ORDER OF PLAY

15.1 A Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined at the Control Desk or at the Match Board by a draw or the toss of a coin.

15.1.1 The winner of the Bull throw shall throw first in the match and all subsequent “odd numbered legs” which will also include the “tie-break” leg if required. The loser of the Bull throw shall throw first in all “even numbered legs”.

15.2 In the case of multiple sets, the alternation of players shooting first shall be maintained as if all legs were to be played, even if one or more sets do not last the full number of games. (E.g. if each set consists of three legs, and player A throws first in the first leg, and player B throws first in the second leg, and one player wins both legs, so that the third leg of that set is not played, player B will still throw first in the first leg of the second set, as if the third game of the first set, with player A throwing first, had been played.)

15.3 In throws for the Bull each player, in Singles events, or one of the team members shall throw one dart for the Bull. The dart must remain in the dartboard in order to count and rethrows shall be made until a dart remains in the dartboard. If the dart enters the “25” or “Bull” sector it shall be removed before the opponent takes his/her throw.

15.3.1 A dart shall not be considered to have ‘remained in the dartboard' if the dart:

a) bounces out
b) falls out
c) lands outside the outer double wire, or
d) is knocked out by the opponent's dart.

15.3.2 As the bull ring is not exactly centered in the outer bull on many boards, darts shall be adjudged equal if each dart:

a) Is outside of the outer bull and considered to be the same distance from the centre bull,
b) Is in the outer bull, or 25, regardless of the relative proximity to the wire of the inner bull, or 50, or
c) Is in or has ‘remained in the dartboard’ of the inner bull, or 50.

15.3.3 Re-throws shall be called for if the Referee cannot determine which dart is nearer the Bull, or if both darts are in the Bull, or if both darts are in the '25' ring. A re-throw shall be in the reverse order of the previous throw. The player who throws nearer the centre of the dartboard shall throw first in the match.

15.3.4 When judging distance to determine the closest dart to the bull, darts shall not be moved or straightened and should be judged by the point of entry.

15.4 In team events where all players throw in rotation, the order of players throwing must be determined and displayed at the Match Board before the first throw of the leg, set or match as applicable.