

# WORLD DARTS FEDERATION

## International WDF Youth Challenges

### Format and Playing Rules

First edition



A Full Member of GAISF and AIMS



Committed to compliance with the WADA World Anti-Doping Code

Sample collection could occur at any time as required by WDF

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## DEFINITION

<b>WDF</b>	Shall mean the World Darts Federation, or the Executive of the World Darts Federation, the governing body for the Sport of Darts throughout the World.
<b>Organisers</b>	Shall mean the World Darts Federation, its Executive, or a darts body or it's appointed organisers to carry out functions in relation to a darts tournament.
<b>Player</b>	Shall include the singular and plural, teams as well as individuals, males and females.
<b>Referee</b>	Shall mean the person appointed to take charge of match play at a matchboard, or on stage. A Referee may also act as a Marker, or Caller for the match.
<b>Marker</b>	Shall mean the person appointed to mark the scores made and the scores remaining on the scoreboard. Except for staged match play, the Marker may act as the Caller for the match.
<b>Match</b>	Shall mean the total play between two players; sometimes referred to as a 'game'. A match may be divided into sets.
<b>Leg</b>	Shall mean the minimum element of a match in which there is a full round of play with a winner and a loser. A leg shall constitute a match when the match is not divided into legs or sets. The number of legs in a set or match must be odd.
<b>Set</b>	Shall mean that part of a match that consists of an odd number of legs. The number of sets in a match must be odd. The winner of a set is the player winning the majority of legs in that set. The winner of the match is the player winning the majority of the sets in that match.

# PLAYING RULES

## 1. GENERAL

- 1.1 An International WDF Youth Challenges can be arranged all over the year, in any country, hosted by a national darts association, which is member of the WDF. There is no restriction on the number of International Youth Challenges that can take place or can be hosted by a nation. An International Youth Challenge Event shall be played over two (2) consecutive days. A national darts association can name the event with their name (i.e. ADF International WDF Youth Challenge or 2. DDV International WDF Youth Challenge)
- 1.2 WDF Member Darts Bodies shall attempt to schedule WDF Ranked Tournaments so as not to conflict with WDF Ranked Tournaments staged by other WDF Member Darts Bodies, especially those occurring within the same geographical area.
- 1.3 The official invitation shall be submitted to the WDF Tournament Director at least eight (8) weeks before the scheduled date of the Challenge. This is just for information as no approval is necessary by the WDF Tournament Director, but to have enough time to inform all members. The documents will also be placed in the Members Login area of the WDF website. Entry is possible till the date of the tournament. There is no closing date for entries in advance.
- 1.4 All International WDF Youth Challenges are defined to be 'Open' to the Playing Members of all WDF Member Darts Bodies providing that they meet the eligibility requirements of the event in question. After the event the host has to provide the results of the single competition in order to provide all players with the correct number of world ranking points.
- 1.5 Completed tournament results must be submitted to the WDF Sports Administrator, within twenty-four '24'hours preferably via WDF Tournament Reports Form [www.dartswdf.com/calendar/tournament-reports](http://www.dartswdf.com/calendar/tournament-reports). All instructions and the latest Excel form are available from that web page.
- 1.6 All rooms used for match-play shall be completely non-smoking areas.
- 1.7 No alcoholic beverages shall be consumed by any player at any time or at any place during the competitions.

Any player found to be in breach of this rule will be disqualified immediately and all results relating to that player will be removed.

The "host" organisers are required to conduct random alcohol tests throughout the Cup.

Any player submitting a positive alcohol test will be disqualified immediately and all results relating to that player will be removed.

- 1.8 **The WDF Playing and Tournament Rules shall apply in all matters that are not explicitly mentioned in these rules.**

## 2. COMPOSITION

2.1 A International Youth Challenge shall consist of one overall Championship for both boys and girls with different competitions

2.2 Each WDF member country may enter the competition with as many players as they want. There is no restriction on gender or number of players.

A country may enter only with boys or only with girls if it wishes to do so.

## 3. PLAYER SELECTION, ELIGIBILITY AND AGE

3.1 All players must be eligible to play for their country and shall be selected by any such method that they themselves determine.

3.2 Only players who have not reached their 18<sup>th</sup> birthday on the final day of the Event shall be eligible to play.

## 4. SEEDING

4.1 There shall be no seeding.

However, the draw shall ensure that players/pairs/teams from the same country meet as late as possible.

## 5. DRAW

5.1 The draw for the International WDF Youth Challenge is the responsibility of the host

## 6. THE OVERALL CHAMPIONSHIP FORMAT

6.1 An International WDF Youth Challenge shall consist of three events: Singles, Pairs and Three-Person-Team.

6.2 All events shall consist of Round Robin preliminary groups followed by a knock-out format for the qualifiers. The number of groups will be decided by the Tournament Director based on the number of entries received.

6.3 The following playing format shall apply to the **Singles** event:

(a) Up to last sixteen (16), best of five (5) Legs, 501 up, straight start and double to finish. The Match Tie-Break Rule will apply in the 5<sup>th</sup> leg.

(b) Quarter/Semi-Finals, best of seven (7) Legs, 501 up, straight start and double finish. The Match Tie-Break Rule will apply in the 7<sup>th</sup> leg.

(c) Final, best of nine (9) Legs, 501 up, straight start and double finish. The Tie-Break Rule will apply in the ninth leg.

6.4 The following playing format shall apply to the **Pairs** event:

(a) Up to Semi-Finals, best of five (5) Legs, 501 up, straight start and double to finish. The Match Tie-Break Rule will apply in the 5<sup>th</sup> Leg.

(b) Final, Best of seven (7) Legs, 501 up, straight start and double to finish. The Match Tie-Break Rule will apply in the 7<sup>th</sup> Leg.

- 6.5 The following format shall apply to the **Three Person Team** matches: Best of 1 Legs, 501 up, straight start and double to finish.
- (a) Each match is played in five games, four singles and one pairs match. Each of these games is decided in a single Leg. The order of the games is singles - singles - doubles - singles - singles. The singles and doubles are played 501 Double Out.
  - (b) Each player may play a maximum of two legs per match. In addition, only one player per match may be used in two single games. If a player is to be used in two singles, he must be placed in the squares marked A.
  - (c) The beginner of the first leg of an encounter is determined by the bull throw of any two players in the team. The team that wins the bull throw starts the first, third and fifth game of the match and places the clerk in the second and fourth game. The team that loses the bull's throw starts the second and fourth games of the encounter and places the clerk in the first, third and fifth games.
  - (d) The matches between the teams will be played same time round by round. The matches of each round will be announced by the tournament management. Immediately after the end of the game the match report sheet be signed by both captains and given to the tournament management.
  - (e) The throw to the bull will be done prior to the very first Leg of the match by freely chosen player out of the Team. The team that wins the throw to the bull starts the first, third and fifth game of the match and provides the marker in the second and fourth game. The team that loses the bull's throw starts the second and fourth games of the match and provides the marker in the first, third and fifth games.

## 7. ROUND-ROBIN GROUPS (SINGLE & TEAM EVENTS)

### 7.1 Two Groups:

The best four Players/Pairs/Teams in each group shall be entered into the Quarter-Final Bracket as follows:

1: Winner Group 1	5: Second Group 1
2: Fourth Group 2	6: Third Group 2
3: Second Group 2	7: Winner Group 2
4: Third Group 1	8: Fourth Group 1

### 7.2 Four Groups:

The best two Players/Pairs/Teams in each group shall be entered into the Quarter-Final Bracket as follows:

1: Winner Group 1	5: Winner Group 3
2: Second Group 4	6: Second Group 2
3: Winner Group 2	7: Winner Group 4
4: Second Group 3	8: Second Group 1

### 7.3 Eight Groups:

The best two Players/Pairs/Teams in each group shall be entered into the Last 16 bracket as follows:

1: Winner Group 1	3: Winner Group 2
2: Second Group 7	4: Second Group 8

- |                   |                    |
|-------------------|--------------------|
| 5: Winner Group 3 | 9: Winner Group 5  |
| 6: Second Group 5 | 10: Second Group 3 |
| 7: Winner Group 4 | 11: Winner Group 6 |
| 8: Second Group 6 | 12: Second Group 4 |
|                   | 13: Winner Group 7 |
|                   | 14: Second Group 1 |
|                   | 15: Winner Group 8 |
|                   | 16: Second Group 2 |

#### 7.4 Sixteen Groups:

The best two Players/Pairs/Teams in each group shall be entered into the Last 32 bracket as follows:

- |                     |                     |
|---------------------|---------------------|
| 1: Winner Group 1   | 17: Winner Group 9  |
| 2: Second Group 14  | 18: Second Group 4  |
| 3: Winner Group 2   | 19: Winner Group 10 |
| 4: Second Group 11  | 20: Second Group 2  |
| 5: Winner Group 3   | 21: Winner Group 11 |
| 6: Second Group 10  | 22: Second Group 5  |
| 7: Winner Group 4   | 23: Winner Group 12 |
| 8: Second Group 13  | 24: Second Group 8  |
| 9: Winner Group 5   | 25: Winner Group 13 |
| 10: Second Group 9  | 26: Second Group 7  |
| 11: Winner Group 6  | 27: Winner Group 14 |
| 12: Second Group 15 | 28: Second Group 3  |
| 13: Winner Group 7  | 29: Winner Group 15 |
| 14: Second Group 12 | 30: Second Group 1  |
| 15: Winner Group 8  | 31: Winner Group 16 |
| 16: Second Group 16 | 32: Second Group 6  |

## **8. THROWING ORDER**

- 8.1 The tournament Management will hand out the Match Sheet to the team captains. The Match Sheet will be filled out by the team captains and shall contain the names of the players who shall play in the match, their country and the board number.
- 8.2 The Match Sheet will also indicate the order of play and the throwing order. The match Sheet will also clearly indicate which Player, or Pair shall start the match.
- 8.3 The winner of the throw to the bull shall throw first in the first leg, and alternate legs thereafter. If it is discovered that a player has thrown out of order the leg shall be stopped immediately and replayed using the correct throwing order. The player concerned shall receive a warning. If the leg has been completed and a subsequent leg has already started, the result of that leg shall stand. Should the same player, or another player from that pair/team throw out of order in a subsequent leg of the same match that leg will be forfeited.

## **9. PRACTICE DARTS**

- 9.1 Each player is entitled to six practice darts at the assigned matchboard prior to the match. No other practice darts may be thrown during the match without the permission of the match referee.
- 9.2 No practice shall be allowed on unassigned matchboards after an event has started. Practice boards shall be provided for the exclusive use of the youth players.

## **10. MATCH TIE-BREAKER RULE**

- 10.1 In all matches where a tie-break leg must be played the following procedures shall be followed.
  - (a) In Singles matches the player who started the match shall throw for the bull first. Any dart which enters the Bull or "25" sector shall be removed before the opposing player throws. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be thrown again immediately and before the opponent takes his/her throw.
  - (b) In Pairs matches the first player named on the match sheet shall throw for the Bull.  
The player from the Pair that started the match shall throw first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be thrown again immediately and before the opponent takes his/her throw.
  - (c) In Team matches a nominated player from each team shall throw for the Bull to decide the order of play. The nominated player from the team, which started the match, shall throw first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. When a decision has been reached the nominated players who threw for the Bull must contest the Tie-break leg. Any dart that does not remain in the board shall be re-thrown immediately.



## 11. ROUND-ROBIN GROUP TIE-BREAKER

- 11.1 One (1) Championship point will be allocated for every match won during Round-Robin Match-play.
- 11.2 In the instance of players/pairs/teams being 'tied' with equal points gained during match-play within a Round-Robin Group then the comparison of 'legs difference' will be used in order to resolve a 'tie'.
- 11.3 If players/pairs/teams are still 'tied' after a comparison of 'legs difference' has been made then the result of the actual match between the two players/pairs/teams in the Round-Robin Match-play shall be used to break the tie. If the final group placings are still not determined (**a three way 'tie'**) then a Tie-Breaker between those players/pairs/teams shall be arranged as follows:

### Three way Tie-break

In the Tie-break each tied team shall select one player to play the tie-break. All players shall play on one board. The throwing order shall be established by a Bull throw. The Bull throw shall determine the throwing order 1: 2: 3 for the first leg. The throwing order for the second leg shall then be 2: 3: 1 and the third leg 3: 1: 2. The fourth and final leg shall be 1: 2: 3. The first player/team to win two (2) legs will be declared the winner of the tie-break. Lots will be drawn to decide the order of the throw for the Bull.

- 11.4 In the case of a three-way group tie where two (2) teams shall advance the tie-break shall be played as stated above. The two remaining teams will then play a single leg, using the same players, to decide which team advances. The start will be decided by a Bull throw. The order of throw for the Bull will be decided by the toss of a coin.

## 12. POINTS ALLOCATION

- 12.1 In each event points shall be allocated to each Country for the placing attained by its players/teams.
- No player, pair, or team can obtain points in an event unless they have won at least one match.
- 12.2 In addition to the points shown in the table below, each Singles player, Pairs team, and Team will be allocated one (1) Championship point for every match won during Round-Robin Match-play.

The points allocated for placing shall be as follows:

Placing	Competitions		
	Team	Pairs	Singles
1 <sup>st</sup>	60	45	40
2 <sup>nd</sup>	40	30	30
Jt. 3 <sup>rd</sup>	20	15	25
Jt. 5 <sup>th</sup>	10	10	15
Jt. 9 <sup>th</sup>	5	5	10
Jt. 17 <sup>th</sup>	0	0	5
Jt. 33 <sup>rd</sup>	0	0	1

In order to determine the overall winner, four (4) steps needs to be done:

**Step 1:** All points that all players who start for a nation have to allocated. A Ranklist needs to be done

**Step 2:** The sum is divided by the number of players who started for that nation. A Ranklist needs to be done

**Step 3:** All points of the three best players of a nation have to allocated. A Ranklist needs to be done

**Step 4:** All three ranking numbers are now added and afterwards divided by three. The Result is the Overall Ranking of the nation

The Country achieving the highest rank out of this calculation shall be declared the **International WDF Youth Champions.**

- 12.3 In order to receive ranking points for the singles competition, an International WDF Youth Challenge must have at least four '4' participants. Ranking points shall be allocated to each player for the placing attained.

No player, pair, or team can obtain points in an event unless they have won at least one match.

- 12.4 Rankings points for the single competition shall be allocated according to the WDF WORLD RANKING SYSTEMS CRITERIA Youth -Boys and Girls

## 13. PLAYING SCHEDULE (MAY BE VARIED ACCORDING TO ENTRIES)

### 13.1 First day

(a) Morning session

Single Round Robin Group matches, then Knock Out  
Award ceremony

(b) Afternoon/Evening session

Outside event for all participants and teammanagers/parents. This event should not be an Dart event, but give all youth players the possibility to get to know to the host country/host city, get cultural input or do different sport types together with players from different countries. A diner together with everybody shall at least complete

### 13.2 Second day

(a) Morning session

Team competition  
Award Ceremony

- (b) Afternoon session
  - Pairs competition
  - Award Ceremony
  - Overall Ranking Award Ceremony

**14. DARTBOARDS**

- 14.1 A minimum of eight (8) match boards must be provided throughout the Challenge for use by youth players only.

**15. SCORING**

- 15.1 The scoring during match play must show the points scored and the points left for each player/team:

Player A		Player B	
	501		501
100	401	85	416
95	306	140	276
45	261	60	216
81	180	121	95
60	120	59	36
100	20	18	18

**16. PLAYING ATTIRE**

- 16.1 In International Youth Challenges all players representing their country shall wear the approved playing attire or uniform of their country during the tournament and at the awards ceremony.
- 16.2 Enclosed footwear must be worn at all times during match-play, award presentations, and all official ceremonies relating to the event. They shall be of a colour and style in keeping with the approved playing attire. Flashing devices and luminescent strips are not permitted.
- 16.3 Trainers and jogging shoes are not permitted.
- 16.4 The playing attire of countries can bear advertising material, slogan, or logo relating to a marketable product or concern. Alcohol, tobacco and gambling advertising is NOT permitted in youth events.
- 16.5 No headgear shall be worn without the prior permission of the Organisers. Exceptions may be allowed for medical or religious reasons.
- 16.6 No earphones/headsets shall be worn during match-play at any time. An exception could be allowed for the need to use a hearing aid.

**17. TEAM MANAGERS MEETINGS**

- 17.1 Prior to the Challenge the 'hosting darts association' will stage a meeting with all Team Managers to ensure that all items requiring their co-operation during the running of the tournament are clearly understood by everyone involved.

## **AMENDMENTS AND ADDITIONS**

The WDF Executive reserves the right to amend, add to, or delete, any of the International WDF Youth Challenge Rules at any time to meet any purposes deemed to be necessary by the WDF Executive.