

## General Rules for the Manchester Board



- The main things you will notice with a Manchester Log End dart board is the size, the construction, the numbering system, no trebles and the size of the bull and doubles.
- The dart board should hang securely from a wall so that the height of the centre bull is 5ft 3ins / 161cm from the floor.
- The throwing distance is 7ft 6 ins.
- 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 has 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 loser will start leg two and even legs thereafter.

- Any standard darts may be used.
- A throw consists of 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.
- The inner bull and the outer bull count as the same in this game as you need to hit either to finish the game.

## Scoring

- The game is to hit in order numbers 1 to 20 and at least one double and then the bull (inner or outer)
- There is no standard set of rules and local leagues have variations to the game
- Generally each player throws in turn progressing to each number in turn once they have hit it. If you hit a double of the intended number you automatically jump to the number after that value). Example; you have hit numbers 1,2,3,4,5 then you hit double 6, the double 6 counts as twelve and therefore the next number you want is 13. If you hit a double on the way to twenty there is no need to hit another double before hitting the bull. Hitting any double after 10 does not mean you jump to the bull but it does count as a double required.
- If you do not manage a double during your progress to 20 then you must hit a double prior to hitting the bull.
- There are variations to double rules one being the first double hit must be hit again upon reaching 20 and prior the bull.
- See local league rules for further information