Department of Recreational Sports | Intramural Sports
Darts Doubles Information Sheet

Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Rules of the Game

1. Equipment and Location
   a. Dartboards for play are available at the BreakZONE in Squires Student Center. Teams may also agree to play matches at other locations.
   b. Players are responsible for providing their own equipment. BreakZONE has darts available.

2. The Game
   a. Darts doubles will be played using the Cricket format.
   b. A match shall consist of the best 2 out of 3 games.
   c. Both teams will throw on the same lane.
   d. Each round, players will throw three darts each.

3. Cricket
   a. The objective of Cricket is to “own/close” certain numbers on the dartboard.
   b. Cricket is played using the numbers: 20, 19, 18, 17, 16, 15, and the bullseye.
   c. To own/close a number, the team must score three of that number, which can be achieved by three singles, one single and one double, or one triple.
      i. To close the bullseye, the outer bull is as a single and the inner bull is as a double.
      ii. The outer ring are doubles and the inner ring are triples.
   d. Numbers can be owned/closed in any order. Players do not have to call their shot.
   e. The team that owns/closes out all numbers first wins the game. There are no rebuttals.

4. The Throw
   a. A dart is considered thrown if it leaves the player’s hand and lands in front of the toe line.
   b. Players must have both feet behind the toe line for each throw. If a player is over the toe line, it is a warning for the first offense and then after they will lose that throw.
   c. Any darts bouncing off, or falling short of the dartboard will not be re-thrown.
   d. If a player throws out of turn, the throw will not be counted.
   e. A team’s turn ends after they have thrown all three darts or won the game.