



AMERICAN POPDARTS LEAGUE

OFFICIAL RULES & REGULATIONS

THE MOST SATISFYING SPORT IN THE WORLD™

OFFICIAL RULEBOOK



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AMERICAN POPDARTS LEAGUE (APL) RULES & REGULATIONS

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SECTION 01

EQUIPMENT

■ TABLE

- Tables shall be made of high-quality, smooth, and non-porous materials approved by the APL.
- Table dimensions: 24" wide x 47.5" long x 36" high.
- **Target Marker Position:** Centered both front to back and left to right on table.
- **Tower Position:** Place the tower in the front right corner. The center of the Tower should be located exactly 4.5" from the front and right edges of the table.

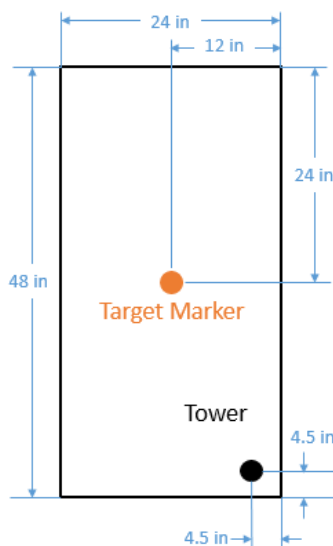


TABLE LAYOUT

■ DARTS

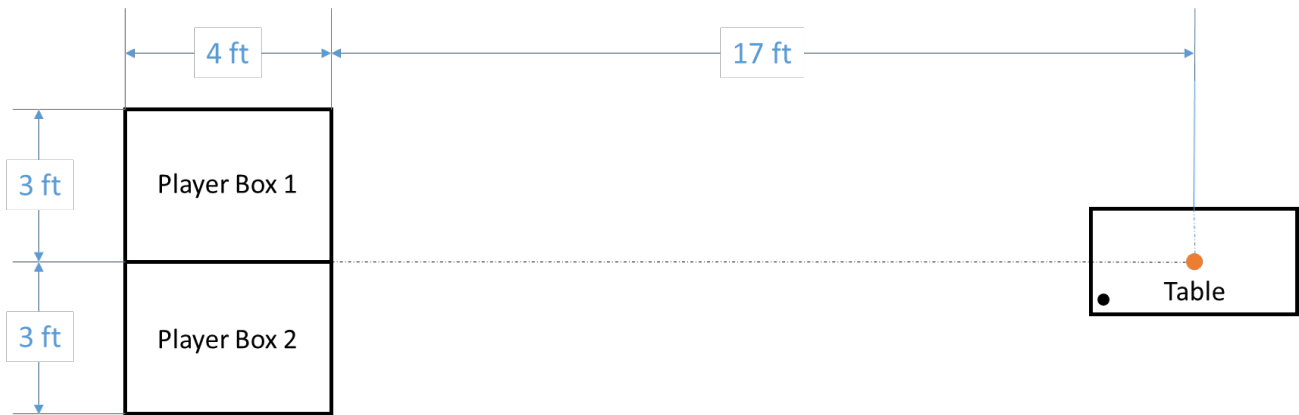
- Players shall use APL-approved Popdarts-branded darts for all sanctioned events. Pro Darts are the only approved darts until Season 3 begins. Season 3 Elite Darts and Target Markers will be the sanctioned darts for play.
- Players shall not alter darts after purchase, including modifications to suction cups or weights.
- Players shall have two different colorways ready for use.

SECTION 02

COURT LAYOUT

COURT

- The court shall be set up with two adjacent player boxes; The player boxes shall each be 3 ft wide and 4 ft deep. The front edge of each box shall be located 17 ft from the Target Marker. The center line between the player boxes shall be in line with the center line of the table. These boxes define the designated throwing zones for the 2 players during gameplay.



COURT LAYOUT

VERTICAL CLEARANCE

- Indoor or covered play shall provide a minimum vertical clearance of 10 feet. Greater than 12 ft of vertical clearance is recommended.

SECTION 03**PRE-GAME**

■ MATCH SETUP

- Begin with a Coin flip or Rock Paper, Scissors to determine a winner. (Side or Honors)
- The winner may: 1. Choose to go first or second (Honors) or 2. Choose the Player Box they will throw from. Either to go first or second, or which side to throw from.
- The loser then receives the remaining choice.
- Each player shall use three Popdarts of a single colorway; Opposing players may not use the same colorway during the game.

■ PRACTICE

- Players may complete practice throws during open play sessions before the game begins. Not to exceed 6 darts per player. Once the game begins, no practice throws are allowed.
- Opportunity for Warm up time prior to league or tournament play must be fair for all competitors.

SECTION 04

GAMEPLAY

■ THROWING PROTOCOL

- To start the game, the player that chose to go first throws the first Popdart.
- Players must alternate throws within a round to maintain a consistent rhythm of play.
- When it is a player's turn to throw, the throw shall be made from within the designated player box, with both feet remaining in the designated player's box. The player may leave their designated player box during the round to examine dart placement once calling timeout.
- The non-throwing player must remain inside their designated player box while their opponent is throwing.
- Players shall alternate throws until all 6 darts have been thrown.
- Once the final dart is released, both players may immediately leave their player boxes.
- The player who scores points in the previous round throws first in the following round. If the previous round results in a tie (wash), then honors change, and the player that threw second in the previous round now throws first in the following round.
- If a player leaves the box during the round they get a 1 point deduction - Exceptions: Specialty shot celebration or time-out has been called.

■ TIMEOUTS

- Each team is allowed one 15-second timeout per round.

■ SHOT CLOCK

- Shot clock: A player has 10 seconds to throw the next dart.

■ GAMEPLAY PENALTIES

- **Early Exit Violation:** Leaving the players' box before the final dart is released results in a 1-point deduction for the offending player.
- **Throwing Out of Bounds:** A dart thrown from outside the players' box is declared a *dead dart* and removed from play.
- **Challenge Timing:** All challenges regarding infractions (e.g., early movement, illegal throws) must be made *before the next throw occurs*.
- **Shot Clock Violation:** Results in a "dead dart" for the next dart. Play continues to the next player to throw.

SECTION 05

SCORING

- After all 6 Popdarts have been thrown, points are awarded using Cancellation Scoring.

CANCELLATION SCORING

- The points of one team cancel out the points of the opponent.

EXAMPLE

The blue team scores 5 points, and the green team scores 2 points; the blue team wins 3 points and honors for the round.

SCORING BREAKDOWN

NOTE

Specialty Points are stackable (Lippy & Fender Bender = +2)

- Only darts that are either stuck to the table, the tower, the target marker, another dart, or standing upright without leaning against any other object or surface are considered landed and therefore counted for points.
- The dart that lands closest to the target markers:** 3 points
- Every other dart that lands:** 1 point
- Any dart that lands and is touching the Target Marker ("Kiss aka Lippy"): 1 additional point. This includes a Kiss (Lippy) or a Fender Bender. A kiss can be combined on a single dart for a total of 2 additional points.
- Wigglenobber™:** Double the points of the dart it sticks to, whether it's your dart or the opponent's dart.
- Fender Bender:** A Popdart touches or is lodged against the Target Marker. Point Value: 1 additional point (can stack with Kiss).
- Tower Shot:** A Popdart lands on a tower: 5 points.
- T-Nobber:** 10 points. This dart automatically becomes the closest landed dart; therefore, all other landed darts are worth 1 point (there is no 3-point dart for the closest landed dart)
- The team that was awarded points in the previous round starts the next round.
- The first player to reach or exceed 21 points wins the game.

■ ADVANCED RULINGS

- If the target marker becomes unsecured during a round, the round is immediately nullified, and the player with honors in that round forfeits honors for the next round. All darts that have been thrown are picked up, and the next round begins.
- If neither player lands a dart in a given round, the player with honors in that round forfeits honors for the next round.
- **Tie Rule:** If the closest dart from each player is equal distance from the Target Marker, **the two tied Popdarts** must be re-thrown, beginning with the team that originally threw first. *Important: All other darts remain in play during this re-throw.* Once the re-throw is complete, scoring is determined based on the landed darts on the table after the re-throw.
- **Wash Round:** If the round ends with zero points awarded for either player, the player with honors in that round forfeits honors for the next round.
- Measurements are made by the ref using the official Popdarts Wyre™ from the closest edge of the Popdart's suction cup to the Target Marker.

SECTION 06

PLAYER CONDUCT

■ GENERAL CONDUCT

- Players must respect officials, opponents, and venue staff at all times.
- Unsportsmanlike behavior, including excessive taunting or distractions, may result in warnings or penalties.

■ DART POLICY

- Players are responsible for ensuring their equipment complies with APL regulations.
- Equipment challenges must be resolved before the game begins.

SECTION 07

BROADCAST POLICY

■ PLAYER APPEARANCE

- Players on broadcast matches must wear approved APL jerseys.
- Sponsors must be approved by Council

■ FAN CONDUCT

- Fans are encouraged to cheer but must avoid personal attacks or profanity.
- Violations may result in removal from the venue.

SECTION 08

TERMS & DEFINITIONS

UNIQUE SHOTS

WIGGLENOBBER™

A Popdart sticks to another Popdart's opposing suction cup. **Point Value:** Double the points of the Popdart it lands on.

T-NOBBER

A Popdart lands on top of the Target Marker. **Point Value:** 10 points.

KISS (AKA LIPPY)

A landed dart where the suction cup of the dart (on the table) and the suction cup of the target marker (on the table) are touching or overlapping. **Point Value:** 1 additional point.

FENDER BENDER

A dart touches or is lodged against the Target Marker (separate from a kiss). **Point Value:** 1 additional point (can stack with Kiss).

INCH WORM

A Popdart suctions to the Target Marker and the playing surface. **Point Value:** 11 points.

TOWER SHOT

A Popdart lands on a designated tower shot. **Point Value:** 5 points.

T-BONE

A Popdart rests on top of a live dart or target marker. **Point Value:** 0 points.

DOGBONE (AKA DEAD DART)

A Popdart not standing upright. Dead darts remain in play until the round ends.

GAMEPLAY TERMS

LIVE DART

A Popdart is eligible for scoring only if it stands upright without leaning on any other object or surface.

HONORS

The team going first in a given round

CAPTAIN	The team member designated to make decisions and provide coaching.
SHOT CLOCK	The time allowed for a player to throw a Popdart. The clock starts when the previous dart sticks or comes to rest. Time limit: 10 seconds
TIMEOUTS	Each team is allowed one 30-second timeout per round. The shot clock resets after a timeout. Penalty for exceeding time: Loss of next dart.

GAME PIECES

POPDART®	A double-sided suction cup dart.
TARGET MARKER	A double-sided target marker for Pro scoring.
WYRE™	Official measuring device.