

double out, second leg Cricket, and if necessary corks choice between 501 and cricket for the third leg).

- Two doubles Cricket games worth two points each, best two out of three legs.
- Two doubles 501 straight in double out games worth two points each, best two of three legs.

4.1.2 No player can play more than once per event, i.e., once during singles, once in doubles cricket or doubles 01.

4.1.3 The winner of the Match shall receive two Match points and in the event of a tie a tiebreaker game of 1001 double-in double-out shall be played to determine the match winner.

4.1.4 1001 tiebreaker game will be four members of each team selected by their respective captains.

4.1.5 Match points will be used to determine standings in each division and eligibility into Playoffs.

4.1.6 If at the end of the season teams are tied in Match points Game points shall be used as first tiebreaker.

4.2 501 / Cricket Rules.

4.2.1 Rules for 501 concerning game play, scoring and winning the game shall be in accordance with established ADO rules 46-48.

- *46. A Leg/Match is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero, unless otherwise stated by the local Tournament Organizers. All darts thrown subsequently will not count for score.*
- *47. The 'BUST RULE' will apply. If the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts to the score required prior to the beginning of his turn.*
- *48. Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc., do not apply.*

4.2.2 Rules for Cricket concerning game play, scoring, and winning the game shall be in accordance with established ADO rules 49-53 and 55.

- *49. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and both the Inner and Outer Bull.*