




These Official **DDO Rules of Play** are written and published by the **Deaf Darts Organisation** with guidelines by the **WDF World Darts Federation**.

RULES OF **PLAY**

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1. FOREWORD

The Deaf Darts Organisation of United Kingdom (DDO) is a non-profit organisation governing the sport of darts for the Deaf & Hard of Hearing in the UK. The DDO Board of Directors consists of 6 elected officers responsible for the day to-day operations of the organisation.

A Working Group was formed to conduct a thorough review of the DDO Rules of Play to simplify these for players and officials alike. Any individual may contact the DDO to request an interpretation of a rule or make suggestions for any matter not covered by these rules for possible inclusion in the next edition of this rulebook.

For more information on the sport of darts in United Kingdom, consult the DDO website (www.deafdarts.org).

2. DEFINITIONS

- **2.1** Masculine gender references apply equally to male and female.
- **2.2** Singular terms, apply to the plural, unless otherwise stated.
- **2.3** The following definitions are included for clarity:

“Caller” - the person appointed to announce a player’s score during a match. A caller may also be appointed as the match referee.

“Crutches” - walking aids that include, but are not limited, to standard underarm crutches, forearm/elbow crutches, single point walking canes and quad-point canes.

“Designated Retriever” - an individual designated to retrieve darts from the board on behalf of the thrower, where a disability or height restriction may limit the thrower’s ability to retrieve their own darts. Any reference to the **“thrower”** shall equally mean the designated retriever for the purposes of touching or retrieving any dart.

“Gamesmanship” - use of aggressive, often dubious tactics, such as psychological intimidation or disruption of concentration, to gain an advantage over one’s opponent.

“Knock Out” - player is not eliminated until he has lost the required number of legs, matches or sets. **“Leg”** —also known as a single game within a match.

“Match” - the total number of legs or sets being competed between two opponents.

“Member Body” - the provincial or territorial organization recognized by the NDFC as the governing body for darts in their jurisdiction.

“Modified Round Robin” - all players are divided into sections differing in quantity of not more than one player.

“DDO” - Deaf Darts Organisation

“Oche” - commonly referred to as a toe-line and equally encompasses a flat or raised toe barrier.

“Organisers” - person(s) appointed, or approved, by the DDO Board Committee to organise and administer a tournament.

“Player” - unless otherwise specified, means equally a single player or a team of any number of players.

“Program” - commonly referred to as the Tournament Poster, all published information pertaining to a specific event. **“Referee”** - person officially appointed by the Tournament Director to conduct a match between two opponents.

“Round Robin” - consists of all players entered in the event playing a match against each other opponent entered in that event.

“Scorer” - also known as marker or Chalker, the person appointed to mark score during a match. A scorer may also be appointed as the match referee.

“Set” - an odd number of legs forming all or part of a match. Although a match could consist of multiple sets, most often a match will consist of only one set. (For example, a match might consist of

- 1 set of the best of 5 legs and the first player to win 3 legs win the set and match. A multiple set match might consist of 3 sets of the Best of 3 legs. The first player to win 2 legs wins the set and the first player to win 2 sets wins the match.)

“Tournament Director” - an individual who is in charge, and who has final discretionary powers, at any tournament.

“Walker” - a walking aid that includes, but is not limited to, standard walker frames with rubber tipped feet, 3-wheeled walker frames, 4-wheeled walker frames and combo frames with stationary and wheeled feet, all of which may or may not include a seated platform. **“WDF”** - World Darts Federation.

“Wheelchair” - a mobility device that includes, but is not limited to, manual or electric wheelchairs or mobility scooters.

3. ENFORCEMENT

- **3.1** The revisions reflected in this edition supersede any previous version and are now in force in accordance with Section 18 of the DDO Constitution.
- **3.2** All dart events in United Kingdom, sanctioned or under the direct control of the Deaf Darts Organisation (DDO), must be played in accordance with these rules.
- **3.3** For any ruling not covered by the DDO Official Rules of Play, the WDF Rules of Play shall apply.
- **3.4** The official Tournament Director’s interpretation of the DDO Rules of Play shall be final and binding during that tournament.
- **3.5** Any protest must be lodged with the Match Board referee or the Tournament Director, at the time of the alleged violation and a judgment shall be given before the leg, set or match is allowed to continue. Any protest of an alleged violation made after the match has continued shall not be considered.

4. CODE OF CONDUCT

- **4.1** For any event advertised as being run in accordance with the NDFC Rules of Play, completion of the entry form shall be deemed as acceptance of these rules, by the player or team named on the entry form, including all supplementary rules that may have been announced or published for that event.
- **4.2** All players or teams shall play under the supervision and direction of the official Tournament Director.
- **4.3** No player shall act in a manner which may reasonably be considered to discredit the sport of darts, including the use of offensive language or gestures.
- **4.4** All players and spectators shall desist from any behaviour which may reasonably be construed as gamesmanship before, during or after any match at any dart tournament.
- **4.5** Any player found guilty of deliberately losing a leg, set or match in an event shall be disqualified from further play within that tournament.
- **4.6** Any player or team failing to comply with any of these rules or any supplemental rules may be disqualified by the official Tournament Director from an event or the entire tournament and subject to disciplinary action.
- **4.7** Any player or team may be subject to disciplinary action if he is involved in or causes any action considered to have brought the sport of darts into disrepute or which tarnishes the image of the sport in the opinions of the sponsors or promoters.

5. PLAYING EQUIPMENT

- **5.1** Each dart used shall not exceed an overall maximum length of 305 mm (12 inches), nor weigh more than 50 grams.
- **5.2** Each dart shall consist of a needle shaped point, which shall be fixed to a barrel. At the rear of the barrel shall be an attached flighted stem, which may consist of up to four separate pieces (e.g. a flight, a flight securing device, a flight protecting device and a stem).
- **5.3** MultiPoint are not permissible in accordance with these rules and any score attained by the use of those dart points shall be declared void.

6. DARTBOARDS and LIGHTING

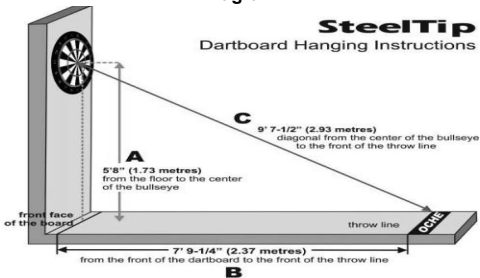
- **6.1** DDO - approved dartboards must be used in all events sanctioned, ranked or under the direct control of the DDO, unless the organisers have received written consent of the DDO.
- **6.2** All the wires forming the segments, doubles, trebles, inner and outer bulls, which together form the 'spider' shall be affixed to the face of the dartboard in such a manner that they all lie flat on the face of the board.
- **6.3** The dartboard shall be fixed so that the vertical height from the floor, at the same horizontal plane of the oche, to the centre of the bull, shall measure 1.73 metres. (5 ft 8 inches). (See Diagram 1 – Measurement "A")
- **6.4** The '20' segment shall be coloured black and centred at the top of the board.
- **6.5** A player or team captain shall have the right to request the changing, moving or rotation of a board. In the event that the opposing player, or team captain does not agree, the matter shall be referred to the Tournament Director or appointed referee.

- **6.6** A player or team captain has the right to demand that the height of the board be checked.
- **6.7** The checking, measuring and any subsequent replacement, moving or rotation of the board must be performed by an official referee and only prior to the start of a match or between legs of a match.
- **6.8** All 'floor' dartboards shall be adequately lit by a suitably positioned light fitted at each dartboard equivalent to a 100-watt spotlight.
- **6.9** Dartboards used in 'stage' games shall be adequately lit by a minimum of two lights, suitably positioned and equally equivalent to a minimum of two 100-watt spotlights to prevent unnecessary shadows on the dart board.
- **7.0** All light fittings must be fitted with screens or shades to divert direct light away from the player's eyes when standing at the oche.

7. OCHES (Toe-lines)

- **7.1** It is strongly recommended that a raised oche be used whenever possible in all organised competitive darts. When a raised oche cannot be used, the dimensions and rules given below shall apply to painted or taped toe lines. When such lines are used, it must be clearly stated, prior to the start of play, whether the back or the front of the line marks the minimum throwing distance.
- **7.2** A raised oche shall be a minimum of 38 mm (1.5 inches) high and 610 mm (24 inches) and shall be placed at the minimum throwing distance.
- **7.3** The minimum throwing distance shall be in accordance with the following measurements:
- **7.4** The back of the oche is 2.37 metres (7 feet - 9 1/4 inches) horizontally from a plumb line dropped from the centre of the board. (**See Diagram 1 – Measurement "B"**)
- **7.5** The diagonal distance from the centre of the board to the back of the oche, at floor level, shall be 2.93 metres (9 feet 7 1/2 inches). (**See Diagram 1 – Measurement "C"**).

Diagram 1



- **7.6** When the dartboard and oche are placed on a raised area (stage), such stage shall be constructed so that the board and oche are approximately centred laterally, the minimum width at the oche shall be 1.525 meters (5 feet), and the minimum depth of standing area to the rear of the oche shall be 1.22 metres (4 feet).
- **7.7** No player may tread on any part of a raised oche nor tread on any area of floor in front of a painted or taped throwing line during play, unless otherwise stated in these rules.
- **7.8** No player shall deliver any dart with their feet in any position other than behind the oche or throwing line or extension thereto and both of the thrower's feet shall remain behind the throwing line until the dart has left the thrower's hand.
- **7.9** Notwithstanding rules 7.5 and 7.6, if a player is required to use walking aids due to a disability or limited mobility, the following provisions apply:
- **7.11** A mobility aid that has a single point of contact (e.g. a crutch or single point cane) shall be considered a part of the player's foot and the point of contact for a crutch must be behind the throwing line until the dart has left the thrower's hand.
- **7.12** Mobility aids with multiple points of contact are considered as follows: For canes with multiple points of contact (e.g. a 3 or 4-point cane) at least one of the points of contact must remain behind the throwing line until the dart has left the thrower's hand.
- **7.13** The back wheels or legs of a walker or knee scooter crutch shall be considered a part of the player's foot and the point of contact for the back wheels or legs must be behind the throwing line until the dart has left the thrower's hand. The front wheel(s) or leg(s) of a walker shall be permitted in front of a raised, painted or taped throwing line. (See **Diagrams 2a** and **2b**)

Diagram 2 (a)



Diagram 2 (b)



- **7.14** The back wheels of a wheelchair shall be considered the player's feet for the purposes of these rules and the point of contact for the back wheels must be behind the throwing line until the thrower's hand. The player's actual feet and the front wheels of a wheel-chair shall be permitted in front of a raised, painted or taped throwing line. (See **Diagram 3**)

Diagram 3



- **7.15** If a player wishes to throw one or more darts from a point either side of a raised oche, an imaginary straight line shall be used on either side and considered part of the actual oche.
- **7.16** The Tournament Director is empowered to appoint a foot judge referee if a player is found to repeatedly breach any rules 7.5 through 7.8, and the player shall be advised of such.
- **7.17** If a foot judge referee is appointed, any subsequent dart thrown in breach of rules 7.5 to 7.8 shall not score and will be declared invalid by the referee. The referee shall not be required to warn a player prior to the delivery of any subsequent dart that the player is standing in breach of these rules, but the invalidity of the dart shall be declared immediately following the release of the dart.
- **7.18** A player or team captain has the right to demand that the oche distance be checked.
- **7.19** The checking, measuring and any subsequent adjustment of the oche must be performed by an official referee and only prior to the start of a match or between legs of a match.

8. PLAYING AREA

- **8.1** Although organizers may use tables, ropes or partitions, the playing area is typically defined as being from the dartboard and chalkboards to approximately 4 feet behind the oche.
- **8.2** Without prior consent of the Tournament Director, no person is permitted within the playing area other than the assigned officials and the assigned players or teams.
- **8.3** A player's opponent(s) must stand at least 610 mm (2ft) to the rear of the player at the oche.

- **8.4** Once a match has started, a player must remain in or near the playing area. In exceptional circumstances, the official referee may grant permission for a player to leave the playing area between legs. Only in the case of an extreme emergency will players be granted permission to leave the playing area during the course of a leg.
- **8.5** Only a cameraman located behind the stage backdrop, a referee, scorer and/or caller shall be permitted to be situated in front of a player at the oche. Such officials must restrict their movement to a minimum during a player's throw. A player cannot request an official to move to a position behind the thrower.

9. THROW

- **9.1** A player shall throw from a standing position, except when a physical disability or injury requires a player to adopt a non-standing position (e.g. a wheelchair or similar form of support).
- **9.2** All darts must be deliberately thrown, one at a time.
- **9.3** Unless the leg has been won or the player scores more than what he has remaining, each throw shall consist of three darts.
- **9.4** With the exception of rules pertaining to "bulling up", any dart bouncing or falling out of the dartboard shall not be rethrown.
- **9.5** If a player touches any dart in the dartboard during a throw that throw shall be deemed complete.

10. SCORING

The scoring value of a dartboard shall be:

- **10.1** The two larger segments shall score the value of that segment. (see Diagram 4 "A")
- **10.2** The inner narrow band shall score triple the segment value. (See Diagram 4 "B")
- **10.3** The outer narrow band shall score double the segment value (See Diagram 4 "C")
- The outer centre ring (Outer Bull) shall score 25. (See Diagram 4 "D")
- **10.4** The inner centre ring (Inner Bull) shall score 50 and shall count as a "double 25". (See Diagram 4 "E")

Diagram 4



- **10.5** A dart shall only score if the point remains in or is touching the face of the dartboard until being retrieved by the thrower or the total score announced by the caller.
- **10.6** The score counted is that segment which the point of the dart first entered and remained in. (E.g. if the point passes under the wire into another segment, the score is that of the original segment not the segment into which the point passed into.)
- **10.7** Any darts removed before being called or recorded by an official referee shall not be counted.
- **10.8** The score attained and the score remaining shall be displayed on a score board or sheet, clearly visible, approximately at eye-level and located in front of the players, referee and scorer.
- **10.9** Once called or recorded, a score attained cannot be changed after the darts have been retrieved by the thrower.
- **11.0** A subtraction error can only be corrected before the next throw of the player or team concerned.
- **10.10** At any time during the throw, a player is entitled to consult with the caller or scorer on the amount scored or required. If asked for the remaining score, the scorer shall not provide any indication of the required 'double' or any combination of scores required to finish.
- **10.11** The score obtained is that which is actually scored at the end of a player's throw and not any score identified in error by the referee during the player's throw.
- **10.12** The score remaining is that which actually remains after any points scored have been subtracted from the score shown on the score sheet or board and not any remaining score stated in error by the referee during the player's throw.
- **10.13** If the referee makes an error, providing a player either with the wrong score attained or the wrong score remaining such that the player throws for the wrong remaining score, any dart thrown after the error shall be declared null and void, retrieved and re-thrown.
- **10.14** No coaching or prompting shall be permitted by any other player, spectator or official.

- **10.15** In the case of a team match, a player may request coaching from his partner or team captain but must first step back from the oche.
- **10.16** No coaching shall be provided during a singles match.
- **10.17** The first player or team to reduce the score required to exactly zero, by obtaining the required double, is the winner of the leg.
- **10.18** The designated referee shall act as umpire in all matters pertaining to the playing rules when conducting a match. The referee may consult with other officials before declaring a ruling.
- **10.19** The Tournament Director may appoint an official scorer for any match and no player can refuse this appointed scorer.
- **10.20** Should any player be found to have thrown out of turn during a match, that score, and any additional scores recorded after that shall be considered null and void. The game shall continue, in the proper order of rotation, commencing with the player that should have shot prior to the error occurring.
- **10.21** All scoring shall be marked from Left to Right, Left to Right. (See Diagram 5)

Diagram 5

Player 1		Player 2	
*	501		501
100	401	85	416
95	306	85	331
140	166	140	191
130	36	91	100

11. STARTING and FINISHING

- **11.1** Unless otherwise stated in the playing format for a particular event, each leg shall be played with a straight start and the final dart being a double which reduces the score to zero.
- **13.2** If a player scores more than the amount remaining or one less than the amount remaining that score shall not count, the throw shall be considered over and the player's score shall remain at the score prior to his throw.
- **13.3 'Game Shot'** called by the referee or caller is valid only if the darts thrown achieve the required finish as shown on the score sheet and remain in the board until retrieved by the player after Game Shot has been called. The player's opponent shall be afforded time to verify the called '**Game Shot**'. In order to prevent a dart from falling out during that period, the thrower or designated retriever may hold the dart in the board by pressing on the end of the flight.

- **13.4** The DDO does not recognise the principle of 'equal darts', except in competitions that do not involve alternate throw by two or more players. A player who checks out by obtaining the required score, in accordance with these playing rules, has won that leg.
- **13.5** Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at the time that the required finishing double is scored.

12. TOURNAMENTS & CHAMPIONSHIPS

The DDO recognises the following three categories of tournaments:

- Closed Tournaments - restricted DDO members.
- Invitational Tournaments - restricted entry to invited players. Such players may be invited by name or dart body.
- Open Tournaments - open to all dart players subject only to the NDFC rules of eligibility.

In order for a tournament to be sanctioned or ranked by the DDO, the tournament Organisers must comply with the rules and obligations as defined in the official DDO National Ranked Tournaments Guidelines, which form **Appendix B** to the Playing Rules, but which are not included in this document.

A copy of these guidelines is available through the DDO General Secretary.

It is important to understand that certain Tournaments and Championships may have a set of "sub - rules and format" in addition to these general rules of play (e.g. mandatory team dress code at National Championships, no open - toed shoes permitted in any of our tournaments, etc.) Coaches and athletes are encouraged to contact the governing organisation of that event to determine what other sub-rules, if any, apply.

The following rules apply to Tournaments and Championships unless otherwise previously advertised in the program:

- **12.1** All events shall be run as a complete Round-Robin (R/ R), a modified Round-Robin or straight Knock-out events.
- **12.2** With the exception of any tie-breaker rules, all matches shall consist of the minimum of the best 2 of 3 legs.
- **12.3** The games shall be straight in, double out.
- **12.4** The games shall start at 501 for singles and doubles, 601 for triples and 701 for four-person events.
- **12.5** No player or team, having been eliminated from an event, shall play again in that event, either as a substitute or in their own right, excepting in those circumstances when a breach of the DDO playing rules has occurred which has materially affected the losing player or team; such breach not having been caused by the losing player or team. The organizers may reinstate the player or team in the event, either in substitution for, or in addition to, the winning player or team.
- **12.6** Trophies awarded to players or teams become the property of those players or teams, except in the case of challenge or perpetual trophies, which shall be returned to the organisers upon request.

- **12.7** If a player or team representative is not present at the official presentation ceremony to receive trophies, prizes or prize monies, without the prior permission of the Organizers or promoters, that player or team shall forfeit the right to receive any trophies, prizes or prize monies that may be due as a result of that tournament.
- **12.8** Any player or team not fulfilling the player commitments of the event by failing to complete all scheduled matches, including Grand Finals, without the prior permission of the Organizers or promoters, shall forfeit the right to receive any trophies, prizes or prize monies that may be due as a result of that event and may be subject to disciplinary action.
- **12.9** If any additional expenses are incurred as a result of a default by a player or team, that player or team shall be liable for those additional expenses.
- **12.10** All Tournaments or Championships sanctioned and approved for inclusion in National and Provincial player rankings shall be operated in accordance with DDO Playing Rules.
- **12.11** In stage finals, players or teams shall conduct their match play under the instructions of the stage officials, and in between throws shall move to such a position as to afford an unrestricted view of the proceedings for players, officials, spectators, and, when applicable, television cameras.
- **12.12** No other Member Body of the DDO shall be permitted to organise a dart event within the boundaries of another Member Body's jurisdiction without prior permission of that Member Body.

13. ENTRY & REGISTRATION

- **13.1** Unless under extraordinary circumstances, the Tournament Organisers shall not accept any registration after the published deadline date and time.
- **13.2** Unless deemed otherwise by the Organisers, event entry fees and venue admission fees are non-refundable, including if an individual or team is disqualified from an event.
- **13.3** Organizers shall not accept any event entry registration that is not submitted with the applicable entry fee on the fully completed official entry form provided by the organizer.
- **13.4** All players participating in any event shall play under their own name.
- **13.5** The first named player on a team entry form shall be declared the team captain. It is the captain's responsible to notify all other players named on the form of all communications, rules or formats provided to him by the Tournament Director or Organisers.
- **13.6** Unless otherwise specified in the program, no player or teams is permitted to enter more than once in any particular event.
- **13.7** After the close of registration, only the Tournament Director has the authority to allow a substitution of a player in a team event prior to the start of play. **(See Rules 14.10 if play has started)**

14. DRAWS, FORMATS & TIME RESTRICTIONS

- **14.1** Unless otherwise published in the tournament program, there shall be only one draw for any event.
- **14.2** Organisers may seed players or teams into the round robin or into a straight knockout draw. All seeded players must be called to the control desk during the seeding process and given the section in which they will be placed. Players will have the right to question their positions and obtain an explanation as to where they are placed on the sheet according to the seeding chart, the number of sections and their position on the DDO ranking list. The seeding chart is included in the DDO package which tournament organizers receive from the DDO Ranking officer.
- **14.3** All 'byes' shall be taken in the preliminary round of a knock-out draw.
- **14.4** The organisers shall first announce all players with board assignments and then announce the name of each player on the 'bye'.
- **14.5** Following the above procedure (17.4) and upon acceptance of the player that he or she has been placed in the right section, players will be called to their respective boards and play will begin. Once play has commenced, no matches will be stopped or replayed.
- **14.6** If a player does not complete all of their matches in Round-Robin play, all future games against that player shall become "byes" and any completed games against that player, win or loss, shall revert to "byes".
- **14.7** Draw sheets showing the progression of players or teams shall be displayed, where possible, at the Control Desk, at the Match Board, or at a convenient point in the playing area.
- **14.8** Any playing times displayed on a draw sheet are only as guidance. If registered in an event, it is the player's responsibility to report promptly to their board assignment after it is announced over the public address system.
- **14.9** No substitutes shall be allowed in a Single player event.
- **14.10** Under extenuating circumstances, the Tournament Director has the right to allow a substitution in a team event once play has started.
- **14.11** When a player or team fails to report to a match assignment, one FIVE (5) minute warning shall be announced by the Tournament Director. The player or team shall be immediately disqualified from play for the remainder of the event if they fail to report to their match assignment within that five minute deadline.
- **14.12** If a player's playing equipment becomes damaged or lost during the course of a match, the player shall be allowed a maximum of three (3) minutes in which to repair or replace the playing equipment.
- **14.13** The Organisers have the right to alter the scheduled times and playing format of an event when deemed necessary, provided the format continues to be in accordance with these or any other subsequent rules for that event.

15. ORDER OF PLAY

- **15.1** If a player's playing equipment becomes damaged or lost during the course of a match, the player shall be allowed a maximum of three (3) minutes in which to repair or replace the playing equipment.

- **15.2** The Organisers have the right to alter the scheduled times and playing format of an event when deemed necessary, provided the format continues to be in accordance with these or any other subsequent rules for that event.
- **15.3** A Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined at the Control Desk or at the Match Board by a draw or the toss of a coin.
- **15.4** The winner of the Bull throw shall throw first in the match and all subsequent "odd numbered legs" which will also include the "tie-break" leg if required. The loser of the Bull throw shall throw first in all "even numbered legs".
- **15.5** In the case of multiple sets, the alternation of players shooting first shall be maintained as if all legs were to be played, even if one or more sets do not last the full number of games. (E.g. if each set consists of three legs, and player A throws first in the first leg, and player B throws first in the second leg, and one player wins both legs, so that the third leg of that set is not played, player B will still throw first in the first leg of the second set, as if the third game of the first set, with player A throwing first, had been played.)
- **15.6** In throws for the Bull each player, in Singles events, or one of the team members shall throw one dart for the Bull. The dart must remain in the dartboard in order to count and rethrows shall be made until a dart remains in the dartboard. If the dart enters the "25" or "Bull" sector it shall be removed before the opponent takes his/her throw.
- **15.7** A dart shall not be considered to have 'remained in the scoring area' if the dart:
 1. bounces out
 2. falls out
 3. lands outside the outer double wire, or
 4. is knocked out by the opponent's dart.
- **15.8** As the bull ring is not exactly centred in the outer bull on many boards, darts shall be adjudged equal if each dart:
 1. Is outside of the outer bull and considered to be the
 2. same distance from the centre bull,
 3. Is in the outer bull, or 25, regardless of the relative
 4. proximity to the wire of the inner bull, or 50, or
 5. Is in or has 'remained in the scoring area of the inner bull, or 50.
- **15.9** Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.
- **15.10** When judging distance to determine the closest dart to the bull, darts shall not be moved or straightened and should be judged by the point of entry.
- **15.11** In team events where all players throw in rotation, the order of players throwing must be determined and displayed at the Match Board before the first throw of the leg, set or match as applicable.

16. TIE BREAKER RULES

- **16.1** When two or more players or teams are tied during Round Robin play and one or more of the players or teams tied will be eliminated from advancing from the Round Robin to the Knock-Out Round, final positioning shall be determined by:
- **16.2** One game of 01, 200 points higher than that of the round-robin, having all players tied playing concurrently on the same board.
- **16.3** Each team shall “**bull-up**” to determine the order of play (**see Section 15**). When more than two players involved in the bull-up, the Organizers shall decide the method used to determine who throws first for the bull.
- **16.4** The first player or team to finish the game shall be awarded with the first available finishing position. The game shall continue, with each winning player or team awarded the next available position accordingly, until only one player or team is remaining.
- **16.5** When all players tied continue to advance to the knockout round regardless of the tie-breaker results, final positions shall be determined by count-back.
- **16.6** The final positions will be established on the basis of the games played in the Round Robin between all players or teams that are tied by counting the match wins/losses of all of those games.
- **16.7** The player with the most wins would receive the first available position, with the player with the least wins receiving the last available position.
- **16.8** Should the total wins/losses result in an additional tie result, another count-back shall be conducted amongst only those still tied until definite positions have been determined. In case of a 3-way tie that cannot be broken, all players would throw nine (9) darts each and the player or team with the highest total scored shall be awarded with the first available finishing position and the lowest score receiving the last available finishing position. In the case of a team event, every player shall throw nine (9) darts each.

17. PRACTICE

- **17.1** Prior to the commencement of a match, each player is entitled up to a maximum of 9 practice darts at the assigned match board. Additional practice darts shall not be thrown during that match, at any board whatsoever, without prior permission of the Match Board referee.
- **17.2** Practice shall not be allowed on unassigned match boards after the dart event has officially started. This rule applies equally to players taking part in a match and those not yet been assigned to a match board.
- **17.3** Where possible, practice boards may be provided and may be restricted to only those players still competing in that event.

18. POWER OUTAGES & EVACUATION

In the event of a power failure or emergency evacuation, the following shall apply:

- **18.1** All games in progress shall be stopped immediately.
- **18.2** In the event of an evacuation, all competitors shall leave the evacuated area immediately.

- **18.3** Should a player's dart be thrown prior to the power failure or evacuation and that dart scores the game shot, the dart shall be recognized by both players or teams concerned prior to evacuation.
- **18.4** Any player that has not completed their turn, that turn, and any darts thrown during that incomplete turn, shall be considered null and void.
- **18.5** Upon receiving permission to return to the playing area or upon power restoration, the game shall resume. Each player shall be permitted 3 warm-up darts if the game resumes within 5 minutes; or 9 warm-up darts if the game resumes after 5 minutes.
- **18.6** The current game's order of rotation shall be used for the order of throw for warm-up darts, commencing with the player whose turn was interrupted or the player to shoot next, whichever is applicable.
- **18.7** As the Organiser shall not be responsible for lost or stolen articles, it is the player's responsibility to ensure that all darts are retrieved prior to evacuation.

19. PLAYING ATTIRE & HEADGEAR

- **19.1** Players must wear dress pants or skirts and a collared shirt while playing on stage or in a staged event.
- **19.2** Headgear and electronic listening devices shall not be worn without prior permission of the Organisers, while playing in any event. Such permission must be given to players whose religious or moral duties require that the head be covered or to players with a medical condition verified by a physician (e.g. hearing impairment, Alopecia Areatata, chemotherapy or radiation treatment).

20. ADVERTISING

- **20.1** In order to protect the interest of an Organiser's or Tournament's sponsors, players are not permitted to wear clothing or use any playing equipment that bears any advertising material, slogans or logos, relating to any marketable product, concern or service, without the prior permission of the Organizers.
- **20.2** The DDO, through the Organisers, reserve the rights to the use of all advertising material, slogans or logos, in connection with the promotion and organization of any DDO event.
- **20.3** At any time before or during a match, the Tournament Director is empowered to request any player to cover, withdraw or remove any offending advertising material, slogan or logo which contravenes any portion of (**Section 20**) or any television advertising rules in effect. Failure to adhere to this request shall result in forfeiture of the match and immediate disqualification from the event.

21. SMOKING & ALCOHOL

- **21.1** If smoking is permitted in the tournament venue, the Organisers are empowered to prohibit smoking in any other matches under its jurisdiction if it is considered to be in the best interests of the promotion of the Sport of Darts.
- **21.2** If engaged in a match played or presentation ceremony made on stage, no alcoholic beverages shall be allowed to be consumed or introduced onto the stage.
- **21.3** The Organisers are empowered to prohibit the consumption of alcoholic beverages in any other matches if it is considered to be in the best interests of the promotion of the Sport of Darts.

22. DISCIPLINE

- **22.1** The Organising Body of an event and/or the DDO has the right to take disciplinary action against any person found in breach of these DDO playing rules.
- **22.2** Disciplinary proceedings must held in accordance with policies in force by the governing body for the event where the breach of rules occurred. Where such policies do not exist, the organization shall conduct proceedings in accordance with the NDFC Code of Practice on Disciplinary Proceedings.

23. AMENDMENT/ADDITIONS

- **23.1** The DDO reserves the right to add to or amend any or all of the DDO Playing Rules.

24. COPYRIGHT

- **24.1** The entire contents of these Playing Rules are the copyright of the DDO, and may not be copied, duplicated or otherwise reproduced, wholly or in part, without the written permission of the copyright owner.
- **24.2** In an effort to maintain consistent dart rules throughout the UK, the DDO encourages tournament organisers to make use of the DDO Rules of Play in any organised dart competition and provides consent to reference that "DDO Rules of Play are in effect" on entry forms, posters or programs.
- **24.3** Additional copies of these DDO Playing Rules can be obtained by contacting: General Secretary Deaf Darts Organisation of United Kingdom
secretary@deafdarts.org

