



CHAMPIONSHIP

INTERNATIONAL LLORET DE MAR - SPAIN

HOTEL EVENIA OLYMPIC

RADIKAL
DARTS

DEADLINE APRIL 7

**THURSDAY
APR/23**

Open Singles 12:30 h.

Entry fee 10€ Web or on-site. Deadline 12:30 h. Cricket with handicap

SELECTIONS

Deadline: April 7
Flag parade 17:00 h.
L1, L2 & Women
Team 501 Master Out 50/50 (L1 25/50)

Silver Timbas

Entries on-site. Cricket handicap best of 3.
16 players brackets

**FRIDAY
APR/24**

DOUBLES

Deadline: April 7
L1 - 501 DI/DO 25/50 bull
L2 - 501 OI/MO 25/50 bull
L3/4 - 501 OI/MO 50/50 bull

Silver Timbas

Entries on-site. Cricket handicap best of 3.
16 players brackets

**SATURDAY
APR/25**

TEAMS

Deadline: April 7
L1 - 501 DI/DO 25/50 bull
L2 - 501 OI/MO 25/50 bull
L3/4 - 501 OI/MO 50/50 bull

Mixed Triples 17:15 h.

Web registration or on-site 30€ per team. Deadline 17:15 h.
Minimum a woman per team. Máx. 10,50 MPR of the 3 players. 701 Master Out.

Silver Timbas

Entries on-site. Cricket handicap best of 3.
16 players brackets

Gold Timbas

For the winners of the Silver timbas. Cricket handicap
best of 5 direct ko.

**SUNDAY
APR/26**

SINGLES

Deadline: April 7
L1 - 501 DI/DO 25/50 bull
L2 - 501 OI/MO 25/50 bull
L3/4 - 501 OI/MO 50/50 bull

Online registration only, until April 7th. No in-person registration.

INFO AND RULES

OPEN SINGLES

With over 128 registered players is ko format

SELECTIONS

The Championship takes place after the parade.
Players must be residents of or have been born in
the province they represent.

- Men's Teams Level 1.
- Men's Teams Level 2: only players with a photo
MPR of less than 3.70 at the end of their
qualifier.
- Women's Teams.

Level 1 Team 501 Open In/Master Out 25/50.
Level 2 and Women's 50/50

SILVER TIMBAS

The winner in each Silver qualifies for Gold final (or €10).
Registration is free for Radikal Members. Registration is €3
for everyone else.

- When you are eliminated from a Silver bracket, you
can sign up for another one, with no limit, except if you
win a bracket; in that case, you can no longer sign up.

MIXED TRIPLES

- Deadline 17:15 h.
- Starts any player of the 3.
- 701 OI/MO 50/50 bull, the 3 players
in the same score.
- All players must have Radikal MPR
or PPD.
- If they are still playing on teams at
the deadline, they cannot play in
Triples. They also cannot play in
Triples if they are playing in Gold
Timba.

GOLD TIMBAS

Only for winners of Silver timbas who
sign up for Gold.
The champion receives €200.
Those who play in Gold brackets
cannot sign up for Silver ones, except
when they have been eliminated
from Gold brackets.

RADIKAL
DARTS

PROGRAM

Rules

International Championship Lloret de Mar - Spain 2026



REGISTRATIONS

- All players must register through their operator (except for the Open Singles, Mixed Triples, and Singles, which are registered through the website www.radikalplayers.com).
- Registration closes on April 7th.
- Any changes or additions after this date will incur a fee of €30 per player per competition, except for the Sunday Singles, where no new players can be registered on-site.
- No additions or changes will be accepted on the day of the competition in any of the formats.
- There will also be a limited number of places available starting April 7th. If a player registers after this date and there are no places available, they will not be able to participate.



INTRODUCE YR ID

- It is the **PLAYER'S RESPONSIBILITY** to know their machine and playing time at all times.
- The organizers are not responsible if a player claims not to have heard the announcements or that they did not receive a notification in the app.
- It is the player's responsibility to pay attention to the **TOUCH-SCREENS** in the hall and know at all times which machine and at what time they are scheduled to play.
- The RadikalDarts system requires both players to validate their participation directly on the machine.
- You have **10 minutes** to complete registration. Remember that, in addition to swiping your card, you must enter the game at the machine to confirm your participation on time.
 - If one team enters their data on time and the other does not, the latter will forfeit the match without recourse (the system displays a "green dot" for the team that entered their data).
 - If both teams enter their data, even at the last minute, but the game doesn't start, and both teams have a "green dot" in the system, the match will proceed. However, if one team does not have a "green dot," they will forfeit the match.
 - If neither team enters their data, the system will randomly select one of the two teams, unless both teams check in at the table within 10 minutes of the match closing time.
 - If a team repeatedly waits until the last minute to enter their data and have the match start, they will forfeit the next time this occurs.
- Check the schedules in the app, but remember that the definitive information is displayed on the **touch-screens** in the hall. Due to possible delays in mobile synchronization, it is the player's responsibility to confirm their turn on the touch-screens in the hall or on the machines themselves to ensure their participation.
- The announcements over the **PA system are a courtesy only**; it is the player's responsibility to pay attention to the touch-screens. The organizers are not responsible if a player claims not to have heard an announcement or received a mobile notification. You must monitor the screens at all times.
- The organizers reserve the right to make the final decision in any situation or exception that may arise.

ADVICES

- **Check your next game instantly:** As soon as your game ends, check the machine for the time and machine number assigned for your next match.
- **Keep an eye on your machine:** You can keep an eye on the machine you're playing on. This way, you'll know instantly when the previous game ends and it's your turn.



START ORDER

- The team that won the center starts the match. On the screen, select the team by pressing the arrow to indicate the starting order.
- If a team makes a mistake when assigning their starting lineup, the match can only be reset if play hasn't started yet.



DIDDLE

- **Toss a coin** to decide which team diddles first.
- Then throw yr darts and **count the holes**, the closest dart to the center hole starts the first game. Rest of the games alternative start.
- If the first dart hit the exact center hole, it must be taken off to allow the opponent to hit it. In the event of a tie, players will throw the darts again in reverse order.
- Each player on each team may take 6 warm up darts prior to the start of your match.
- After a match has begun, no practice darts are allowed.



TEAM GAME

- Teams play in **two boards** at the same time.
- Introduce the Id's in both machines, diddle at the **ODD machine** and start playing. Once started the game, start playing at the **EVEN machine**.
- If a player has to play two games at a time in different boards, he must play first the game with the lowest n° of machine.
- To play in teams there must be **at least 3 players**, the 4th absent player will pass the round each time he has to play. With 2 players you cannot play in teams.
- **In Doubles only 2 players** are allowed per team.

MPR

RANKING

- Players must have at least one **Radikal ranking** (PPD or MPR) to participate in the event. If they don't have one, it will be assigned based on their profile. European board ranking will be converted into American board ranking
- A player with **less than 200 games** in his recent profile (combining PPD and MPR) will have their ranking increased for the championship. To find out if you meet this requirement, consult your operator.
- The ranking for this championship is not the photo average. The system creates **a code for each player** based on several factors: the highest average between their PPD and MPR (HCP), the number of games in their profile, and their ranking in previous championships.
- A single player, double, or team that **won the previous International championship** at a given level will advance to the next level. Those who finished in the **top 3 in a category** in previous championships will have their average increased for this championship.
- In teams or doubles, any team with a player who exceeds the average score limit established for their level will advance to the next category.

VS

PREVIOUS BRACKETS A & B

- Within a level there may be **two previous brackets**, eg 4A and 4B. These brackets are not the final of the level, the first ones from each previous bracket will pass to the final bracket of the level.
- The position that appears in the app is that of the previous bracket, but it is not the final position of the level. Only those who play the final bracket of the level are eligible for prizes



IDENTIFICATION

- All players must bring **identification** (national ID card, driver's license, etc.).
- Players whose ID **does not match** the ID they use on the machine must provide proof of this before registering and supply the correct ID. Failure to follow this procedure will result in forfeiture of any prizes. If discovered during the competition, players will be immediately disqualified, and the rest of the bracket will remain as it was. Furthermore, they will not be allowed to participate in any other competitions organized at this event.
- **All players must have photo in his profile.**



CAPTAIN

- Every team must have a captain, who is **the only one allowed to talk to the organization and referees.**

POSSIBLE SITUATIONS

- **A dart stuck but not scoring:** A referee may mark it as long as they verify it is valid and it was not thrown before the game began.
- **A dart stuck but scoring in another segment or Out:** It counts, and the game continues.
- **A dart that bounces but not scoring:** It counts, and the game continues.
- **A dart 'STUCKED':** It is removed, and the game continues. If the player is unaware of the stuck and continues throwing darts, these will not count, they will be removed, and the game will continue.
- **Hand-scored dart:** Correct the dart back and leave the score as it was.
- **A player may not throw any darts again,** except if, during their turn, the player drops darts on the ground; in that case, they may be thrown, even if they have crossed the throwing line.

CLOSING DART

- If the closing dart lands in the closing segment, **but the machine registers a different or no score**, it will be considered valid and the team will win.
- If the closing dart lands **between the spider and a segment** (even outside the closing segment), the machine's score is considered valid.
- If the closing dart **is scored manually**, it cannot be corrected and the opposing team will be awarded the winner.



THROWING IN ANOTHER SCORE

- If **less than 3 darts** have been thrown, then the darts are corrected by the referee.
- If **more than 3 darts** have been thrown and no darts could be corrected then:
 - If the player has scored on the **opponent's position**, the round will be passed until the opponent's turn.
 - And if he did it on **his partner's position**, the match will continue but both players will lose the next turn (6 darts).
 - If a round has already passed and they realize it later, the mistake cannot be corrected and the match continues normally.

If **both teams mistake the scoreboard** and agree to continue play, they do so at their own risk. Any dispute regarding the score will be resolved according to the score displayed on the machine.



VARIOUS RULES

- If a player **steps onto the throwing line**, they will receive a warning from the opposing captain. If the problem persists, a referee should be notified to witness the action. If the referee determines that a foul has occurred, the player will receive a warning. If the player continues this behavior, they will forfeit their next turn. Under no circumstances will video footage be reviewed to verify this. During a throw, the dart must hit the machine before the player's foot touches the ground in front of the throwing line.
- Players using **wheelchairs or canes** must present valid documentation of their use. Furthermore, the torso and feet of all these participants must remain behind the line.
- If there is a **machine failure** preventing the replay or viewing of the game in progress, the game will restart from the point indicated by the machine.
- The **finals on the stage** will be played in order of arrival in the designated brackets.
- Players or teams that cause time-wasting during a match will be warned in advance by the Referees. If this behavior persists, the match will be forfeited without possibility of mediation.
- **Disrespect towards the organization's staff** may result in expulsion from the championship and the playing venue, if so determined.
- The final of each bracket will be played according to the number of matches **established for the winners' side** of that bracket. This applies even if a second match is necessary. For example, if the winners' bracket is best-of-five and the losers' bracket is best-of-three, both matches of the final will be best-of-five.
- Any complaints will only be accepted **during the match**; once it has ended, they will not be addressed.
- Any clothing or object that is interpreted as offensive or may be considered disrespectful or a visual or auditory nuisance to players or operators will be addressed by the organization. Any unsportsmanlike conduct will be reviewed by the organization, resulting in a warning or expulsion from the competition or event. The organization reserves the right to modify any of the above regulations based on situations that may arise during the competition.
- Registration for the tournament grants Radikal Darts **permission to use the players' names and images** in any reports, promotions, printed or electronic materials, social media, etc.

FOR ANY INTERPRETATION OF THE RULES, THE LAST WORD ALWAYS IS THE REFEREE'S AND HIS/HER DECISION WILL BE FINAL AND ACCEPTED BY BOTH PARTIES.

The organization reserves the right to modify these rules only if it is solely and exclusively for the proper functioning of this competition.

**FOR MORE INFORMATION ABOUT OUR
COMPETITIONS AND THE CHAMPIONSHIP**



Radikal Darts



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WWW.RADIKALPLAYERS.COM