

# WORLD DARTS FEDERATION

## EUROPE CUP YOUTH

### Format and Playing Rules

Tenth revised edition



A Full Member of GAISF and AIMS



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

<b>WDF</b>	Shall mean the World Darts Federation, or the Executive of the World Darts Federation, the governing body for the Sport of Darts throughout the World.
<b>Organisers</b>	Shall mean the World Darts Federation, its Executive, or a darts body or its appointed organisers to carry out functions in relation to a darts tournament.
<b>Player</b>	Shall include the singular and plural, teams as well as individuals, males and females.
<b>Referee</b>	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.
<b>Marker</b>	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.
<b>Match</b>	Shall mean the total play between two players; sometimes referred to as a 'game'. A match may be divided into sets.
<b>Leg</b>	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.
<b>Set</b>	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 WDF Europe Cup Youth shall be arranged during the summer period when most schools are closed for annual holidays. The Europe Cup Youth shall be played over three (3) consecutive days.

The Official Opening ceremony and Team managers Meeting shall be held in the evening prior to the first playing day.

- 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 European members. The documents will also be placed in the Members Login area of the WDF website. The closing date for entries will be shown on the entry form and must be strictly adhered to. 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.

- 1.03 All rooms used for match-play shall be completely non-smoking areas. Any player found to be in breach of the non-smoking rule will be disqualified immediately and all results relating to that player will be removed.

Officials and spectators found to be in breach of this rule will be ordered to leave the playing venue.

- 1.04 No alcoholic beverages shall be sold to or consumed by any person in the playing venue.

Officials and spectators found to be in breach of this rule will be ordered to leave the playing venue.

No alcoholic beverages shall be consumed by any player at any time or at any place during the WDF Europe Cup Youth.

Any player found to be in breach of this rule will be disqualified immediately and all results relating to that player will be removed.

It is the responsibility of the Team managers to look after the players in their charge for the entire duration of the Cup.

The “host” organisers are required to conduct random alcohol tests throughout the Cup.

Any player submitting a positive alcohol test will be disqualified immediately and all results relating to that player will be removed.

- 1.05 **The WDF Playing and Tournament Rules shall apply in all matters that are not explicitly mentioned in these rules.**

## **2. COMPOSITION**

2.01 The WDF Europe Cup Youth shall consist of two separate Championships:

- (a) The Girls' Europe Cup Youth and
- (b) The Boys' Europe Cup Youth.

2.02 Each European WDF member country may enter one girl team consisting of two (2) players and one boy team consisting of four (4) players.

A country may enter only one team (girls or boys) if it wishes to do so.

## **3. PLAYER SELECTION, ELIGIBILITY AND AGE**

3.01 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 any such method that they themselves determine.

3.02 Only players who have not reached their 18<sup>th</sup> birthday on the final day of the WDF Europe Cup Youth shall be eligible to play.

3.03 **NOTE:** It is permissible for youth players to participate in both the Europe Cup Youth and the Europe Cup Senior events in the same year.

## **4. SEEDING**

4.01 There shall be no seeding in the WDF Europe Cup Youth.

However, the draw shall ensure that players/pairs/teams from the same country meet as late as possible.

## **5. DRAW**

5.01 The draw for the WDF Europe Cup Youth is the responsibility of the WDF Executive, and shall be conducted by the person/persons authorised by the WDF Executive only.

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

## **6. THE GIRLS' CHAMPIONSHIP FORMAT**

6.01 The Girls' Europe Cup Youth shall consist of two events:

Girls' Singles and Girls' Pairs.

6.02 Both events shall consist of Round Robin preliminary groups followed by a knock-out format for the qualifiers. The number of groups will be decided by the WDF Tournament Director based on the number of entries received.

6.03 The following playing format shall apply to both events:

- (a) Up to Semi-Finals, best of five (5) Legs, 501 up, straight start and double to finish. The Match Tie-Break Rule will apply in the 5<sup>th</sup> Leg.

- (b) Final, Best of seven (7) Legs, 501 up, straight start and double to finish.  
The Match Tie-Break Rule will apply in the 7<sup>th</sup> Leg.

6.04 All Tie-Break Legs will be decided by a throw for the Bull (see 11).

## 7. THE BOYS' CHAMPIONSHIP FORMAT

7.01 The Boys' Europe Cup Youth shall consist of three events:

Boys' Singles, Boys' Pairs, and Boys' Four Person Team.

7.02 All events shall consist of Round Robin preliminary groups followed by a Knock-out format for the qualifiers. The number of groups will be decided by the WDF Tournament Director based on the number of entries received.

7.03 The following playing format shall apply to the **Singles** event:

(a) Up to last sixteen (16), best of five (5) Legs, 501 up, straight start and double to finish.  
The Match Tie-Break Rule will apply in the 5<sup>th</sup> leg.

(b) Quarter/Semi-Finals, best of three (3) Sets, best of three (3) Legs, 501 up, straight start and double finish.  
The Tie-Break Rule will apply in the third leg of the third Set.

(c) Final, best of five (5) Sets, best of three (3) Legs, 501 up, straight start and double finish.  
The fifth set must be won by two clear legs.  
The Tie-Break Rule will apply in the ninth leg of the fifth set.

7.04 The following playing format shall apply to the **Pairs** event:

(a) Up to Semi-Finals, best of five (5) Legs, 501 up, straight start and double to finish.  
The Match Tie-Break Rule will apply in the 5<sup>th</sup> Leg.

(b) Final, Best of seven (7) Legs, 501 up, straight start and double to finish.  
The Match Tie-Break Rule will apply in the 7<sup>th</sup> Leg.

7.05 The following format shall apply to all **Four Person Team** matches:

Best of 17 Legs, 501 up, straight start and double to finish.

All matches will be concluded when one team has won nine Legs.

### Order of Play:

Leg	Team A Player		Team B Player
1	1	v	2
2	2	v	1
3	3	v	4
4	4	v	3
5	2	v	2
6	1	v	4
7	4	v	1
8	3	v	3

Leg	Team A Player		Team B Player
9	4	v	4
10	1	v	1
11	2	v	3
12	3	v	2
13	1	v	3
14	2	v	4
15	3	v	1
16	4	v	2

Team Managers will nominate one player from their team to play the Tie-Break Leg, which is the 17<sup>th</sup> Leg.

7.06 All Tie-Break Legs will be decided by a throw for the Bull. (See 11).

## **8. ROUND-ROBIN GROUPS (BOYS' AND GIRLS' EVENTS)**

### **8.01 Two Groups:**

The best four Players/Pairs/Teams 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 2 | 7: Winner Group 2 |
| 4: Third Group 1  | 8: Fourth Group 1 |

### **8.02 Four Groups:**

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

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

### **8.03 Eight Groups:**

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

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

### **8.04 Sixteen Groups:**

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

- |                     |                     |
|---------------------|---------------------|
| 1: Winner Group 1   | 17: Winner Group 9  |
| 2: Second Group 14  | 18: Second Group 4  |
| 3: Winner Group 2   | 19: Winner Group 10 |
| 4: Second Group 11  | 20: Second Group 2  |
| 5: Winner Group 3   | 21: Winner Group 11 |
| 6: Second Group 10  | 22: Second Group 5  |
| 7: Winner Group 4   | 23: Winner Group 12 |
| 8: Second Group 13  | 24: Second Group 8  |
| 9: Winner Group 5   | 25: Winner Group 13 |
| 10: Second Group 9  | 26: Second Group 7  |
| 11: Winner Group 6  | 27: Winner Group 14 |
| 12: Second Group 15 | 28: Second Group 3  |
| 13: Winner Group 7  | 29: Winner Group 15 |
| 14: Second Group 12 | 30: Second Group 1  |
| 15: Winner Group 8  | 31: Winner Group 16 |
| 16: Second Group 16 | 32: Second Group 6  |

## **9. THROWING ORDER**

- 9.01 In all events countries shall designate the order of throw of the players prior to a WDF Championship, which shall not be changed during these events.
- 9.02 The designated Board Official will arrive at the matchboard 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.
- 9.03 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 result sheets have been correctly produced prior to starting the match in question.
- 9.04 The winner of the toss, or 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/team throw out of order in a subsequent leg of the same match that leg will be forfeited.

## **10. PRACTICE DARTS**

- 10.01 Each player is entitled to six practice darts at the assigned matchboard 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 5<sup>th</sup>, and up to the 17<sup>th</sup> legs, when each player shall only be entitled to three practice darts prior to throwing in those legs.
- 10.02 No practice shall be allowed on unassigned matchboards after an event has started. Practice boards shall be provided for the exclusive use of the youth players.

## **11. MATCH TIE-BREAKER RULE**

- 11.01 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. Any dart which enters the Bull or "25" sector shall be removed before the opposing player throws. 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 thrown again 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.



- (c) In Team matches a nominated player from each team shall throw for the Bull to decide the order of play. The nominated player from the team, which 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. When a decision has been reached the nominated players who threw for the Bull must contest the Tie-break leg. Any dart that does not remain in the board shall be re-thrown immediately.

## **12. ROUND-ROBIN GROUP TIE-BREAKER**

- 12.01 One (1) Championship point will be allocated for every match won during Round-Robin Match-play.
- 12.02 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'.
- 12.03 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 (**a three way 'tie'**) then a Tie-Breaker between those players/pairs/teams shall be arranged as follows:
- Three way Tie-break
- In the Tie-break each tied team 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/team 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.
- 12.04 In the case of a three-way group tie where two (2) teams shall advance the tie-break shall be played as stated above. The two remaining teams will then play a single leg, using the same players, to decide which team 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.

## **13. POINTS ALLOCATION**

- 13.01 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.
- 13.02 In addition to the points shown in the table below, each Singles player, Pairs team, and Boys Four-Person-Team will be allocated one (1) Championship point for every match won during Round-Robin Match-play.

The points allocated for placing shall be as follows:

Placing	Boys' Europe Cup Youth			Girls' Europe Cup Youth	
	Team	Pairs	Singles	Pairs	Singles
1 <sup>st</sup>	60	42	28	30	21
2 <sup>nd</sup>	40	30	21	20	15
Jt. 3 <sup>rd</sup>	24	20	15	12	10
Jt. 5 <sup>th</sup>	12	12	10	6	6
Jt. 9 <sup>th</sup>	4	6	6	2	3
Jt. 17 <sup>th</sup>	2	2	3		1
Jt. 33 <sup>rd</sup>			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.

#### 14. PLAYING SCHEDULE (MAY BE VARIED ACCORDING TO ENTRIES)

##### 14.01 First day

(a) Morning session

Boys' Pairs Round Robin Group matches

Girls' Pairs Round Robin Group matches

(b) Afternoon session

Boys' Pairs Round Robin Group matches (continued)

Girls' Pairs Round Robin Group matches (continued)

Boys' Singles Round Robin Group matches

Boys' Singles "KO" matches up to and including Quarter-Finals

##### 14.02 Second day

(a) Morning session

Boys' Team Round Robin matches

Girls' Singles Round Robin matches

(b) Afternoon session

Boys' Team Round Robin matches (continued)

Girls' Singles Round Robin matches (continued)

Boys' Team Event Quarter Finals

Girls' Singles "KO" matches up to and including Quarter-Finals

##### 14.03 Third day

All Semi-Finals and Finals

## 15. DARTBOARDS

- 15.01 A minimum of twenty-four (24) match boards and four (4) practice boards must be provided throughout the Cup for use by youth players only.

## 16. SCORING

- 16.01 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

## 17. REPLACEMENTS DUE TO ABSENTEEISM

- 17.01 Players who are unable to attend the Europe Cup 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.

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

## 18. SUBSTITUTION DURING MATCH-PLAY

- 18.01 In the Pairs and Team 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 Europe Cup Youth. Should the substituted player become fit to resume play at a later stage of the event that player shall be reinstated.

## 19. ADVERTISING

- 19.01 See WDF Playing and Tournament Rules Clause 17.

## 20. PLAYING ATTIRE

- 20.01 In WDF World and Area Cups 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.

- 20.02 Team players must be uniformly attired; IE: all team shirts, blouses, dresses, skirts or trousers and footwear shall be in uniform colours and styles for that team.
- 20.03 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.
- 20.04 Trainers and jogging shoes are not permitted.
- 20.05 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.
- 20.06 In WDF Darts Events (WDF World and Area Cups) the Playing Attire of all participating Players' and Teams shall be subject to WDF approval. Any unacceptable Playing Attire must be changed before that player/team can participate in any introductions, match-play, interviews, or presentations.
- 20.07 In WDF Darts Events (WDF World and Area Cups) any player/team refusing to meet with WDF approval may be refused participation.
- 20.08 Players are not permitted to wear any article of clothing over their approved Playing Attire during match-play.
- 20.09 Players are permitted to wear sweatbands on their wrists.
- 20.10 No headgear shall be worn without the prior permission of the Organisers. Exceptions may be allowed for medical or religious reasons.
- 20.11 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.

## **21. TEAM MANAGERS MEETINGS**

- 21.01 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 everyone involved.

Consideration may be given to making recommendations for the 'hosts' of future Cups to be reported to the WDF Executive – such recommendations to be introduced into the Agenda of the next WDF meeting for ratification by the members.

If available at the Cup in question a member of the WDF Executive shall be in attendance at the same meeting.

## **22. ADDITIONAL INSTRUCTIONS FOR THE BULL THROW**

- 22.01 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 Europe Cup Youth Rules at any time to meet any purposes deemed to be necessary by the WDF Executive.

## REVISION NOTES

### Revision 9

- |                          |  |
|--------------------------|--|
| Clause 20 (new)          | added to bring these rules into line with the other WDF Cups; former Clauses 20 and 21 renumbered (now Clauses 21 and 22). |
| Clauses 1.05, 19, 22     | Text replaced by links to the WDF Playing and Tournament Rules.  |
| Amendments and Additions | added for clarification.   |

### Revision 10

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|--------------------------------|--|
| Clauses 8.01, 8.02, 8.03, 8.04 | amended to correspond with the default rules in Darts for Windows. |
|--------------------------------|--|