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 Microsoft Teams App. <mark>NO ENTRIES WILL BE ACCEPTED IF THEY REGISTERED BY SOMEONE OTHER THEN THE team CAPTAIN.</mark>

- 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 Microsoft Teams App. No prize money will be awarded without such photo identification.

- Payouts will be the same for all levels. Pay out format is 25% of the bracket.

SCHEDULING CONFLICTS AND PROCEDURES

- Brackets will be posted live Saturday 12 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

- 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.

- 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.

- 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 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.