

BOMA Dallas Dart Tournament
RULES and REGULATIONS

Tournament Schedule of Events

Registration Opens: 3:30 pm
Tournament Begins: 4:30 pm

Team Rules and Regulations

The following are the Rules and Regulations governing tournament team participants:

A minimum of one (1) real estate member must be registered with team of four (4) players in order to be eligible to win the tournament.

All individual players are required to check in before they can participate in the tournament.

If a player is a “no show” and is unable to be replaced, players on the team may rotate to throw for the missing player. If more than two (2) players do not show up for the tournament, the team is ineligible to win the tournament.

Participants who have not pre-paid their registration fees will be required to pay onsite. *The event payment policy became effective as of August 1, 2013. We can accept credit card or check.*

Per BOMA Dallas event policy, if a team or sponsorship is cancelled less than 24 hours in advance, the company is responsible for full payment.

Safety Rules & Regulations

The following are the Rules and Regulations governing tournament safety:

Responsibility: One (1) team member from each team is responsible for making sure the rules are being followed.

Caution: Be cautious when throwing darts to ensure no one is in your line of target.

General Rules of Play

The following are the Rules and Regulations governing tournament general rules of play:

Dart boards shall be placed 5-feet 8-inches from the floor to the center of the bull’s-eye, with the number 20 centered at the top of the board, over the wedge of the darkest color.

Any and all electronic dart devices and/or equipment used for sanctioned ADA activities must be approved by the ADA.

Steel-tip darts and standard bristle-type dartboards will be used. The minimum throwing distance shall be 7-feet, 9 ¼ inches from the dart board. Players stand at the “throw” line. They may step on, but not cross the line.

Each player throws a maximum of three darts per turn. A player will always be allowed to throw all three of their darts.

Any dart thrown counts as a throw. 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.

To start the tournament – one player from each team “diddles” for the bullseye to determine which team goes first.

Darts on the board may not be touched until the turn is over.

A turn is defined as the period of time from the end of the players turn to the start of their teammates turn.

All four (4) players of a team will throw in consecutive order the game started with. The game being played will continue until a team is announced as a winner.

Scoring Rules and Regulations

The following are the Rules and Regulations governing tournament scoring at shooter stations:

Non-Competitive Teams

The non-competitive team tournament will be setup as a single elimination with each round consisting of one (1) game of cricket. Those teams that win their match will move on to play against the next team on the Winner's Bracket. Those teams that lose their match will move on to the Loser's Bracket. *Competing teams will have a maximum of 30 minutes to complete the game.*

Competitive Teams

The competitive team tournament will be setup as a single elimination with each round consisting of a three (3) game maximum. The first game will be Cricket, the second game will be 501, and the third game is only played if a tie-breaker is needed.

If there is a tie breaker game being played; the team that wins the "diddle" decides which game will be played... Cricket or 501.

Rules of Cricket

The object of the game is to score three "marks" in each of the numbers 15 through 20 and the bull's-eye in any order before your opponent(s). The team that closes all numbers and the Bull's Eye first, wins.

The game of Cricket will be played with a double Bull's Eye.

On an open number a triple scores three marks, a double scores two marks and a single scores one. Additional marks on a closed number will score points if the opponent is still open on that number.

All general rules of play will apply.

Rules of 501

The game starts with players at 501 points.

Straight start or any in begins the game. Game ends when a player reaches zero exactly by finishing on a double.

One, two or three darts constitutes one turn.

The total score of each turn is subtracted from the total score.

Exceeding a zero score (busting) ends the turn and requires the player to go back to the score he or she had in the turn prior to busting. A "bust" counts as a full turn (three darts thrown).

All general rules of play will apply.