ENGLISH MARK DARTS™

by Arachnid, Inc.

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TOURNAMENT RULES

GAME

1. The game is **301** - Open In - Open Out. All players start with 301 points and attempt to reach 0.
2. The game is played by two players (Player One versus Player Two) or two teams (Players One and Three versus Players Two and Four) throwing alternately.
3. The first player to reach 0 wins. (See below for Doubles Variation.)

PLAY

1. A coin flip determines which player throws first. In multiple game matches, the loser of the previous game throws first.
2. Players throw from behind the foul line, positioned 87-5/8 inches from the front of the machine (96 inches horizontally from the face of the dart board). It is legal to lean over the foul line.
3. Each player throws a maximum of three darts per turn.
4. A dart that sticks in the board but does not activate the electronic scoring **may not** be manually scored.
5. If a dart bounces off the board it is considered a dart throw even if it does not score. It **may not** be thrown again. If a dart is thrown before the green "THROW DARTS" message lights, the dart will not score and is considered a dart thrown. It **may not** be thrown again.

DOUBLES

1. When any player reaches 0 the game is over. The winning team is the team with the lowest **combined score** (both team members). If a game ends in a tie, the team that reaches 0 wins.
2. It is not required for a player to throw all three darts on every turn. A player may pass or throw less than three darts.

SCORING

1. The score recorded by the machine is the score the player receives. The player accepts that **the machine is always right.**
2. Darts thrown in the outer ring of the board count double the normal point value and those thrown in the inner ring of the board count triple normal point value.
3. A "Bulls Eye" counts 50 points.
4. If a player scores more points than the total required to reach 0, the player "BUSTS" and the score returns to the score that was existing at the start of the turn.

GENERAL FOULS

1. Distracting behavior while a player is throwing is not allowed and constitutes a **foul.**
2. Instructing or directing a player once he is at the foul line is not allowed and constitutes a **foul.**
3. If either foot crosses the foul line prior to the game recording the score of the dart reaching the board, it constitutes a **foul.**
4. A player cannot exceed 15 seconds between darts and the exchange of players cannot exceed 30 seconds. If either one of these time limits is exceeded, it constitutes a **foul.**
5. The commission of a **foul** causes the player who committed that **foul** the loss of his next dart.
6. If a player reaches 0 in a round in which that player or that player's partner committed a **foul,** the player or that team loses the game.

TECHNICAL FOULS

1. Abuse of equipment, poor sportsmanship or unethical conduct may constitute a **technical foul** and may be grounds for forfeiture of a game, a match or expulsion from the tournament.
2. It is each player's responsibility to see that the machine is displaying that player's number prior to throwing any darts. If a player throws when the machine is displaying an opponent's number, it is a **technical foul** and the opponent has the option of accepting that score and allowing play to continue, or resetting the machine to the player's number who originally threw on the wrong number and then continuing play.

   Example: Player Three mistakenly throws on Player Four -
   Player Four can accept the score and the game moves to Player One.
   -The result being that Player Three has lost the opportunity to score in that round.
   OR
   Player Four can reset the game to Player Three. Player Three throws.
   The game moves to Player Four.
   -The result being that Player Four has received a double scoring opportunity in the round.
3. If, in Doubles, a player throws when the machine is displaying the number of that player's partner, it constitutes a **technical foul.** At the point a **technical foul** has occurred, each player on that team loses one turn immediately following the **technical foul** infraction.
4. If a player reaches 0 in a round in which a **technical foul** has occurred, that player, or that team, loses the game.
5. Two **technical fouls** in one game by a player or a team result in loss of that game.
6. Three **technical fouls** committed in any match by a player or a team, will result in the loss of that match.

EQUIPMENT

Players may use their own darts if they meet the following requirements:

1. They must have unaltered factory-issued darts and tips.
2. They must not exceed eight inches in length.
3. They must not exceed ten grams each in weight.

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