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ARMENIAN DARTS AMATEUR OPEN 2026 organized by Darts Arena

Armenian Darts Amateur Open 2026 — Regulations

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The championship is played in **three stages**. **Stage 1** is a group stage in the 301 format, played in **groups of eight**. **Stage 2** is also a group stage, in the 501 format; this is where the holders of privileged places earned through the club rating enter. **Stage 3** is the final stage, in the 501 format. The venue of the final stage is announced separately.

1. General provisions

1.1. The championship is open to everyone **aged 18 and over**, regardless of club affiliation or playing experience.

1.2. Entries are open **from 1 to 15 October 2026 inclusive**, through the online registration form. Enquiries: **+374 94 65 88 90**.

1.3. The championship is played from **16 October to 1 November 2026**. The exact calendar of blocks is published together with the draw.

1.4. The entry fee is **5,000 AMD**, the same for everyone. No privilege is granted in exchange for money. There are no places by invitation. **Payment is made on site, at the Darts Arena club**, during the entry

period, **by 15 October inclusive**. **An entry is considered accepted once the payment has been made; unpaid entries do not take part in the draw.**

1.5. Stage 1 is played in the **301** format, stages 2 and 3 in the **501** format. The split is deliberate: stage 1 has many newcomers, and 301 keeps a playing block within a reasonable length.

1.6. Each playing block is allocated **eight playing boards and two practice boards**. Practice boards are not used for official matches.

1.7. This structure is the basic one. The size of the stages, the number of blocks, the size of the groups and the number of players advancing are determined by the number of accepted entries in accordance with section 3, and are published together with the draw. No other changes are made.

2. Club rating and privileged places

2.1. The Darts Arena club rating is the **sum of the three best results in the club leagues over the last 12 months**.

2.2. A privileged place exempts the holder from stage 1: the player enters the championship **at stage 2**.

2.3. There are **eight** privileged places. They are allocated by rating, from the top down, among those who have entered. If a player from the top eight has not entered, the place passes to the ninth, then the tenth, and so on.

2.4. If fewer than eight rated players have entered, the unclaimed privileged places are not transferred to anyone. The overall stage 2 field stays the same — the missing places are filled from stage 1.

2.5. Rated players who did not make the privileged eight play stage 1 and receive a seeding position according to their rating.

2.6. Players without a club rating are distributed by draw.

2.7. The current medallists of the **2025 Armenian amateur darts championship** — 1st and 2nd place — receive, upon entering, the same seeding status in stage 1 as rated players. This privilege does not grant the right to skip a stage.

2.8. A privileged place is not for sale and is not given by invitation. It is earned solely by playing in the Darts Arena leagues.

3. Structure of the championship

3.1. The championship is run in one of two variants. The variant is determined by the number of accepted entries and is announced together with the draw.

— 24–40 entries — variant A. Stage 1: 3–5 groups · Stage 2: 16 players, 4 groups of 4 · Stage 3: 8 players, from the quarter-finals.

— 41–72 entries — variant A. Stage 1: 6–9 groups · Stage 2: 16 players, 4 groups of 4 · Stage 3: 8 players, from the quarter-finals.

— **73–104 entries — variant B.** Stage 1: **10–13 groups** · Stage 2: 32 players, 4 groups in two playing blocks · Stage 3: 16 players, from the last 16.

— **More than 104 entries — variant B.** Stage 1: **14 or more groups** · Stage 2: 32 players, 4 groups in two playing blocks · Stage 3: 16 players, from the last 16.

3.2. Variant A. Stage 2 has sixteen players — eight privileged and eight who came through stage 1 — in four groups of four (A–D). Rating numbers 1–4 are the first seeds of the groups, numbers 5–8 the second; the stage 1 players fill the third and fourth places. Everyone plays everyone in the group — three matches; the

top two advance to stage 3 (sections 6 and 7).

3.3. **Variant B.** Stage 2 has thirty-two players — eight privileged and twenty-four from stage 1 — in **four groups of eight** (eight subgroups of four), spread over two playing blocks. All eight privileged players become the first seeds of the eight subgroups. Rating numbers 1–4 go to the first block, numbers 5–8 to the second, so that the two blocks are equal in strength. The twenty-four players from stage 1 fill the remaining places.

3.4. Variant B. In a subgroup everyone plays everyone — three matches. All eight players of the group go through to the group play-off: the position in the subgroup determines the quarter-final pairing.

3.5. **Group play-off — quarter-finals and semi-finals.** The quarter-finals are crossed, stronger against weaker: **1st of subgroup A against 4th of subgroup B**, **2nd of A against 3rd of B**, **3rd of A against 2nd of B**, **4th of A against 1st of B**. Players from the same subgroup do not meet in the quarter-finals.

3.6. **The loser of a quarter-final is out of the championship.** The four winners advance to stage 3. **The semi-final affects the seeding only**: the winners become the first seeds of the group, the losers the second seeds. The semi-final is compulsory; refusing to play it results in the lowest seeding position.

3.7. **Advancing from stage 1.** An **equal number** of players advances from every group — the first N places according to the group play-off. If the number of groups × N does not fill the stage 2 field, the remaining places go to the **best next-placed players**, compared across all groups by the criteria of section 10. The same number of players advances from an incomplete group as from a full one: the difference in size creates neither an advantage nor a disadvantage. Examples:

- variant A, **2 groups** — **4 from each**;
- variant A, **4 groups** — **2 from each**;
- variant A, **7 groups** — **1 from each** plus **1 best runner-up**;
- variant B, **8 groups** — **3 from each**;
- variant B, **10 groups** — **2 from each** plus **4 best third places**;
- variant B, **12 groups** — **2 from each**.

3.8. A **playing block** is an organisational unit: a separate playing session to which up to **sixteen players** (two groups) are invited, according to the number of playing boards. A block is not a competitive unit: groups and qualifiers are decided inside the group. Blocks may be held on different days or on the same day, in a daytime and an evening session. Dates and times are published together with the draw.

3.9. With fewer than 24 entries the championship is played in two stages: all players play a group stage in a reduced format, and the last eight is completed, if necessary, with the best third places. Privileged players become the first seeds of the groups.

3.10. The road to the title: in variant A a privileged player plays 6 matches, a player coming through stage 1 plays 12. In variant B it is 9 and 15 respectively. This difference is deliberate: the privilege has been earned over six leagues of the club season.

4. Stage 1 — group stage

4.1. The basic unit of stage 1 is a **group of eight players**: **two subgroups of four**. The number of groups is obtained by dividing the number of accepted entries by eight, and is announced together with the draw.

4.2. **Incomplete group.** If the number of entries is not a multiple of eight, the remaining players form **one incomplete group of 5–7 players**. If fewer than five players are left over, the last full group joins them and the resulting 9–12 players are split into **two incomplete groups as equal as possible** — 4–6 players each.

A group therefore never has fewer than four or more than eight players.

4.3. **Full group — 8 players.** In a subgroup everyone plays everyone: **three guaranteed matches**. All eight players go through to the **group play-off**: quarter-finals, semi-finals, a third-place match and the group final.

4.4. The quarter-final pairings are crossed, stronger against weaker: **1st of subgroup A against 4th of subgroup B**, **2nd of A against 3rd of B**, **3rd of A against 2nd of B**, **4th of A against 1st of B**. Players from the same subgroup do not meet in the quarter-finals.

4.5. **Play-off of an incomplete group:**

— **7 players** — two subgroups of 4 and 3. All of them go through to the play-off: the best player by subgroup record goes straight to the semi-final, the other six play quarter-finals;

— **4–6 players** — no subgroups: everyone plays everyone once, then the play-off starts at the **semi-finals** with the top four of the table (1st against 4th, 2nd against 3rd).

4.6. The group play-off is always played, whatever the number of qualifiers. It determines both who advances and their seeding position in stage 2.

4.7. Groups are assigned to playing blocks: no more than **two groups** per block. The date and reporting time of each block are published together with the draw. Players are not called to a block other than their own.

5. Stage 1 distribution and draw

5.1. **Distribution list.** All stage 1 players are placed in a single list, from the top down:

— rated Darts Arena players — by club rating;

— medallists of the Armenian championships who have no club rating;

— players for whom verifiable data exist: an n01 profile, results from other tournaments, the organiser's assessment;

— everyone else — in random order, by open draw.

If rating points are equal, the player with the higher single best result is placed above; if that is equal too, the one who has played more leagues.

5.2. **Pots.** The list is divided in order into **eight pots**, one for each place in a group. Each pot holds as many players as there are groups: the first pot holds the strongest players on the list, the eighth the newcomers.

5.3. **Distribution into groups.** Every group receives **one player from each pot**. Within a pot players are distributed in a snake pattern: the first pot goes to group 1, group 2, group 3 and so on, the next pot in reverse order. The aim is groups of equal strength. Incomplete groups are filled from the last pots, so that strong players do not accumulate in one group.

5.4. **Composition of a subgroup.** Inside a group, the players from pots **1, 4, 5 and 8** form **subgroup A**, and those from pots **2, 3, 6 and 7** form **subgroup B**. Both subgroups are therefore equal in strength, and two rated players never end up in the same subgroup.

5.5. Within the third and fourth pots the positions are decided by open draw. The draw is published before stage 1 and is not changed afterwards, except in the cases of section 11.

6. Stage 2 — group stage

6.1. The holders of privileged places and the players who came through stage 1 take part: sixteen players in variant A, thirty-two in variant B.

6.2. In variant A there are four groups of four players (A–D): each has two holders of privileged places and

two players who came through stage 1.

6.3. In variant B the four groups are split into two playing blocks, two groups each. Rating numbers 1–4 go to the first block, numbers 5–8 to the second, so that the two blocks are equal in strength.

6.4. In a group everyone plays everyone — three matches, first to 3 legs. Places are decided under section 10. The top two of each group advance to stage 3.

6.5. Stage 3 seeds: A1, B1, C1, D1 — group winners; A2, B2, C2, D2 — group runners-up.

7. Stage 3 — final stage

7.1. The final stage is held on a separate day; the venue and time are announced after stage 2. In variant A eight players take part, from the quarter-finals; in variant B sixteen, from the last 16. A third-place match is also played.

7.2. Quarter-final pairs: A1–B2, C1–D2, B1–A2, D1–C2 — a group winner against the runner-up of another group.

7.3. Players from the same stage 2 group are placed in different halves of the bracket and can meet only in the final.

7.4. The bracket is published after stage 2 and is not changed afterwards.

8. Playing format and number of legs

Stage 1 — 301

- subgroup matches — first to **3 legs**
- group quarter-final — first to **3**
- group semi-final — first to **3**
- group third-place match — first to **3**
- group final — first to **4**

Stage 2 — 501

- subgroup matches — first to **3 legs**
- quarter-final — first to **3**
- semi-final — first to **3**

Stage 3 — 501

- last 16 (variant B) — first to **3**
- quarter-final — first to **4**
- semi-final — first to **4**
- third-place match — first to **4**
- championship final — first to **6**

9. Playing rules and closing thresholds

9.1. Board dimensions are standard: centre height 1.73 m, throwing distance 2.37 m.

9.2. All matches are played double out. In stages 1 and 2 the closing thresholds of clauses 9.6 and 9.7 apply.

No thresholds are applied in stage 3.

9.3. A bust, or leaving a remainder that cannot be checked out, cancels the visit: the score returns to the value it had before the visit.

9.4. The right to throw first in the opening leg is decided by a throw at the bull, and then alternates.

9.5. The score is kept in the n01 app. Both players confirm the result immediately after the match. Darts are not removed from the board until a disputed result has been confirmed.

9.6. **Closing thresholds in stage 1 (301).** During the first eleven visits a leg may only be closed on a double. **From the twelfth visit — from the 34th dart** onwards it may be closed with a straight hit on the required segment. If the leg is still open **after 42 darts**, it is decided by a throw at the bull.

9.7. **Closing thresholds in stage 2 (501).** During the first fourteen visits a leg may only be closed on a double. **From the fifteenth visit — from the 43rd dart** onwards it may be closed with a straight hit. If the leg is still open **after 54 darts**, it is decided by a throw at the bull. In that throw each player throws one dart — the player who did not start the leg goes first; whoever lands closer to the centre wins the leg, and if the throws are equal the throw is repeated.

9.8. The thresholds are monitored by the scorer — the person keeping the score in n01. Reaching a threshold is announced aloud before the relevant visit. The visit number is shown on the n01 screen.

9.9. Warming up is done only on the practice boards and must not delay the order of matches.

10. Places in a group and tie-breaks

10.1. Places in a group and a subgroup are decided by the number of wins, then by leg difference, then by legs won.

10.2. If two players are tied, the head-to-head result is taken into account.

10.3. If three or more players are tied on every criterion and this affects advancing or seeding, each of them throws **nine darts for score** — three consecutive visits; the higher total is placed above. If a tie remains, only the players still tied throw again.

10.4. These rules apply in all stages of the championship.

11. No-shows, lateness, replacement

11.1. A player who has entered and paid the fee must report at the announced time of their playing block.

11.2. **The player does not turn up at all.** Their place in the subgroup is treated as vacant: matches involving them are not played and do not enter the table. The subgroup plays with a reduced field.

11.3. **The player turns up but withdraws.** Matches already played stand. In the remaining matches a loss is recorded for them and a win for the opponent, with the score prescribed by the format. The legs of such a match do not enter the statistics.

11.4. **Lateness.** It is allowed if the player gave notice before the list was closed: their match is, where possible, scheduled later. If **fifteen minutes** have passed since the start of the block, their turn has come and they have not reported, clause 11.3 applies.

11.5. **The fee.** After entries have closed, the entry fee is not refunded — neither on withdrawal nor on a no-show.

11.6. **Replacement in order.** A vacated place passes to the next in line: a privileged place to the next by rating among those who entered; a stage 2 place to the best non-qualifying record of stage 1 under clause

3.7; a stage 3 place to the best quarter-final loser of stage 2 by record.

11.7. Once the fields and the bracket of the relevant stage have been published, no replacement is made — clauses 11.2 or 11.3 apply.

12. Conduct, sporting ethics and clothing

12.1. Players must treat their opponents, the organisers and the spectators with respect.

12.2. While the opponent is throwing, the waiting player stands behind the oche, roughly **one step behind** the opponent and out of their field of vision. Talking, commenting on throws, making noise or otherwise distracting the opponent is forbidden.

12.3. **Telling the opponent** the remaining score, the checkout combination or the segment is forbidden. Such a prompt is allowed only in answer to a direct question from the opponent. The score is called aloud by the person keeping it in n01.

12.4. Foul language, insults, threats and aggressive behaviour are not tolerated. The following sequence applies: a verbal remark, an official warning, a technical loss of the match, removal from the championship without a refund of the fee.

12.5. Deliberately slowing the game down is not tolerated. After a warning, a technical loss of the leg is recorded at the organiser's decision.

12.6. A player is not admitted to a match if they are under the influence of alcohol or any other prohibited substance, or if their condition interferes with the game or with the safety of those around them. In that case clause 11.3 applies: matches already played stand, and losses are recorded in the remaining ones. The decision is taken by the organiser.

12.7. **Clothing must be neutral.** Players play in tidy sportswear and closed shoes. Clothing must not carry any logos, brand names, advertising or symbols.

12.8. In particular, the following are **forbidden**:

- logos and names of sports or any other brands — for example Nike, Adidas, beer or betting brands, names of shops and companies;
- names and symbols of other darts clubs, federations, leagues and teams;
- flags, coats of arms, names and state symbols of other countries;
- images and texts of a political, religious or ideological nature;
- advertising of any goods or services, QR codes, phone numbers and contact details.

12.9. The following are **allowed**: the player's first and last name, the flag of Armenia, Darts Arena kit and symbols, and the logo of the player's personal sponsor, agreed with the organiser in advance.

12.10. If clothing does not meet the requirements, the player is not admitted to the match until the breach is remedied — by changing clothes or covering the symbol. The time spent on this does not extend the order of matches.

12.11. **The championship is a sporting event.** Political, religious or other ideological campaigning is forbidden on the tournament premises — in the form of slogans, symbols, banners, images on clothing or public statements. Only the game is judged.

12.12. Any discrimination and any insulting remarks on the grounds of nationality, religion, sex, age, private life or any other characteristic are forbidden. A breach is dealt with under clause 12.4.

12.13. **Measures available to the organiser.** In the event of a breach of the rules the organiser may apply

the following measures:

- a verbal remark;
- an official warning;
- a technical loss of the leg;
- a technical loss of the match;
- refusal of admission to the match until the breach is remedied (clothing, condition);
- removal from the championship without a refund of the entry fee.

The measure chosen depends on the seriousness of the breach: in serious cases the organiser may apply removal immediately, skipping the earlier steps.

12.14. If a breach of clothing or condition is not remedied by the scheduled start of the player's match, a technical loss of that match is recorded. On a repeat offence, removal from the championship applies. The decision is taken by the organiser and is final.

12.15. This section applies in all stages of the championship, including the final day.

13. Publications and decisions of the organiser

13.1. The draw, the composition of the groups, the calendar of the blocks, the chosen variant and the exact number of players advancing are published in a single announcement once registration has closed.

13.2. The results of each stage are published on the same day.

13.3. Disputes not covered by these regulations are settled by the organiser. The decision is announced to the players before play continues.

14. Prizes

14.1. There is no prize money.

14.2. The players of the final stage receive, according to their finishing positions, cups, medals, diplomas and prizes from sponsors.

14.3. All prizes — cups, medals and diplomas — stay with the players.

14.4. The list of sponsor prizes is published together with the draw or at the opening of the championship.