**Clubs New Zealand Darts – Tournament Rules & Format**

**Duration:** 3 Days – *Friday to Sunday*

**Events:**

* **Friday** – Men’s & Ladies **Pairs**
* **Saturday** – **Ladies Singles**
* **Sunday** – **Men’s Singles**

**Game Format – All Events**

* **Game Type:** 501 Straight Start
* **Finish:** Double Out
* **Start of Match:** Closest to bull decides who throws first.
* **Scoring:**
	+ **Win = 2 points**
	+ **Legs won** used as tie-breaker in round robin

**Round Robin Stage**

* Players placed into **drawn sections of 6 (no seeding)**
* Each match is **Best of 5 legs** (first to 3 legs)
* **Section Winner** qualifies for knockout stage, determined by:
	1. Most wins
	2. Most legs won (if tied)
	3. If still tied Closest to bull to decide winner
* Round Robin losers eligible to enter knockout flight competition (straight knockout, best of 3 legs)

 **Knockout Stage**

* **Qualifiers from each section** advance to knockout
* **Match Format:**
	+ **Knockout Rounds:** Best of **7 legs**
	+ **Semi-Finals & Finals:** Best of **9 legs**

**Additional Notes**

* **No seeding** – All sections are randomly drawn
* Matches should be self-scored or chalked unless otherwise arranged
* Players are expected to be present and ready at scheduled times

**Basic Rules for 501 Darts**

**Objective:**

* Each player starts with **501 points**.
* The goal is to be the **first to reduce your score to exactly 0**, finishing on a **double** (or bullseye).

**Starting the Game:**

* Players throw one dart each, closest to the bullseye decides who goes first.
* You must hit the board and score to begin.

**Scoring:**

* Each player throws **3 darts per turn**.
* Scores are subtracted from your total.
* The dartboard is numbered 1–20, with:
	+ **Outer ring (double)** = 2× value
	+ **Middle ring (triple)** = 3× value
	+ **Bullseye**:
		- Outer bull = 25 points
		- Inner bull = 50 points

**Ending the Game – “Double Out”:**

* Your final dart must land in a **double** ring or bullseye.
	+ E.g., if you have 40 left, you must hit **double 20**.
* If you:
	+ **Score more than your remaining points**, or
	+ **Go below zero**, or
	+ **Reach exactly 1** (you can’t finish on 1)
	→ **Bust!** Your turn ends, and your score returns to what it was at the start of the turn.

**Winning the Game:**

* The first player to reach **exactly 0** with a double-out wins the leg.
* Matches are usually played as **best of X legs** or **best of X sets**.