NATIONAL DART ASSOCIATION
NDA
A.M.O.A. - N.D.A.

GOOD DARTS
GREAT PEOPLE
EPIC FUN

CAPTAIN'S BOOK

NDA
TEAM DART
2022

THURSDAY TO WEDNESDAY

APRIL 7-13, 2022

COME CELEBRATE WITH US AT THE WESTGATE LAS VEGAS IN 2022!

Double Elimination Singles, Doubles and Triples Events
Round Robin Team Competitions

Events are classified by skill level, so you play with people at your level
Hotel: $88 plus taxes & fees/Night

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WESTGATE LAS VEGAS RESORT AND CASINO 3000 PARADISE RD, LAS VEGAS, NV 89109

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AMOA Building Engagement in Real Life
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Fact Sheet

April 7th – 13th , 2022

Westgate Resort & Casino
The hotel rate is $88 night + tax.
*Note: There are no resort fees as well as complimentary parking for guests.
Call 800.635.7711 booking code: SNDA2R Online reservations visit:
https://book.passkey.com/go/SNDA2R

Prizes
More Winners than any other Tournament. 100% payback of entry fees guaranteed. Pay 25% of the field in each level.

Dart Boards
Dart Boards are provided by: Arachnid, Inc., Gaelco, SL, NSM Loewen Entertainment, and Phoenix Dart.

Special Thanks:

AMOA
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gaelco darts

Arachnid 360

Fact Sheet

Event	Fee	Player(s)	Begins
Open Team 501	$221	4-6	April 8 @ 8:00 a.m.
Open Masters Team 501 DI/DO	$396	4-6	April 8 @ 8:00 a.m.
Open Doubles 501	$92	2	April 8 @ 5:00 p.m.
Open Masters Doubles 501 DI/DO	$146	2	April 8 @ 6:00 p.m.
Ladies Masters Doubles 501 DI/DO	$146	2	April 9 @ 6:00 p.m.
Open Doubles Cricket	$92	2	April 9 @ 4:00 p.m.
Open Masters Doubles Cricket	$146	2	April 9 @ 4:00 p.m.
Ladies Masters Doubles Cricket	$146	2	April 9 @ 4:00 p.m.
Open Singles 501	$51	1	April 10 @ 5:00 p.m.
Open Masters Singles 501 DI/DO	$76	1	April 10 @ 6:00 p.m
Ladies Masters Singles 501 DI/DO	$76	1	April 10 @ 6:00 p.m.
Pink Ladies Event – Doubles 501	$92	2	April 10 @ 6:00 p.m.
Open Team Cricket	$221	4-6	April 11 @ 8:00 a.m.
Open Masters Team Cricket	$396	4-6	April 11 @ 8:00 a.m.
Open Singles Cricket	$51	1	April 11 @ 5:00 p.m.
Open Masters Singles Cricket	$76	1	April 11 @ 5:00 p.m.
Ladies Masters Singles Cricket	$76	1	April 11 @ 5:00 p.m.
Mixed Triples Combo	$117	3 (Teams must have at least 1 female and 1 male)	April 12 @ 6:00 p.m.
Masters Mixed Triples Combo	$192	3 Teams must have at least 1 female and 1 male)	April 12 @ 6:00 p.m.
Senior Singles (50+ years)	$51	1	April 12 @ 6:00 p.m.
Mixed Doubles Combo	$92	2 (Teams must have at least 1 female and 1 male)	April 13 @ 4:00 p.m.
Masters Mixed Doubles Combo	$146	2 (Teams must have at least 1 female and 1 male)	April 13 @ 4:00 p.m.

*** The Fees listed above are entry, admin and green fees. Please see page 4 for the fee breakdown.**

Entry Fees

More winners than any other Tournament, 100% payback of entry fees for all events.

	Entry Fee	Admin Fee	Prepaid Player Fees	Total Per Certificate
Singles	$32	$9	$10	$51
Singles Masters	$57	$9	$10	$76
Doubles	$54	$18	$20	$92
Doubles Masters	$108	$18	$20	$146
Triples	$75	$27	$15	$117
Triples Masters	$150	$27	$15	$192
Team	$125	$36	$60	$221
Team Masters	$300	$36	$60	$396

Event Schedule

Thursday April 7

4:00 p.m. NDA Registration Desk/ Tournament Hall Open
4:00 - 6:00 p.m. Onsite Registration for Blind Draw
6:30 p.m. Know the Rules Testing/ Player Orientation Meeting
7:00 p.m. Player Party
*Free Beer while Supplies Last

Friday April 8

6:00 a.m. NDA Registration Desk/
7:00 a.m. Tournament Hall Open
8:00 a.m. Team 501 Round 1– All Levels
5:00 p.m. Doubles 01– All Levels

Saturday April 9

9:00 a.m. NDA Registration Desk/ Tournament Hall Open
10:00 a.m. Team 501 Round 2– Master Finals
2:30 p.m. Referee Certification Course
4:00 p.m. Doubles Cricket– All Levels

Sunday April 10

7:00 a.m. NDA Registration Desk/ Tournament Hall Open
8:00 a.m. Team 501 Finals
11:00 a.m. International Challenge
5:00 p.m. Singles 01– All Levels
6:00 p.m. Pink Ladies Event: Doubles 501

Monday April 11

7:00 a.m. NDA Registration Desk/ Tournament Hall Open
8:00 a.m. Team Cricket Round 1– All Levels
5:00 p.m. Singles Cricket– All Levels

Tuesday April 12

9:00 a.m. NDA Registration Desk/ Tournament Hall Open
10:00 a.m. Team Cricket Round 2– Master Finals
6:00 p.m. Mixed Triples Combo– All Levels
6:00 p.m. Senior Singles

Wednesday April 13

8:00 a.m. NDA Registration Desk/ Tournament Hall Open
9:00 a.m. Team Cricket Finals
4:00 p.m. Mixed Doubles Combo– All Levels

Player Eligibility

1. All tournament players must:

   A. Be at least 18 years of age and comply with regulations of local, state, and federal laws in which they compete in leagues. Prize vouchers may only be cashed on-site for those 21 years of age and over.

   B. Be sanctioned by the NDA for the 2021-22 membership year and play in leagues ran by an NDA Charter Holder in good standing and in compliance with all league– sanctioning guidelines. (Only league systems that have every player sanctioned are considered sanctioned leagues.) Compete during regular league play on qualified machines owned and operated by an NDA charter holder.

   C. Have played a minimum of 96 league games between April 1st, 2021- February 11th, 2022. Qualifying games must be obtained in no less than eight (8) separate weeks of league play. [League games can consist of '01 and/or Cricket with a minimum of 24 games in the form at the player is entering ('01 or Cricket)]

   D. Be entered in the tournament by the NDA Charter Holder on whose machine(s) they have completed the minimum game requirements for tournament entry.

   E. Have a NDA player– skill rating using the Points Per Dart (PPD) and/ or Marks Per Round (MPR) performance rating system for the event in which they are entered, to be classified. These performance ratings require a player to compete in 24 games in a single season for that event. Minimum time to obtain a player-skill rating is eight (8) separate league nights in eight (8) separate weeks in the same league season. Players who have played 96 league games but do not have a valid PPD or MPR will be classified as a Master-Rated player and the Charter Holder will be billed for a Master Entry certificate.

2. All tournament teams must:

   A. Choose to compete in open or ladies masters but cannot compete in both for a single event.
   B. Declare a full team roster, including substitutes, when entry certificates are completed.
   C. Must play for the same Charter Holder and form a tournament team meeting the above criteria.

Alternates for Doubles, Triples, and Teams:

Teams may use an alternate from the same Charter Holder as long as the alternate player has competed in the same league format as the regular players. Regular team alternate should be entered on the regular player certificate.

Violations of the above will void entries and be non-refundable.

Player Classification

In addition to meeting the eligibility requirements listed on the previous page, players must also comply with the following:

1. **All players must be entered with their highest known player-skill rating, from league, for the qualifying period:** This is the responsibility of your charter holder. Accuracy of player abilities are dependent upon the proper submission and documentation from your Charter Holder.
2. **Player ability assessment may be determined by the tournament committee by any of the following criteria:**
   a. Player- skill rating (as described previously).
   b. Review of previous NDA tournament performance, specifically but not limited to Team Dart 2019.
   c. Examination of overall local league ratings.
   d. Known ability.
   All decisions made by the Tournament Committee are final.

3. **Master-Rated Criteria:**

   a. Players with the player-skill rating of 35 PPD and 3.8 MPR will be considered Masters Players and will play in Masters Singles Events and no lower than Level 1 in Doubles Events. Individuals/teams that meet/ exceed the following team sums will be considered Masters Teams.

Event	Team Maximum	Doubles Maximum	Singles Maximum
Open '01	139.9 PPD	69.9 PPD	35 PPD
Open Cricket	15.19 PPD	7.59 MPR	3.8 MPR
Mixed Doubles Combo		6.5 MPR	
Mixed Triples Combo	10 MPR		

Revised as of 8.14.19

   b. Master Rating may also be awarded to players who:

   -Are without verifiable player-skill rating (Double in/Double out statistics). These players will play in Masters only.

   -Placed in the money in an NDA Masters level event within the last year.

   -Are a Master rated player in one event.

   -Show "known ability" by top placement in an NDA manufacturers sponsor's major tournament. Pro lists will be reviewed, but not automatically placed into Masters.

   -Are "dominant players" in either soft or steel-tip darting.

   -Two Master-rated players on ANY team must play in the Masters level.

Player Classification (continued)

c. For mixed Triples Combo, both the Open Cricket and '01 player rating will be used to determine Master-rated players.

d. Ladies that choose to register for non "*Ladies Masters"* events (singles, doubles, mixed doubles, and team) will be classified based on the Master Criteria.

Standardized league results are the only accepted statistics. All recorded player-skill ratings are achieved using the actual darts thrown. In addition, the following are standard formats for game play to calculate a player skill–rating:

'01	Cricket
Open in/Open out format 8 foot foul line 15 ½" target face Full 50 point bull's eye	8 foot foul line 15 ½" target face Split 50/25 point bull's eye

Consistent tracking of player-skill ratings for each event is required. Submission of these ratings must show the cumulative accomplishments of each player. Failure to properly track or use of non- standard formats (e.g. Double in/ Double Out) will force a player to be moved to a Masters Event.

4. Double In/ Double Out Statistics

Fairness and competitive brackets are very important to players. Help NDA keep Team Dart fair and fun for all players by ensuring that you are submitting the correct stats for your '01 players.

Double in/ Double Out (Master In/ Master Out) is not a standard format for '01 qualification.

While DI/DO games can count toward the minimum 96 game requirement, statistics from these games CANNOT BE USED to qualify players for '01 events. If a player has only DI/DO stats, they do not have a valid skill rating and will play in the highest level of Masters. If a player has DI/DO stats and Open In/ Open out stats, they must be kept separate and the player must have at least 24 games of OI/OO games over 8 separate weeks of play.

April 8th – 13th , 2022
The Westgate Las Vegas Resort & Casino

SINGLES Events Registration Form

Please complete ONE FORM per player.

Entries and fees must be returned directly to your operator or league coordinator prior to their stated deadlines to ensure your entry into the tournament.

For additional information on eligibility or entry, please contact your NDA operator or league coordinator.

Singles Events - $51.00 per player per event
Masters Singles Events - $76.00 per player per event

Singles 01 – Sunday, April 10th @ 5:00 p.m.

___Open Singles 01 ___Masters Singles 501 ___Ladies Masters Singles 501

Singles Cricket – Monday, April 11th @ 5:00 p.m.

___Open Singles Cricket ___Masters Singles Cricket ___Ladies Masters Singles Cricket

Senior Singles – Tuesday, April 12th @ 6:00 p.m.
(50+ years old only – NO MASTERS)

___Open Senior Singles Combo (501 and Cricket)

Player Information

Player Name -
NDA Sanction # -
Email -
Cell # -

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DOUBLES Events Registration Form

Please complete ONE FORM per DOUBLES TEAM.

Entries and fees must be returned directly to your operator or league coordinator prior to their stated deadlines to ensure your entry into the tournament.

For additional information on eligibility or entry, please contact your NDA operator or league coordinator.

Doubles Events - $92.00 per team per event
Masters Doubles Events - $146.00 per team per event

Doubles 01 – Friday, April 8th @ 5:00 p.m.

___Open Doubles 01 ___Masters Doubles 501 ___Ladies Masters Doubles 501

Doubles Cricket – Saturday, April 9th @ 4:00 p.m.

___Open Doubles Cricket ___Masters Doubles Cricket_____Ladies Masters Doubles Cricket

Mixed Doubles Combo – Wednesday, April 13th @ 4:00 p.m.

___Mixed Doubles Combo ___Masters Mixed Doubles Combo

Team Information

Note: Your team name will consist of the last names of each player

1. Team Member Name & Sanction # -

2. Team Member Name & Sanction # -

3. Team Member Name & Sanction # - (alternate)

Contact Name & Cell Number -

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TRIPLES Events Registration Form

Please complete ONE FORM per TRIPLES TEAM.

Entries and fees must be returned directly to your operator or league coordinator prior to their stated deadlines to ensure your entry into the tournament.

For additional information on eligibility or entry, please contact your NDA operator or league coordinator.

Triples Team Events - $117.00 per team per event
Masters Triples Events - $192.00 per team per event

Mixed Triples Combo – Tuesday, April 12th @ 6:00 p.m.

___Mixed Triples Combo ___Masters Mixed Triples Combo

Team Information

Team and Location Name -
1. Team Member Name & Sanction # -
2. Team Member Name & Sanction # -
3. Team Member Name & Sanction # -
4. Team Member Name & Sanction # - (alternate)
Contact Name & Cell Number -

April 8th – 13th , 2022
The Westgate Las Vegas Resort & Casino

TEAM Events Registration Form

Please complete ONE TEAM FORM per TEAM.

Entries and fees must be returned directly to your operator or league coordinator prior to their stated deadlines to ensure your entry into the tournament.

For additional information on eligibility or entry, please contact your NDA operator or league coordinator.

Team Events - $221.00 per team per event
Masters Team Events - $396.00 per team per event

Team 501 – Friday, April 8th @ 8:00 a.m.

___Open Team 501 ___Masters Team 501

Team Cricket – Monday, April 11th @ 8:00 a.m.

___Open Team Cricket ___Masters Team Cricket

Team Information

Team and Location Name -
1. Team Member Name & Sanction # -
2. Team Member Name & Sanction # -
3. Team Member Name & Sanction # -
4. Team Member Name & Sanction # -
5. Team Member Name & Sanction # - (alternate)
Contact Name & Cell Number -

April 8th – 13th , 2022
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NEW! PINK LADIES EVENT: DOUBLES 501 – Registration Form

Doubles Events - $92.00 per team event

Please complete ONE FORM per DOUBLES TEAM

Entries and fees must be returned directly to your operator or league coordinator prior to their stated deadlines to ensure your entry into the tournament.

For additional information on eligibility or entry, please contact your NDA operator or league coordinator.

NEW! Pink Ladies Doubles 501 – Sunday, April 10th @ 6:00 p.m.

___Open Doubles 501

Team Information
Note: Your team name will consist of the last names of each player
1. Team Member Name & Sanction # -
2. Team Member Name & Sanction # -
3. Team Member Name & Sanction # - (alternate)

- Cap for this event is 55.
- This is a ladies event only.
- Players CANNOT participate in Singles 01 due to that event starting at the same time.

EVENT FORMATS

- All Singles, Doubles, and Triples events will be double elimination–race to 2.
- All Team events will be round robin format until finals where it will be double elimination–race to 3.
- Mixed Triples Combo will be 701 and Cricket
- Mixed Triples will be 701, stacked score with no freeze rule.
- All Masters events will diddle.
- All open Masters' 01 events will be split-bull.
- Open Masters Team tie-breaker will be 701 DI/DO
- Open and Ladies Masters Team tie-breaker will be 701.

RULES OF 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.

RULES OF 01

- The game is 501 and 301 any in-any out, depending on your level
- In Open 01 the bull's eye will count 50 points.
- In all Masters 501 DI/DO events players can double bull-in or double bull-out and will play on a25/50–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.
- Bottom 5 Levels will play 301 all other levels in Open 01 will play 501, in Singles and Doubles.
- Depending on your level, all players start with 501 or 301 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 atthe 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 win only.
- All general rules of play will apply.

Round Limits

- The round limit for '01 is 20 rounds.
- The round limit for 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.

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. After a match has begun, no practice darts are allowed.

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 the match.

Starting Order

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

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 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.

Team Scoring Positions

- In 501 or 301, 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.

On-Site Alternate Rule

- Onsite alternates can be used by a team as long as the Tournament Committee has approved the change 1 hour prior to the day's event.
- If circumstances occur that do not allow for making the change 1 hour prior to the day's event, the Tournament Committee will have full discretion in handling this situation.
- An alternate must be from the same Charter Holder 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 by your operator to avoid delays.
- Onsite 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 masters 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.

*Regular team substitutes should be entered on the time of registration.

*Violations of the above will void entries, which are non-refundable.

Scheduling Conflicts and Procedures

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

Once the board numbers for the first round of matches have been assigned, teams/ players should pick up their scoresheet and 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. The player/ team MUST STAY at the control station until such time as a forfeit is called or the opponent has 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 forfeit, they can come in on the loser's side of the bracket.

For Team Events:

- 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.
- If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.
- 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.
- 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.
- 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.
- Forfeiting Team: If a team should not finish a round robin for any reason, the following procedures will apply.
- If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.
- If no team advancement is affected, all win totals will stay intact.
- Any team (all rostered players) not completing a round robin will be suspended from competition in all NDA–sponsored events for a period of two calendar years.
- Team Finals Forfeit: A team that advances to the finals, but is unable to play, must notify a Team Dart Tournament Committee member of the issue as soon as they advance. Failure to notify a Team Dart Tournament Committee 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.
- The Tournament Committee has the discretion to expedite play as needed, including but not limited to, having a match play on two boards simultaneously. When starting on two boards, the home team starts on board one and the visitor team starts on board two as identified by a coin flip to determine home and visitor. Loser of the first game starts the third game and loser of the second game starts the fourth game. There will be a flip and diddle for position of game 5, winner of the diddle will start the game and loser of the diddle will chose the board between the two assigned for the match.

General Rules of Play

- 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.
- Players may use their own darts if they meet the following specifications:
- They must be plastic-tip darts.
- Flights may be any length as long as the dart does not exceed 8” in total length.
- Flights may be no wider than 3/4”, as measured from shaft to flight edge, and may not have more than four wings.
- Complete darts may not exceed 20 grams in weight.
- Darts may not have broken or cut off tips.
- No blow darts or magnetic darts are allowed.
- Flights that block, impede, or otherwise prevent competitors’ throws during the diddle are not allowed.
- Darts will be inspected upon request.
- 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. Exception: When a dart is in the board and the machine reads “Stuck Segment,” that dart must be removed by a referee before other darts are thrown.
- 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. There is no rule against coaching at Team Dart.

IMPORTANT TOURNAMENT RULES

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 re throwing or keeping his/her original score.

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.
- Adherence to all general foul rules is required.
- Fouls must be called within the round in which the foul was committed.
- Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. Throwing on an adjacent machine not activated for gameplay is considered a distraction. Any spectator causing a distraction may be removed from the tournament floor by a referee.
- 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 turn If the foul is the result of already using the backup feature twice in the same game, the referee may rule based on the infraction and his/ her decision is 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. 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 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 tournament official, may constitute a foul.
- Any player/ team who commits three fouls in one game will forfeit that game.
- Any player found to be using overweight 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 challenge about weight of darts must be made before completion of the third game and will not be allowed once a match has been concluded.
- Disregard of any rules may constitute a foul.
- All decisions by referees or Tournament Committee will be final.

Overachieving Players

Overachieving can and may result in expulsion from the tournament. Underachieving will not move teams to a lower level.

Cheating

Player(s) caught cheating in any way will be penalized, including, but not limited to, ejection from the Tournament and/or suspension from all NDA events for a length of time to be determined by the Tournament Committee, but not less than two years from the date of the violation(s). Any player not on a team roster or playing under another player's name will be forfeited and further penalties may be applied, including, but not limited to ejection from the Tournament.

Protest Procedure

The following guidelines should be used by a player/ team 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 a 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.

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.

Compusport Info

- View Brackets online at www.CompuSport.us or by installing the compusport app from your app store. You will need to login or create an account. With the login, it will find all the events you are playing in and it will find your schedules in Team Dart 2021 with your name. Be sure to refresh your browser often to update brackets (with the app, you will automatically receive notifications when your match is ready).
- View brackets on any of the large monitors located throughout the floor. Tournament staffcan help you do this. Please do not spend too much time at the monitor if others are waiting.
- You will receive a scoresheet at the beginning of each match with a QR code for each team. Please indicate the Winner's side before scanning by circling the winner's name. The winner must bring the completed scoresheet to the control station and scan the QR code on the winner side. After scanning you MUST TURN IN THE COMPLETED SCORESHEET. Scoresheets may not leave the Tournament Hall.
- When in the CompuSport App, you can now see your player id# next to your name.
- Results will be posted live on www.CompuSport.us. Be sure to refresh your browser or use the app to receive notifications or to see the most recent results.

Onsite Policies

Below is a list of key policies governing players participating at events sponsored by the AMOA-National Dart Association (NDA). To ensure a positive experience for all involved in NDA tournaments, we ask that you review and adhere to these event requirements. If you have questions, please contact an NDA referee, tournament official or staff member. Thank you in advance for your cooperation.

Rule Challenges and Decisions

Questions, concerns or reports on the possible violation of rules and regulations are to be made promptly to a referee or member of the NDA Tournament management team.

Players understand that, in many cases, decisions are made not by reciting language contained in the tournament rules, but on the interpretation of the rules. As such, players agree to abide by the rulings made by referees and/or Tournament officials. As well, NDA tournament management reserves the right to, from time to time, develop or amend rules as deemed necessary.

Behavior

Proper conduct and sportsmanship are expected and required of players at all times. During NDA events, NO PHYSICAL CONTACT or WORDS/ACTIONS WITH AN INTENT TO INTIMIDATE OR HARM OTHERS (players, referees, tournament officials/staff and spectators included) is allowed. There is ZERO TOLERANCE when it comes to violations of this policy and decisions made by referees or tournament officials—and the penalties associated with their rulings—are final.

Outside Food and Beverage

Only alcohol purchased and/or distributed from bars inside the tournament floor is approved for consumption during Team Dart and other NDA events, unless indicated otherwise. Hotel policy prohibits transportation of alcohol or any outside food or drink onto the tournament floor. In the interest of safety, and to comply with hotel regulations, any person carrying coolers or other bulk containers with any outside food or drink will not be allowed in the Tournament Hall. Those found to be in violation will be asked to remove or discard such items. Failure to comply with this request or those who violate the policy more than once will be subject to penalties to be issued by the referees or Tournament officials at their discretion.

Dress Code

All players are required to compete in appropriate attire:

- 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 are allowed.
- Shoes must be worn in the Tournament Hall at all times. Sandals, flip-flops and open-toed shoes are allowed.
- Logos or words depicting non-manufacturer sponsor dart equipment are not allowed. Player will be asked to change his or her shirt or remove any object containing such logo from the tournament floor. Simply covering up the words will NOT be allowed. In addition to prohibiting such logos or words on the tournament floor, this rule also applies to any photographs to be used in any NDA publications, advertising and promotional materials.
- 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 must:

- Wear a color and style of team shirt with sleeves that matches that of his/her teammates (meaning the exact same style, color, and logo. This includes the front and back of the shirts). Exceptions: players names and/or numbers on otherwise identical jerseys are allowed.
- 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.
- Hats and other headgear that is neat, clean, and untorn are allowed.
- Any player not in the 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.

*Failure to adhere to the dress code may result in the removal of the offending player from competition for that event.

*All decisions made by referees or Tournament Committee are final.

Photography

No flash photography is allowed during tournament play. Entry into the tournament—players and spectators—serves as authorization to use any photos, names, results in any reporting, promotions, advertising in printed or electronic materials or social media.

Cell Phone Usage

During tournament play, mobile phones must not have an audible ring or cause a distraction through use of the device.

Gender Identification

NDA uses the gender indicated on players' drivers licenses or official government-issued ID to determine gender identification and classification in tournament events.

If no gender is identified, player will automatically be placed in the Open Division.

Backpacks/Bags/Purses

No backpacks or bags larger than 12 inches by 12 inches will be allowed on the Tournament Floor. Clear bags and purses of the same or smaller dimensions are allowed. All such items— backpacks, bags and purses—are subject to inspection by NDA security and referees.

Weapons

There are absolutely no weapons allowed in the Tournament Hall or any public location affiliated with an NDA event.

This policy includes items that, in the view of referees or Tournament Committee officials, pose a threat of harm or injury to participants or spectators.

Service Dog/Animal Policy

NDA abides by the U.S. Department of Justice/ADA definition of a service animal as a dog or any animal that has been individually trained to do work or perform tasks for the benefit of an individual with a disability. Any player or spectator who plans to bring a service animal to an NDA event is required to notify NDA's tournament staff at: info@nda.com or 800-808-9884 at least one week in advance of the event.

Service animals that are not trained to perform tasks that mitigate the effects of a disability, including service animals that are used purely for emotional support, comfort, therapeutic benefit or companionship are not considered service animals under the ADA. Psychiatric service animals, including, for example, a dog trained to calm a person with Post Traumatic Stress Disorder (PTSD) during an anxiety attack, are permitted.

Please note that hotels, convention centers and other facilities may have separate and/or additional policies/ requirements governing the use of a service animal on their premises.

For more details about NDA's service animal policy, including documentation and onsite responsibilities of the owners/ users, contact NDA.

Distractions

No whistling, disruptive noises or behavior intended to distract players is allowed. One warning will be given to players or spectators violating this policy; removal from the tournament floor for the remainder of the event will be the penalty for repeat violations.

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 Team Dart events for the current year.

PRIZE MONEY

- Prize Money will be distributed via Association vouchers printed individually to the player(s). The Westgate Casino Cage located near the hotel lobby is open 24 hours daily. The vouchers must be redeemed at the Westgate Casino cage. Players may use any window at the casino cage for voucher redemptions.
- Players must have a valid photo ID and be 21 years of age or older to receive their vouchers. Players under 21 will be issued a check. Players 18-20 must inform the NDA Registration Desk and will be issued an actual check within 24-48 hours.
- Any U.S. citizen winning more than $600 annually will be issued an IRS form 1099 at year-end.

The Tournament Match

- 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.
- If the machine is set on the incorrect game and play has begun, the game will be started over.
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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 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 score sheet to retrieve scores. 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 on 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.