

WDF European Darts Council



WDF EUROPE CUP YOUTH

Playing Rules and Format

Revised edition

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1. GENERAL

These rules were compiled by the WDF European Darts Council. The European Darts Council reserves the right to amend, add to, or delete, any of these Playing Rules at any time to meet any purposes deemed to be necessary by the EDC Executive.

WDF Playing & Tournament Rules shall apply in all matters that are not explicitly mentioned in the rules.

2. COMPOSITION

The WDF Europe Cup Youth shall consist of two separate Championships: the Girls' Europe Cup Youth and the Boys' Europe Cup Youth.

Each European WDF member country may enter one girls' team and one boys' team. A country may enter only one team (a girls' or boys' team) if it wishes to do so.

A Girls' Europe Cup Youth team shall consist of two players, and a Boy's Europe Cup Youth team shall consist of four players.

3. PLAYERS SELECTION, ELIGIBILITY AND AGE

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

Only players who will not have reached their 18th birthday by the final day of the WDF Europe Cup Youth shall be eligible to play.

4. SEEDING

There shall be no seeding in the WDF Europe Cup Youth. However, the draw shall ensure that players/teams from the same Country should meet as late as possible.

5. DRAW

The draw for the WDF Europe Cup Youth is the responsibility of the EDC Executive, and shall be conducted by the person/persons authorised to do so by the EDC Executive.

No unauthorised person shall conduct or change any part of a WDF Europe Cup Youth Draw.

6. THE GIRLS' CHAMPIONSHIPS FORMAT

The Girls' Europe Cup Youth shall consist of two events: Girls' Singles and Girls' Pairs.

Both events shall consist of a Round Robin preliminary round followed by a knock-out format for the qualifiers.

The following playing format shall apply to both events:

- | | |
|-------------------|---|
| Up to semi-finals | - best of five legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the fifth leg. |
| Final | - best of seven legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the seventh leg. |

ROUND-ROBIN GROUPS

The players/pairs of each event shall be divided into groups as follows:

- | | | |
|-----------------------|------------|--|
| Up to 8 players/pairs | = 1 group | - the best 4 players/pairs advance to the knock-out semi-finals |
| 9 to 16 players/pairs | = 2 groups | - the best 4 players/pairs from each group advance to the knock-out quarter-finals |

Over 16 players/pairs = 4 groups - the best 4 players/pairs from each group advance to the knock-out last-16.

Players from the same country shall be drawn in different groups. In the case of only one group, players from the same country have to play the first match of the group against each other.

KNOCK-OUT FORMAT FOR QUALIFIERS

In each event the qualifiers of each group shall compete in a straight knock-out as follows:

A. ONE GROUP

The best four players/pairs shall compete in the semi-finals as follows:

<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st place	_____	_____
4 th place	_____	
2 nd place	_____	_____
3 rd place	_____	

B. TWO GROUPS

The best four players/pairs of each group shall compete in the quarter-finals as follows:

<u>Quarter-finals</u>	<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st Group A	_____	_____	_____
4 th Group B			
2 nd Group B	_____	_____	
3 rd Group A			
2 nd Group A	_____	_____	
3 rd Group B			
1 st Group B	_____	_____	
4 th Group A			

C. FOUR GROUPS

The best four players/pairs of each group shall compete in the last-sixteen as follows:

<u>Last-sixteen</u>	<u>Quarter-finals</u>	<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st Group A	_____	_____	_____	_____
4 th Group D				
2 nd Group B	_____	_____		
3 rd Group C				
1 st Group C	_____	_____		
4 th Group B				
2 nd Group D	_____	_____		
3 rd Group A				
1 st Group B	_____	_____		
4 th Group C				
2 nd Group A	_____	_____		
3 rd Group D				
1 st Group D	_____	_____		
4 th Group A				
2 nd Group C	_____	_____		
3 rd Group B				

7. THE BOYS' CHAMPIONSHIPS FORMAT

The Boys' Europe Cup Youth shall consist of three events: Boys' Singles, Boys' Pairs and Boys' Four-Person-Team.

BOYS' SINGLES

The knock-out format shall apply throughout the event

The following playing format shall apply:

- Up to last sixteen - best of five legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the fifth leg.
- Quarter- and semi-finals - best of three sets, best of three legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the third set.
- Final - best of five sets, best of three legs, 501 up, with a straight start and a double finish. The 5th set must be won by two clear legs. The 'sudden death' rule applies at the 4 : 4 stage. The start of the deciding 9th leg is determined by a throw for bull; the player, who started the final, will throw first for bull.

The bracket draw shall be divided into four sections. Each country shall have one player in each section of the draw. Players from one specific country shall not meet players from another specific country more than once before the second round of the draw. The BYES, if any, shall be distributed such that the differential between countries is not greater than one.

BOYS' PAIRS

The knock-out format shall apply throughout the event

The following playing format shall apply:

- Up to semi-finals - best of five legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the fifth leg.
- Final - best of seven legs, 501 up, with a straight start and a double finish. The Match Tie-Breaker Rule shall apply in the seventh leg.

The bracket draw shall be divided into two sections. Each country shall have one pair in each section of the draw. Pairs from one specific country shall not meet pairs from another specific country more than once before the second round of the draw. The BYES, if any, shall be distributed such that the differential between countries is not greater than one.

BOYS' FOUR-PERSON-TEAM

The Boys' Four-Person-Team event shall consist of a Round Robin preliminary round followed by a knock-out format for the qualifiers.

The following playing format shall apply:

Best of 17 legs, 501 up, with a straight start and a double finish.

Paying Order:

Best-of-17-Legs	Team A	versus	Team B
1 st Leg	Player A1	versus	Player B2
2 nd Leg	Player A2	versus	Player B1
3 rd Leg	Player A3	versus	Player B4
4 th Leg	Player A4	versus	Player B3
5 th Leg	Player A2	versus	Player B2
6 th Leg	Player A1	versus	Player B4
7 th Leg	Player A4	versus	Player B1
8 th Leg	Player A3	versus	Player B3
9 th Leg	Player A4	versus	Player B4
10 th Leg	Player A1	versus	Player B1
11 th Leg	Player A2	versus	Player B3
12 th Leg	Player A3	versus	Player B2
13 th Leg	Player A1	versus	Player B3
14 th Leg	Player A2	versus	Player B4
15 th Leg	Player A3	versus	Player B1
16 th Leg	Player A4	versus	Player B2

The match will be terminated as soon as one team has won nine legs.
 If the match reaches the 8 : 8 stage, the Team Managers shall nominate one player from their team to play the deciding 17th leg. The Match Tie-Breaker Rule shall apply in the 17th leg.

ROUND-ROBIN GROUPS

The teams shall be divided into groups as follows:

- Up to 6 teams = 1 group - the best 4 teams advance to the knock-out semi-finals
- 7 to 12 teams = 2 groups - the best 2 teams from each group advance to the knock-out semi-finals
- Over 12 teams = 4 groups - the best 2 teams from each group advance to the knock-out quarter-finals.

KNOCK-OUT FORMAT FOR QUALIFIERS

In each event the qualifiers of each group shall compete in a straight knock-out as follows:

A. ONE GROUP

The best four teams shall compete in the semi-finals as follows:

<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st place	_____	_____
4 th place	_____	
2 nd place	_____	_____
3 rd place	_____	

B. TWO GROUPS

The best two teams of each group shall compete in the semi-finals as follows:

<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st Group A	_____	_____
2 nd Group B	_____	
1 st Group B	_____	_____
2 nd Group A	_____	

C. FOUR GROUPS

The best two teams of each group shall compete in the quarter-finals as follows:

<u>Quarter-finals</u>	<u>Semi-finals</u>	<u>Final</u>	<u>Winner</u>
1 st Group A	_____	_____	_____
2 nd Group D			
1 st Group B	_____	_____	
2 nd Group C			
1 st Group C	_____	_____	
2 nd Group B			
1 st Group D	_____	_____	
2 nd Group A			

8. THROWING ORDER

The winner of the toss, or draw, shall throw first in the first leg/set, and alternate legs/sets thereafter.
 In the Pairs and Team events the countries shall designate the order of throw of the players, which shall not be changed during the events.

9. PRACTICE

Each player is entitled to six practice darts at the assigned match board prior to the match. No other practice darts may be thrown during the match without the permission of the match referee.

The only exception to this rule occurs in the Four-Person-Team event when players are scheduled to play in the 5th, and up to the 17th legs, when each player shall only be entitled to three practice darts prior to throwing in those legs.

No practice shall be allowed on unassigned match boards after an event has started.

Practice boards shall be provided for the exclusive use of the players.

10. MATCH TIE-BREAKER RULE

In the instance of a tie in an event the Singles player, the Pairs team or nominated player (Four-Person-Team) shall contest the Match Tie-Break leg.

The player shall throw for the Bull to decide which player shall throw first in the Match Tie-Break leg.

The original winner of the toss, or draw shall throw first for the Bull, each player in his turn shall continue throwing until a dart has hit and has remained in the face of the dartboard.

If that dart is in the '25' bed, or the '50' bed, then the player shall remove that dart before the other player throws.

The referee shall award the first throw of the Match Tie-Break leg to whichever of the players has thrown nearest to the Bull.

If both darts are in the '25' bed, or the '50' bed, or the darts thrown are adjudged by the referee to be equal in distance to the Bull the players will be requested to throw again, in reverse order, to obtain a decision. This procedure shall be repeated until a throwing order is established.

11. ROUND-ROBIN GROUP TIE BREAKER

a. Each Girls' Singles player, Girls' Pairs team, and Boys' Four-Person-Team will be allocated '1' Championship point for every match won during Round-Robin Match-play.

b. In the instance of players/pairs/teams being 'tied' with equal points gained during match play within a Round-Robin Group then the comparison of 'legs difference' will be used in order to resolve a 'tie'.

If players/pairs/teams are still 'tied' after a comparison of 'legs difference' has been made then the result of the actual match between the two players/pairs/teams in the Round-Robin Match-play shall be used to break the tie.

If the final group placings are still not determined (three way 'tie') then a Tie-Breaker between those players/pairs/teams shall be arranged:

(1) Players
In the Four-Person-Team event each 'tied' team shall nominate a player to play in the Tie-Breaker.
In the Girls' Pairs the Pairs team shall play.
In the Girls' Singles the Singles players shall play.

(2) Matches
In a three way 'tie' all three players/pairs/teams shall play on one board, 501 up, with a straight start and a double finish, with the first player/pair/team to win two legs being declared the winner of the Tie-Breaker.

(3) Throwing order
In order to determine which player/pair/team shall throw first they will participate in a bull-throw.
In a three way 'tie' the bull-throw shall determine the sequence of the throwing order 1; 2; 3; for the first leg. The throwing order for the second leg shall be 2; 3; 1; and for the third leg it shall be 3; 1; 2. In the fourth and final leg it shall be 1; 2; 3.

12. POINTS ALLOCATION

In each event points shall be allocated to each Country for the placing attained by its players/teams.

No player, pair, or team can obtain points in an event unless they have won at least one match.

In addition to the points shown in the table below, each Girls' Singles player, Girls' Pairs team, and Boys' Four-Person-Team will be allocated '1' Championship point for every match won during Round-Robin Match-play.

The points allocated for placing shall be as follows:

Place	Boys' Europe Cup Youth			Girls' Europe Cup Youth	
	Four-Person-Team	Pairs	Singles	Pairs	Singles
1 st	60	42	28	30	21
2 nd	40	30	21	20	15
Joint 3 rd	24	20	15	12	10
Joint 5 th	12	12	10	6	6
Joint 9 th	4	6	6	2	3
Joint 17 th	2	2	3		1
Joint 33 rd			1		

The Country achieving the highest aggregate number of points from the three events in the Boys' Europe Cup Youth shall be declared the **Boys' Europe Cup Youth Champions**.

The Country achieving the highest aggregate number of points from the two events in the Girls' Europe Cup Youth shall be declared the **Girls' Europe Cup Youth Champions**.

In the event of a tie for first place then those Countries shall be declared **Joint Boys'/Girls' Europe Cup Youth Champions** and shall share all honours equally.

13. PLAYING ORDER

First day

Morning session

Boys' Singles up to and including quarter-finals

Girls' Pairs up to and including quarter-finals

Boys' Pairs up to and including quarter-finals

Afternoon session

Boys' Four-Person-Team up to and including quarter-finals

Girls' Singles up to and including quarter-finals

Second day

Morning session

Girls' Singles semi-finals

Boys' Pairs semi-finals

Girls' Pairs semi-finals

Boys' Four-Person-Team semi-finals

Afternoon session

Boys' Singles final (to be played on stage)

Girls' Singles final (to be played on stage)

Boys' Pairs final (to be played on stage)

Girls' Pairs final (to be played on stage)

Boys' Four-Person-Team final (to be played on stage)

14. DART BOARDS

A minimum of 24 match boards and four practice boards must be provided throughout the tournament.

15. SCORING

The scoring during match play must show the points scored and the points left for each player/team:

Player A		Player B	
	501		501
100	401	85	416
95	306	140	276
45	261	60	216
81	180	121	95
60	120	59	36
100	20	18	18

16. SUBSTITUTIONS

Team members from one up to the whole team may be changed prior to the WDF Europe Cup Youth, and up until the time when a player or team shall be required to throw the first dart in any event in the Cup.

On arrival in the 'host' country Team Managers must advise the organisers of any team changes, and by no later than the reception ceremony, - this will allow for amendments to be introduced prior to the start of the tournament.

In the Pairs and Team events if a player is unable to continue for a 'bona-fide' reason, then one substitution shall be allowable, but only at the start of a match and only by an individual that has not already played in the WDF Europe Cup Youth.

17. TEAM MANAGERS MEETINGS

Prior to the WDF Europe Cup Youth the 'host' country will stage a meeting with all Team Managers to ensure that all items requiring their co-operation during the running of the tournament are clearly understood by every one involved.

If available at the tournament in question an EDC Executive shall be in attendance at the same meeting.

18. DRINKING AND SMOKING

No alcoholic beverages shall be sold or consumed by any person in the playing venue. Players and officials found to be in breach of this rule shall be asked to leave the venue.

No alcoholic beverages shall be consumed by the players at any time or at any place during the WDF Europe Cup Youth. It is the Team Managers' responsibility to look after the youth players in their charge. This applies to the tournament and all the time their players are in their charge.

All players and officials shall refrain from smoking while they are participating in any match play and during introductions, interviews, and presentations.

Any player found to be in breach of this rule shall be liable to the forfeiture of the match during which the offence took place.

Any player or official found to be in breach of these rules shall be reported to the appropriate darts body for disciplinary proceedings to be considered.