



Baltic Professional Darts League

tournament rules

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1. General rules

- 1.1. These rules apply to all participants and other persons related to the tournament. Every participant and persons related to the tournament shall act with respect towards the sport of darts.
- 1.2. Players must always collaborate with organizers of the tournament, thus helping to develop darts as a sport and raising its prestige.
- 1.3. All instructions given by organizers, main referee or their assistants apply to the players, if the instructions are justified and reasonable.
- 1.4. Players must play to their best ability in each game and tournament and they must finish each game they have started. If a player intentionally loses the game or does not finish it, it is considered as a breach of tournament rules and show of disrespect towards the sport of darts.
- 1.5. Players are forbidden to participate in betting related to the tournament – they are forbidden to bet on their own games, as well as the games of other players.
- 1.6. It is forbidden for the players to negotiate before or during the tournament about the results or any advantageous situation, as well as share the prize fund between themselves, thus influencing the results of the tournament.
- 1.7. Players or members of an audience are forbidden to behave in a way, which might give hints of intention of game-fixing before, during or after the tournament.
- 1.8. Players are responsible about the behavior of guests they have invited to the tournament, regardless if they are together at specific moment during the tournament or not.
- 1.9. Any player or guest, who, based on these rules, is justifiably asked by an organizer or main referee to leave the premises of the tournament or given other instructions, must comply immediately.
- 1.10. All players and guests must strictly follow these rules. Any breach of rules will be revised by the organizers accordingly.
- 1.11. Organizers are entitled to make changes to these rules and any change apply to all participants and guests from the moment of publishing.
- 1.12. Anybody of age of at least 16 years is allowed to participate.
- 1.13. Players are responsible for their own state of health.

2. Responsibility of players

- 2.1. Every player's responsibility is to follow the rules of the tournament and obey instructions given by organizers, main referee or his assistant.
- 2.2. Every player's responsibility is to inform organizers, main referee or his assistant in case they observe actions that raise suspicions about intentions of influencing the results and/or outcome of games, as well as collaborate with organizers in investigating each case.

- 2.3. Every players responsibility is to treat with respect towards sport of darts, other players, organizers, main referee and his assistants, as well as visitors of the tournament.
- 2.4. Every payer's responsibility is to collaborate with organizers of tournament, main referee or his assistant in investigating breaches of these rules.

3. General rules of play

- 3.1. Players shall provide their own darts, which shall not exceed an overall length of 30.5 cm, and weight no more than 50 grams. Each dart shall consist of a metallic needle shaped point attached to the barrel. At the rear of the barrel there shall be attached a flighted stem which may consist of up to five separate pieces. (E.G.: a flight, a flight securing device(s), a flight protector, and a stem.)
- 3.2. Any player who does not follow these rules during or after the tournament, can be temporarily or permanently disqualified.
- 3.3. Only organizers of the tournament may provide different interpretations of these rules and these interpretations are final and binding to everybody.
- 3.4. Any situation, which is not foreseen in these rules, will be evaluated by organizers and their decisions regarding the actions, which needs to be taken, are final and binding to everybody.
- 3.5. Any player, who will be found guilty of conscious losing of a leg, set or game, will be disqualified from the tournament and he might receive an additional fine, upon which the organizers will decide.
- 3.6. If a player, without previously agreeing with the organizers, does not participate in the ceremony of awards, they will lose rights to receive money or any other prize.
- 3.7. If a player does not follow rules of the tournament or does not finish or participate in all the games planned (including finals), they will lose rights to receive money or any other prize.
- 3.8. If additional expenses to organizers are created by a player breaching these rules, then the player is responsible for covering these expenses.

4. Throw

- 4.1. A player shall throw darts from a standing position, except only in those circumstances when a physical disability or physical injury requires that a player must adopt a non-standing position (e.g. wheel-chair)
- 4.2. All darts shall be thrown deliberately, one at a time, by and from the hand. All darts must be thrown with the needlepoint aimed towards the face of the dartboard. If a dart is not thrown in this manner then the 'throw' will be declared a 'foul throw' and shall not count in that respective leg, set, or match.
- 4.3. A throw shall consist of a maximum of 'three' darts unless a leg, set or match is completed in less than 'three darts'.

- 4.4. If a player, during a throw, touches any dart that is in the dartboard, then that throw shall be deemed to have been completed.
- 4.5. Any dart bouncing off or falling out of the dartboard shall not be thrown again.

5. Starting and finishing

- 5.1. Every leg and game is played with a straight start from 501. Player just needs to hit the board inside the outer wire of a double section.
- 5.2. To finish and win, the player must land a dart in the double (Double Ring or Bull) of the number equal to one half of the remaining score. (e.g. if the score „40” remains, the finish must be in the double section of a sector „20”)
- 5.3. Inner segment of the center is counted as 50 points. If 50 points are needed to finish and win the leg/game, inner segment (red „bull”) is considered as double-25 sector.
- 5.4. if a player in a throw scores more points than remain in the Leg or match, or the same points as remain without finishing on a double, or leaves a score of one, then that throw shall not count and the score shall remain as it was prior to that throw.
- 5.5. A 'Game Shot' called by a Caller is valid only if the darts thrown achieve the required finish and remain in the dartboard until retrieved after the 'Game Shot' has been called.
- 5.6. If a 'Game Shot' called by a Caller is invalid, then the player shall have the right to continue that throw, unless all 3 darts have been already thrown.
- 5.7. If as a result of an error in Clause 5.6 the player has retrieved any of the darts and not all three darts have been thrown, then the Referee shall replace the retrieved dart or darts in as near as is practicable the same position and permit the player to complete the throw.
- 5.8. Any dart which is mistakenly thrown after the „game”, „set” or „leg” has been called, will not be counted, since the game/set/leg is already finished.
- 5.9. Referee of the game may not give any indications about the double section which must be hit. Referee may only say the number which has been left, e.g. referee may say „40 left”, but not „double-20 left”.
- 5.10. The first player who clears the score 501 and finishes by obtaining the required double out shall be declared the winner of that Leg or match, whichever is applicable.

6. Scoring

- 6.1. A dart shall only score if the point remains in or touches the face of the dartboard, within the outer double wire, until after the throw has been completed, and the score has been called and recorded on the scoreboard or visual display.

- 6.2. The score is counted from the side of the segment wire in which the point of the dart enters and remains in or touching the face of the dartboard.
- 6.3. Darts must be retrieved from the board, but only after the caller (if there is one) has called the score and the score has been written down.
- 6.4. No objections about the score will be taken into account, if the dart has been retrieved before the score has been written down.
- 6.5. All notes of the score must be checked by the referee, caller and players themselves after each turn and any correction of the score must be made until the next turn.
- 6.6. Player may ask to check or correct the score only until the next turn and only about the previous turn.
- 6.7. Request to check or correct the score must be asked until the next turn of the player, who makes this request; it might not be made during the time the other player has taken place on the oche until he finishes the turn. Action otherwise will be considered as unsportsmanlike attitude.
- 6.8. Any mistakenly marked score must remain unchanged until the turn of the player, which score has been marked incorrectly.
- 6.9. The score must be marked in a visible place in front of the players and referee.
- 6.10. There must not be any indications about the double section needed to win the leg/game neither from referee, nor caller or any other players or visitors.
- 6.11. Marker/referee takes all the decisions necessary during the game based on these rules. In case of uncertainty marker may consult with the main referee or organizers before making a decision in ambiguous situations.

7. Registration and participation in tournament

- 7.1. All players willing to participate in tournament must register until the deadline set by the organizers.
- 7.2. All players that have applied to participate in the tournament must pay the participation fee until the deadline set by the organizers.
- 7.3. All players that have applied to participate in the tournament must register until the deadline set by the organizers. Usually it will be until certain hour on the day of the Event, Qualification or Finals before the start of the competition.
- 7.4. If a player, who has applied to participate in the tournament and has paid the participation fee, does not register until the deadline set by the organizers, he/she will be disqualified from the competition and participation fee will not be reimbursed.
- 7.5. If a player is not present for his game, he/she will receive an automatic loss and the participation fee will not be reimbursed. Only exception is prior agreement with the organizers or the main referee.

- 7.6. Player must be on time to play or mark the game. If a player is not present on a designated time/place, he/she might get disqualified, as well as receive an additional sanction, upon which the organizers will decide.
- 7.7. Previously disqualified players will not be accepted as participants in the tournament until full execution of the sanctions.
- 7.8. Replacement of a player before or during the tournament is not allowed and will not be accepted.

8. Order of play

- 8.1. Beginner of the game will be decided by a throw to the bullseye.
- 8.2. Player, which wins the throw for the bullseye, will start the first leg or set, as well as will throw first in all odd-number legs (3, 5, etc.), including the last and deciding leg.
- 8.3. If the order of play has not been correctly adopted, then that respective leg shall be stopped and then re-started using the correct order of play.
- 8.4. If legs have already been completed using an incorrect order of play then the results determined in those legs shall stand but the next leg shall be started using the correct order of play.
- 8.5. To decide who will start the game, both players throw to the bullseye. Player, who is mentioned higher in the draw table, will throw first. Only darts that hit and remain in the bullseye (50) or center sector (25) will count. After each throw a dart shall be retrieved by the player.
- 8.6. If both players have the same result (a tie), then they shall throw again in reverse order – player that was throwing second, now will be throwing first.
- 8.7. Result is considered the same (a tie), if both players miss the center (25) or bullseye (50) sector, or both have hit the center (25) sector or both have hit the bullseye during one session of throw.
- 8.8. If one player has hit a bullseye (50) and other player has hit center (25) sector or any place on the board outside the center, then the player, which has hit the bullseye, will start the game.
- 8.9. If one player has hit a center sector (25) and other player has hit any place on the board outside the center, then the player, which has hit the center, will start the game.

9. Tournament rules

- 9.1. In Tournament play all Players shall play under the supervision and direction of the organizers and main referee and its assistants.
- 9.2. No persons shall be allowed within the playing area other than marker, caller and players.
- 9.3. Marker and caller, which are in front of players, must avoid movement as much as possible. Marker and/or caller are forbidden to smoke or drink during the game.

- 9.4. Player must stay no closer than 1 meter to the back of the player who is on the oche and preparing and/or throwing.
- 9.5. During the game everybody must follow the best of order and only player who is at the oche can approach the marker/referee of the game. No shout-outs or callings are allowed from other players and/or audience members.
- 9.6. All players must follow fair play principles and must treat with respect their opponents. Not loud shout-outs are allowed during the game, even when nobody is throwing.
- 9.7. Any player, who will breach rules 9.6. and 9.7., firstly will receive a warning by the referee. In case of repeated breach of these rules, a player can be disqualified from the tournament. Approaching referee in a calm manner and with a justified reason, with a remark, protest or request to make corrections, is not considered as breaching these rules.
- 9.8. Player, who is at the oche, is allowed to consult with the marker/referee during his throw regarding the points scored or the score that remains. However, no remarks or suggestions regarding the potential throw or the double required to finish the game are allowed.
- 9.9. After the end of the leg, set or game there shall not be made any corrections of the score.
- 9.10. Any protest regarding the score might be made only until the next throw of the player which score has the mistake. If a player has thrown at least one dart, no corrections can be made.
- 9.11. Any protest during the game must be solved together with referee/marker of the game and main referee or his assistants can be involved if needed. The game can be continued only after the decision has been made. Any later protests will not be accepted.
- 9.12. If player's inventory has been damaged during the game, reasonable amount of time can be given for fixing the damages under surveillance of referee. Repairs must be made at the location of the game.
- 9.13. If there is a legitimate reason, player might leave the location of the game for a period up to 5 minutes, or longer, if there is a justified need. This type of break can be given only in between legs or sets and it is solely decision of the game referee/marker.
- 9.14. It is forbidden to swear, scream, act provocatively, offensively or aggressively, as well as physically abuse other players or members of audience. This kind of behavior will be interpreted as unsportsmanlike and one that damages reputation of sport of darts. Players, who will act in a manner described, will be sanctioned with disciplinary punishments by the organizers. Such punishment can be a warning, disqualification from the game, tournament or period of time and/or money fines.

10. Attire

- 10.1. Players are not allowed to wear denim style clothes (jeans, etc.). No trousers or skirts made from denim (jeans), leather or velvet are allowed. The same restriction applies to a workman clothes.
- 10.2. Player should wear closed-style shoes and they should always be worn during the tournament. Flashing and/or luminescent details are not allowed. Other type of footwear is allowed only with a written notice from the doctor.
- 10.3. Final decision regarding suitability of player's attire and/or footwear remains with the main referee and/or organizers of tournament and cannot be disputed.
- 10.4. Any inappropriate attire and/or footwear must be changed before player starts their games.
- 10.5. It is not allowed to wear headgear without permission of organizers. Exceptions can be made for medical or religious reasons and prior written application from player must be made.
- 10.6. Players are not allowed to wear anything over their playing attire during the games or award ceremonies.
- 10.7. Sweat wristbands are allowed.
- 10.8. Players are not allowed to wear earphones or headphones without permission of organizers. Only hearing aid devices are permitted.
- 10.9. Any player who disagrees to follow these rules will not be permitted to participate in the tournament.

11. Smoking, drinking and other substances

- 11.1. Players and/or referees are not allowed to smoke, drink or use any other intoxicating substances during the games.
- 11.2. Players are allowed to drink only water during the games.
- 11.3. Players visibly drunk or under influence of other intoxicating substances will not be allowed to participate in the games and will be disqualified from the tournament.
- 11.4. Main referee and/or organizers are allowed to make decision about the level of drunkenness or intoxication without making any measurements.
- 11.5. Breach of rules no. 11.1 and 11.3 will be evaluated by organizers and additional sanctions can be applied.

12. Anti-Doping rules

- 12.1. World Anti-doping code and State Sports medicine center information (<http://www.vsmc.gov.lv/>) applies to all participants of tournament.
- 12.2. It is individual responsibility of each player to make sure that they are eligible to participate in the tournament following the principles of fair-play.

13. Editing and completing of the rules

- 13.1. Organizers keep the rights to edit or complete these rules if there is a need. Information about any changes will be published on the website of organizers and new rules apply to all participants from the moment of publishing.

14. Evaluation of disciplinary breaches and sanctions

- 14.1. Disciplinary breaches of tournament rules are inspected and evaluated by disciplinary committee - Žanis Buklovskis and Jurijs Botvinko, who are members of tournament organizers sports club „Asas Aduatas”
- 14.2. Duties of disciplinary committee are as follows:
 - 14.2.1. Inspection and evaluation of disciplinary breaches, according to the rules of tournament.
 - 14.2.2. Collection and evaluation of explanations of players and audience members who have breached the rules.
 - 14.2.3. Evaluation of explanations of other players and/or main referee and his assistants, in case of other players disciplinary breaches.
 - 14.2.4. Disqualification of players before inspection, evaluation and application of disciplinary sanctions, if a player’s behavior and actions does not comply with any of the rules mentioned. This applies also in cases if without detailed investigation it’s not applicable to disqualify a certain player, however his/her actions and behavior endangers tournament and prestige of sport of darts.
 - 14.2.5. Issue official warnings disqualify players or apply money fines if a player does not comply with tournament rules, and forbid participation of players until they have paid their fines.
 - 14.2.6. To accept and evaluate justified objections and protests regarding disciplinary sanctions and/or money fines and disqualifications.
 - 14.2.7. To publish reports of all evaluated cases and decisions taken, as well as to inform all involved persons by sending the decision through e-mail.
- 14.3. Process of initiation and evaluation of disciplinary cases:
 - 14.3.1. All disciplinary cases are inspected in maximum 10 days after the Tournament event or after the receiving of application.
 - 14.3.2. Each recognized breach of the rules is submitted to disciplinary committee by main referee straight after the each tournament event.
 - 14.3.3. Written applications from players about breaches of the rules during the tournament are accepted no later than 3 days after the end of the tournament event.

- 14.3.4. Disciplinary committee can ask for additional explanations from all involved sides. Persons involved are obliged to provide explanations no later than after 5 working days.
 - 14.3.5. Disciplinary committee evaluates applications and explanations and makes the final decision in 5 working days counting from the moment of receiving the application.
 - 14.3.6. Player, who has received a disciplinary sanction, is entitled to appeal the decision in 10 days from the date of the decision by submitting a justified written protest.
 - 14.3.7. Such protests are inspected in 10 days and decision of disciplinary committee after evaluation of such protests is final and cannot be appealed again.
 - 14.3.8. Players, who have received a disciplinary sanction, are not allowed to participate in the tournament until the end date of sanction or until they have paid the money fine applied.
- 14.4. Disciplinary sanctions and their application:
- 14.4.1. Disciplinary sanctions can be as follows:
 - 14.4.1.1. One-time warning with or without conditions;
 - 14.4.1.2. Disqualification for a certain period of time or certain events of tournament;
 - 14.4.1.3. Life time disqualification with or without options to renew rights of participation or with certain conditions;
 - 14.4.1.4. Money fine;
 - 14.4.1.5. Other type of sanctions, if a committee decides upon them, based on the severity of breaches of rules;
 - 14.4.2. Amount of disciplinary sanctions:
 - 14.4.2.1. In general, small breaches of rules will be sanctioned with warnings at first, however a repeated breach of the same rule more severe sanctions and/or money fines can be applied.
 - 14.4.2.2. More severe breaches that might lead to disqualification of a player can also lead to additional sanction or combination of sanctions.
 - 14.4.2.3. Warnings are issued for a certain period of time. If a breach of rule is repeated in this period of time, then additional sanctions or money fines are applied, based on the severity of a breach. Warnings can be issued to players, as well as members of audience, if they do not follow the tournament rules and, e.g., gets involved in other people's game or start discussions during the throw of the opponent.

- 14.4.2.4. If a player has acted disrespectfully, screamed and/or assaulted other players or members of audience and thus has been disqualified from the tournament, at first the fine of 25 Euro is applied and player can only participate in the next event of the tournament after he/she has paid the fine. If such infraction is repeated during the season, the fine of 50 Euro is being applied. After the third repeated infraction a fine of 100 Euro is being applied, as well as a disqualification for a period of time.
- 14.4.2.5. If a player has been disqualified for smoking, drinking or using other intoxicating substances, then at first the fine of 25 Euro is applied and player can only participate in the next event of the tournament after he/she has paid the fine. If such infraction is repeated during the season, the fine of 50 Euro is being applied. After the third repeated infraction a fine of 100 Euro is being applied, as well as a disqualification for a period of time. If a disciplinary committee after evaluating the case decides that an infraction has been very severe, more serious sanctions can be applied, ignoring if an infraction of rules has been repeated or not.
- 14.4.2.6. If a player has been disqualified for not following the rules of the tournament, he/she will not receive the prize money and all his/her results will be canceled.
- 14.4.2.7. If a player does not mark the game he is supposed to mark, initially the fine of 25 Euro is applied and player can only participate in the next event of the tournament after he/she has paid the fine. If such infraction is repeated during the season, the fine of 50 Euro is being applied. After the third repeated infraction a fine of 100 Euro is being applied, as well as a disqualification for a period of time.
- 14.4.2.8. Discipliner committee is entitled to make any other decision regarding the sanctions and their size/amount. The decision must be justified and reasonable according to the seriousness of the breach of rules.

Baltic Professional Darts League tournament is an independent tournament, which is organized by Darts sports club „Asas Adatas”. Players by registering for the tournament events confirms that they have read the rules of the tournament and agrees to follow them thoroughly.