

## Darts (Cricket) Tournament Fall 2009

### Basic Policies

**Activity Format:** A single elimination tournament bracket will be utilized to conduct this one or two night special event.

**Cancellation:** Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

**Forfeit:** GAME TIME IS FORFEIT TIME! Participants must report to the game site and be "ready to play" to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that participants show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Match pairings will be called 3 times only. Should a player/team fail to report to the assigned board within the 10 minutes allotted, a forfeit will be called.

**Conduct:** All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**Inclement Weather:** During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

**Scorecard:** Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

**Eligibility:** A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

**More Policy Information:** For additional information please review the Intramural Sports Handbook online at: [www.purdue.edu/recsports/programs/imsports](http://www.purdue.edu/recsports/programs/imsports)

### Equipment

**Darts:** House darts will be provided. Individuals may bring their own, however, as long as they meet the match specifications. The dartboard will be a standard 18" bristle board with a 1-20 clock pattern.

### Game Regulations

**Players:** An unlimited number of registrations are permitted for all program groups except Fraternity. Fraternities are limited to four (4) entrants in the Fraternity division. All additional fraternity entrants over four will be placed in the open division.

**Substitutions:** Substitutions can be made up to and through registration. Once tournament play begins, a player may not be replaced.

**Game Duration & Warm Up:** There will be a 25 round maximum limit. The player with the most points (if tied, most marks) will be the winner.

Each player may take nine (9) practice throws at the assigned matchboard prior to the start of the match. Tournament boards are reserved for assigned match pairings only. Boards are not to be used for practice unless otherwise designated by match officials.

**Playing Area:** All matches will be played in the RSC Game Room.

### Sport Specific Rules

**Object of the Game:** Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and both the Inner and Outer Bull.

To close a number, the player/team must score three of that number. The double and triple ring count as 2 or 3, respectively. Closure can be accomplished with three singles, a single and a double, or a triple.

Once a player/team closes a number, he/they may score points on that number until the opponent also closes that number. The double and triple count as 2 or 3 times the numerical values, respectively. All numerical scores are added to the previous balance. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be made on that number by either player/team.

To close the bull, the Outer Bull counts as a single, and the Inner Bull counts as a double.

Calling your shot is not required.

It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, corrections in arithmetic must be made before the next player throws.

**Scoring:** The person not throwing shall record the score announced by the thrower and add any points to the running total. It is the responsibility of the thrower to verify the score before the next player throws.

**Turn:** A Turn consists of three darts, unless a Leg/Match is completed in a lesser amount. Players must throw from behind the 8' foul line. All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn as timed by a tournament official. No darts will be allowed to be thrown after 3 minutes. Should a player 'touch' any dart that is in the dartboard during a turn, that turn will be deemed to have been completed. Additionally, any dart bouncing off, or falling out of the dartboard, will not be re-thrown.

**Winning the Game:** The player/team that closes all the numbers first and has the highest numerical score will be declared the winner. If both sides are tied in points, or have no points, the first player/team to close the specified numbers will be the winner. If a player/team closes the numbers first, and is behind in points, he/they must continue to score on any number not closed until either the point deficit is made up, or the opponent has closed all the numbers.