

## **SUPER CUP**

### **1.00 Super Cup**

1.01 Players registered with the M.D.A. can participate in the Super Cup.

1.02 The Super Cup is played in one day.

### **2.00 Super Cup - FINALS I NIGHT**

2.01 A draw will be held between registered players until 7.30pm.

2.02 The game will be best of 5 legs until the quarterfinals.

2.03 The semi-finals become best of 7 legs.

2.04 The final becomes a best of 9 legs.

2.05 The loser of the game must mark (or find a representative to mark) the next game.

2.06 Failure to mark the match awarded to him will result in a fine (see Code of Discipline).

2.07 No one may smoke or drink alcohol while playing their game.

2.08 Wearing jeans during sessions which are televised, streamed or on stage is not permitted.

2.09 Those caught violating regulation 2.07 and 2.08 will be disqualified immediately.

### **3.00 TOSS (BULL)**

3.01 The toss is done once.

3.011 The winner of the toss starts the first and third leg, and if necessary the fifth leg until the quarter final phase.

3.012 The winner of the toss in the semi-finals starts the first, third and fifth leg, and if necessary the seventh leg.

3.013 The winner of the toss in the final starts first in the first, third and fifth leg, and if necessary the seventh leg.

3.02 The loser of the toss starts the other legs (those not mentioned in 3.011, 3.012 and 3.013).

### **4.00 SUDDEN DEATH**

4.01 In case of the final, if the result will be 4-4, the game will continue until a player wins 2 clear legs.

4.012 In case the result is 7-7 the 15th leg is played on sudden death.

4.02 The player who started the game throws for the bull first.

4.03 If this player hits the semi bull or bull, the referee must remove the dart before the second player throws.

4.04 In the event that the second player scores the same as the first player, both players must re-throw for the bull.

4.05 In case of 4.04 a re-throw shall be in the reverse order of the previous throw.

4.06 The winner of this leg will be the winner of the final.

## **5.00 SPONSOR**

See 8-a-side league.

## **6.00 PRIZES**

6.01 The winner will be presented with a trophy to be kept for one year and another forever.

6.02 The winner will also be awarded €150.00 in prize money.

6.03 The runner-up will win a trophy to keep and € 80.00.

6.04 Whoever finishes in third place will win a trophy each to and €30.00 each.

6.05 Those who finish in fifth to eighth place win a trophy that they keep for good.

## **MALTA DOUBLES**

### **1.00 REGISTRATION OF PLAYERS**

1.01 Players registered with the M.D.A. only they can compete.

1.02 The pair must be composed of players of the same team.

1.03 The game is played on a knockout basis.

1.04 The draw is placed in a bracket system.

1.05 Games are played in one day. The registration of the teams closes at 7.30 pm and immediately after the draw the games start.

1.06 The participation fee is - see 8-a-side 3.02.

## **2.00 THE GAME**

2.01 The game will be best of 5 legs until the quarterfinals.

2.02 The semi-finals are best of 7 legs.

2.03 The final is best 9 legs.

2.04 The loser of the game must mark (or find a representative to mark) the next game.

2.05 Failure to mark in 2.04 the match will result in a fine (see Discipline Code).

2.06 No one may smoke or drink alcohol while playing their game.

2.07 Wearing jeans during sessions which are televised, streamed or on stage is not permitted.

2.08 Those caught violating regulation 2.06 and 2.07 will be disqualified immediately.

## **3.00 TOSS (BULL)**

3.01 The toss is done once.

3.011 The winner of the toss starts the first and third leg, and if necessary the fifth leg until the quarter final phase.

3.012 The winner of the toss in the semi-finals starts the first, third and fifth leg, and if necessary the seventh leg.

3.013 The winner of the toss in the final starts first in the first, third and fifth leg, and if necessary the seventh leg.

3.02 The loser of the toss starts the other legs (those not mentioned in 3.011, 3.012 and 3.013).

## **4.00 SUDDEN DEATH**

4.01 In case of the final, if the result will be 4-4, the game will continue until a player wins 2 clear legs.

4.012 In case the result is 7-7 the 15th leg is played on sudden death.

4.02 The player who started the game throws for the bull first.

4.03 If this player hits the semi bull or bull, the referee must remove the dart before the second player throws.

4.04 In the event that the second player scores the same as the first player, both players must re-throw for the bull.

4.05 In case of 4.04 a re-throw shall be in the reverse order of the previous throw.

4.06 The winner of this leg will be the winner of the final.

## **5.00 SPONSOR**

See 8-a-side league.

## **6.00 PRIZES**

6.01 The winners will each be awarded a trophy and €70.00 each.

6.02 The runners-up will be given a trophy each and €30.00 each.

6.03 Whoever finishes in third place will be given a trophy each.