

2024-25 DART LEAGUE RULES

- The league game is “501.” Players of each team alternate throwing three (3) darts, adding up the value of all darts thrown.
- Darts thrown into the **outer ring** are given two times the value of the wedge.
- Darts thrown into the **inner ring** are given three times the value of the wedge.
- The **red center Bull’s Eye** counts as 50.
- The **green outer Bull’s Eye** is 25.
- Team that first reaches the score of exactly 501 wins the game, but a throw that takes the score over 501 negates that player’s turn and any score. Then the opposing team takes a turn.

✚ Four games each match.

✚ A ten-minute no-show shall be a forfeit of the four games.

✚ If only one player on a team shows up, play may proceed if that player acquires at least one more shooter from either outside the league or inside. The opposing team must agree on the substitute. An uneven number of players on the opposing team does not matter, as long as each team alternates throwing with the other.

✚ To start play, one representative from each team shoots a dart for the cork. The team closer to the cork center chooses who starts. Thereafter, the winning team of the game has the choice.

✚ Give the final score sheets to the front desk for future reference.