DARTS DOUBLES RULES

Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Darts Doubles. The following persons are eligible to purchase memberships:

a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.

b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

Players furnish their own equipment and schedule their own matches. Dart boards can be found in Squires BREAKZONE.

1. All games will be self-scored.
2. A match will consist of three games and the winner of 2 games will be declared the winner of the match. The game will be Cricket.
3. The two teams will throw on the same lane.
4. A dart is considered thrown if it leaves the player’s hand and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown.
5. A player must have both feet behind the toe line for each throw, if the player is over the toe line it is a warning for the first offense and then after they will lose that throw.
6. If a player throws out of turn, the score for that throw will not count and the other team will then throw.
7. A player’s turn ends after they have thrown all three darts, won the game, or someone on the player’s team touches a dart on the board.
8. A player has a maximum of one minute to throw all three darts.
9. The objective of Cricket is to “own/close” certain numbers on the dartboard and to achieve the highest total points.
10. Cricket is played using the numbers 20,19,18,17,16,15 and the bullseye.
11. To close a number the team must score three of that number, which can be achieved by three singles, one single and one double, or one triple. Numbers can be “owned” or “closed” in any order. A team does not have to call their shot.

12. Once a player owns a number, any hit of that number will result in total points, until the other player has closed that number.

13. The team that closes out all of the numbers and has the most points first wins that game.

Results: Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: https://docs.google.com/forms/d/e/1FAIpQLSc_IbMteZDOf_77N_EKzXpDWX4JKryAiECuxPxdNaW6VLwcUw/viewform
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you’re at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches then you do not qualify for the tournament.**

   *See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.*

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>February 23</td>
</tr>
<tr>
<td>2</td>
<td>March 2</td>
</tr>
<tr>
<td>3</td>
<td>March 16</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: [http://recsports.vt.edu/intramurals/sports/result-submission](http://recsports.vt.edu/intramurals/sports/result-submission).

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on **March 17th**. **The tournament will start March 20th for those who have played the required number of matches.**

10. If you have any other questions, comments, or concerns, please e-mail imsports@vt.edu.