



REMOTE TOURNAMENT RULES

TEAM CAPTAIN RESPONSIBILITIES

- Team Captain's must register their team via Compusport. All Captains' must have a working cell phone number, access to the Compusport App, Paypal and the GroupMe App.
- Team Captains are responsible for paying for the team's entry into the tournament. If for any reason your team receives a reimbursement, the money will go to the Team Captain.
- Team must put all the tournament money into the board before game play.
- It is the Team Captain's responsibility to instruct his/her partner to read all tournament rules and requirements. Captain's must read and understand the rules and make decisions for his/her team according to those rules. All Captains should be in contact with the other team 30 minutes prior to the start time.
- The Captain's or acting Captain's from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains during match shall be turned over to the NDA Tournament Manager and if not covered by the rules, will be turned over the NDA Remote Tournament Task force and referees.

PROPER BEHAVIOR

- Proper conduct and sportsmanship are expected and required of players at all times. During NDA events, There is ZERO TOLERANCE when it comes to violations of this policy and decisions made by remote tournament officials—and the penalties associated with their rulings—are final. As well, if/when presented with conclusive evidence of sandbagging or cheating, the "death penalty" applies: offending players will be banned from participating in any future NDA events.
- To assure good sportsmanship a team or individual can be removed/banned for unbecoming conduct, poor sportsmanship or any reason considered disruptive or detrimental.

REPEATED VIOLATIONS

Players found in violation of the same rule repeatedly will be asked to leave the event. Players will receive two warnings. The 3rd time a player is found in violation of the same offense, player will be forfeited from all remaining NDA events for the current year.

CHEATING

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament or suspension from all NDA events for a length of time to be determined by the Tournament Committee. Any player, not on a team roster, playing under another player's name will be forfeited and further penalties may be applied, including, but not limited to immediate ejection from the Tournament or suspension from all NDA events for a length of time determined by the Tournament Committee. The Tournament Committee has full authority and the final determination as to the penalty issued.

PHOTO POLICY

Entry in the tournament gives permission to the AMOA-NDA for use of any photos, names, etc. in any reporting, promotions, printed or electronic materials and social networking.

AWARDS PHOTOS

- Players/teams that finish first, second or third and/or who win money in the NDA remote events are required to submit a picture of themselves/their team in front of the dart board using the Group Me App. No prize money will be awarded without such photo identification.
- Payouts will be the same for all levels. Pay out format is:
 - 1st place 40% of the field
 - 2nd place 30% of the field
 - 3rd place 20% of the field
 - 4th place 10% of the field

SCHEDULING CONFLICTS AND PROCEDURES

- Brackets will be posted live Friday 5 PM CST
- If your player can not make it you must find someone equal or less score value to replace them. Must be done 24 hours before the event to allow time for stat verification. No refund will be given after sign ups have closed.
- The following Holidays will be observed no matches played: New Year's Eve, New Year's day, Superbowl Sunday, Easter, St. Patrick's Day, Easter Sunday, Memorial Day, 4th of July, Labor Day, Halloween, Thanksgiving, Christmas Eve and Christmas Day.
- All location / board changes must be made 24 hours prior to the event.

CLASSIFICATION

- All league statistics from entries will be entered into the computer.
- Once this is done, a decision will be made to separate the teams into levels.
- This separation will be determined by two factors: actual number of teams and team skill ratings range.
- The point of separation will be chosen to equalize competition for the benefit of all entrants.
- Any team league statistics that DO NOT follow the correct tracking procedures may be placed

at the discretion of the Tournament Committee.

- All decisions by the tournament management are final.

DIDDLING

- Arachnid (Bullshooter/G3) Boards:
 - To begin the match, go into Remote Leagues on the menu. Find the league called Qdiddle.
 - On the Diddle(count up) will be a split bull.
 - QDiddle will be the substitute for the diddle, it is set as one round of count up. Winner of count up game starts the first game.
 - **Team on the top of the bracket is home and will start the count up game**
 - In the event of a TIE on the Diddle: Your partner will throw, with the opposite team throwing as the home team.
 - Once winner of count up game is determined, exit the QDiddle league, return to Remote Leagues and select the remote league that starts with a Q.
- Gaelco (Radkial) Boards:
 - Count Up will be the substitute for the diddle, it is set as one round of count up. Winner of count up game starts the first game.
 - Count Up will be a split bull.
 - **Team on the top of the bracket is home and will start the count up game**
 - In the event of a TIE on the Diddle: Your partner will throw, with the opposite team throwing as the home team.
 - Once winner of count up game is determined, exit the count up/diddle, return to Remote Leagues and select the NDA remote league

STARTING ORDER

- After Game 1 loser will start each game including the Tie breaker game if it is needed.

THE TOURNAMENT MATCH

- If for some reason you can no longer continue a match on the board you started on, you will have 15 minutes to get to your new board/location. After the first 15 minutes have elapsed, you/your team will lose that game. At that point, you will receive another 10 minute grace period, and if the match is not re-started after that second 10-minute grace period, your team will lose the 2nd game. No refunds will be granted.
- A 15 minute grace period will be granted for the first game, after that 15 minutes your team will be forfeited from the first match.
- Since this is Remote Play both cameras must be working when you start. If the cameras are not working in the beginning of the match or stop working during the match you will need to change boards. You will have 15 minutes to get to your new board/location. After the first 15 minutes have elapsed, you/your team will lose that game. At that point, you will receive another 10 minute grace period, and if the match is not re-started after that second 10-minute grace period, your team will lose the 2nd game. No refunds will be granted.

- If a player is missing at the beginning of the match the match will start and the player that is

present can play but the missing player will be skipped until he/she arrives.

- If a player has to leave early, then you will skip the player in all games to finish the match.

MATCH STATISTICS

- The board will automatically track all game statistics during tournament play.

TEAM SCORING POSITIONS

- In 501, players will play on separate scoring positions. The Freeze rule will apply. In Cricket players will play on only one score.

FORFEITS

- If for some reason you can no longer continue a match on the board you started on, you will have 15 minutes to get to your new board/location. After the first 15 minutes have elapsed, you/your team will lose that game. At that point, you will receive another 10 minute grace period, and if the match is not re-started after that second 10-minute grace period, your team will lose the 2nd game. No refunds will be granted.

PROTEST PROCEDURE: WILL WE HAVE A PROTEST PROCEDURE?

- Once an entire match is played it become official. No protest can be made after the match has been played unless the protest is due to an illegal player. If you have a protest, do not play the match and contact the Tournament Manager.
- Only the Team Captain has the authority to protest.

ADVANCING TEAM

- ***Team Captain is responsible for confirming the results and identifying yourself/your team as the winner, using the SCOREKEEPER function in your CompuSport app.***
- ***IMPORTANT: The loser Team Captain of the match needs to approve the score using the CompuSport app.*** A notification will be sent to the loser via CompuSport seeking approval of the results. The bracket ***WILL NOT*** update/advance unless or until both the match winner(s) and loser(s) follow this process. When results are verified by both players/teams, the brackets will be updated automatically.
- NDA's remote events will utilize the **Match Progression** feature, meaning players/teams may only play one round ahead of the Losers Bracket Add bracket lock.
- NDA's remote events will utilize the **Continuous Play** feature, meaning as soon as an opponent is ready your match will begin.

OVERACHIEVING PLAYERS

An overachieving player can and may result in expulsion from the tournament and forfeiture of any winnings that may occur.

ELIGIBILITY CLASSIFICATION AND GUIDELINES

TOURNAMENT ELIGIBILITY

- All tournament teams/players must be NDA-sanctioned from leagues operated by NDA member-operators. All players in a league must be members of the NDA, as sanctioned by a Charter Holder member in compliance with all league-sanctioning. All league sanctioning requirements must be met. Tournament players/teams may only be entered by the NDA operator-member on whose machine(s) the league/teams play. Violations will void entry and entitlements.
- All players/teams in a league must compete during regular league play on machines that were manufactured by NDA manufacturer-members and owned and operated by NDA operator-members.
- All participants must be at least 18 years of age and comply with the regulation of the locality and State in which they compete in leagues.
- All participants must have 24 league games in the qualifying period.
- No roster changes will be allowed after the Wednesday before the tournament. Unless approved by the Remote Tournament Task Force.
- Mandatory skill-level elevation may be invoked by the Tournament Committee based on previous tournament results, known ability or Charter Holder recommendation.
- Tournament Fees WILL BE \$60 per team.

TOURNAMENT CLASSIFICATION

- Accuracy and assessment of player/team abilities are dependent upon proper submission from local league program. All chartered companies are bound by the Code of Ethics and enforcement proceedings.
- Consistent tracking of Player Skill Ratings for each event entered is required. Submission of these ratings must show the cumulative accomplishments of each player.
- Non-complying league statistics will result in the player not being able to participate in the tournament. If the player has already paid they will be reimbursed.
- Player Ability Assessment may be determined by tournament management by any of the criteria listed below:
 - Standardized league statistical reporting of Player Skill Ratings.
 - Review of previous NDA tournament performance.
 - Examination of local league ratings. Highest Player Skill Rating must be used.
 - Known ability may be determined by player acknowledgement.

- Assessment of tournament results and consensus of management.
- Tournament statistics may be used if available. Ratings will be reviewed and modified as needed by tournament sub classification committee for proper placement. All such placements will be approved by the tournament management, whose decision is FINAL.
- All players will be entered at their highest known Player Skill Rating. Anyone without a verifiable Player Skill Rating will automatically be entered in Masters as well. This is the Charter Holder's responsibility and obligation.
- Teams will be classified using the total Player Skill Ratings of the four highest players entered.

GENERAL RULES OF PLAY

- Players on a team must be from the same Operator/Vendor.
- As a player you can only sign up with one partner per remote tournament.
- Player 1 will shoot 1st on games 1, 2 and 5, and then will shoot 2nd on games 3 and 4.
- The location will provide the dart board at the designated time and will retain the right to remove a player or players for misconduct.
- Bars will not charge a cover to the dart players during tournament play. Abuse of the equipment, poor sportsmanship or unethical conduct may lead to forfeiture of a game and/or expulsion from the tournament and other NDA Events.
- If a player throws out of turn and it is caught immediately after he or she throws and **BEFORE** the opposing team has thrown, the backup feature may be used to allow the correct player to shoot without penalty.
 - **If the infraction (a player throwing out of turn) is noticed AFTER the opposing team has thrown**, please contact the Tournament Admin immediately. If there is conclusive evidence that the player did throw out of turn, this will result in a loss of that game.
- Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line. For wheelchair-bound participants, the torso can be on but not across the line.
- Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.
- It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three of his/her darts unless a foul occurs.
- Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out or if it misses the board completely. A player may not throw

any darts over again. Dropped darts may be thrown again.

- Darts on the board may not be touched until the turn is over, the “Player Change” is activated, and the machine recognizes the end of the turn.
 - A round is defined as the period of time from the end of a player’s turn to the start of his/her next turn. On games with stacked teams (players on one score), a round is defined as the end of the player’s turn to the start of his/her partner’s turn
 - The bull’s-eye must meet the specifications outlined in the NDA’s Official Rules of Play that requires the center of the bull’s-eye to be 5 feet 8 inches (68”) from the floor plus or minus one-half inch to allow for stability of the game during tournament play
 - LOCATIONS MAY ONLY HAVE ONE (1) TEAM PER DARTBOARD PER REMOTE TOURNAMENT. If a location has more teams than dart boards, it is up to the operator/league coordinator to designate the team to a new location.
 - Players may use their own darts as long as they meet the NDA requirements. If a player does not have darts that meet the NDA requirement then they will be supplied bar darts by each location operating game.
 - “The Dart Board Is Always Right” rule applies for NDA remote tournaments:
A dart thrown that sticks but does not score or appear on the darts thrown count on the monitor is scored as the board reads.
3. If a dart bounces off the board, it is considered a dart thrown, even if it does not score. It may not be thrown again.
 4. If a dart is thrown before the “Throw Darts” message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

FOULS

- **Foot Foul:** If you believe that they opponent has crossed over the throw line contact the Tournament Admin immediately. After the match has ended the video will be reviewed. If there is conclusive evidence that the player did have their foot over the throwline, that will result in a loss of that game.
 - When reporting a Foot Foul please include the game and the player name.
- The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, or expulsion from future leagues or tournaments. The tournament officials, identified by official NDA credentials, will make all decisions concerning fouls without specific penalties.
- The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

- Adherence to all general foul rules is required.
- Fouls must be called within the round in which the foul was committed.
- Distracting behavior and poor sportsmanship via text message or over the camera is not allowed and constitutes a foul. Any player causing distractions may be removed from the tournament by the NDA tournament Manager.
- It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.
- If a player throws out of turn or manually scores points and ends the game on that turn, his/her team loses that game.
- If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).
- If a player reached zero in a round in which that player or that player's partner committed a foul, that team loses the game.
- Any machine reset, tilt or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
- Abuse of equipment, poor sportsmanship, or unethical conduct, as judged by a league director or tournament official, may constitute a foul.
- Any player/team who commits three fouls in one game will forfeit that game.
- Disregard of any rules may constitute a foul.
- All decisions by referees or Remote Task Force will be final.

ROUND LIMITS

- The round limit for '01 is 20 rounds and Cricket is 25 rounds.

RULES OF PLAY-501

- The game is 501 any in-any out. The bull's eye will count 50 points. In all OPEN Masters 501 DI/DO events players can double bull-in or double bull-out and will play on a 25/50-point split bull. In all Ladies Masters 501 DI/DO events, players will play on a 50-point bull's-eye and cannot bull-in or bull-out.
- All players start with 501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts," and the score returns to the score that was existing at the start of the turn.

- When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when he/she is “blocked” or “frozen,” the win will be credited to the opposing team as a team win only.
- All general rules of play will apply.

RULES OF PLAY-CRICKET

- The game of Cricket will be played with a double bull's eye.
- The object will be to close the numbers 20, 19, 18, 17, 16, 15 and bull's eye in any order before your opponent(s). The player/team who closes all numbers and the bull's eye first, and has a greater or equal point score, wins.
- An outer bull's eye will count 25 points, and an inner bull's eye will count 50 points.
- All general rules of play will apply.
- Blow Darts or Magnetic Darts Are Not Allowed at This Tournament.

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