

# BRITISH DARTS ORGANISATION

## BRITISH YOUTH KNOCKOUT CUP - PLAYING RULES AND FORMAT

The British Youth Knockout Cup shall be played off on one weekend at a Playing Venue capable of catering for all member County Youth Teams.

All Youth players must be over '13' years of age and under the age of '18' years on the day of play. TWO up to 20 years of age players may play in each youth team, if two teams are drawn to play each other and both teams contain those players, then those players must be drawn to play each other. If only one team contains over age players then a normal draw will take place.

**No smoking or drinking shall be allowed within the Playing Area at any time during the event.**

It is an offence for any person who is under the age of '18' years to consume any intoxicating liquor. It is also an offence for anyone to purchase intoxicating liquor for consumption by a person who is under '18' years of age.

### 1.00 ENTRY

- 1.01 Every member County Full and Associate shall be eligible to enter a Youth Team in the British Youth Knockout Cup.
- 1.02 The completed entry form must be forwarded to BDO Headquarters by the stipulated Date, which is usually '8' weeks prior to the event in each Playing Season.
- 1.03 A Member County Full and Associate failing to comply with Clause 1.02 shall forfeit the right to play in the British Youth Knockout Cup.

### 2.00 ADMISSION

- 2.01 Every Youth Team whose entry form has been duly accepted shall receive '16' Admission tickets free of charge for '12' Team Members and '4' County Officials.
- 2.02 Spectators will be charged an Admission Fee to enter the Playing Venue.

### 3.00 REGISTRATION

- 3.01 Every Member County Full and Associate that is entering the British Youth Knockout Cup shall register a squad of Youth Players, which may be mixed (i.e. male and female) on the official BDO Team Registration Form two weeks prior to the day of the event.  
  
Each player's date of birth must be recorded as required on the form. {See Page J 5 - Specimen Copy of the BDO Team Registration Form}
- 3.02 All teams must register on the day by the time advised in the briefing letter for this Event. Short teams shall forfeit sets - see Rule 5.03.
- 3.03 Any changes to the Youth Squad on the day of play must be authorised by a BDO Director, when registering the Youth Team and before the Draw.
- 3.04 Only Players named on the official BDO Team Registration Form can be entered into the Draw for a Match to be played.
- 3.05 Each Youth Squad shall consist of a minimum of '9' players, or up to a maximum of '12' players.
- 3.06 All players listed must be registered for Insurance purposes as Playing members of the County Organisation that they are representing. I.E. In a County Youth League or a County Super League.
- 3.07 A Youth Player who is also a registered County Player, shall not be eligible to represent a different County in the British Youth Knockout Cup.

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## 4.00 PLAYING FORMAT

- 4.01 The BDO Playing Rules shall apply to all matches played in the British Youth Knockout Cup.
- 4.02 Youth Teams shall play the best of '9' Sets of Singles, each set shall be the Best of '3' Legs of 501 up with a straight start and a double or the Bull to finish.
- 4.03 All matches shall be played on a multiple Match board system with Team Players assigned to Match boards by the Control Desk officials.
- 4.03 Each match shall be conducted on three Match boards until the Quarter Finals which shall be played off on 'five' Match boards, the semi-finals and the Final shall then be played off on 'nine' Match Boards.

## 5.00 DRAW

- 5.01 A Draw for team opponents will be conducted on the day of the event.
- 5.02 The Draw will only be made between those teams that have registered prior to the time notified in the briefing letter.
- 5.03 The Draw shall include selected players and any 'byes' a player drawing a 'bye' shall be awarded the Set, however a substitute player may be introduced to afford the non-offending player a match.
- 5.04 Team Managers shall draw for match pairings in a Youth match at the Control Desk at the required time prior to the scheduled start of each match.
- 5.05 All Players selected to play in the Match for which the Match Draw is being made **MUST** be present in the Playing Venue which includes the Practice Area at the time of the match Draw.
- 5.06 The players entered into a draw for match pairings may be changed for each respective match played on the day of the event providing that the maximum number of players used by a Team during the event does not exceed '12'  
(See Page J 6 - Specimen Match Draw Sheets for Youth Teams)
- 5.07 The Team winning the Draw or toss of a coin, shall throw first in the 'odd' numbered Legs in all 'Odd' numbered sets.
- 5.07 The Team losing the Draw or toss of a coin, shall throw first in the 'odd' numbered Legs in all 'even' numbered Sets.
- 5.08 All Match Draw Sheets duly completed with all results are to be returned to the Control Desk by the respective Team Managers directly after each match is concluded.
- 5.10 Team managers are responsible for directing their players to the allotted Match Boards and also advising each player at that Match Board who is to throw first.
- 5.11 County officials present in the venue are required to provide markers in the first round of Youth's matches played and thereafter it shall be the responsibility of losing County Teams to provide markers for each scheduled match, with the Losing semi-finalist Teams sharing the marking of the Final.

## 6.00 PRIZES

- 6.01 A Team Challenge Trophy will be presented to the Champion Youth Team which shall be held for one year. Plus a maximum of '12' Youth's Individual Player's Trophies to be retained by the Team Members.
- 6.02 The runners-up Youth Team and the losing semi-finalists will each be presented with a maximum of '12' Youth's Individual Players Trophies to be retained by the Team members.

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## **7.00 PLAYING ATTIRE**

- 7.01 All Youth players must be uniformly dressed in Playing Attire which has been approved by the County Organisation they are representing.
- 7.02 All the terms of the BDO Playing Rule No 25.00 shall also apply to all matches played in the British Youth Knockout Cup.

## **8.00 ADVERTISING**

- 8.01 All the terms of BDO Playing Rule No 27.00 shall apply to all matches played in the British Youth Knockout Cup.

## **9.00 ANTI-DOPING POLICY**

- 9.01 The terms and conditions laid down in the BDO Code of Practice No 6: Anti-Doping Policy shall apply to all players and officials participating in the British Youth Knockout Cup.

## **10.00 INTERPRETATIONS AND AMENDMENTS**

- 10.01 The interpretation of the Playing Rules and Format for the British Youth Knockout Cup shall be determined by those BDO Directors present in the Playing Venue on the day of the event.
- 10.02 Information concerning such interpretations shall be forwarded to the BDO Board of Directors for consideration and possible inclusion in a revised version of the Playing Rules and Format for the British Youth Knockout Cup.