

WORLD DARTS FEDERATION

EUROPE CUP YOUTH

Format and Playing Rules

Eleventh 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

WDF	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.
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.
Match	Shall 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.

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.

Details for the Official Opening Ceremony and Team Managers Meeting shall be detailed in the official invitation.

- 1.02 The official invitation shall be submitted by the Tournament Hosts 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 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 Manager 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. PLAYER SELECTION, ELIGIBILITY AND AGE

- 2.01 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.
- 2.02 Only players who have not reached their eighteenth (18) birthday on the final day of the WDF Europe Cup Youth shall be eligible to play.
- 2.03 It is permissible for youth players to participate in both the Europe Cup Youth and the Europe Cup Senior events in the same year.

3. COMPOSITION

- 3.01 The WDF Europe Cup Youth shall consist of two separate Championships:
1. The Girls' Europe Cup Youth
 2. The Boys' Europe Cup Youth
- 3.02 Each European WDF member country may enter one girls team consisting of two (2) players and one boys team consisting of four (4) players.
- A country may choose to enter only one team (either girls or boys) should they wish to do so.

4. THE GIRLS' CHAMPIONSHIP FORMAT

- 4.01 The Girls' Europe Cup Youth shall consist of two events:
Girls' Singles and Girls' Pairs.
- All games shall be played as 501 up, straight start and double to finish.
- 4.02 Both events shall consist of Round Robin preliminary groups followed by a Knockout format for the qualifiers from the Round Robin Groups. The number of groups will be decided by the WDF Tournament Director based on the number of entries received.
- 4.03 The following playing format shall apply to both events:
- (a) All Round Robin games shall be best of five (5) legs
 - (b) Knockout Girl Singles matches shall be best of five (5) legs up to and including the quarterfinals. Semi-Finals shall be best of seven (7) legs. The final shall be best of nine (9) legs.
 - (c) Knockout Girl Pairs matches shall be best of five (5) legs up to and including the semi-finals. The final shall be best of seven (7) legs.
- 4.04 The Tie-Break rule shall apply in all Round Robin and Knockout matches
All Tie-Break Legs will be decided by a throw for the Bull (see Section 15).

5. THE BOYS' CHAMPIONSHIP FORMAT

- 5.01 The Boys' Europe Cup Youth shall consist of three events:
Boys' Singles, Boys' Pairs, and Boys' Four Person Team.
- All games shall be played as 501 up, straight start and double to finish.
- 5.02 All events shall consist of Round Robin preliminary groups followed by a Knockout format for the qualifiers from the Round Robin Groups. The number of groups will be decided by the WDF Tournament Director based on the number of entries received.

5.03 The following playing format shall apply to all three events:

- (a) All Round Robin games shall be best of five (5) legs.
- (b) Knockout Boys Singles matches shall be best of seven (7) legs up to and including the quarterfinals. Semi-Finals shall be best of nine (9) legs. The final shall be best of eleven (11) legs.
- (c) Knockout Boys Pairs matches shall be best of seven (7) legs up to and including the semi-finals. The final shall be best of nine (9) legs.

5.04 The Tie-Break rule shall apply in all Round Robin and Knockout matches

All Tie-Break Legs will be decided by a throw for the Bull (see Section 15).

5.05 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

Should the score reach 8-8, Team Managers will nominate one player from their team to play the Tie-Break Leg.

All Tie-Break Legs will be decided by a throw for the Bull. (See Section 15).

6. SEEDING

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

7. DRAW

7.01 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.

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

7.03 The Round Robin group draw shall ensure that subject to players/pairs/teams winning their Round Robin group, they shall only meet players/pairs/teams from the same country as late as is possible in the knockout stages of the tournament.

8. PLAYING SCHEDULE

The Playing Schedule will be finalised by the WDF Executive based on the number of entries.

9. DARTBOARDS

A sufficient number of match boards will be provided so as to meet the requirements of the tournament. A minimum of four (4), practice boards will be provided for use by players partaking in the tournament

10. THROWING ORDER

- 10.01 In Pairs and Team events countries shall designate the order of throw of the players prior to the tournament commencing. The order of throw shall remain unchanged during the entirety of these events.
- 10.02 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.
- 10.03 The Match Sheet will also indicate the order of play and the throwing order. The Match Sheet will also clearly indicate which Player, Pair or Team shall start the match.
- It is the Team Managers responsibility to verify that the printed Match Sheets have been correctly produced prior to starting the match in question.
- 10.04 The Player, Pair or Team designated on the Match Sheet will throw first in the first leg and alternate legs thereafter.
- 10.05 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(s) concerned shall receive a warning. If the leg has been completed and a subsequent leg has already started, the result of the played leg shall stand. Should the same player, or another player from that Pair or Team throw out of order in a subsequent leg of the same match that leg will be forfeited.

11. PRACTICE DARTS

- 11.01 Each player is entitled to six (6), 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 legs five (5) to sixteen (16) inclusive, when each player shall only be entitled to three (3) practice darts prior to throwing in those legs.

12. SCORING

- 12.01 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

13. REPLACEMENTS DUE TO ABSENTEEISM

Players who are unable to attend the Europe Cup may be replaced. Replacements will be permitted until 30 minutes before the scheduled start time on Day One of the tournament.

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 and Team line-ups throwing order may not be changed as a result of a replacement.

14. SUBSTITUTION DURING MATCH-PLAY

- 14.01 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. A 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.

15. MATCH TIE-BREAK RULE

- 15.01 In all matches where a tie-break leg is played, the following procedures shall be followed.
- (a) In Singles matches the player who started the match shall throw first for the bull.
 - (b) In Pairs matches the first player named on the Match Sheet shall throw first for the bull. Only the first player named on the Match Sheet shall partake in throwing for the bull.
 - (c) In Team matches a nominated player from each team shall throw for the bull. The player nominated from the team which started the match, shall throw first for the bull.

All darts thrown at the Bull count.

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 their throw.

The player throwing second can ask for the first player’s dart to be straightened. Straightening must be conducted by the Marker or a Floor Manager. The Marker or Floor Manager places their finger underneath the thrown dart, removes the dart and replaces the dart in the same place but horizontally.

16. ROUND-ROBIN GROUP QUALIFICATION

- 16.01 One (1) “Round Robin Group Point” will be allocated for every match won during Round-Robin Match-play. These points will only be used to determine finishing positions in the Round Robin Group stages and will not count towards a country’s Europe Cup Youth Championship overall points total, (see Section 17)
- 16.02 In the instance of players/pairs/teams being 'tied' with equal points following the conclusion of all Round-Robin Group matches, the comparison of 'legs difference' will be used to resolve a tie.
- 16.03 If players/pairs/teams remain 'tied' after a comparison of 'legs difference' has been made, then the result of the actual match between the two (2) players/pairs/teams in the Round-Robin Match-play shall be used to resolve the tie.
- 16.04 If three (3) or more players, pairs or teams are tied on the same number of points, leg difference will be used to determine the higher placed team.
- 16.05 Should leg difference be equal, points and then leg difference in the results between the tied players, pairs or teams (excluding other players, pairs or teams in the group), will be used to determine the higher placed player, pair or team.
- 16.06 Where players, pairs or teams cannot be separated, one tie-break leg will be played
- (a) For Team Events, the Team Managers will select a player to play the tie-break leg
 - (b) All players or pairs shall play on one board.
 - (c) The throwing order shall be established by throwing for the bull.
Lots will be drawn to decide the order of the throw for the bull.
 - (d) The winner of the tie-break leg shall qualify from the group.

16.07 Where two qualifiers are required, the leg continues with the remaining players until a second player has finished their leg

16.08 The number of Players, Pairs or Teams qualifying from Round Robin groups shall be as follows:

Two Groups:

The best four Players/Pairs/Teams in each group shall be entered into the Quarter-Final Knockout 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 |

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 |

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 |

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 |

17. CHAMPIONSHIP POINTS ALLOCATION

Countries can earn points that go towards the overall Europe Cup Youth Championship in two ways:

17.01 Round Robin Group Points

Points shall be awarded based on the final position in the Round Robin Group Table

(a) When Groups consist of three (3) or three (3) and four (4) Players, Pairs or Teams:

Winner – 5 points

Runner Up – 3 points

Third and fourth – 1 point

(b) When Groups consist of four (4) or four (4) and five (5) Players, Pairs or Teams:

Winner – 7 points

Runner Up – 5 points

Third – 3 points

Fourth and fifth – 1 point

(c) When Groups consist of five (5) or five (5) and six (6) Players, Pairs or Teams:

Winner – 9 points

Runner Up – 7 points

Third – 5 points

Fourth – 3 points

Fifth and sixth – 1 point

17.02 Knockout Stage Points

Knockout Stage points will only be awarded to teams reaching the Knockout stages of events

Points will be allocated to countries as follows based on the finishing position of players, pairs and teams in events:

Placing	Boys' Europe Cup Youth			Girls' Europe Cup Youth	
	Team	Pairs	Singles	Pairs	Singles
Winner	60	42	28	30	21
Runner Up	40	30	21	20	15
Joint 3rd	24	20	15	12	10
Joint 5th	12	12	10	6	6
Joint 9th	4	6	6	2	3
Joint 17th	2	2	3		1
Joint 33rd			1		

17.03 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**.

17.04 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**.

17.05 In the event of a tie for first place all four Boys or both Girls from each country will play as a team in one (1) tie-break leg of 1,001 against all other teams involved in the tie-break to determine the WDF Europe Cup Youth champions.

(a) All countries will play on one board

(b) The throwing order shall be established by a throw for the bull

Lots will be drawn to decide the order of the throw for the bull

Only the first player named in each team shall throw for the bull

In the event of a tie for second or third place, those countries shall be declared Joint WDF Europe Cup Youth Runners Up or Third Placed countries.

18. ADVERTISING

18.01 See WDF Playing and Tournament Rules Clause 17.

19. PLAYING ATTIRE

19.01 All players representing their country shall wear the approved playing attire or uniform of their country at the opening ceremony, during the tournament itself (until eliminated from all events), and at the closing and awards ceremony.

19.02 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.

19.03 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.

19.04 Trainers and jogging shoes are not permitted.

19.05 The playing attire of countries can bear four (4) pieces of advertising material, slogans, or logos 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 should get the approval of the organisers and the WDF.

Acceptable dimensions are:

- a) 6 x 1 inches, (15.24 x 2.54cm)
- b) 2.45 x 2.45 inches, (6.22 x 6.22cm)
- c) 4.55 x 1.33 inches, (11.55 x 3.38cm)
- d) 3 x 2 inches, (7.62 x 5.08cm)

Patches must be placed as follows:

- a) Upper right chest
- b) Lower right chest
- c) Upper left chest
- d) Lower left chest

19.06 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.

19.07 Any player/team refusing to meet with WDF approval may be refused participation.

19.08 Players are not permitted to wear any article of clothing over their approved Playing Attire during match-play.

19.09 Players are permitted to wear sweatbands on their wrists.

19.10 No headgear shall be worn without the prior permission of the Organisers. Exceptions may be allowed for medical or religious reasons.

19.11 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.

20. TEAM MANAGERS MEETINGS

20.01 Prior to the commencement of the WDF Europe Cup Youth the host country will hold 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.

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 11

Complete revision of the WDF Europe Cup Youth