



5TH - 8TH DECEMBER 2024

WORLD DARTS CHAMPIONSHIP PHOENIXDARTS SPAIN TEAMS CHAMPIONSHIP

EXPOCORUÑA - A CORUÑA
SPAIN



OFFICIAL SPONSOR



ORGANIZATION



SPONSOR



ACCOMODATION



+100.000 € IN PRIZES AND TRIPS

WWW.VSPHOENIX-ES



HOTEL

There is a wide range of hotels, all of them 4 stars, and they will be assigned by proximity to the championship game site and reservation date. This price is for a room for two people, single rooms will have an additional charge.

STARTS	HOTEL NAME	FAR FROM EXPOCORUÑA	PRICE PER PLAYER/NIGHT	BREAKFAST INCLUDED
****	1. Hotel Eurostars Atlántico	Distance: 5.5 km	60,00 €	NO
****	2. Hotel Exe Coruña	Distance: 3.5 km	40,00 €	NO
****	3. Hotel Carrís Marineda	Distance: 3 km	45,00 €	NO
****	4. Hotel Ibis Styles A Coruña	Distance: 4 km	40,00 €	NO
****	5. Hotel Attica 21 Coruña	Distance: 2.8 km	50,00 €	NO
****	6. Hotel AC A Coruña	Distance: 2.5 km	45,00 €	NO
****	7. Hotel Plaza	Distance: 4 km	45,00 €	NO
***	8. Hotel Avenida	Distance: 3.9 km	40,00 €	NO
****	9. Hotel Riazor	Distance: 4.7 km	60,00 €	YES

We kindly request that you reserve the estimated number of rooms for your group, even though you do not yet have the names of the players. You will provide the necessary details and complete the reservation information at a later date.

ENTRIES

Attached you will find an Excel file to fill in with the necessary registration details. Please use this file to complete the player information and any other required data for the event.

EVENT	ENTRY FEE	DAY
SINGLES	20 €	Thursday
HALF - IT	10 €	Thursday
501 DOUBLES	40 €	Friday
CRICKET DOUBLES	40 €	Friday
TEAMS	80 €	Saturday
WORLD CHAMPIONSHIP BY COUNTRY	500 €	Saturday
HALF - IT	10 €	Saturday

MAIN RULES

RATINGS

All players eligible to participate in this tournament will have their Cricket (MPR) and 501 (PPD) averages registered in the PHOENIXDARTS database, which will be used to determine their playing level.

All players must carry their personal identification (Passport), which may be requested by the event staff at any time.

CODE OF CONDUCT

Proper behavior, conduct, and sportsmanship are required from all players and accompanying individuals at all times.

There is ZERO TOLERANCE for physical aggression, abuse, or insults toward other players. Such behavior will result in immediate expulsion from the competition and the tournament venue, and, if necessary, notification to the relevant authorities.

Damage to the facilities and machines will lead to a warning for the player. If a second warning is issued for the same behavior, the player will be expelled from the competition. Severe cases will result in immediate expulsion without prior warning.

Out of respect for the players, the use of flash photography during the competition and entering the playing area are strictly prohibited.

An UNFIT player is defined as one who is not in a condition to compete. This will be assessed by the organizers, and their decision is final and cannot be appealed.

FORMATS

The game formats will be determined by the organizers for each type of event and category.

Before each competition, the gameplay format will be explained, and it will also be available on the event signage.

ANNOUNCEMENTS

Players may be called through loudspeakers and/or via screens or signs.

The organizers are not responsible if a player claims not to have heard the announcement.

It is the player's responsibility to know where and when they are scheduled to play.

Once the board number for the match has been assigned, players must go to the designated board, each with their own match sheet. If, after 5 minutes from the official start of the match, the opponent has not arrived at the assigned board, the player should go to the control desk with the match

sheet. A loudspeaker announcement will be made for the absent player. Two announcements will be given, with 5-minute intervals. If the opponent does not appear after these two announcements, they will forfeit the match, awarding the victory to the present player with the maximum result assigned for that competition. In the case of a direct K.O. bracket, this will result in disqualification from the tournament.

ROUND LIMIT

The round limit for 501 and Cricket is 15 rounds. At the end of the final round, if the set (match) has not been completed, in 501 sets (matches), the player with the lower score wins the set (match), while in Cricket sets (matches), the player with the higher score wins. In case of a tie, the tiebreaker will be determined by a bullseye shootout. The player who wins the bullseye shootout will win the set (match). In team games, the score considered is the sum of both players' scores.

ASSIGNED BOARD

Once a match is assigned to a specific board, it must be played on that assigned board. Only a referee has the authority to change it. No exceptions are allowed.

Failure to comply will result in the loss of the set (match) for both participants.

COURTESY DARTS

Players are allowed nine warm-up darts before the match. Any player exceeding this limit will receive a warning.

MATCH SHEET

The match sheet is the only official document that specifies which match is to be played and on which board.

It is the players' responsibility to collect and properly complete the match sheet. In case of doubt, the players should consult the room referee.

It is also the player's responsibility to submit the completed match sheet immediately after the match. Any participant who fails to submit the sheet immediately after the match will receive a warning. If the behavior persists, the player may be expelled from the competition.

TEAMS

If fewer than three players are present five minutes after the scheduled start time, the team will forfeit the match.

If a team is missing one player after the five-minute grace period, the match may begin with three players. The fourth player may join during their respective set (match), even if the set (match) is in progress.

If any team member is deemed unfit (as per point 5 of the regulations) for the competition, the team is required to replace them. If no substitute is available, the team will play the match with three players.

CORK

To decide who shoots for the bullseye first, a coin toss will be used. When shooting for the bullseye, holes will always be counted, except when a player lands their dart in the center hole of the bullseye (black). In that case, the dart must be removed so that the second player has the same opportunity. If a dart falls off due to a bounce or broken tip, the player can throw another dart until it sticks, even if the broken tip remains visible on the board.

If both players tie after throwing, they will have to throw again in reverse order until a winner is determined. Darts must remain in the board, except for those in the center hole of the bullseye.

START OF THE MATCH

The player throwing the first dart must inform their opponent that they are starting the game. If the machine is set to the wrong game and the game has already begun, the match will be restarted, and a referee will be notified to reset the game.

RESULTS

The results of each team's round are not official until they have been reviewed by the tournament committee. If a team is found capable of competing at a higher level or has deceived their league operator, the tournament committee may disqualify them or move them to a higher level. Teams that are disqualified will not receive a refund for their entry fees. All decisions made by the tournament committee are final and cannot be appealed by the players.

CLOSING DART

The final dart does not need to remain stuck in the board; if the score is recorded, it will be considered valid.

If a player throws out of turn and closes the match, they will forfeit the match.

If a player manually marks the closing dart, they will forfeit the match, whether they do so on their own scoreboard or their partner's, unless done with the opponent's consent and in the presence of a referee.

If the dartboard registers the dart but fails to record the score, a referee must be notified to check if the dart is stuck in the winning number. If so, the match will be awarded to the team or player who threw the winning dart.

"Dart Not Thrown" Function

It is the responsibility of each player to ensure that the machine is displaying the correct player's number before throwing their darts. Play should be interrupted as soon as an infraction or error in the turn order is noticed.

The "reverse dart" function should be used to correct the following errors:

- Throwing out of turn.
- Manually scoring darts.
- Incorrectly marked dart hits.

The correction must be made when the error occurs, before the next player throws their darts. The "dart not thrown" function can only be performed by a referee.

SCORING CORRECTION BY A REFEREE

If a dart sticks in the board but does not score or is marked with an incorrect score, the score will be manually corrected. Both teams must agree on the correction. However, a referee must be called to witness the situation. Only the referee can make the necessary score correction using the "reverse dart" function or by manually adjusting the score.

If there is any doubt about whether the machine is scoring correctly or functioning properly, the game must stop. The team captains should attempt to resolve the issue. If they are unable to do so, a referee must be called. If the situation cannot be resolved, the game must be restarted. The scores will be manually re-entered, and the game will continue.

If a dart hits the board, it is considered a thrown dart, even if it does not score. It cannot be rethrown.

If a dart is thrown before the machine signals to throw darts, the dart will not register and will be considered a thrown dart. It cannot be rethrown.

COMPETITION FORMATS

Round Robin

This competition format organizes groups, typically with four participants, where each player competes against every other player in the group. Before the competition starts, the number of games and the game mode to be played will be determined. In Round Robin, all matchups must be played.

In the Round Robin phase, one point will be awarded for each match won, with the winning team receiving one point. Once a match is decided, no further games may be played. The match ends when one team has won the required number of sets. In case of a tie in points within the standings, the number of sets won in each matchup will be considered.

- In the event of a tie between two teams, the result of their direct matchup will decide the tiebreaker.

- In the event of a tie between three teams, the difference between sets won and lost among the three tied teams will be taken into account.
- If the tie persists, the difference between sets won and lost across all the teams in the group will be considered.
- If the tie continues, a tiebreaker match will be played.
Generally, unless the organizers specify otherwise *before the competition begins*, the first and second-placed teams from the Round Robin will advance to the next phase.
If the organizers determine that a match has not been played in a sportsmanlike manner to favor another team or manipulate the standings, they reserve the right to disqualify the team(s) involved.

7.2. Direct K.O.

The organizers will determine the number of sets and the game mode, which may vary depending on the round of the bracket.

A participant who loses in the Direct K.O. bracket is eliminated from the competition.

COMPLAINTS

Complaints may only be made during the match, never afterward. If a player wishes to file a complaint, they must notify a referee and clearly explain what occurred. The referee will determine whether the complaint is valid or void. Once a decision has been made and communicated to the players, the referee will decide how to proceed.

No complaints regarding improper team alignment, non-regulation darts, or any other match circumstances can be made once the match has concluded.

FOULS

The following actions constitute fouls. Committing a foul may result in the loss of a turn, loss of a game, loss of a match, expulsion from the tournament, expulsion from the venue, or expulsion from future leagues or tournaments. Tournament referees will make all decisions regarding fouls without specific penalties.

Only a referee can enforce fouls.

The penalty for a foul, unless otherwise stated, is the loss of the offending player's turn. Fouls must be reported to a referee within the round in which the infraction occurred, and the referee must confirm the foul to impose the penalty.

- Distracting opponents during their turn to throw is not allowed and is considered a foul.
- Improper team alignment results in a lost match (0 sets in favor of the offending team). Improper alignment cannot be contested once the match has ended.

- Repeatedly crossing the throwing line may lead to disqualification from the competition.
- Any spectator causing distractions may be removed from the playing area by a referee.
- When throwing a dart, both feet must remain behind the throwing line. The offending player may receive a warning from the opposing captain. If the problem persists, a referee must be called to witness the foul. If the referee confirms the foul, the player will lose their next three darts.
- It is the player's responsibility to ensure that the machine is displaying the correct player's number before throwing their darts. Play must stop immediately when the error is recognized. The referee may reverse the darts of that round to reset the game correctly. If the same player repeatedly makes this error, they will commit a foul and lose the round.
- Unsportsmanlike or unethical behavior, as judged by a referee, may constitute a foul.
- If the machine is reset due to a power failure, the game will restart from the beginning, provided the failure was not intentionally caused by a player.
- If a player closes the match in a round where they or their team committed a foul, that team loses the game.
- Any player who commits three fouls will lose the game. Disregarding the rules may constitute a foul.
- Failing to compete in a sportsmanlike manner to favor or manipulate the standings may result in the disqualification of the involved team(s).
- Each player throws a maximum of three darts per turn. Darts must be thrown when the machine signals to throw, and the player's number lights up. The time allowed between darts is a maximum of 15 seconds, except for players with disabilities, who will be assessed by the organizers.
- A player is not required to throw all three darts on each turn. A player may pass or throw fewer than three darts. A player is always allowed to throw their three darts unless a foul occurs.
- Any dart thrown counts as a throw, whether or not it registers on the machine. A throw counts if it is thrown at the dartboard, bounces off, or crosses the dartboard line (the vertical line of the dartboard) or hits the wall.
- A player cannot rethrow any dart. However, fallen darts that were not thrown may be thrown again, even if they cross the throwing line when they fall.
- Darts on the board cannot be touched until the turn is over, except when a dart is stuck in the board and the machine displays a sector jam message. In that case, the dart must be removed by a referee before another dart is thrown.
- Players are responsible for ensuring the correct machine settings before starting a match. If a match starts with incorrect settings, it will be restarted without considering the recorded marks.
- If the referees determine that a match is not being played properly, that is, in an unsportsmanlike manner influenced by results of other matches during the Round Robin phase, the players will be expelled from the competition.

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THURSDAY 5TH DECEMBER

SINGLES WORLD CHAMPIONSHIP - 501 / Cricket / Choice						Entry Fee 20 Euros
RANKING	MÁSTER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	
1º	1000 €	500 €	400 €	300 €	200 €	
2º	500 €	250 €	200 €	150 €	100 €	
3º	250 €	125 €	100 €	75 €	60 €	
4º	100 €	50 €	50 €	50 €	50 €	
5º/8º	40 €	40 €	40 €	40 €	40 €	
START TIME	18:30 H	18:30 H	17:00 H	15:30 H	14:00 H	
22:00 HALF IT CHAMPIONSHIP - 2 LEVELS- ENTRY FEE 10€ - PRIZE PER LEVEL: 1º 300 € / 2º 200€ / 3º 100 €						

FRIDAY 6TH DECEMBER

501 DOUBLES WORLD CHAMPIONSHIP - 501 TEAM						Entry Fee 40 Euros
RANKING	MÁSTER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	
1º	1500 €	500 €	400 €	300 €	200 €	
2º	750 €	250 €	200 €	150 €	100 €	
3º	400 €	125 €	100 €	75 €	60 €	
4º	200 €	50 €	50 €	50 €	50 €	
5º/8º	100 €	40 €	40 €	40 €	40 €	
START TIME	13:00 H	12:15 H	11:30 H	10:45 H	10:00 H	

CRICKET DOUBLES WORLD CHAMPIONSHIP - CRICKET DOUBLES						Entry Fee 40 Euros
RANKING	MÁSTER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	
1º	1500 €	500 €	400 €	300 €	200 €	
2º	750 €	250 €	200 €	150 €	100 €	
3º	400 €	125 €	100 €	75 €	60 €	
4º	200 €	50 €	50 €	50 €	50 €	
5º/8º	100 €	40 €	40 €	40 €	40 €	
START TIME	21:00 H	20:15 H	19:30 H	18:45 H	18:00 H	

SATURDAY 7TH DECEMBER

10:00 OPENING CEREMONY - COUNTRIES PARADE - SINGLES & DOUBLES CEREMONY AWARDS						
TEAMS WORLD CHAMPIONSHIP - 501 / CRICKET						Entry Fee 80 Euros
RANKING	MÁSTER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	LEVEL E
1º	2000€	1000€	800€	700€	600€	500€
2º	1000 €	500 €	400 €	350 €	300 €	250 €
3º /4º	500 €	250 €	200 €	175 €	150 €	125 €
START TIME	10:30 H	10:30 H	10:30 H	10:30 H	10:30 H	10:30 H
18:00 JUNIOR SINGLES SUB-10			18:30 SINGLES JUNIOR SUB-16			
20:00 WORLD CHAMPIONSHIP BY COUNTRY 1º 1500 € / 2º 750 € / 3º 400 €						
22:00 HALF IT CHAMPIONSHIP - 2 LEVELS- ENTRY FEE 10€ - PRIZE PER LEVEL: 1º 300 € / 2º 200€ / 3º 100 €						

VIII SPAIN TEAMS CHAMPIONSHIP

SUNDAY 8TH DECEMBER

VIII SPAIN TEAMS CHAMPIONSHIP - 501 / CRICKET

Entry Fee
80 Euros

RANKING	MÁSTER	LEVEL A	LEVEL B	LEVEL C	LEVEL D	LEVEL E
1º	4 PLAYERS INTERNATIONAL TRIP	4 PLAYERS INTERNATIONAL TRIP	4 PLAYERS INTERNATIONAL TRIP	4 PLAYERS INTERNATIONAL TRIP	4 PLAYERS NATIONAL TRIP	4 PLAYERS NATIONAL TRIP
2º	400 €	300 €	200 €	150 €	150 €	150 €
3º	200 €	150 €	100 €	100 €	100 €	100 €
START TIME	10:00 H	10:00 H	10:00 H	10:00 H	10:00 H	10:00 H

ONLY FOR PHOENIX SPAIN LEAGUES OFFICIAL PLAYERS

SCHEDULES MAY BE MODIFIED DUE TO COMPETITION NEEDS

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Reservations and Accommodation
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CAMINO DE SANTIAGO

The Opportunity to Experience the Camino de Santiago for a Few Days

The Camino de Santiago is a unique experience that combines adventure, spirituality, and a deep connection with nature. Walking it for just a few days offers the opportunity to disconnect from daily routines and immerse yourself in a journey full of history, culture, and personal reflection.

Walking along paths that have been traveled by pilgrims for centuries is more than just a physical challenge; it's a transformative experience. Throughout the journey, you will have the chance to admire stunning landscapes, from lush valleys and mountains to charming towns and cities rich in cultural heritage. In addition, you will share the path with people from all over the world, creating bonds of camaraderie and solidarity among pilgrims.

For those seeking a few days of peace and reflection, the Camino offers moments of tranquility in the heart of nature. Every step becomes an opportunity to disconnect from daily worries and reconnect with yourself, in an environment that invites meditation and self-discovery.

It's not necessary to walk the entire Camino at once. Many pilgrims choose to walk shorter sections, enjoying a few days on the trail that allow them to savor the experience without the pressure of time. Any section provides an authentic glimpse into what it means to be a pilgrim: personal growth, the enjoyment of simplicity, and an appreciation for the present moment.

So, if you are looking for a short yet meaningful adventure, the Camino de Santiago offers an unforgettable experience. Whether you seek the challenge, spirituality, or simply the desire to disconnect, a few days on the Camino might be just what you need to revitalize your body and mind.



VIAJES SANT YAGO

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CAMINO FRANCÉS: ARZÚA - SANTIAGO DE COMPOSTELA



DAY01 ACCOMMODATION IN ARZÚA.

Arrival in Arzúa on your own

DAY02 STAGE ARZÚA - RÚA → 20 KM / 4-5 H

We will advance already in this penultimate stage ascending and descending small hills through an eminently agricultural landscape. Finally we will descend to Rúa passing by the chapel of Santa Irene.

DAY 03 STAGE RÚA - SANTIAGO → 20 KM / 4-5 H

After passing behind Pedrouzo we will go up by Amenal and descend to Lavacolla, and then ascend again to Monte do Gozo, from there we will see the towers of the temple of Compostela and now only 4 km separate us from the city, where we will arrive through the beautiful streets of the old town of Compostela. End of services.

If you want to book a night's accommodation in Santiago, do not hesitate to contact us



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PRICES

200,00 €

Per person in double room

99,00 €

Single supplement in double room

SERVICES INCLUDED

- ▶ 02 nights accommodation
- ▶ 02 special breakfasts
- ▶ Luggage transfer during the stages (1 piece of luggage of max. 20 kg per person)
- ▶ Complete documentation
- ▶ Pilgrim's credential
- ▶ 24-hour emergency telephone assistance
- ▶ VAT
- ▶

SERVICES NOT INCLUDED/OPTIONAL

- ▶ 02 dinners (drinks included): **75,00 € per person**
- ▶ Travel insurance (standard - more information: <https://www.teetravel.com/seguros/segurodeviaje>)
- ▶ Cancellation insurance (land services): **8,50 € per person**
- ▶ (more information: <https://www.tee-travel.com/seguros/segurodecancelacion>)
- ▶ Extra night in Arzúa and/or Santiago de Compostela: **ask for details**

ACCOMMODATIONS

Always private rooms with bathroom, all inspected by our team.

1-3star hotels, hostels, guesthouses and rural tourism establishments.



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CAMINO PORTUGUES: PONTEVEDRA - SANTIAGO DE COMPOSTELA



DAY 01 ACCOMMODATION IN PONTEVEDRA

Arrival in Pontevedra on your own.

DAY 02 STAGE PONTEVEDRA - CALDAS DE REIS → 21 KM / 4-5 H

After leaving the bridge of O Burgo you will begin a route along country roads through the Galician countryside, encountering small streams that are very easy to cross.

DAY 03 STAGE CALDAS DE REIS - PADRÓN → 17 KM / 4-5 H

You will advance through lush valleys in an eminently agricultural landscape, with small towns that will emerge on one side and the other of the Camino. After crossing the Ulla River, which forms the Arousa estuary, you will arrive in Padrón, land of illustrious writers such as Camilo José Cela or Rosalía de Castro.

DAY 04 STAGE PADRÓN - SANTIAGO DE COMPOSTELA → 26 KM / 6-7 H

This stage will take you on a steady ascent to the city passing through small villages. Finally you will catch a glimpse of the majestic towers of the Cathedral of Santiago de Compostela before entering the old town.

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PRICES

315,00 €

Per person in double room

120,00 €

Single supplement in double room

SERVICES INCLUDED

- ▶ 03nights accommodation
- ▶ 03 special breakfasts
- ▶ Luggage transfer during the stages (1 piece of luggage of max. 20 kg per person)
- ▶ Complete documentation
- ▶ Pilgrim's credential
- ▶ 24-hour emergency telephone assistance
- ▶ VAT
- ▶

SERVICES NOT INCLUDED/OPTIONAL

- ▶ 03 dinners (drinks included): **86,00 € per person**
- ▶ Travel insurance (standard - more information: <https://www.teetravel.com/seguros/segurodeviaje>)
- ▶ Cancellation insurance (land services): **8,50 € per person**
- ▶ (more information: <https://www.tee-travel.com/seguros/segurodecancelacion>)
- ▶ Extra night in Arzúa and/or Santiago de Compostela: **ask for details**
- ▶

ACCOMMODATIONS

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CAMINO INGLÉS: PONTEDEUME - SANTIAGO DE COMPOSTELA



DAY 01 ACCOMMODATION IN PONTEDEUME

Arrival in Ferrol on your own.

DAY 02 STAGE PONTEDEUME - BETANZOS → 20 KM / 4-5 H

An ascent takes you away from Pontevedra, and once at the top, beautiful views of the estuary remain behind you. You will approach the town of Miño, which has a great beach. From this point you will ascend to Ponte do Porco, and from this town you will be closer to the town of Betanzos, one of the places with more history in the Camino Inglés. Transfer to Pontevedra.

DAY 03 STAGE BETANZOS - SAN PAIO DE BUSCÁS → 35 KM / 8-9 H

Transfer to Betanzos (You will have the opportunity to do a short version of the stage, saving the initial kilometers).

You will leave Betanzos behind, next to the estuary of the same name. A long and hard stage awaits you, which makes you climb from the coastline to walk through a rural landscape. You will pass through Hospital de Bruma, Seixo and O Castro, finally arriving at the small village of San Paio de Buscás.

DAY 04 STAGE MARANTES (SIGÜEIRO) - SANTIAGO DE COMPOSTELA → 12 KM / 3-4 H

Transfer to Sigüeiro. You will enter the city along the district of Meixonfrío, and finally downhill you will find on your way the impressive baroque of the Convent of Santa Clara; a few meters later, you will walk through the lively streets of Santiago de Compostela, which will lead you to the colossal Praza de Obradoiro.

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PRICES

285,00 €

Per person in double room

110,00 €

Single supplement in double room

SERVICES INCLUDED

- ▶ 03 nights accommodation
- ▶ 03 special breakfasts
- ▶ Luggage transfer during the stages (1 piece of luggage of max. 20 kg per person)
- ▶ Complete documentation
- ▶ Pilgrim's credential
- ▶ 24-hour emergency telephone assistance
- ▶ VAT
- ▶

SERVICES NOT INCLUDED/OPTIONAL

- ▶ 03 dinners (drinks included): **73,00 € per person**
- ▶ Travel insurance (standard - more information: <https://www.teetravel.com/seguros/segurodeviaje>)
- ▶ Cancellation insurance (land services): **8,50 € per person** (more information: <https://www.tee-travel.com/seguros/segurodecancelacion>)
- ▶ Extra night in Santiago de Compostela: **ask for details**

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