

USBDA 2020

Official Beer Darts Rulebook

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0.0 About USBDA

The United States Beer Darts Association (USBDA) was established in 2015 in Summit County, Colorado when beer dart players sought out an official standard of play. This was an important step for the growth and legitimizing the game of beer darts. The USBDA was organized to perpetuate the growth and advancement of beer darts on a national level and to set goals for worldwide play and recognition. The USBDA is committed to furthering the growth and development of beer darts among all of-age players.

The USBDA is the governing body of American beer darts that formulates and interprets all the rules of the sport in a manner that preserves the traditional nature and character of the sport and the skills traditionally required to play the sport. All such decisions by the USBDA are final and not appealable.

The purpose of the rulebook is to provide beer dart players with the rules necessary for organized league and tournament play. Some sections of this rulebook are designed to be used only for the conduct of sanctioned tournaments. A sanctioned tournament allows players to be ranked on a national basis.

Non-sanctioned tournaments may also use these sections as guidelines. Tournament Directors for non-sanctioned tournaments may be flexible in the use of these guidelines to better fit the skills, ages, and diversity of their players. The USBDA enthusiastically encourages these nonsanctioned tournaments, as well as recreational play, to promote knowledge and growth of the sport, skill development, and having fun while playing beer darts. The USBDA published the first rulebook in June 2020. The rule book was adapted with permission from the original members of the USBDA, who collaborated to recall its official rules used since 2015. The USBDA invites national beer darts organizations from all countries to become honorary members of the USBDA and to observe these rules as the international rules of beer darts.

These rules will not be changed without good cause. Comments and opinions are always welcome. If you have any questions in regard to the rules, email the founder of the USBDA at ryan@summitcoop.com

1.0 - Beer Darts (The Game)

Beer darts is a casually competitive sport to be played while sitting down with two players, “the thrower” and “the drinker.” These roles alternate each turn. Deciding who will throw first is at the players’ discretion, so long as it is fair.

→ Note: There are many [game variants](#) that include more than 2 players.

2.0 - Game Setup (Competition Play)

2.1a Distance

Opposing drink cans will sit 10ft apart for regulation play. One can shall sit between the feet of each player. They must be identical in structure, opened, and equally full of liquid (12 oz.) (see Fig.1).

2.1b Darts

Competition dart weight (10g) and material (plastic-shaft, metal-tipped) must be used for regulation.

→ **Important Note:** The weight of a regulation dart should puncture a beer can with a modest lob. No need to laser it at your friend’s crotch region.

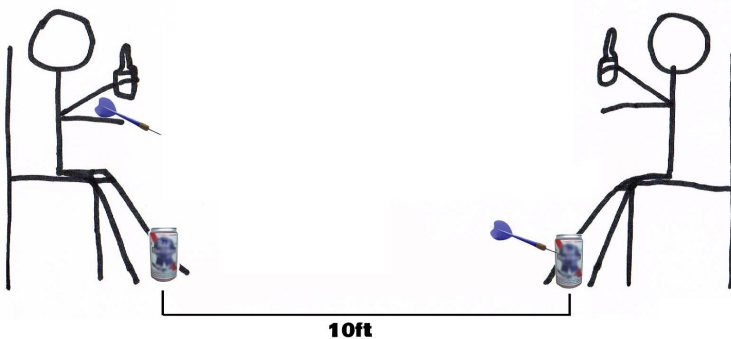


Fig.1

The thrower will throw 2 darts consecutively at the drinker’s can, then becomes the drinker and vice versa. The darts are thrown with the intention of puncturing the drink can, which will illicit drainage from the puncture site. While it is not necessary to drink the containing liquid, players may have a desire to do so-- and often do!

3.0 Punctures and Taps

3.1 Punctures

In the event of a puncture:

The game halts progress until the containing liquid has drained (or been consumed) down to a level at which it no longer actively drains from the puncture site while the drink can is in its original resting position. This means the surface of the containing liquid shall be just below the puncture site. If at least 1 “drink” (1-2 fl oz) remains in the drink can, gameplay resumes.

3.2 Taps

If any metal part of the dart makes contact with the can (before touching the ground), but fails to puncture, the receiving player must remove 1 “drink” from the can. The player may do this at their own discretion. This is a tap (aka dinks, doinks, tips, touches, glancing blows, etc.)

Can contact made by the plastic tail or “fin” of the dart does not count as a tap.

→ Helpful Note: A tap generally makes a more distinctive sound than a fin hit.

3.3 Bounces

If a dart touches the ground *prior* to hitting the drink can, it does not count.

BUT,

If a dart touches the ground and proceeds to puncture the drink can, liquid must be drained/removed down to the puncture site before resuming gameplay. What are you gonna do about it?

3.4 Darts Back / Double Tap

Two taps/punctures consecutively results in an extra turn for the thrower.

→ Note: The darts should be returned to the thrower in such a way that will not result in “accidental punctures” or mouth shots -preferably the darts are walked over instead of being thrown back.

4.0 Game Over - How to Lose

When there is insufficient liquid in a player's drink can (less than 1 "drink"), he/she loses!
But no use crying over spilled liquid! This "loser" often feels as if they have won in other ways!

4.1 Killshots

Killshot: a single throw that results in the elimination of a can and usually the end of the game.

- Note: In multi-can game variants, a killshot results in a can losing sufficient liquid (<1 drink) and must be removed from the game.

4.1a Killshot by Low Blow

The most frequent killshot. It results in a puncture site that is so *low* on the can that <1 drink remains after draining/removing liquid.

Note: Sometimes these killshots will result in a second puncture site in the bottom surface of the can. Nice!

4.1b Killshot by Mouth Hole

Mouth Hole: The hole at the top of an open drink can.

If the metal tip of a dart breaks the original plane of the mouth hole, it is a killshot.

If the dart punctures anywhere on the top of the can, including the tab, but does not penetrate the mouth hole, it is not a killshot. (Sometimes referred to as a "topper").

If the dart punctures the *very rim* of the mouth hole such that the puncture site breaks into the mouth hole, but doesn't fall in, it is not a killshot. The dart must break the plane of the *original* mouth hole to be a kill.

A dart does not have to remain in the mouth hole to be a killshot, although it'd be a lot cooler if it did. A dart may cross the plane and bounce out. This is still a killshot (controversy goes to drinker's discretion).

- Helpful Note: Investigate! Look for evidence, i.e. a puncture site or dent (from inside to outside).

A dart may bounce off the backboard and fall into the mouth hole for a killshot.

- Gratuitous Note: If the dart sticks into the top tapering of the can just under the rim, I don't have a name for it, but it's one of my favorite shots because you can usually take a drink without removing the dart- and it looks cool.

5.0 Keeping Score

The beer can *is* the scoreboard! Players do not have to keep score.

A “score update” can be requested at any time. The players must use their best judgement to estimate what percentage of a full can is left, or “how many drinks are left.”

Spirit of the game is necessary in beer darts because there is no referee to disqualify dishonest play. Play fair!

5.1 Honor Code

The honor code of beer darts means not cheating and drinking a *respectful and appropriate amount* with your drinks*.

- Note: If a particularly cool thing happens during gameplay, drink a stronger swig out of respect for your opponent!

*The USBDA encourages players to familiarize themselves with and differentiate between liquid levels of <1 drink, 1 drink, and 2 drinks, etc.

6.0 Game Variants and House Rules

Crossfire

Catching

Team Doubles

Stock lives

Survival mode

Redemption

*Sit apart and throw a dart
Spring a leak and take a drink
Empty can? GAME OVER, MAN!*



United States Beer Darts Association (USBDA)

Printed in the United States of America

Please visit our website

<https://bdartsboards.square.site/how-to-play>

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