

# BALTIC CUP

## Format and Playing Rules

First revised edition



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## Introduction

The playing Rules and Format for the Baltic Cup listed below are a set of rules created especially for the Baltic Cup. These rules are not comprehensive and must, always be read in conjunction with the WDF World and Europe Cup rules, also WDF Playing and Tournament Rules.

The Baltic Cup competition takes place once a year in each of the Baltic countries consecutively. (2022 – Lithuania, 2023 – Latvia, 2024 – Estonia, and so on).

The Baltic Cup shall consist of two (2) separate Championships, the Men's Baltic Cup and the Women's Baltic Cup.

Each Championship shall consist of a four-person Team Event, a Pairs Event and a Singles Event.

The total sum of the points obtained in all three events will decide which Team will be crowned Baltic Cup Champions.

Trophies and money prizes will be awarded to the winners, the runners-up and the joint third places Men's and Women's Singles Event, Pairs Event and Teams Event. If there are 40 teams for Men's Baltic Cup then money prizes will be awarded also to the joint fifth places Men's Singles Event, Pairs Event and Teams Event.

Trophies and money prizes will be awarded to the Overall winners, runners-up and third placed teams for Women's Baltic Cup and Overall winners, runners-up, third, fourth (only money prize) and fifth (only money prize) placed teams for Men's Baltic Cup.

## Invitation

Host country should provide Baltic Cup invitation at least 3 months prior to Baltic Cup.

Invitation should contain at least this kind of information:

- Dates of Baltic Cup
- Place of Baltic Cup (venue)
- Teams list registration deadline
- Teams' entry forms registration date
- Baltic Cup draw date
- Accommodation information (hotel name, address, prices, contact information and other reservation information)
- Teams' limitation (32 or 40 Men's teams and 16 Ladies teams with places for each country)
- Baltic Cup entry fee information
- Baltic Cup money prizes information
- Competition schedule
- Competition main officials and assistants
- Link to site where will be published all competition information (draws, rules, results, etc.)
- Other for players important or to competition related information

## Players

Teams entering the Men's Baltic Cup or the Women's Baltic Cup shall consist of four (4) persons who are a resident of same country.

Only players from Latvia, Estonia and Lithuania allowed to play in Baltic Cup.

Teams' registration for Baltic Cup should be done by Latvia, Estonia and Lithuania darts federations – Latvijas Darts Organizācija, Eesti Dartsi Liit and Lietuvos Darts Sporto Federacija.

Each country determines its own Teams qualification criteria for participation in the Baltic Cup.

Number of entries is limited till 32 Men's Teams and 16 Women's Teams if organizing country can setup at least 24 boards for games and at least 4 boards for practice or 40 Men's and 16 Women's Teams if there are 32 playing boards and 4 practice boards.

The number of available places in each Baltic Cup is determined for each country:

- For Men's Baltic Cup
  - If there are 32 places, then 12 places for host country and 10 places for each of other countries
  - If there are 40 places, then 14 places for host country and 13 places for each of other countries
- For Women's Baltic Cup
  - If there are 16 places, then 6 places for host country and 5 places for each of other countries

If some of places are not filled by some country, then those places can be given to other countries splitting them evenly with priority of next year's hosting country.

One place within each country limits are reserved for their National Team.

List of participating teams should be registered one month prior to Baltic Cup. All Teams participants entry forms should be provided to hosting country two weeks prior to Baltic Cup. Draw for each Baltic Cup should be made one week prior the Baltic Cup with presence of each country delegates.

There can be exception when allowed to get on team three players form one country and one from another if all full teams registered and there are still places within limits. Registration can be made only by federation of those three players country. Other countries can't register such teams. It's up to this country federation to decide if they register such team according to internal qualification criteria.

It is permissible for Youth players which are not younger than full 14 years at first date of competition to participate in Men's Baltic Cup and Women's Baltic Cup Teams.

Under normal circumstances the draw will be made and published on the hosting country darts federation website on the same or next day after the draw..

## **Draw**

The draw, order of play and match beginners for all matches in all events will be determined automatically by the computer software Darts for Windows.

## **Scoring system**

All games will be scored using Dartconnect system using tablets on each board.

## Seeding

There will be seeding of each country National Team according to last year results and one lucky Team which will be chosen randomly.. If there can be seeded only 2 teams then they will be two highest National Teams according to last year results. For 2022 Baltic Cup National Teams will be seeded randomly.

## Match TIE-BREAK rule

All Matches in the Baltic Cup are subject to the Match Tie-break rule if they reach the following position:

- If the score reaches 3-3 in best of 7 matches
- If the score reaches 4-4 in best of 9 matches
- If the score reaches 8-8 in Four Person Team match

In all matches where a tie-break leg must be played the following procedures shall be followed.

1. In Singles matches the player who started the match shall throw for the bull first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be re-thrown immediately and before the opponent takes his/her throw.
2. In Pairs matches the first player named on the match sheet for each pair shall throw for the Bull. The player from the Pair which started the match shall throw first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order by same players, until a decision is reached. Any dart which does not remain in the board shall be re-thrown immediately.
3. In Team matches a nominated player from each team shall throw for the Bull to decide the order of play. The nominated player from the team which started the match shall throw first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. When a decision has been reached the nominated player, who threw for the Bull must contest the Tie-break leg. Any dart which does not remain in the board shall be re-thrown immediately.

## The group TIE-BREAK rule

If two or more teams have the same number of points the following criteria are used to separate them:

1. Overall Leg difference
2. Wins/points between all tied teams
3. Highest Teams groups overall 3 darts average (by Dartconnect)

## Points allocation

	Teams	Pairs	Singles
1 <sup>st</sup>	58	42	28
2 <sup>nd</sup>	38	30	21
Joint 3 <sup>rd</sup>	22	20	15
Joint 5 <sup>th</sup>	10	12	10
Joint 9 <sup>th</sup>	4	6	6

Joint 17 <sup>th</sup>	2	2	3
Joint 33 <sup>rd</sup>	1		1

In all events the points awarded for positions obtained in each event are only awarded to players, pairs or teams which have won at least one match.

The Team achieving the highest total of points from all three events shall be crowned the **Baltic Cup Champions**. In the event of a tie those Teams will be compared by highest achievement in Teams Event, then Singles and then Pairs.

### **Four-person team event**

In all Round Robin Events the Group Winner shall be awarded "5" points.  
The Runner-up in each group shall receive "3" points.

No limitations of bonus points when all groups have the same number of participants. One bonus point will be awarded for winning a match.

A maximum of 2 bonus points where there are groups of 3 and 4 participants. A maximum of 3 bonus points will be awarded where the groups consist of 4 and 5 participants. A maximum of 4 bonus points will be awarded where the groups consist of 5 and 6 participants. This will equalize points awarded when group size differs.

## **Teams regulation**

Teams will be entered into 2, 4, 8 or 16 the groups by random draw.

The playing format will be best of seventeen (17) legs, each 501 up, with a straight start and a double or bull to finish. All matches will terminate when one team wins nine (9) legs.

The Four Person Team event shall commence with a Round Robin series. Teams shall be divided into groups in which all teams shall play each other once. From these groups the best two (2) teams will advance to the knock-out final stages.

In the event of two or more Teams having obtained the same number of points in the Group matches final positions will be decided using "The group TIE-BREAK rule" criteria.

## **Pair's regulation**

Pairs will be placed into the single knock-out brackets using a random draw.

Opening rounds: Best of seven (7) legs each 501 up, with a straight start, finish on a double or bull.

Final: Best of nine (9) legs.

## **Singles regulation**

Singles players will be placed into the single knock-out brackets using a random draw.

Opening rounds: Best of seven (7) legs each 501 up, with a straight start, finish on a double or bull.

Final: Best of nine (9) legs.

## Playing attire

- In Baltic Cup, all players representing their teams shall wear similar playing attire or uniform of their team at the opening ceremony, during the tournament itself (at least until eliminated from all events), and at the closing and awards ceremony.
- Team players must be uniformly attired; similar team shirts to be possible to identify attending team.
- Men`s should wear cloth trousers.
- Women`s should wear cloth trousers, dresses or skirts.
- Enclosed footwear must be worn always during match-play, award presentations, and all official ceremonies relating to the event. Flashing devices and luminescent strips are not permitted.
- Trainers, slippers or jogging shoes are not permitted.
- Jeans, velvet, corduroy fabric, leather, sport type or shorts are not permitted.
- Any unacceptable Playing Attire must be changed before that player/team can participate in any introductions or match-play.
- In Baltic Cup, any player/team refusing to meet with Organizers approval may be refused participation.
- Players are not permitted to wear any article of clothing over their approved Playing Attire during match-play.
- Players are permitted to wear sweatbands on their wrists.
- No headgear shall be worn without the prior permission of the Organizers. Exceptions may be allowed for medical or religious reasons.
- No earphones/headsets shall be worn during match-play at any time without the prior permission of the organizers. An exception could be allowed for the need to use a hearing aid.

## Throwing order

In all events Teams, shall designate the order of throw on the Team Entry Form prior to a Baltic Cup, which shall not be changed during these events.

The Match Sheet will indicate the order of play and the throwing order. The match Sheet will also clearly indicate which Player, or Pair shall start the match.

It is the player`s collective responsibility to verify that the printed match result sheets have been correctly produced prior to starting the match in question.

The winner of the draw shall throw first in the first leg, and alternate legs thereafter. If it is discovered that a player has thrown out of order the leg shall be stopped immediately and replayed using the correct throwing order. The player concerned shall receive a warning. If the leg has been completed and a subsequent leg has already started, the result of that leg shall stand. Should the same player, or another player from that /pair/team throw out of order in a subsequent leg of the same match that leg will be forfeited.

It is the player`s collective responsibility to Mark the games. Losers mark next game on same or other board where it`s necessary.

## Practice darts

Each player is entitled to six (6) practice darts on the assigned match board prior to a match. No practice darts may be thrown during any floor matches. Practice darts during "stage" matches are permitted only after players have returned to the stage after a break, and then only after permission has been given by the Stage Referee.

The only exception to this rule occurs in the Four-Person-Team event after all players have played one leg (legs 1 – 4). From the 5th leg onwards each player shall only be entitled to three practice darts before starting the leg. Players who are not playing are allowed to practice on practice boards, except player who must play next leg after ongoing leg. If players are not available at the board when next leg should be started then that leg will be forfeited and Teams start next leg.

## **Replacements due to absenteeism**

Players who are unable to attend the Baltic Cup may be replaced. Replacements will normally be permitted until the end of the registration. Teams wishing to make replacements must inform the Organizers as soon as possible providing the names of the absent player and the name of the substitute. Teams and Pairs line-ups may not be changed as a result of a replacement.

## **Substitutions during Match-play**

In the Pairs and Team events a player may be substituted if unable to continue for a "bona-fide" reason. In such cases one substitute will be permitted. Substitution can only be made before the start of a match and only by an individual who has not already played in the current Baltic Cup. Should the substituted player become fit to resume play at a later stage of the event that player shall be reinstated. All substitutes will be vetted by the Organizers before approval is given.

## **Disputes**

In the instance of a dispute occurring during match-play the match concerned shall be stopped immediately. Both Players shall then accompany the Board Official to the main officials. The main officials will then make a ruling. Any decision made by the main officials shall be final and binding.

## **Compliance with Anti-Doping rules**

All players and officials shall comply with the requirements laid down in the WDF Code of Practice on Anti-Doping.

## **Additional instructions for the bull throw**

When a Bull Throw is taken in any match in the WDF World Cup the following must be observed:

Darts which land outside of the 25 sector must be left in the board. If a player requests that a dart which is outside the 25 sector be straightened, this is allowed – the player must request that the dart be straightened.

The marker should place their finger underneath the dart that is to be straightened. They should then take the dart out of the board and replace it in exactly the same place, horizontal and straight. The dart should not be pulled or drawn down as it will not be left in the correct place, i.e. where the point of the dart enters the board.

## **Baltic Cup officials**

Cup official, if necessary, can change regulation and formats of competitions, and decide about disqualification of player.



## Team entry list

Team name: \_\_\_\_\_

Team captain: \_\_\_\_\_

Team contact e-mail: \_\_\_\_\_

### Teams event – players order is important

No.	Player (Name, Surname) – block capitals	e-mail – block capitals
1		
2		
3		
4		

### Singles event – players order is important

No.	Player (Name, Surname) – block capitals
1	
2	
3	
4	

### Pairs event – pairs order is important

#### Pair No.1 – players order is important

No.	Player (Name, Surname) – block capitals
1	
2	

#### Pair No.2 - players order is important

No.	Player (Name, Surname) – block capitals
1	
2	