .....	3
<b>2. Game Requirements</b> .....	3
<b>3. Default Minimums &amp; Scores</b> .....	3
<b>4. Format &amp; Equipment</b> .....	3
Game Format.....	3
Scoring & Game Play .....	4
Equipment .....	4

## 1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

### ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Set-up all required equipment and bring permits to the facility
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the CSSC office

### ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

## 2. GAME REQUIREMENTS

League	Total # of Players Required per game	Minimum # of F Players Required per game	Maximum # of M/X Players Allowed per game
Open	2	0	2

The CSSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

## 3. DEFAULT MINIMUMS & SCORES

Format	Minimum # of Players to Avoid Default	Default Score
Open	1 (No Gender Requirements)	0 - 1

## 4. FORMAT & EQUIPMENT

### GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will consist of a one round of darts, using the 'Cricket' scoring system

---

## SCORING & GAME PLAY

- The overall objective of 'Cricket' is to "close out" numbers 15 through 20, plus the Bullseye, before your opponent.
- To start the game, one player from each team throws one dart. This is known as the "diddle". The team whose dart lands closest to the center of the Bullseye goes first.
- Teams alternate who throws, with each player taking turns to throw 3 darts. Player A from Team 1 would start, followed by Player A from Team 2, then Player B from Team 1, then Player B from Team 2.
- To "close-out" a number, it must have been scored three times in any fashion.
  - A 'Single' counts as one mark for that number.
  - A 'Double' counts as two marks for that number.
  - A 'Triple' counts as three marks for that number.
  - For example, hitting Single 20 and Double 20 will close out the 20s for your team. Similarly, hitting Triple 20 will close out the 20s for your team.
  - The Outer Bullseye ring counts as one mark. The Inner Bullseye ring counts as two marks.
- Numbers do not have to be closed in any particular order.
- A scoreboard is used to keep track of the hits on all the numbers. Hitting a number once is shown by placing a slash (/) beside the number, second hit by turning the slash to an X, and the third by a circle (O) around the X.
- Darts that hit any other number on the board are void and do not count. Only darts that hit 20, 19, 18, 17, 16, 15, or Bull are recorded.
- Play continues until all numbers have been "closed-out" by a particular team. The first team to close out 15 through 20, plus the Bullseye, is the winner of the match.
- Players must stand back the required distance (2.37 meters). There are markings on the floor to identify the line.

---

## EQUIPMENT

- Darts will be supplied by the CSSC.
  - Players are welcome to bring/use their own darts if they prefer.
- Dart Boards will be supplied by The Trop.