

General Rules of the Standard Game of Darts 701, 501, 301

- The Board should hang securely from a wall so that the height of the centre bull is 5ft 8ins / 173cm from the floor.
- The throwing distances can vary from anything from 7ft to 8ft 6 ins but the standard game is played from 7ft 9 ¼ ins 2.37 meters from the face of the board measured horizontally.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower as firm edge to rest his/her foot against.
- 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 can not 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 the board score.
- A player may be told, if he asks, what number they scored, or what number he requires for the game, by the score announcer, but not how to get it.
- 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.
- The inner bull (50) counts as double of (25) the outer bull.
- 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 outer narrow 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.

