WORLD DARTS FEDERATION

WORLD CUP YOUTH

Format and Playing Rules

Fifth revised edition





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Committed to compliance with the WADA World Anti-Doping Code Sample collection could occur at any time as required by WDF

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DEFINITION

- WDFShall mean the World Darts Federation, or the Executive of the World Darts
Federation, the governing body for the Sport of Darts throughout the World.
- **Organisers** Shall mean the World Darts Federation, its Executive, or a darts body or it's appointed organisers to carry out functions in relation to a darts tournament.
- **Player** Shall include the singular and plural, teams as well as individuals, males and females.
- **Referee** Shall mean the person appointed to take charge of match play at a matchboard, or on stage. A Referee may also act as a Marker, or Caller for the match.
- Marker Shall mean the person appointed to mark the scores made and the scores remaining on the scoreboard. Except for staged match play, the Marker may act as the Caller for the match.
- MatchShall mean the total play between two players; sometimes referred to as a
'game'. A match may be divided into sets.
- Leg Shall mean the minimum element of a match in which there is a full round of play with a winner and a loser. A leg shall constitute a match when the match is not divided into legs or sets. The number of legs in a set or match must be odd.
- Set Shall mean that part of a match that consists of an odd number of legs. The number of sets in a match must be odd. The winner of a set is the player winning the majority of legs in that set. The winner of the match is the player winning the majority of the sets in that match.

PLAYING RULES

1. GENERAL

- 1.01 The Playing Rules and Format for the WDF World Cup Youth listed below are a set of rules created especially for the WDF World Cup Youth. These rules are not comprehensive and must, at all times, be read in conjunction with the <u>WDF Playing and Tournament Rules</u>.
- 1.02 The official invitation shall be submitted to the WDF Tournament Director at least four (4) months before the scheduled date of the Cup. On approval the WDF Tournament Director shall circulate the documents to all WDF members. The documents will also be placed in the Members Login area of the WDF website.
- 1.03 The closing date for entries will be shown on the entry form and must be strictly adhered to. Entries submitted after the closing date may be refused at the discretion of the WDF Executive. All entry forms, player biographies, and accommodation reservations must be in the hands of the host organisers by the specified closing date.

A copy of the Team Entry Form must be sent to the WDF Tournament Director.

- 1.04 The WDF Executive will make all decisions and retain complete responsibility for all aspects of the WDF World Cup Youth. This includes the draw, the playing schedule, the administration of the tournament, the appointment of event officials and the approval of the playing venue.
- 1.05 The <u>WDF Playing and Tournament Rules</u> shall apply in all matters that are not explicitly mentioned in these rules.

2. COMPOSITION

- 2.01 The WDF World Cup Youth shall consist of five (2) events:
 - (a) Boys' singles,
 - (b) Girls' singles,
 - (c) Boys' pairs,
 - (d) Girls' pairs,
 - (e) Mixed Pairs.
- 2.02 Gold, Silver and Bronze medals will be awarded to the winners, the runners-up and the joint third places in all WDF World Cup Youth events.
- 2.03 Gold, Silver and Bronze medals will be awarded to the overall winners, runners-up, and third placed teams. An additional medal will be awarded to a maximum of two (2) Team Managers from each of the three best overall countries.
- 2.04 Each WDF member country may enter one team consisting of two (2) boys and two (2) girls.

3. PLAYERS

3.01 All players must be eligible to play for their country and shall be selected by the respective Full Member Darts Body for that country, by any such method that they themselves determine.

- 3.02 All selected Youth players must be under 18 years old on the final day of the event.
- 3.03 It is the responsibility of the officials of the player's respective WDF Member Darts Body to check and properly verify that all players entered for the WDF World Cup Youth fully comply with <u>Clause 17</u> and the age restrictions.
- 3.04 In cases where teams require Visas to enter the host country written proof that visas have been obtained will be required before teams can be entered into the draw. Written confirmation must be sent to the WDF Tournament Director by email at least three (3) days before the draw is made.

Teams, which do not supply the required documentation, will not be entered into the draw. The WDF will not accept any responsibility or liability for any costs incurred for teams which are not included in the draw because they have failed to obtain the necessary visas within the stipulated time.

- 3.05 As the Youth and Senior World Cups are played concurrently, Youth players selected to play in the World Cup Youth event are not permitted to be selected, or take part in the World Cup Senior event in the same year under any circumstances. This also includes substitutions during match-play and replacements due to absenteeism.
- 3.06 It is forbidden for any Youth player to drink any form of alcoholic beverage during the entire course of the WDF World Cup Youth. The entire course of the WDF World Cup Youth shall be interpreted as from the morning of the day of the Opening Ceremony until the morning of the day after the Farewell Banquet. It is the duty of the officials from the respective countries to ensure that this rule is enforced.

Breach of this rule will lead to immediate disqualification of the player or players involved and the suspension of the responsible official or officials.

Random Alcohol-Tests will be taken during the event.

4. DRAW

- 4.01 All events in the WDF World Cup Youth shall be played in a Round Robin format with the best players/pairs in each group advancing to the knock-out stages.
- 4.02 The draw for all the Round Robins will be completely random but Player/Pairs from the same country will be drawn into opposite sides of the draw.
- 4.03 The order of play for all matches in all events will be determined automatically by the official WDF computer software programme.
- 4.04 Under normal circumstances the draw will be made and published on the WDF website three (3) weeks before the start of the event.

5. SEEDING

5.01 There shall be no seeding in any event in the WDF World Cup Youth.

6. MATCH TIE-BREAK RULE

6.01 All Matches in the WDF World Cup Youth are subject to the Match tie-break rule if they reach the following position:

If the score reaches 3-3 in best of 7 matches If the score reaches 4-4 in best of 9 matches If the score reaches 5-5 in best of 11 matches.

- 6.02 In all matches where a tie-break leg must be played the following procedures shall be followed.
 - (a) In Singles matches the player who started the match shall throw for the bull first. A dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be re-thrown immediately and before the opponent takes his/her throw.
 - (b) In Pairs matches the first player named on the match sheet shall throw for the Bull. The player from the Pair that started the match shall throw first. A dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart that does not remain in the board shall be re-thrown immediately.

7. ROUND ROBIN GROUP TIE-BREAK RULE

- 7.01 If two players, or pairs have the same number of points the following criteria are used to separate them:
 - (a) Leg difference,
 - (b) Result of the match played between the two tied players/pairs.
- 7.02 If THREE players, or pairs are tied on the same number of points, the leg differences are the same, and each player, or pair has won one of the three matches involving those three players, or pairs then a tie-break shall be played.
- 7.03 In the tie-break each tied pair shall select one player to play the tie-break. All players shall play on one board. The throwing order shall be established by a Bull throw. The Bull throw shall determine the throwing order 1: 2: 3 for the first leg. The throwing order for the second leg shall then be 2: 3: 1 and the third leg 3: 1: 2. The fourth and final leg shall be 1: 2: 3. The first player/pair to win two (2) legs will be declared the winner of the tie-break. Lots will be drawn to decide the order of the throw for the Bull.
- 7.04 In the case of a three-way group tie where TWO players/pairs shall advance the tie-break shall be played as stated above. The two remaining players/pairs will then play a single leg, using the same players, to decide which player/pair advances. The start will be decided by a Bull throw. The order of throw for the Bull will be decided by the toss of a coin.

8. POINTS ALLOCATION

8.01	Pairs Event	1 st place 2 nd place Joint 3 rd Joint 5 th Joint 9 th Joint 17 th	= = = =		oints oints
	Singles Event	1 st place 2 nd place Joint 3 rd Joint 5 th Joint 9 th Joint 17 th Joint 33 rd	= = = = =	3 p	oints oints

In all Round Robin Events the Group Winner shall be awarded five (5) points. The Runner-up in each group shall receive three (3) points.

No limitations of bonus points when all groups have the same number of participants. One bonus point will be awarded for winning a match.

A maximum of two (2) bonus points will be awarded where there are groups of three (3) and four (4) participants. A maximum of three (3) bonus points will be awarded where the groups consist of four (4) and five (5) participants. A maximum of four (4) bonus points will be awarded where the groups consist of five (5) and six (6) participants. This will equalize points awarded when group size differs.

- 8.02 In all events the points awarded for positions obtained in each event are only awarded to players, or pairs hat have won at least one match.
- 8.03 The country achieving the highest total of points from all events shall be crowned the **WDF World Cup Youth Champion**. In the event of a tie for first place those countries shall be declared the **Joint WDF World Cup Youth Champions**.

9. PLAYING FORMAT FOR YOUTH EVENTS

- 9.01 The playing format for the Pairs and Singles events will be best of seven (7) legs, each 501 up, with a straight start and a double or bull to finish. Semi-Finals will be best of nine (9) legs and Finals best of eleven (11) legs.
- 9.02 All events shall commence with a Round Robin series. Players/pairs shall be divided into groups in which all players/pairs shall play each other once. From these groups the best Players/pairs will advance to the knock-out final stages.
- 9.03 The number of groups and the number of players/pairs, which advance to the knock-out stages will be decided by the WDF Executive when the overall number of entries is known.

9.04 **The Knock-out Bracket**

(a) Two Groups:

The best four Players/Pairs in each group shall be entered into the Quarter-Final Bracket as follows:

- 1: Winner Group 1 5: Second Group 1
- 2: Fourth Group 2
- 6: Third Group 2
- 3: Second Group 24: Third Group 1 7: Winner Group 2
 - 8: Fourth Group 1

(b) Four Groups:

The best two Players/Pairs in each group shall be entered into the Quarter-Final Bracket as follows:

- 1: Winner Group 1 2: Second Group 4
- 5: Winner Group 3
- 6: Second Group 2
- 3: Winner Group 24: Second Group 3 7: Winner Group 4 8: Second Group 1

(c) Eight Groups:

The best two Players/Pairs in each group shall be entered into the Last 16 bracket as follows:

- 1: Winner Group 1
- 2: Second Group 7
- 3: Winner Group 2
- 4: Second Group 8
- 5: Winner Group 3
- 6: Second Group 5
- 7: Winner Group 4
- 8: Second Group 6

- 9: Winner Group 5
- 10: Second Group 3
- 11: Winner Group 6
- 12: Second Group 4
- 13: Winner Group 7
- 14: Second Group 1
- 15: Winner Group 8
- 16: Second Group 2

(d) Sixteen Groups:

The best two Players/Pairs in each group shall be entered into the Last 32 bracket as follows:

1: Winner Group 1 2: Second Group 14	Winner Group 9 Second Group 4
3: Winner Group 2 4: Second Group 11	Winner Group 10 Second Group 2
5: Winner Group 3 6: Second Group 10	Winner Group 11 Second Group 5
7: Winner Group 4 8: Second Group 13	Winner Group 12 Second Group 8
9: Winner Group 5 10: Second Group 9	Winner Group 13 Second Group 7
11: Winner Group 6 12: Second Group 15	Winner Group 14 Second Group 3
13: Winner Group 7 14: Second Group 12	Winner Group 15 Second Group 1
15: Winner Group 8 16: Second Group 16	Winner Group 16 Second Group 6

10. PLAYING ATTIRE

- 10.01 In a WDF World Cup Youth all players representing their country shall wear the approved playing attire or uniform of their country at the opening ceremony, during the tournament itself (at least until eliminated from all events), and at the closing and awards ceremony.
- 10.02 Team players must be uniformly attired, i.e. all team shirts, blouses, dresses, skirts or trousers and footwear shall be in uniform colours and styles for that team.
- 10.03 Enclosed footwear must be worn at all times during match-play, award presentations, and all official ceremonies relating to the event. They shall be of a colour and style in keeping with the approved playing attire. Flashing devices and luminescent strips are not permitted.
- 10.04 Trainers and jogging shoes are not permitted.
- 10.05 The playing attire of countries can bear one piece of advertising material, slogan, or logo relating to a marketable product or concern. Alcohol, tobacco and gambling advertising is NOT permitted in youth events. If a country wishes to use more, they have to get the approval of the organisers and the WDF.
- 10.06 In all WDF World Cup Youth events the playing attire of all participating players shall be subject to WDF approval. Any unacceptable playing attire must be changed before that player/pair can participate in any introductions, match-play, interviews, or presentations.
- 10.07 In all WDF World Cup Youth events any player refusing to meet with WDF approval may be refused participation.
- 10.08 Players are not permitted to wear any article of clothing over their approved playing attire during match-play.
- 10.09 Players are permitted to wear sweatbands on their wrists.
- 10.10 No headgear shall be worn without the prior permission of the organisers. Exceptions may be allowed for medical or religious reasons.
- 10.11 No earphones/headsets shall be worn during match-play at any time without the prior permission of the organisers. An exception could be allowed for the need to use a hearing aid.

11. THROWING ORDER

- 11.01 In all events countries shall designate the order of throw of the players prior to the WDF World Cup Youth, which shall not be changed during these events.
- 11.02 The designated Board Official will arrive at the match board in good time before the start of a match with the match sheet. The match sheet will contain the names of the players who shall play in the match, their country, the board number and the scheduled starting time of the match.
- 11.03 The match sheet will also indicate the order of play and the throwing order. The match sheet will also clearly indicate which player, or pair shall start the match.

It is the Team Managers' collective responsibility to verify that the printed match sheets have been correctly produced prior to starting the match in question.

11.04 The winner of draw shall throw first in the first leg and alternate legs thereafter.

If it is discovered that a player has thrown out of order the leg shall be stopped immediately and replayed using the correct throwing order. The player concerned shall receive a warning.

If the leg has been completed and a subsequent leg has already started, the result of that leg shall stand. Should the same player, or another player from that pair throw out of order in a subsequent leg of the same match that leg will be forfeited.

12. PRACTICE DARTS

- 12.01 Each player is entitled to six (6) practice darts on the assigned matchboard prior to a match. No practice darts may be thrown during any floor matches. Practice darts during "stage" matches are permitted only after players have returned to the stage after a break, and then only after permission has been given by the Stage Referee.
- 12.02 No practice shall be allowed on unassigned matchboards without the express permission of the Floor Manager after an event has started. Practice boards shall be provided for the exclusive use of the players.

13. REPLACEMENTS DUE TO ABSENTEEISM

13.01 Players who are unable to attend the World Cup Youth may be replaced. Replacements will normally be permitted until the end of the Team Managers Meeting, which takes place in the afternoon on the day before match-play commences.

Countries wishing to make replacements must inform the WDF Executive as soon as possible providing the names of the absent player and the name of the substitute.

Pairs line-ups may not be changed as a result of a replacement.

14. SUBSTITUTION DURING MATCH-PLAY

- 14.01 In the Pairs events a player may be substituted if unable to continue for a "bona-fide" reason. In such cases one substitute will be permitted. Substitution can only be made before the start of a match and only by an individual who has not already played in the current World Cup Youth. Should the substituted player become fit to resume play at a later stage of the event that player shall be reinstated.
- 14.02 All substitutions will be vetted by the WDF before approval is given.

15. DISPUTES

- 15.01 In the instance of a dispute occurring during match-play the match concerned shall be stopped immediately. Both Team Managers shall then accompany the Board Official to the Floor Manager.
- 15.02 The Floor Manager will then make a ruling. All players shall remain at the matchboard. If the Floor Manager is unable to make a ruling, or if the ruling by the Floor Manager is disputed, it will be referred to the WDF Tournament Director.

- 15.03 In the instance of an appeal against a ruling made by the WDF Tournament Director the appeal shall be heard by the WDF Executive members who are present and available.
- 15.04 Any decision made by the available WDF Executive members shall be final and binding.

16. TEAM MANAGERS MEETINGS

- 16.01 During the afternoon prior to the start of match-play the WDF Tournament Director shall hold a meeting for all Team Managers.
- 16.02 The WDF Tournament Director will use this meeting to explain procedures and supply the Team Managers with the latest information concerning the Cup and answer any questions that may arise.

17. DEFINITION ON PLAYER ELIGIBILITY

- 17.01 Any Youth player who has represented a country at a WDF World Cup Youth event or WDF Area Cup event cannot represent another country until a quarantine period of one calendar year has been served. The quarantine period to start on the day after the final day of a championship.
- 17.02 In the instance of a dispute arising, the context shall be put to the WDF Executive for a ruling, which shall be final and binding.

18. COMPLIANCE WITH ANTI-DOPING RULES

18.01 All players and officials shall comply with the requirements laid down in the <u>WDF Anti-</u> <u>Doping Rules</u>.

19. ADDITIONAL INSTRUCTIONS FOR THE BULL THROW

19.01 See WDF Playing and Tournament Rules Clause 21.

AMENDMENTS AND ADDITIONS

The WDF Executive reserves the right to amend, add to, or delete, any of the WDF World Cup Youth Rules at any time to meet any purposes deemed to be necessary by the WDF Executive.

Such changes may be made either before or during the event.

REVISION NOTES

Revision 5

Complete document	restructured and amended where necessary to correspond with the World
	Cup Senior rules.
	Text from other WDF rules replaced by links.

Clause 9.04 changed.