Yau Tsim Mong 2024

[Tournament Prospectus]

[Version 1] (as of 19/9/2024)

- Date : 26th Oct 2024 (Saturday)
- Time : 11:00 16:30

Venue : Henry G. Leong Yau Ma Tei Community Centre

60 Public Square Street, Yau Ma Tei, Kowloon

- Participants : Maximum 64 players (16 Teams)
- Darts Machines : 6 8 Phoenix Lite

[Registration]

- Participants : Invited players and organizations only
- Fee : Free
- Deadline : 14th Oct 2024 (Monday)
- Teams :
 - a. People with Disabilities Players :

Players will be allocated to form a team to participate in the Foursome Team Challenge by the organizer.

b. Enterprises :

2 players per each organization will join up with the players (at least 2 disabled player) that arranged by the organizer, to participate in the Foursome Team Challenge.

[Tournament Details]

[Foursome Team Challenge]

- Starting Time : 12:10
- Check-In Time : 11:00 11:30
 - Teams : 4 players per team ; Any gender ;

(with at least 2 disabled player);

– 12 – 16 teams

Format :

- Group Match + Single Elimination ;
 - Teams will be divided into 4 groups (Group A D), 3 or 4 teams per group ;
 - If an organization has more than 1 team, the teams will be allocated to different group ;
 - Top 1 team of each group will advance to the Top 4 Semi-Final



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- Games :
 - 《 Group Match 》

Set	Format	Game	Rule	Round Limit
1	Foursome	501 (OI/OO, Bull:50)	1 Leg Only	15
2	Doubles	Count-Up	1 Leg Only	8
3	Doubles	301 (OI/OO, Bull:50)	1 Leg Only	15
4	Doubles	Up Down Count-Up	1 Leg Only	8
5	Doubles	Cricket Count-Up	1 Leg Only	8

- All teams in the same group must complete all matches on the same darts machine simultaneously.
- \circ Each match consists of 5 games (Set 1 5); all teams must finish all the games in order.
- All teams must submit the Team Line-Up 5 minutes before the match starts, no revision or resubmission is allowed after submission.
- During the same match, the throwing order of each player cannot be changed.
- There shall be no repeat of players in Set 2 and Set 3.
- There shall be no repeat of players in Set 4 and Set 5.
- "Best of 1 Game" only for each match.
- 1st to 4th place in each Set : 1st Place 4 Points ; 2nd Place 3 Points ; 3rd Place 2 Points ; 4th Place 1 Point.
- The team with the highest points of each group will advance to the Semi-Final.
- If there is a tie between the teams, the teams need to throw for the Bull to determine the ranking of the teams according to the order closest to the exact centre of the Bull.

《 Single Elimination 》

Set	Format	Game	Rule	Round Limit
1	Foursome	501 (OI/OO, Bull:50)	1 Leg Only	15

- "Best of 1 Game" only for each match.
- All teams must submit the Team Line-Up 5 minutes before the match starts, no revision or resubmission is allowed after submission.
- Referee will perform a coin flip to decide which team throw first for the Bull. Any player of the team can throw for the Bull and the team whose dart comes closest to the exact centre of the Bull will throw first.



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[Rules and Regulations]

- All teams and players must arrive at the venue 1 hour before the tournament start.
- Phoenix Lite darts machine will be used throughout the tournament, and the height from the floor to the centre of the Bull is 1.37m. Able-bodied players must sit on a chair to throw darts.
- Five minutes before the start of the match, all players are subject to follow the instructions of the referee, and are not allowed to do any warm-up practice.
- Before the start of each match, the referee will invite players to the designated darts machine. Each player can do 2 rounds of warm-up darts (6 darts).
- When all players complete the warm-up round, the referee will perform a coin flip to decide which team throw first for the Bull. Any player of the team can throw for the Bull and the team whose dart comes closest to the exact centre of the Bull will throw first.
- During the match, no players will be allowed to leave the venue without the permission of the referee.
- After each match, teams must submit their Team Line-Up for the next match.
- Any player who fails to attend at the start of the match will be treated as a forfeit.
- During the match, players cannot step beyond the throwline. For wheelchair players, neither the front wheels nor rear wheels of the wheelchairs can go beyond the throwline.
- Score for each dart shall base on where it sticks on the dartboard. If the dart hit but does not stick on the board, machine score will consider as true. If there is any question as to whether the machine is working or scoring properly. STOP IMMEDIATELY. Do not remove the darts and then call for the referee for help.
- Once the match is finished, all teams must report to the Charting Control right away.
- All decisions made by the tournament official are binding final.



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[Tournament Prizes]

Champion 1 Trophy, 4 medals, 4 Certificates		
1 st Runner Up	4 Medals, 4 Certificates	
Joint 3 rd	4 Medals, 4 Certificates	
Enterprises	Enterprises 1 Certificate Of Attendance	
	 1 Disabled Player 	
MVP	 1 Able-Bodied Player 	

MVP Scoring Method :

Group Match				
Ranking per Set	Score			
1	4			
2	3			
3	2			
4	1			

Single Elimination		
Each Match	Score	
Winner	2	
Loser	0	

- The player with the highest MVP Scoring Points will become the MVP.
 - 1 Disabled Player
 - 1 Able-Bodied Player
- In case of a tie, the player with a higher team ranking will be the MVP.
- If the ranks of the teams are the same, the player with a higher Rating will be the MVP.

