

INTERNATIONAL TEAM DART XVIII CHAMPIONSHIP PLAYER INFORMATION AND OFFICIAL RULES OF PLAY

INTRODUCTION

As you proceed through this week of dart competition, we wish you the best of success and good times. To help ensure that all players have an equally fair and enjoyable time, tournament management has established the following guidelines. All players are expected to follow them. Should there be a need for enforcement of rules, tournament management reserves the right to make all such decisions, which will be considered final. Thank you for your cooperation.

PLAYERS' PARTY

Wednesday - The best event in town can be found Wednesday night at the annual Players' Party and Opening Ceremony. The event kicks off at 8 p.m. as we form a parade for the Opening Flag Ceremony honoring each country represented in the Tournament. Don't be late as the festivities heat up later with a live band.

Saturday - Don't miss the Team Dart XVIII Players' Farewell Party on Saturday, May 3. Cocktails will begin at 8 p.m. and the music fires up shortly after the doors open. Join your fellow tournament-goers for this fun event.

DRESS CODE

All players are required to compete in appropriate attire.

- Team shirts are recommended.
- All players must present a clean and neat appearance.
- No cut-offs or ragged-edge hems on any shorts.
- Halter tops are not allowed.
- No shower shoes.
- Shoes must be worn in the tournament room at all times.

*Items in **bold**, *italics* signify new rule for 2003

BEST-DRESSED TEAMS

One team will be chosen as Best-Dressed Team from each of the following four categories: **OPEN** and **LADIES** teams, **SINGLES**, and **DOUBLES TEAM**. Teams entering the contest must have their pictures taken at the Photo Booth in Capri 104, times to be announced. Judging will take place following the Tournament via the NDA Web site. Operator and player members of the NDA will be free to vote.

Teams will be judged on:

Appearance Innovation Creativity

PENALTY OPTION

Any player not properly attired will have a 15-minute grace period to make the necessary change. If a player needs to be told a second time, there will be NO grace period.

PROPER BEHAVIOR

Proper behavior, conduct and sportsmanship are required of players at all times. Decisions made by the tournament officials on disputes are FINAL. NO PHYSICAL CONTACT OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR.

CHEATING

Player(s) caught cheating in any way can 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. The Tournament Committee has full authority and the final determination as to the penalty issued.

SOUVENIR/AWARDS PHOTOS

Visit the photo booth to purchase your team's souvenir photo. Hours will be posted at the booth.

PLAYER IDENTIFICATION

Any player or team making unauthorized changes to their rosters or falsifying their identity(ies) will be disqualified by tournament management from this and all future National Dart Association events. Players may be asked for picture identification at any time during the competition.

CLASSIFICATION

- All league statistics from entries will be entered into the computer.
- A printout will list high-to-low Team Skill Ratings.
- 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 correct tracking procedures may be placed at the discretion of the Tournament Committee.
- All decisions by the tournament management are final.

TOURNAMENT STAFF

Volunteers who are official tournament committee and staff workers will be assigned to each group. They are there to assist you and to ensure that competition proceeds in a proper manner.

WARM-UP DARTS

No practice darts are to be thrown after your match has been called. You must know your start times and board locations, all of which have been posted.

DART BOARD ASSIGNMENTS

Once a match is called on a specific numbered board, that match must take place on that board unless moved by a tournament official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

THROW AREA DEFINITION

The area that is directly in front of the assigned dart board, not to exceed either dart board on the left or right of the assigned board,

is considered the official “throw area.” Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul.

The “player’s box,” located directly behind the foul line, has been reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one who is currently shooting. Any player who completely removes him/herself from the throw area has indicated that their turn is complete.

STARTING ORDER

The starting order for each match and game is defined on your match score sheets.

THE TOURNAMENT MATCH

1. Both players/teams pay equally for all games.
2. The player who throws the first dart in a game must announce to the opponent that he/she is starting the game. It is his/her responsibility to make sure the machine is set on the correct game.
3. If the machine is set on the incorrect game and play has begun, the game will be started over. The person who threw the first dart will be responsible for all quarters.

SCORE SHEETS AND MATCH STATISTICS

All players are required to complete score sheets with proper feat tracking. This is mandatory for all teams for the following reasons:

- To confirm bracket assignments
- To monitor progress
- To announce post-tournament awards
- To record individual accomplishments
- To announce post-tournament listing and ranking of individual players and teams.

Game statistics and legible scoresheets are mandatory during classified event tournament play. If a scoresheet is submitted after a match without statistics for any games, the following rulings will apply:

The losing team shall retrieve statistics after each game. If one team member does anything that causes statistics not to be recorded, STOP. Follow the instructions provided on score sheet to retrieve scores. If unable to record statistics, the team causing the problem will receive a loss, and the opponent will receive a win for that game.

If statistics are not recorded because the game was played and the machine was not correctly set up, the game will not count for either team. It is the responsibility of both teams to see that the machine is in the TEAM PLAY mode. This is indicated by a lit button or display on the screen.

It is the responsibility of the team captains to record this information LEGIBLY on the score sheets for each game played. A signed and submitted scoresheet will

avoid delays. On-site approval for alternates can be done by a Charter Holder, with appropriate league statistics, within the time frame noted. For ladies events, the alternate player must also be of the same gender.

SCHEDULING CONFLICTS AND PROCEDURES

No-show player or team: *No calls for a player or team not at their board at the start of the event will be made. If a player/team is not at the board ready to play 15 minutes after the official start of the event, it will be a loss of match. Score sheets for no shows should be taken to the referee station.*

2. For singles and doubles:

If a player is late for reasons beyond their control but shows up before the start of the second round of play, they will be placed in the losers' bracket as space allows.

3. For team events:

a. A team will be given a 15-minute grace period for first-round matches on the first day of the event. There will be no grace period after the first round.

b. If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.

c. If a team is missing a player after the 15-minute grace period, it may begin the match with three players, and it must finish the entire round robin with those three players.

d. If a team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a tournament official.

4. Incapacitated Player: Is defined as a player who is unable to compete. If a player is deemed incapacitated and no qualified substitute player is on that team's roster, that team will be forfeited from the event. It is the responsibility of the players and teams to prevent this from occurring, and NO EXCEPTIONS will be made.

5. Forfeiting Team: If a team should not finish a round robin for any reason, the following procedures will be taken:

a. If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.

b. If no team advancement is affected, all win totals will stay intact.

c. Any team (all rostered players) not completing a round robin will be suspended from competition in all AMOA NDA-sponsored events for a period of two calendar years.

6. The Tournament Committee has the discretion to expedite play as needed, including, but not limited to, having one team play on two boards. When starting on two boards, the home team starts on board one and the visitor team starts on board two as identified by the Referee.

PROTEST PROCEDURE

The following guidelines should be used by a player, and the protest must be filed by the completion of the third game.

- Only a team/player competing against said team/player may submit a protest.
- If the protest is granted, the \$100 fee will be refunded.
- If the protest is denied, the \$100 fee is directed to the General Fund of the NDA.

ADVANCING TEAMS

The results of each round of team play will be unofficial until each advancing team has been reviewed by the Tournament Committee. Teams that are determined to be bracketed improperly, have demonstrated the ability to compete at a higher level, or have blatantly deceived their league operator and this Tournament Committee may be: disqualified or elevated to a higher level of competition equal to or higher than the level consistent with their recorded ability at this event. There are no refunds given for disqualified teams.

All decisions made by the Tournament Committee are deemed final and may not be appealed by the team or its Charter Holder / League Operator.

Final results of each round of match play will be posted as a schedule for the following round of competition. No other form shall be considered final.

OVER-ACHIEVING PLAYERS

Over achieving can and may result in expulsion from the tournament. Under achieving will not move teams to a lower level.

TIE-BREAKER PROCEDURE FOR ADVANCING

If two or more teams are tied in total games won at the end of a round robin that will advance the winner to the next level, the following procedure will apply:

- '01 events: The first team to win one game of 701 **stacked** will advance, the next team to win to win will advance next and so on. All four players will be on one score. **Masters will play 701 DI/DO.**
- Cricket events: The first team to win one game of "no score" cricket. (First team to close everything regardless of score.) All players will be on one score.
- Starting Order: Flip for diddle; a diddle will determine who starts first, second, etc., in the game. After one team advances, the remaining teams will flip and diddle. **Masters events will diddle.**

NON-ADVANCING TEAMS

Teams tied in games won, but not advancing, will be ranked by the tied finishing position (i.e. Finished tied at 17th.)

ELIGIBILITY CLASSIFICATION AND GUIDELINES

TOURNAMENT ELIGIBILITY

1. All tournament teams/players must be AMOA NDA-sanctioned from leagues operated by AMOA 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 guidelines. (Player files must be accurate and complete. Players with incomplete names and addresses are not eligible.) All league sanctioning

requirements must be met. Tournament players/teams may only be entered by the AMOA NDA operator-member on whose machine(s) the league/teams play. Violations will void entry and entitlements.

2. All players/teams in a league must compete during regular league play on machines that were manufactured by AMOA NDA manufacturer members and owned and operated by AMOA NDA operator-members.

3. 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.

4. All teams must declare a full team roster, including substitutes when registering.

5. No player may compete in both Open and Ladies format for the same event.

6. No roster changes will be allowed after a team's first match has begun.

7. Mandatory skill-level elevation may be invoked by the Tournament Committee based on previous tournament results, known ability or charter holder recommendation.

TOURNAMENT CLASSIFICATION

1. 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.

2. Consistent tracking of Player Skill Ratings for each event entered is required. Submission of these ratings must show the cumulative accomplishments of each player. Failure to track properly will force a team to be moved to Masters level with all applicable fees due.

3. Submission of league statistics from the first week, middle week and last week must be on file with classification coordinator to be eligible to compete. There are NO exceptions.

4. Standardized league results are the only accepted statistics. All recorded Player Skill Ratings are achieved using actual darts thrown.

'01 **Open In/Open Out format**

8-foot foul line
15 1/2" target face
Full 50-point bull's-eye

Cricket

8-foot foul line
15 1/2" target face
Split 50/25-point bull's-eye

5. Non-complying league statistics will result in Tournament Committee review and placement in Masters only. Only players with correct Player Skill Ratings using Points Per Dart (PPD) and Marks Per Round (MPR) will be classified.

6. Non-complying target face will result in Tournament Committee review and placement in Masters only.

7. Player Ability Assessment may be determined by tournament management by any of the criteria listed below:

a. Standardized league statistical reporting of Player Skill Ratings.

b. Review of previous NDA tournament performance.

- c. Examination of local league ratings. Highest Player Skill Rating must be used.
- d. Known ability may be determined by player acknowledgment.
- e. Assessment of tournament results and consensus of management.
- f. Tournament statistics may be used if available. Ratings will be reviewed and modified as needed by tournament subclassification committee for proper placement. All such placements will be approved by the Tournament Management, whose decision is FINAL.

8. Master players have been identified in the following section. This criteria will be used to determine which teams/players will be required to participate in the Master level of competition.

9. 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.

10. Teams will be classified using the total Player Skill Ratings of the four highest players entered.

OPEN/MASTER CRITERIA

Players who exceed the following Player Skill Ratings are considered Masters in their respective events. The Team maximum rating that follows is the total of the four highest players entered. Any team with only one Master-rated player will automatically be placed in Level 1 for the event. No Master-rated players will be permitted to participate in Levels 2 and below. Any team with two Master-rated players will automatically be placed in Masters.

Event	Team Maximum	Doubles' Maximum	Singles' Master Player Rating
Open '01	118 PPD	59 PPD	30 PPD
Ladies '01	86 PPD		22 PPD*
Open Cricket	13.8 MPR	6.9 MPR	3.5 MPR
Ladies Cricket	9.4 MPR		2.4 MPR*
Mixed Doubles '01		51 PPD	30 PPD
Mixed Doubles Cricket		5.8 MPR	3.5 MPR

Master rating also applies to any player who has participated in Masters events and received prize money or is listed on any published "Pro List" from Arachnid or Valley.

CASH AND AWARDS PROGRAM

Trophies/plaques will be presented to the top four players/teams in each event.

Cash awards will be presented to not less than 25% of the competitors in each non-master event.

All cash awards will be distributed via Association vouchers, written individually to the player. **ALL VOUCHERS MUST BE REDEEMED AT THE RIVIERA'S MAIN CAGE.** Players must have a valid photo ID and be 21 years of age or older to receive their vouchers and redeem them at the Main Cage.

Any U.S. citizen winning more than \$600 annually will be issued an IRS form 1099 at year end.

The top four teams in all events must have a photo taken for *Throw Lines* Magazine prior to their receiving cash awards.

Team Dart XVIII sponsor trophies will feature a photo of the winner. It is the teams' responsibility to have their photo taken at the NDA photo booth during the hours posted. No photos will be taken after the scheduled time for the awards.

DECLARATION OF INTENT

The standardization of entry and skill level is paramount. Forcing competition to higher skill

levels is not to be viewed as punitive. Consequently, in fairness to all players and in the spirit of sportsmanship, the Tournament Committee reserves the right to make any and all objective and fair decisions on team placement as may be necessary.

GENERAL RULES OF PLAY

1. 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.

2. Players may use their own darts if they meet the following specifications:

a. They must be plastic-tip darts.

b. Flights may be any length as long as the dart does not exceed 8" in total length.

c. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.

d. Complete darts may not exceed 18 grams in weight.

e. Darts may not have broken or cut off tips.

f. Darts will be inspected upon request.

3. 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.

4. 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.

5. 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.

6. 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. **Exception:** When a dart is in the board and machine reads "Stuck Segment," that dart must be removed by a referee before other darts are thrown.

7. 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.

SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:

- a. The "Last Dart-Winning Dart" must stick.
- b. If the dart does not stick and the machine awards the win, the machine is right and the game is over.
- c. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game.

Example: Player's score is 24 at the beginning of his/her turn. His/her first dart hits and sticks in the single 9 but does not register or score. His/her second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.

2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.

3. If there is any question as to whether the machine is scoring or working properly, **STOP THE GAME**. Do not remove darts or activate the "Player Change." The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.

4. 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.

5. 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

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.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.

3. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. Throwing on a non-coined machine is considered a distraction.

4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose his/her next three darts.

5. 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 the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the second round, it will be a loss for the offending team. If the infraction is noticed after the start of the next game, the preceding game will stand.

If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

a. If the player has thrown fewer than three darts, the machine is advanced to the correct position by use of the "Player Change" button, and he/she is allowed to throw his/her remaining darts. The game then proceeds normally with the opponent shooting next and so on.

b. If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed his/her turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.

c. If a player throws out of turn and ends the game on that turn, his/her team loses that game.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

a. If the player has thrown all three darts, his/her turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their turn.

b. If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to the correct player position, and the player is allowed to throw the remainder of his/her three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their turn.

6. Manually scored points:

a. On opponent's score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player who committed the foul loses his/her next turn.

b. On player's own score or partner's score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.

7. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).

8. 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.
9. 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.
10. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a league director or tournament official may constitute a foul.
11. Any player/team who commits three fouls in one game will forfeit that game.
12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the third game and will not be allowed once a match has been concluded.
13. Disregard of any rules may constitute a foul.
14. All decisions by referees or Tournament Committee will be final.

RULES OF PLAY-501

1. The game is 501 any in-any out. The bull's-eye will count 50 points. (Bull-in or bull-out will result in loss of game in Masters Open 501 DI/DO.)
2. 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.
3. 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.
4. All general rules of play will apply.

RULES OF PLAY-CRICKET

1. The game of Cricket will be played with a double bull's-eye.
2. 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.
3. An outer bull's-eye will count 25 points and an inner bull's-eye will count 50 points.
4. All general rules of play will apply.

Blow Darts Are Not Allowed at This Tournament

**Hotel policy prohibits transportation of alcohol onto the tournament floor.
Alcohol purchased from bars on the tournament floor is allowed.**

In the interest of safety and to comply with hotel policy, any person carrying coolers and other bulk beverage containers will not be allowed to enter the Tournament Room.