



Darts - Cricket Tournament Rules

Dart Basics:

- Darts: Standard soft tip darts are used for league play.
- Darts will be available for players to use provided by Born Sports League. Players are allowed to bring their own darts and dart flights.
- Board Placement: Boards are placed at a standard distance of 8 feet from the player's line. This is measured from the front edge of the board to the player's line.
- Player's Line: The player's line is a straight line parallel to the board, 8 feet in front of the board. Players must stand behind this line when throwing darts.
- Thrower's Area: The thrower's area is a designated space behind the player's line where players can stand to throw their darts.
- Board Settings: Both team captains are responsible for ensuring the board has been configured to the proper settings.

Teams:

- Number of Players: Each team will consist of at least 2 but no more than 6 registered players. Teams have a minimum of 2 players per team for each game.
- Teams unable to begin play within 5 minutes are scored as a forfeit and will be eliminated. Only team players are allowed to throw.
- Each player throws three darts per turn.
- Players alternate turns. Captains may determine the specific order of their respective teams. Players alternate turns. Captains may determine the throwing order for their teams; however, no more than one player from each team may throw per turn (two players total).

Cricket Game Play:

- Players will use rock, paper, scissors to determine who throws first.
- Matches are played as best-of-three games.



- **Scoring:**
 - **Cricket:** The objective in cricket is to hit the numbers 15 through 20 and the bullseye three times. By hitting a number three times, the number then becomes “closed”. The objective is to close each number before the opposing team, which provides you or your team with the opportunity to earn points.
 - **Points:** Once a segment is closed, additional hits to that segment score points:
 - **Single:** The number value of the segment.
 - **Double:** Double the number value of the segment.
 - **Triple:** Triple the number value of the segment.
 - **Bullseye:** The bullseye inner ring is worth 50 points per hit. Bullseye outer ring is worth 25 points per hit.
 - **Winning a Game:** The first team to close all segments and have a higher total score wins the game.
 - **NOTE: The “Last Winning Dart” must stick and be properly registered by the machine.**
 - **NOTE: THE BOARD IS ALWAYS CORRECT.** In the event that the board captures the incorrect information, the score will be maintained as recorded. If both captains agree that the captured information is egregious, the previous throw can be deleted and the original player may throw a round of 3 darts again

Foul Throws:

- **Missed Throws:** Darts that miss the board are considered foul throws and do not count.
- **Touching the Board:** If a player's hand or arm touches the board while throwing, it is considered a foul throw.
- **Stepping across the throw line:** If a player steps across the player’s line during play, that throw will be considered a foul and the throw will be counted as a missed dart.

Time Limits:

- **Individual Throws:** Players have a reasonable amount of time to throw their darts. If a player takes excessive time, the referee may call a foul.
- **Game Round Time Limits:** Each game will last no longer than 45 minutes.
 - **The first team to close all segments and have a higher total score will be declared the winner if no winner has been declared.**

Tiebreakers:

- If both teams have exactly the same score when time is called, each team may throw one more round (3 darts per team) to determine the winner.

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June 9th, 2025 - Creation of tournament doc

July 7, 2026 - "Last Winning Dart" must stick and be registered by the machine properly

