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Structure and regulations of the Darts Arena leagues and their Grand Finals

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At Darts Arena every tour is more than just another competition. It brings together friendship, sporting rivalry, excitement and tension. Each league has its own playing features, its own bonus system and its own special challenges, and all the results add up to one shared competitive path.

Every league consists of ranking tours and ends with a Grand Final — with higher tension, stronger competition, special prizes and a special atmosphere. A player's starting position in the Grand Final depends on the points collected in the league's main tours. Prize types and award categories are announced separately.

Each league's own terms

The number of tours, game format, points and bonuses, entry fees and subscriptions, prize fund and how it is split, and any other special terms of each league are announced in that league's description. Where a league's description sets something different from these regulations, the description applies to that league.

LEAGUE TOURS	GRAND FINAL	ARMENIAN CHAMPIONSHIPS
Points, special challenges and competitive experience	More tension, special prizes and a special atmosphere	The main tournaments of the year: starting position from accumulated results

A connected tournament system

The Darts Arena leagues and their Grand Finals are connected by a common ranking system. Results in them can affect a player's starting position at the Armenian championships. The starting position takes into account the player's three best results over the last 12 months. The exact scale for applying the points is published in the separate regulations of each Armenian championship.

APL — Arena Pro League ADIL — Arena Double-In League AHL — Arena Hybrid League AML — Arena Masters League ASL — Arena Super League AAL — Arena Amateur League AAHL — Arena Amateur Hybrid League AATL — Arena Amateur Team League	ADCA — Amateur Darts Championship of Armenia ANDC — Armenian National Darts Championship ADOC — Armenia Darts Open Championship ADC — Armenian Darts Cup

Every year Darts Arena organises four main Armenian championships. They are the biggest events of the year and bring the results of the whole season together on one main competitive stage. The exact date of each championship is published in a separate announcement.

1. Regulations for league tours

Registration, draw, late arrivals, scoring, playing discipline and fixed formats for 1 to 24 players.

1.1 Registration and final list

The Telegram poll is the preliminary list of players who want to take part in the tour.

The last entries are accepted until 20 minutes before the tour starts. Until then a player can sign up, withdraw or report that they will be late.

The list closes 20 minutes before the start. Players who have marked “+” and have not withdrawn at that moment are confirmed participants. The groups are formed from the closed list.

Players who confirmed their participation and reported a late arrival before the deadline are also included when the groups are formed. No new players are added once the final list has closed.

A maximum of 24 players can take part in one tour. Once this limit is reached, those who sign up go on a waiting list in order of registration and play only if a place becomes free before the list closes.

1.2 Draw and ranking

In the first tour of each league the groups are decided by an open draw. Previous overall rankings are not used to form the first-tour groups.

From the second tour onwards the groups are based on the league ranking after the previous tours. Players are distributed in a “snake” pattern: 1st in the ranking to the first group, 2nd to the second group and so on up to the last group, then the next row in reverse order. New players without a ranking are placed in the groups by draw.

Equal points in the ranking table

Players with equal ranking points share the same place. The order in which they are shown in the table

Places are numbered without gaps. If two players share 2nd place, the next player is 3rd, not 4th.

Once the groups are published, players are not swapped individually. A change is allowed only for an obvious technical error or if a player withdraws for good before the first match starts. Any change is made openly.

1.3 Late arrival and unplayed matches

A player who will be late must report it before the final list closes. They are included in a group and, where possible, their first match is scheduled later. A late arrival cannot hold up the whole tour or force other players to wait indefinitely.

If 15 minutes have passed since the official start of the tour, the late player's match is due, they have not arrived and the schedule comes to a stop, the player present is given a win W and the absent player a loss L. The next available match then starts. The W win is recorded in the group table as a win by the number of legs set for that league (for example 2:0). The legs of this score do not count towards ranking points.

If the late player arrives later, they continue and play their remaining matches. A match already recorded as W/L is not replayed.

- No ranking points are awarded for unplayed legs.
- The W/L result is used in the group table and when deciding who goes through to the next stage. When the points are counted at the end of the tour, no leg, bonus or other ranking points are awarded for a W/L win.

If a confirmed player does not turn up at all, the same W/L principle applies to all of their unplayed matches.

1.3.1 Exceptional agreed decision

Before a technical W/L result is recorded, an exceptional situation may be settled differently if all the players in that tour agree and the organiser approves the decision. It may only concern the order of that day's matches, the waiting time or a specific unplayed match, and cannot change the league format, the group make-up, the number of players going through or the scoring rules. No exception applies once a W/L result has been recorded.

1.4 Points and bonus system

Ranking points are awarded only for officially played and confirmed results, of the types listed below. The value of each type is set in the description of the specific league and may differ between leagues.

Ranking points are awarded:

1. for taking part in each tour
2. for each leg won in the group stage
3. for reaching the last 16
4. for reaching the quarter-finals
5. for reaching the semi-finals
8. for winning the third-place match
9. for winning the fifth-place match
10. for each visit of 140+
11. for each visit of 171+
12. for each checkout of 100+
13. for each checkout of 120+

All thresholds are counted separately, each with its own points. If several players share the shortest leg, each of them gets the point. Grand Final points are set under clause 1.7.3.

A player's result in a league is the sum of all the points collected in the league's tours and in the Grand Final. Each tour has its own winner and its own points, and the Grand Final has its own winner and its own separate points for places.

A technical W/L result creates no legs won or lost, adds no ranking points and is not included in the playing statistics.

Each Darts Arena league has its own bonus system. In some leagues it may be the same, in others it differs. The types of bonus, their value and how they are counted are published in the description or instructions of the specific league.

Bonus points are awarded only for officially played and confirmed results. Darts must not be removed from the board until a disputed result has been confirmed.

1.5 Match format and balancing groups of different sizes

All groups of the same group stage play matches of the same length. Matches in a smaller group are not made longer just to even out the number of points.

When groups have different numbers of players, the system is looked at as a whole — taking into account not only the chance to score points, but also the risk of not going through and the playing load.

Example: groups of 5 and 4, with 4 players going through from each

Every player in the group of 5 plays one more match. This gives an extra chance to collect points for legs and for the bonuses provided by the league. At the same time one player of that group does not go through, and the extra match adds fatigue and may affect the play-off results.

In the group of 4 there is less chance to collect points, but all four players go through and play one match fewer. The advantage of one format is thus balanced by the risk and load of the other.

1.6 End of the tour

All scheduled matches of a tour, including the group stage, the play-off and the final, are finished on the same day. They are not moved to another day because of fatigue, the late hour, personal plans or an agreement between players.

If a player cannot or refuses to continue during the tour, the results of the matches already played stand. The remaining matches are recorded as W/L, with no legs counted and no bonus points.

If the tournament cannot continue because of a technical problem affecting the whole event or force majeure, Darts Arena makes the further decision and announces it to all players.

If a tour does not take place (for example with only one player), it is not replayed, the entry fee paid is refunded and the subscription visit is not deducted.

1.6.1 Comparing equal places from different groups or tours

compared to decide who goes through or where they are placed in the play-off bracket. No extra match is played. The comparison is made in this order: 1) points scored in the group stage; 2) number of legs

won; 3) average over the tour; 4) shortest leg; 5) highest checkout; 6) number of 140+ visits; 7) number of 100+ visits; 8) open draw.

1.6.2 Play-off bracket and third-place match

Play-off pairs are drawn up from the group-stage results, based on the positions decided by the criteria of clause 1.6.1, crosswise: the highest-placed player against the lowest-placed, the next highest against the next lowest, and so on.

In all formats with semi-finals, the semi-final losers play for third place.

Formats by number of players

Below are the group-stage set-up and the number of players reaching the play-off for 1 to 24 players. Play-off pairs are drawn up under clause 1.6.2.

1–7 players

No.	Set-up	How it runs
1	**No match**	The tour is treated as not having taken place. It is not replayed or moved, the entry fee paid is refunded and the subscription visit is not deducted. The next tour is held on the day already scheduled.
2	**Straight to the final**	The two players play the final straight away — first to 4 legs. Both get the points for reaching the final, and the winner also gets the points for 1st place. Legs and bonuses in the final are counted as usual, as in the group stage.
3	**1 group of 3**	Each player plays the other two. The top two play the final and the third player takes 3rd place.
4	**1 group of 4**	Everyone plays everyone. 1st and 2nd play the final, and 3rd and 4th play a separate match for the final 3rd and 4th places.
5	**1 group of 5**	The top four go to the semi-finals: 1st v 4th, 2nd v 3rd. The winners play the final and the losers play for 3rd place. 5th in the group becomes the final 5th place of the tour.
6	**1 group of 6**	The top four go straight to the semi-finals. The semi-final losers play for 3rd place. 5th and 6th play a separate match for the final 5th and 6th places. Players reaching the semi-finals get the points for reaching that stage. As there is no quarter-final in this format, no points are given for that stage and no separate “out of the group” point.
7	**2 groups: 4 and 3**	All seven players go through and enter the quarter-final bracket. The winner of the group of 4, having no opponent, gets a bye, the point for passing the quarter-final and goes to the semi-finals. The other six players play three quarter-finals.

8–15 players

No.	Set-up	How it runs
8	**2 groups: 4 + 4**	All players go through and form the standard 8-player quarter-final bracket.
9	**2 groups: 5 + 4**	The top four from each group go through. In total 8 players reach the quarter-finals.
10	**2 groups: 5 + 5**	The top four from each group go through. In total 8 players reach the quarter-finals.

12	**3 groups: 4 + 4 + 4**	1st and 2nd from each group go through — 6 players. The best two of the three third-placed players are chosen by group results. In total 8 players reach the quarter-finals.
13	**3 groups: 5 + 4 + 4**	1st and 2nd from each group go through. 3rd in the group of 5 also goes through automatically, as that group plays more matches (see 1.5). The 3rd places of the two groups of 4 are compared under clause 1.6.1, and the better one becomes the 8th player.
14	**3 groups: 5 + 5 + 4**	The top 3 from each group of 5 and the top 2 from the group of 4 go through. In total 8 players reach the quarter-finals.
15	**3 groups: 5 + 5 + 5**	1st and 2nd from each group go through — 6 players. The best two of the three third-placed players are chosen by group results. In total 8 players reach the quarter-finals.

16–24 players

No.	Set-up	How it runs
16	**4 groups: 4 + 4 + 4 + 4**	The top three from each group go through — 12 players. Group winners get a bye in the last 16 and go straight to the quarter-finals. The 8 players finishing 2nd and 3rd play 4 last-16 matches.
17	**4 groups: 5 + 4 + 4 + 4**	The top three from each group go through — 12 players. Group winners get a bye and go straight to the quarter-finals. 2nd and 3rd places play the last 16.
18	**4 groups: 5 + 5 + 4 + 4**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
19	**4 groups: 5 + 5 + 5 + 4**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
20	**4 groups: 5 + 5 + 5 + 5**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
21	**4 groups: 6 + 5 + 5 + 5**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
22	**4 groups: 6 + 6 + 5 + 5**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
23	**4 groups: 6 + 6 + 6 + 5**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.
24	**4 groups: 6 + 6 + 6 + 6**	The same: the top three from each group go through — 12 players. Group winners go straight to the quarter-finals, 2nd and 3rd places play the last 16.

1.7 How the Grand Finals are played

number of legs and other special playing conditions are published in the separate description of the league.

1.7.1 Eligibility

Every player who actually took part in at least one tour of the league's season is entitled to play in the Grand Final.

Actual participation means a tour the player turned up for and played official matches in. A preliminary sign-up, a "+" in Telegram or not turning up does not count as participation. A tour played with a transferred visit (see 2.4) counts as actual participation.

A maximum of 24 players take part in the Grand Final. If more than 24 are eligible, the 24 best players of the final ranking take part.

1.7.2 Final ranking after the league's tours

After all the league's main tours the league's final ranking table is drawn up. Seeding in the Grand Final bracket, byes and pairings are decided only from this table.

If two or more players have equal ranking points, their order in the bracket is decided by: 1) number of first places in tours; 2) number of second places; 3) number of third places; 4) number of official matches won over all the league's tours; 5) results of matches between them; 6) open draw. The alphabetical order of surnames is not a seeding criterion.

1.7.3 Grand Final points

In the Grand Final points are awarded only for the final place — from 1st place down to the last player. The points for each place are announced in the description of the league. No separate points are awarded in the Grand Final for legs won, reaching a stage or bonuses.

1.8 Seeding and tournament bracket

The Grand Final is always played as Double Elimination, with an upper and a lower bracket. A player is out of the tournament after their second loss.

The players who finished in the top four of the final ranking start the Grand Final one round higher. Depending on the total number of players, that round may be the quarter-finals or the last 16. 1st and 2nd are placed in different halves of the bracket, and 3rd and 4th in different quarters, so that the top four do not meet each other in the early rounds. With 8 players or fewer this rule does not apply: a normal bracket is used, in which the highest places get the byes.

From 5th place onwards players are placed according to the final ranking. Pairs follow the principle "highest-placed player against lowest-placed player". The next highest meets the next lowest, and so on until all possible pairs are formed.

1.8.1 Additional byes

If, after the top four, the number of remaining players is odd or extra byes are needed to complete the bracket, they are given in turn to the higher-ranked players, starting from 5th place. A bye cannot go at random to a lower-placed player while a higher-placed player still has to play in that round.

Example: with 17 players the top four start one round higher. Of the remaining 13 players, the 5th-ranking after all the league's tours.

1.8.2 Recording a bye

- A player who gets a bye is treated as having gone through to the next round.
- No match score is recorded for a match that did not take place.
- A bye does not count as a win in an official match and is not added to the playing statistics.

1.8.3 Publication of the bracket and no later changes

The full Grand Final bracket — including all pairs and byes of the upper and lower brackets — is drawn up and published before the tournament starts. After publication no new draw or re-seeding takes place.

If after publication a player withdraws or does not turn up, their matches are recorded under clause 1.8.5. The structure of the bracket does not change and no replacement player is added.

1.8.4 How Double Elimination is played

- In the upper bracket the winner stays in the upper bracket and the loser drops to the lower bracket.
- A player who loses in the lower bracket is out of the tournament.
- The final of the Grand Final is played between the winner of the upper bracket and the winner of the lower bracket. If the upper-bracket player wins, they are the Grand Final winner. If the lower-bracket player wins, a deciding match is played.
- Final places are decided by the order of elimination: the later a player is knocked out, the higher their place. Players knocked out in the same round are placed according to their seeding in the bracket.
- The Grand Final is held with at least 2 players. With 2 players a single final match is played. If only one player is eligible, they are declared the winner without a match.

1.8.5 Not turning up at the Grand Final

A player who does not turn up for a Grand Final match is given 10 minutes. After that they are recorded as losing and the opponent as winning. In the upper bracket this loss sends the player to the lower bracket; in the lower bracket they are out of the tournament. A second no-show is a second loss and means elimination. No match score is recorded for a technical win.

1.9 Playing discipline and confirmation of results

1.9.1 Rules of play and players' conduct

Only the throwing player stands at the line during a throw. The opponent must stand at least one full step behind them and, where possible, slightly to the side.

- Do not stand too close or move in the thrower's line of sight.
- Do not talk, make noise, react demonstratively or distract the thrower in any other way.
- Phones must be on silent.
- A player must not step over the throwing line.

end of the visit.

If a dart or personal item is unexpectedly damaged, a reasonably short technical break is allowed. It must not be dragged out or used to disrupt the opponent.

1.9.2 The marker or scorer

Anyone willing can act as marker. Ideally it is a player who is already out or still has a long wait before their own match. The marker must be neutral, whoever is playing. During a player's visit they stand where they can see the board and the scoreboard, and keep facing them.

- They do not turn towards the players without need or make sudden movements.
- They show no emotion, do not celebrate good throws and do not show disappointment.
- They do not comment on the game or suggest checkout routes.
- They do not use their phone or hold side conversations during the game.

If a throw is hard to see from the marker's position, they may ask for the darts to be left in, go up and check the segment, or get confirmation from both players. Checking a throw is a normal procedure and does not imply distrust of any player.

1.9.3 Fixed matches

Fixed matches, agreeing a result in advance and any other action that breaks the fairness of the competition are forbidden. If a breach is confirmed, the organiser may remove the player from the league and reset their points to zero. The decision is made by the organiser.

1.9.4 Penalties

For breaches of the rules penalties are applied in this order: 1) warning; 2) loss of the current leg; 3) removal from the tournament. For a breach under clause 1.9.3 the organiser may apply removal straight away.

1.10 Disputes and confirmation of results

A question about a specific throw or score is settled immediately — before the darts are removed or the next visit begins. After the next visit only obvious scoring errors are corrected.

A result may be changed in the event of a confirmed error in recording, scoring, the software or the application of a published rule. The opinion that another player "deserved" the place more is not in itself a reason to change the result.

If an error affects several similar cases, it is corrected for all of them on the same principle. A single result is not changed selectively.

A request to correct an obvious error must be made within 24 hours of the tour results being published. After that the results are final. Results of previous tours remain unchanged. These rules have no retroactive effect and come into force from the next tour announced by Darts Arena.

2. Entry fees and subscriptions

Payment and subscription rules — the same for all leagues.

The payment and subscription rules below, the rules on eligibility for the Grand Final and the loyalty bonuses apply to all Darts Arena leagues unless the league's description says otherwise. A league's description may set the number of tours, the subscription price, entry fees, the prize fund and other terms of that league.

2.1 Single entry

Taking part in one tour without a subscription costs 2,500 AMD.

2.2 Subscription

A subscription is not tied to a calendar month. It is bought for the whole stage of a specific league, before the first tour of that stage, and is valid until the end of the stage. Subscriptions are only sold for the whole stage, not for single tours or part of a stage. The price of a subscription bought in advance does not change during the stage.

SINGLE ENTRY	ONE LEAGUE	TWO LEAGUES
2,500 AMD	**12,000 AMD**	**22,000 AMD**
1 tour	**6 visits**	**12 visits**
2,500 AMD / visit	2,000 AMD / visit	about 1,833 AMD / visit

The prices above are for a six-tour league; for a league with a different number of tours the subscription price and number of visits are announced in its description. With a one-league subscription one visit works out at 2,000 AMD. A two-league subscription is better value overall and includes 12 visits — about 1,833 AMD each.

2.3 Free facilities

- Drinking water is provided free of charge to players at all Darts Arena tours.
- Players without their own darts are given club darts free of charge. They are used only at the club and returned after play.

2.4 Transferring missed tours

A player with a one-league subscription may transfer only one missed visit, as they choose: either to another league running in parallel in the same period, or to later tours of the same league in the same format. A second or further missed visit cannot be transferred and no extra discount is given for it, as the subscription price already includes a discount.

A two-league subscription includes 12 visits for a total of 22,000 AMD. The player may transfer up to two

Subscription	Transferable visits	How they can be used
One league	Up to 1	As chosen: in another league running in parallel in the same period, or in later tours of the same league in the same format
Two leagues	Up to 2	During the next league, as bonus visits

Transferred visits are not a cash compensation, are not refunded in money and cannot be passed on to another player. No more than one benefit applies to a single missed tour. With a two-league subscription a bonus is recorded for no more than two missed visits.

2.5 Loyalty bonuses

The following bonus applies to players who pay for each tour separately, without a subscription.

- If a player misses exactly one tour and comes back for the next one, they get a 50% discount on the entry fee for the tour they return to. This bonus can be used once per league per season.

2.6 Grand Final entry fee

The Grand Final entry fee depends on the number of tours the player actually took part in during the season. Players who finished in the top six of the final ranking play free of charge.

Position / participation	Grand Final fee
1st–6th in the final ranking	No entry fee
7th and below — 1 actual participation	5,000 AMD
7th and below — 2 actual participations	4,000 AMD
7th and below — 3 or more participations	2,500 AMD — standard fee

The amount of the fee in no way changes the player's ranking position, their place in the bracket or how opponents are drawn.

2.7 Tour not held

If a tour does not take place (clause 1.6), the entry fee paid is refunded and the subscription visit is not deducted.