

Intramural Darts Rules

Nine throws are generally allowed for each person as a warm-up before a game begins. Then, to determine which team or person is to take his turn first one dart is thrown by a person from each team. The team with the dart closest to the bull's eye takes the first turn.

Each player throws three darts in his turn. Then the darts are retrieved. If a foot crosses over the line and the player releases his/her dart, the throw counts for no points and may not be re-thrown.

Darts must stay on the board for at least five seconds after a player's final throw to count. A throw does not score if it sticks into another dart or if it falls off the board.

Darts making it on the board score in the following manner:

- In the wedge: the amount posted on the outer ring.
- The double ring (the outer, narrow ring): twice the number hit.
- The triple ring (the inner, narrow ring): three times the number hit.
- Bulls eye (outer bull): twenty-five points.
- Double bulls eye (inner bull): fifty points.
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Each player begins with 301 points and throws their darts in an effort to reduce their score to zero.

The players throw their darts to bring their score closer to zero. Any series of three throws (one turn) that would reduce the score beyond zero do not count. You must hit exactly zero to win.

Each game is considered one leg. The match is won when two out of three games are won.