



POPDARTS RULES

GAMEPLAY

- ✓ **Coin flip or Rock Paper Scissors** determine who goes first. The winner can choose to throw first or which side (left or right) they will stand to throw.
- ✓ Players must alternate throws within a round to maintain a consistent rhythm of play.
- ✓ Each player has **10 seconds** to throw after the previous dart has come to rest.
- ✓ **Exceeding** the shot clock results in the loss of that throw.
- ✓ Each player is allowed **one 15-second** timeout per game.
- ✓ **The player that was awarded points in the previous round** starts the next round.
- ✓ If neither player gets a **Popdart** in play, the team who threw **first loses honors**.
- ✓ The player awarded points is **responsible for ensuring** that the Target Marker is securely suctioned in place **wins the game**.
- ✓ First team to reach or exceed **21 points** wins the game.

REGULAR SCORING

- ✓ Cancellation scoring (like cornhole)
- ✓ Closest Popdart that sticks: **3 points**
- ✓ Each other Popdart that sticks: **1 point**
- ✓ **Tie Rule:** If the closest Popdart from each player is **equidistant** from the Target Marker, the two tied Popdarts must be re-thrown
- ✓ First team to reach or exceed **21 points** wins the game.

SPECIAL SCORING

- ✓ **T-Nobber** - sticking on top of the target marker: **10 points**
- ✓ **Kiss/Lippy** - any dart sticking on the table and touching the target marker base: **+1 point**
- ✓ **Fender Bender** - any dart sticking on the table and bent under the target marker top: **+1 point (stacks with a Lippy)**
- ✓ **Wigglenobber** - sticking your dart on any other dart: **double the points of the Popdart it sticks to**
- ✓ **Tower Shot** - landing on the tower: **5 points**
- ✓ **Inch Worm** - A Popdart suctioned to the Target Marker and the playing surface: **11 points**

Visit Popdarts.com for full rules and details.