SRIDU

DARTS RULES

501 · double out · the official basics on one page



×3	treble ring
×2	double ring
25	outer bull
50	bullseye, counts as double 25

1 SCORING

- A dart scores the bed its point is in: single, double (outer ring) or treble (inner ring).
- On the wire: the side where the point went in.
- Outside the double ring, bounce-outs and darts that fall out: 0, no rethrow.

2 A TURN

- Three darts, thrown one at a time from behind the oche.
- Add them up and take the total off your score.
- Touching a dart in the board ends your turn.

3 501

- Everyone starts on 501 (or 301, 701).
- First to exactly **0** wins the leg.
- Most points in one turn: 180 (three treble 20s).

4 DOUBLE OUT

- The dart that makes 0 must be a double or the bullseye.
- 32 left: double 16. 40 left: double 20. 50 left: bullseye.
- Odd score? Throw a single first to leave an even one.

5 BUST

- **Too many:** 20 left, treble 20.
- **1 left:** 21 left, single 20.
- **0 without a double:** 16 left, single 16.
- The whole turn counts 0, back to the score before it.

6 VARIANTS

- **Double in:** scoring starts with a double, which counts.
- **Master out:** finish on a double, treble or bullseye.
- **Single out:** any field finishes, 1 left is fine.

7 WHO STARTS

- Bull-off: one dart each, nearer the centre starts.
- Both in the bullseye or both in the 25: throw again.
- Winner starts legs 1, 3, 5 ..., the other legs 2, 4, 6 ...

8 OCHE AND BOARD

- Bull centre **1.73 m** above the floor.
- Oche **2.37 m** from the board face, diagonal 2.93 m.
- Feet behind the oche, leaning over is fine. Soft-tip: usually 2.44 m.

9 LEGS AND SETS

- A leg is one game of 501.
- A set is best of a number of legs, often first to 3.
- Best of 5 = first to 3. The match goes to legs or sets.

Based on the WDF Playing and Tournament Rules (20th edition). House rules may differ.