TOURNAMENT RULES
International Tournaments

*Items in **bold**, *italics* and underlined signify new rule for 2014.

DRESS CODE
All players are required to compete in appropriate attire.

For all players must:
- Team shirts are recommended.
- All players must present a clean and neat appearance.
- All shirts must have sleeves.
- No cut-offs or ragged-edge hems on any shorts.
- Footwear must be worn in the tournament room at all times.

For all players and spectators on the tournament floor:
- Logos or words depicting non-manufacturer sponsor dart equipment are not allowed.

No shirts similar in style to the NDA's Official Referee apparel will be allowed on the tournament floor.

Finals Dress for Team Cricket and Team 501:

Each player on the team must:
- Wear a color and style of team shirt that is matching with sleeves (meaning the exact same style, color and logo except for the player's name). This includes the front and back of the shirts.
- Wear pants, capris or shorts that are neat, clean and untorn. No sweatpants are allowed.
- Not display inappropriate or foul imprinting on team clothing.
- Adhere to all elements of the regular tournament dress code.

Headgear that is neat, clean and untorn will be allowed.

Violation of the dress code during these events will cause removal of the player from competition for the remainder of that event.

All decisions made by the Referees regarding the dress code are final.

PENALTY FOR VIOLATING DRESS CODE
Any player not in proper attire 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, VERBAL ABUSE OR INTENT TO HARM OTHER PLAYERS IS ALLOWED ON THE TOURNAMENT FLOOR. There is ZERO TOLERANCE when it comes to violations of these rules.

No flash photography is allowed during tournament play.

Cell phones must not have an audible ring during tournament play.

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.

SOUVENIR/AWARDS PHOTOS

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

PLAYER IDENTIFICATION

All players must have the name badge issued at registration with them while they are playing. Replacement name badges are available for $5 at the NDA registration desk.

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
Each player on each team may take 6 warm up darts prior to the start of your match. 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 himself/herself from the throw area has indicated that his/her turn is complete.

STARTING ORDER
The starting order for each match and game is defined on your match scoresheets. In team events, all players participate in the final game and can play in any order.

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.

SCORESHEETS AND MATCH STATISTICS
All players are required to complete scoresheets 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 the back of the scoresheet 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 scoresheets for each game played. A signed and submitted scoresheet will indicate that the statistics are complete, accurate and authentic. Incomplete, inaccurate or illegible scoresheets can cause forfeit.

If no one touches the machine after each game, you will have the following amount of time to record the information needed.

Arachnid Galaxy 3	Unlimited (Must use button to stop)
Cyberdine	2 minutes
Medalist Avanti Elite	2 minutes
Shelti Eye2	2 minutes
Valley Cougar 8	3 Minutes

ROUND LIMITS

The round limit for '01 is 20 rounds and Cricket is 25 rounds. At round limit end, teams record their score off the machine and then call a referee to the board to declare a winner based on total points for '01 events and total points for Cricket events unless points are tied then total marks will decide the winner. If both points and marks are tied, the game will be played over.

GAME FEES

501, 701 and Cricket are $1.00 per game.

TEAM SCORING POSITIONS

In 501, players will play on separate scoring positions. The Freeze rule will apply. In Cricket and 701, players will play on only one score. The final game is stacked, with all team members playing.

DIDDLING

When diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bull's-eye, the dart will be removed to allow the other player the opportunity to tie.

In the event they are the same distance from the center of the bull's-eye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the board.

The winner of the coin toss will have the option to "see or show" on the diddle.

ON-SITE ALTERNATE RULE

On-site alternates can be used by a team as long as the Tournament Committee has approved the

change 30 minutes prior to the day's event. If circumstances occur that do not allow for making the change 30 minutes prior to the day's event, the Tournament Committee will have full discretion in handling this situation. An alternate must be from the same league system and meet all the player requirements noted in Player/Team Eligibility. Alternate players must be rated equal to or less than the player they are replacing. It is recommended that possible alternates be submitted, with their statistics, prior to the tournament to avoid delays. On-site approval for alternates not already participating in the tournament can be requested by a Charter Holder, with appropriate league statistics, within the time frame noted. For ladies and mixed events, the alternate player must also be of the same gender. No roster changes are allowed in Team finals. Absolutely no one can serve as an alternate on more than one team per event. Any players on your team roster for that event may be rotated in match-by-match, not between games.

SCHEDULING CONFLICTS AND PROCEDURES

1. No-show player or team: If a player/team is not at the board ready to play at the official start of the event, it will be a loss of match. Scoresheets for no shows should be taken to your control station.

2. For singles and doubles: All players/teams should check in with their control station prior to the start of the event to notify the control station staff that they are there. Once board numbers for the first round of matches have been assigned, teams/players should proceed to the assigned board. ***Play will begin at the posted start time and no grace period is allowed***. If a player's/team's opponent is not at the assigned board for the match, take the scoresheet and proceed to the control station handling the level for that event. No calls will be made for the first round. The player/team MUST STAY at the control station until such time as a forfeit is called or the opponent have arrived and play can begin. If the opponent does not meet at the control station, the no-show player or team rule then takes effect. If they arrive after the loss, they can come in on the loser's side of the bracket.

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 apply:
   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 NDA-sponsored events for a period of ***five*** calendar years.

6. Team Finals Forfeit: A team that advances to the finals, but is unable to play, must notify a Team Dart staff member of the issue as soon as they advance. Failure to notify a Team Dart staff member as specified will result in a forfeit and 2-year suspension from Team Dart for all team members. Forfeits made the morning of team finals will not be accepted and the suspension will be applied.

7. The Tournament Committee has the discretion to expedite play as needed, including, but not limited to, having a match 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. Loser of first game starts third game and loser of second game starts fourth game.

PROTEST PROCEDURE

The following guidelines should be used by a player, and the protest must be filed by the completion of the third game along with a $100 fee.

- 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.

OVERACHIEVING PLAYERS

Overachieving can and may result in expulsion from the tournament. Underachieving 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 procedures will apply:

- '01 events: The first team to win one game of 701 stacked will advance, the next team 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. In team events, all players participate in the final game and can play in any order.
- Each player on each team may take 6 warm up darts prior to the start of the match.

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 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 guidelines (Player files must be accurate and complete and 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 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 NDA manufacturer-members and owned and operated by 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. Any player participating in Team finals must have played in Round 1 or Round 2 of that team event .

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. 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

4. 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.

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

6. 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 acknowledgement.
    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.

7. 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.

8. 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.

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

OPEN/MASTER CRITERIA

Players who equal or 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.

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

Event	Team Maximum	Doubles' Maximum	Singles' Master Player Rating
Open '01	121 PPD	61 PPD	31 PPD
Open Cricket	13.8 MPR	6.9 MPR	3.5 MPR
Mixed Doubles Cricket		5.8 MPR	3.5 MPR and 30 PPD
Mixed Doubles 501		52 PPD	31 PPD
Mixed Triples Combo	9.3 MPR		3.5 MPR and 30 PPD
Mixed Triples 701	82 PPD		31 PPD

Master rating may also be awarded to players who:

1. Are without a verifiable player skill rating (these players will play in masters only).
2. Placed in the money in an NDA's master's level event in the last year.

3. Show "known ability" by placement in an NDA manufacturer sponsor's tournament.
4. Are "Dominant Players" in either soft or steel-tip darting.

No master-rated player will be permitted to participate below level one. Two master-rated players on ANY team must play at the master's level. For Mixed Doubles Combo, the open Cricket and '01 rating will be used to determine master-rated players. For Mixed Triples 701, the open criteria will be used to determine master-rated players.

*Note: Ladies playing in non-ladies events should use the Open criteria to determine Masters player ratings.

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 BALLY'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. Players under 21 will be issued a check.

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 ThrowLines Magazine prior to their receiving cash awards.

Team Dart 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.

8. 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

   There is no rule against coaching at Team Dart.

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 exceptions will be on the "Last Dart-Winning Dart" that meets the following criteria or an approved score correction by a referee as outlined in item 2(a) of this section:
   a) The "Last Dart-Winning Dart" must stick.
   b) However, 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. Approved score corrections by a referee.
   a) Any dart that sticks in the board, but does not score will be corrected. Both teams must be in agreement. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.
   b) Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. However, a referee must be called to witness the situation and only a referee can make the necessary correction to the score using the back-up feature.

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 notify the Referee Station 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.

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.

PLAYER CORRECTABLE FEATURES

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.

The backup feature should be used to correct the following player errors:
- Shooting out of turn.
- Wrong player shooting.
- Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above categories to use the backup feature. Otherwise, a referee must be called.

The backup feature can be used two times per game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

The referee may override the use of the backup feature at his/her discretion if deemed appropriate.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. After the second use of the backup feature, any infraction will be treated as a foul and a referee must be called.

1. Both team captains must agree to the use of the backup feature and the only uses for this feature are those described as follows.

2. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.

3. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed A REFEREE MUST BE CALLED. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping his/her original score.

4. Manually scored points: On an opponent's score, player's own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

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. Any spectator causing distractions may be removed from the tournament floor by a referee.

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 foul is the result of already using the backup feature twice in the game, the referee may rule based on the infraction and his/her decision will be final. 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 after his/her turn is over but before that player has started his/her second round, the game is 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.

6. If a player throws out of turn or manually scores points and ends the game on that turn, his/her team loses that game.

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. 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.

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 or Magnetic Darts Are Not Allowed at This Tournament.