

Yorkshire Dartboard

Rules / Games 701,501 or 301



The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

Once the order of play as been determined the winner will start leg one and odd legs after that. The looser will start leg two and even legs thereafter.

Any standard darts may be used.

A throw consists three darts except were the game is finished in less.

Darts cannot be re-thrown this includes darts that miss the board and darts that bounce of the board wiring system. Only darts that have their points touching the scoring area of board score.

A player may be told, if he asks, what number they scored, or what number required for the game, by the score announcer, but not the outshot.

If the number required for the game is exceeded in the course of a throw, throw ceases, and no account is taken of the score obtained during that throw.

There is only a bull (50) and no outer bull on a Yorkshire Board.

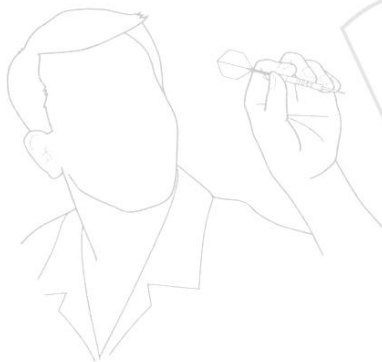
The game is to score 701, 501 or 301 as previously agreed.

Scoring

Generally each player's score must start and finish a game with a double (The narrow outer ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.

The first throw is deducted from the player's start number e.g. 501 and then from the subsequent reduced total. The scorer should show both the score obtain for the throw and the reducing total remaining.

For fast practise games play 301. For league and competition 501 and for pairs 701. In fact any agreed starting number can be used but usually the number should end 01 the reason for this is so a player must hit another part of the board other than the 20's segment in order to win a game.



Darts501