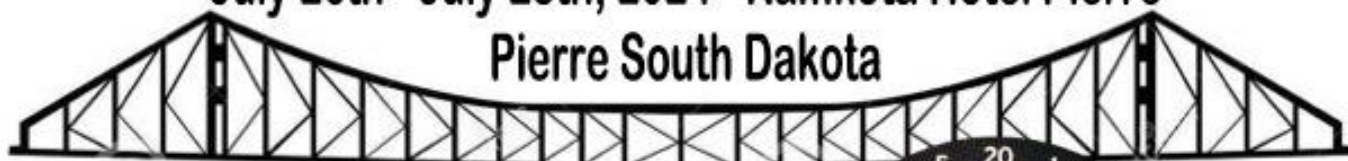# 9th Annual South Dakota State Junior Dart Tournament

July 26th - July 28th, 2024 - Ramkota Hotel Pierre
Pierre South Dakota

Great Faces - Great Places - Great Kids

2024 Player Handbook

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Important Event Information

ALCOHOL POLICY
No alcohol will be permitted on the tournament floor. In the interest of safety, any person carrying an alcoholic beverage will not be allowed to enter the tournament hall.

PHOTO POLICY
Entry in the tournament gives permission to the SDP&DTC for use of any photos, names, etc. in any reporting, promotions, printed or electronic materials and social networking. All players participating in the tournament who place 1st through 3rd in any event MUST have their picture taken prior to receiving their prize. No exceptions. A photographer will be available to take winners' photos at the end of each event on Friday, Saturday and Sunday.

DRESS CODE
The Junior Tournament Dress Code applies to all players competing in the Junior Tournament.

All shirts must have sleeves.

All players must:
- Present a clean and neat appearance.
- All shirts must have sleeves and ***shoulders covered at all times***.
- No cut-offs or ragged-edge hems on any shorts.
- Footwear must be worn in the tournament room at all times.

For all players and spectators on the tournament floor:
- Logos or words depicting non-manufacturer sponsor dart equipment are not allowed***. Player will be asked to change his or her shirt or remove any object containing such logo from the tournament floor.***

No shirts similar in style to the SDP&DTC's Official Referee apparel will be allowed on the tournament floor.
Headgear that is neat, clean and untorn will be allowed.

PENALTY FOR VIOLATING DRESS CODE
Any player not in proper attire will have a 15-minute grace period to make the necessary change. If a player needs to be told a second time, there will be NO grace period.

All decisions made by the Referees regarding the dress code are final.

Violation of the dress code during these events will cause removal of the player from competition for the remainder of the event.

Tournament Rules

GENERAL RULES OF PLAY
1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line. For wheelchair-bound participants, the torso can be on but not across the line.

2. Players may use their own darts if they meet the following specifications:

   a. They must be plastic-tip darts.
   b. Flights may be any length as long as the dart does not exceed 8" in total length.
   c. Flights may be no wider than ¾", as measured from shaft to flight edge, and may not have more than four wings
   d. Complete darts may not exceed 20 grams in weight.
   e. Darts may not have broken or cut off tips.
   f. Darts will be inspected upon request.

3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.

4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three of his/her darts unless a foul occurs.

5. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.

6. Darts on the board may not be touched until the turn is over, the "Player Change" is activated and the machine recognizes the end of the turn. Exception: When a dart is in the board and machine reads "Stuck Segment", that dart must be removed by a referee before other darts are thrown.

7. A round is defined as the period of time from the end of a player's turn to the start of his/her next turn. On games with stacked teams (players on one score), a round is defined as the end of the player's turn to the start of his/her partner's turn.

8. The bull's-eye must meet the specifications outlined in the SDP&DTC's Official Rules of Play that required the center of the bull's-eye to be 5 feet 8 inches (68") from the floor plus or minus one-half inch to allow for stability of the game during tournament play.

There is no rule against coaching at the Junior Tournament.

SCORING ON THE ELECTRONIC DART MACHINE
1. The score recorded by the machine is the score that the player receives. Darts that score incorrectly will be awarded to the "players favor" unless the player concludes that they do not want the score. The only exceptions will be on the "Last Dart-Winning dart" that meets the following criteria or an approved score correction by a referee as outlined in item 2(a) of this section:
   a. The "Last Dart-Winning Dart" must stick.
   b. However, if the dart does not stick and the machine awards the win, the machine is right and the game is over.
   c. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score or scores incorrectly, the player/team will be credited with the win in that game.

   Example: Player's score is 24 at the beginning of his/her turn. His/her first dart hits and sticks in the single 9 but does not register or score. Hi/her second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.

2. Approved score corrections by a referee.
   a. Any dart that sticks in the board, but does not register that segment will be manually scored by an official. A dart that flights a beneficial mark on the way in, but sticks in another segment will not be manually unscored. Call a Referee, all play must be stopped, darts left in the board and a SDP&DTC referee will make necessary changes. If

darts are removed, play continues and the score remains the same.

    b.   Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

3.   If there is any question as to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the "Player Change." Notify the Referee Station for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue.

4.   If a dart bounces off the board, it is considered a dart thrown, even if it does not score. It may not be thrown again.

5.   If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

PLAYER CORRECTABLE FEATURES

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup features should be used to correct the following player errors:

- Shooting out of turn.
- Wrong player shooting.
- Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart.

The backup feature can be used two times per game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

The referee may override the use of the backup feature at his/her discretion if deemed inappropriate.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. AFTER THE SECOND USE OF THE BACKUP FEATURE, ANY INFRACTION WILL BE TREATED AS A FOUL AND A REFEREE MUST BE CALLED.

1.   Both team captains must agree to the use of the backup feature and the only uses for this feature are those described as follows.

2.   If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.

3.   If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed A REFEREE MUST BE CALLED. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of re-throwing or keeping his/her original score.

4.   Manually scored points: On an opponent's score, player's own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, or expulsion from future leagues or tournaments. The tournament officials, identified by official SDP&DTC credentials, will make all decisions concerning fouls without specific penalties.

The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. Throwing on a non-coined machine is considered a distraction. Any spectator causing distractions may be removed from the tournament floor by a referee.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning form the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose his/her next three darts.
5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

   If the foul is the result of already using the backup feature twice in the game, the referee may rule based on the infraction and his/her decision will be final. If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed after his/her turn is over but before that player has started his/her second round, the game is started over with the offending team being responsible for coining the machine. If the infraction is noticed after the second round, it will be a loss for the offending team. If the infraction is noticed after the start of the next game, the preceding game will stand.

6. If a player throws out of turn or manually scores points and ends the game on that turn, his/her team loses that game.

7. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed form the start).

8. If a player reached zero in a round in which that player or that player's partner committed a foul, that team loses the game.

9. Any machine reset, tilt or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.

10. Abuse of equipment, poor sportsmanship, or unethical conduct, as judged by a league director or tournament official, may constitute a foul.

11. Any player/team who commits three fouls in one game will forfeit that game.

12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the third game and will not be allowed once a match has been concluded.

13. Disregard of any rules may constitute a foul.

14. All decisions by referees or Tournament Committee will be final.

PROPER BEHAVIOR
Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT, VERBAL ABUSE OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR. There is ZERO TOLERANCE when it comes to violations of these rules.

No flash photography is allowed during tournament play.
Cell phones must not have an audible ring during tournament play.

CHEATING
Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all SDP&DTC events for a length of time to be determined by the Tournament Committee. ***Any player, not on a team roster, playing under another player's name will be forfeited and further penalties may be applied, including, but not limited***

to immediate ejection from the Tournament or suspension from all SDP&DTC events for a length of time determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

RULES OF '01

1. The game is 501/701 any in-any out. The bull's eye will count 50 points.
2. All players start with 501/701 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts", and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when he/she is "blocked" or "frozen", the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

RULES OF CRICKET

1. The game of Cricket will be played with a double bull's eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and bull's eye in any order before your opponent(s). The player/team who closes all numbers and the bull's eye first, and has a greater or equal point score, wins.
3. An outer bull's eye will count 25 points, and an inner bull's eye will count 50 points.
4. All general rules of play will apply.

Blow darts or magnetic darts are not allowed at this tournament.

WARM-UP DARTS
Each player on each team may take 3 warm up darts prior to the start of your match. You must know your start times and board locations, all of which have been posted.

DART BOARD ASSIGNMENTS
Once a match is called on a specific numbered board, that match must take place on that board unless moved by a tournament official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

THROW AREA DEFINITION
The area that is directly in front of the assigned dart board, not to exceed either dart board on the left or right of the assigned board, is considered the official "throw area". Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul

The "player's box," located directly behind the foul line, has been reserved for the players competing in the match. This area is reserved for the players competing in the match. This area is considered part of the throw area. The only player who completely removes himself/herself from the throw area has indicated that his/her turn is complete.

STARTING ORDER
The starting order for each match and game is defined on your match scoresheets. In team events, all players participate in the final game and can play in any order.

THE TOURNAMENT MATCH
1. Both players/teams play equally for all games.
2. The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
3. If the machine is set on the incorrect game and play has begun, the game will be started over.

ROUND LIMITS
The round limit for '01 is 20 rounds and Cricket is 25 rounds. At round limit end, teams record their score off the machine and then call a referee to the board to declare a winner based on total points for '01 events and total points for Cricket events unless points are tied then total marks will decide the winner. If both points and marks are tired, the game will be played over.

SDP&DTC abides by the U.S. Department of Justice/ADA definition of a service animal as a dog or any animal that has been individually trained to do work or perform tasks for the benefit of an individual with a disability. Any player or spectator who plans to bring a service animal to an SDP&DTC event is required to notify SDP&DTC's tournament staff at: 605-553-1712 at least one week in advance of the event.
Service animals that are not trained to perform tasks that mitigate the effects of a disability, including service animals that are used purely for emotional support, comfort, therapeutic benefit or companionship are not considered service animals under the ADA. Psychiatric service animals, including, for example, a dog trained to calm a person with Post Traumatic Stress Disorder (PTSD) during an anxiety attack, are permitted.