

7. THE MATCH:

A. A match for Tungsten consists of the following games:

- (1) Four person 1001, free in, double out
- (4) Doubles 501, free in, double out.
- (4) Singles 301, double in, double out, best two of three for (1) point.
- (4) Doubles Cricket.

B. A match for Nickel consists of the following games:

- (1) Four person 801, free in, double out.
- (4) Doubles 501, free in, double out.
- (4) Singles 301, double in, double out
- (4) Doubles Cricket

C. A match for Brass consists of the following games:

- (1) Four person 801, free in, double out.
- (3) Doubles 501, free in, double out.
- (3) Doubles 301, double in, double out.
- (4) Doubles Cricket.

8. BEGINNING A GAME;

A. All games begin by throwing for cork (or diddling). The player throwing closest to cork starts the game. Double bull beats single bull.

B. Home teams have choice of corking first or second, the first match game. The teams alternate choice the remaining match games.

C. Home team will be listed on the left side of the chalkboard, and visiting team on the right for all match games.

D. Only players scheduled in a particular game may throw for cork.

E. Should the scorekeeper call for a re-throw, darts will be removed, and second thrower will now throw first. Scorekeepers do not measure, if it is too close to call, ask for a re-throw.

F. The dart must stick in the board to count. Additional throws may be made (only when corking), until such time as a dart sticks in the board. Should the second corker dislodge, the dart of the first of the first thrower, both throwers will re-cork.

G. The second corker may acknowledge the first dart as a single or double bull, and ask that the first dart be removed before corking.

H. Darts must not be touched by scorekeeper or others prior to the scorekeepers decision.

I. The thrower for cork need not be the one throwing first in the game.

9. SCORING AND MARKING:

A. There are no ties in cricket. If there is no score, or the score is tied, the first team to close all numbers wins.