

GENERAL RULES OF PLAY

- Players stand at the "throw" line, 7 feet 9 ¼ inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.
- Players must provide their own darts and meet the following specifications:
 - A. They must be plastic-tip darts.
 - B. Darts shall not exceed 9" in total length.
 - C. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
 - D. Complete darts may not exceed 18 grams in weight.
 - E. Darts may not have broken or cut off tips.
 - F. Each shall consist of a recognizable barrel, flight, and point.
- Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit. A player will always be allowed to throw all three of their darts.
- It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts.
- Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again. 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. Exception 1: When a dart is in the board and machine reads "Stuck Segment", that dart must be removed by opposing team captain before other darts are thrown. Exception 2: If a dart sticks to a number that is scored incorrectly by the board, notify Salt Lake County staff to correct before throwing any additional darts. This exception ONLY applies to darts that stick in the board, any bounce outs will be scored by the board as final.
- A round is defined as the period of time from the end of a player's turn to the start of their next turn. In a game that is played with two players sharing a score, a round is defined as the period of time from the end of a players turn to the start of their partner's turn.

Matches will best of 3 in the winners bracket, single match losers bracket.

Games will be timed to a maximum of 20 minutes. Once the 20 minute mark has been reached Salt Lake County Staff will notify teams. Players will then conclude the current round and the team with the most total marks will be determined as the winner.

Rules of Play – Cricket

- The game of Cricket will be played with a double Bull's Eye.
- 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 that opens all numbers and the Bull's Eye first, and has a greater or equal point score, wins.
- An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.
- All general rules of play will apply.
- Teams will alternate throws

Scoring

To open or close a number, it must be marked 3 times in any fashion, on one or more turns. If no marks have been recorded in a number, hitting the triple will close a number in one throw; a single and the double will open or close it in two throws or three singles will open or close it in three throws. Numbers do not have to be opened or closed in any particular order and several numbers can be hit in the same turn. A number does not need to be completely opened or closed in 1 turn. It can be marked over multiple turns and multiple teammates. Marks are saved and noted per team on the scoreboard for future turns to keep track of marks on all numbers.

The object is for a team to reach 3 marks on each number (15, 16, 17, 18, 19, 20 and the Bull's Eye.) Doubles count as two marks and triples as three marks. The first team to reach 3 marks on a number owns that number and it is said to be **opened**. Further hits on the opened number score that number of points (e.g. triple 20 gains 60 points) until the opposing team also marks that number three times and **closes** it, then that number is removed from play.

The double ring scores double the number's value and the treble (inner) ring scores triple the number's value. The outer Bull's Eye ring is worth 25 points and counts as one mark, and the inner circle (or double Bull's Eye) is worth 50 and counts as two marks.

Example Game

Team 1- John, Mary, Alex

Team 2- Chris, Dennis, Jen

- **John** opens the game by throwing a triple 20, then a single 20 and a double 18. At the end of John's turn the 20 is opened and he has scored 20 points. The 18 will require one more hit to open it.
 - ❖ The Score is 20 – 0 (as John hit a single 20 after opening that number)
- **Chris** throws next and hits the triple 20 (which closes number 20), a single 20 and a triple 16. At the end of Chris' turn the 20 is closed, but he does not score for his 4th mark in the 20 since John already opened it, 20 is closed, and Chris has opened 16.
 - ❖ The Score is still 20 – 0, as Chris closed the 20s with his first throw, and then hitting a number that is closed does not score. Chris also opened number 16 for Team 2.
- **Mary** now tries to open the 18s but hits the single 1, single 4, and single 20. At the end of Mary's turn there is no score change.
 - ❖ The Score is still 20 – 0 (As only 15-20 and Bull's Eye are used in Cricket and 20 was closed by Chris of Team 2)
- **Dennis** throws a triple 16, a single 19, and double 19. At the end of Dennis' turn he has opened the 19s, and has scored 48 points (Chris opened the number 16 for Team 2 on his turn earlier, so Dennis' 3 marks for hitting triple 16 all count as points).
 - ❖ The Score is now 20 – 48
- **Alex** throws a single 15, single 19, and single 18.
 - ❖ The score is still 20 – 48, and Team 1 now has one mark in the numbers 15 and 19, and the number 18 is open.
- **Jen** throws a single Bull's Eye, single 4, and single 15.
 - ❖ The score is still 20 – 48, and Team 2 now has one mark in the Bull's Eye and the number 15.

Team 1 can continue to score on 18s until Team 2 closes them. Team 2 can continue to score on the 16s and 19s on each of their turns until Team 1 closes them.

Play continues with players on each team throwing in the same order until a team has opened all numbers and Bull's Eye, and is tied or in the lead in points.