

Rules

Team Registration

- Team Captain/Representative must complete registration/check-in during the scheduled time.
- Any substitutes must also be registered at the time of your registration.
- * Check-In for the singles event will also be held at this time
- ** During the Fiesta Events, players are only allowed to participate on (1) Team. If it is discovered that a player is playing on multiple teams, both the player and each team may be subject to disqualification at the discretion of the Tournament Director.

Team Roster Card

- After Team Registration, Team Captain will receive a "Team Roster Card". Please keep this at ALL times during the Fiesta Events.
- Team Roster Card will contain team members' name, rating, and whether the member is participating in the singles event.

Team Order Sheet

- Team Captain will fill out an order sheet prior to the match.
- Both Team Captains will share their Team Order Sheet to each other along with the Team Roster Card.
- After each team checks their opponent's Team Order Sheets, an agreement must be made to start the game. Team Order cannot be changed after both team captains agree. If it is discovered that the rating is capped out during the match, if both teams agreed with the order sheet, the game must continue without any changes to Team Order.
- If for health reasons a player cannot play, please report to the control staff for detailed information.
- * Only control staff members can approve a Team Order change. The changing member must be a member of the same team.
- ** After completion of the match, no modifications can be made to alter the match results.

Round Robin

After check-in, teams will placed into the lottery to determine their Round Robin Groups.

- Each team will play every team in their group 1 time.
- All 5 games must be played.
- The loser of the previous game will start the next game.
- All games shall be played as gallons consisting of 4-members. Teams must remain under the point cap of their division.
- Top 2 teams per group will advance to the next day's Single Knockout Tournament based upon number of matches won.
- If there is a tie between matches won, the number of legs won shall determine which team advances.
- If there is a tie between number of matches won and number of legs won – The results of the head to head competition between the teams that are tied shall determine which team advances.
- * In the event of a 3-way tie, a game of COUNT UP will be played to determine which team advances.
- ** The team with the highest COUNT UP score will advance.

Throwing order of the game

- 1 Throwing order will be decided by corking.
- 2 Before the match begins, the players will use the "COIN TOSS" function on the dartboard to determine who corks first.
- 3 Each player will throw a dart at the Bull. The player who throws closest to the center of the Bull wins the cork.
- 4 If the first player's dart hits the exact center of the BULL, the second player is required to acknowledge that the first player's dart is in the center bit of the BULL, and remove the dart and then throw for the cork.
- 5 If the winner of the cork cannot be determined after the first throw by both players, then each player shall throw the second dart in the reversed order of throw.
- 6 A player may re-throw a dart if the dart thrown bounces off or falls out of the dartboard.
- 7 All darts thrown shall not be removed from the dartboard until the cork winner is determined, unless it is in the dead center of the BULL.
- 8 If a team consists of 2 or more players, one player from each team shall be designated for the cork. Changing the thrower during the corking is not permitted.
- 9 In the 1st leg, the throwing order will be decided by the winner of the cork.
- 10 In the 2nd leg, the player who lost in the previous leg will throw first.
- 11 If the match reaches the final leg, the throwing order and game choice will be decided by corking. *This only applies of the final leg of the match is CHOICE

* If a player's dart knocked off of the board as a result of the opposing player's throw, the player whose dart falls off the board must re-throw the cork.

Amendment of Incorrect Scoring

- 1 If a dart machine records the score incorrectly and remains stuck to the board, a referee can be called and the "Reverse A Round" function will be used to reverse the score. The correct score will be entered by the referee by pressing the target segment where the dart is stuck. No player should use this function. Only a designated DARTSLIVE referee can use the "Reverse A Round" function.
- 2 Incorrect scores cannot be amended when the darts that are stuck are removed.
- 3 In the case that the game is interrupted by power failure or other unforeseen events, a referee will restore the last game with the agreement of both players/teams. If a game restoration is not possible, the LEG will be reset and players will be asked to start over.

* DARTSLIVE retains the right to disqualify and/or remove player(s) who fail to adhere to tournament rules and policies.

Dress Code

- All players are required to compete in appropriate attire.
- Game shirts are recommended.
- All players must present a clean and neat appearance.
- No cut-offs or ragged edge hems on any shirts.
- Shoes must be worn in the tournament venue at all times.
- No unauthorized use of shirts similar in style to the staff shirts will be allowed on the tournament floor.
- Hats and sunglasses are not allowed. If you must wear a hat for religious, medical, etc. purposes, please consult with tournament officials prior to the event.

Substitution Rule

- A team can add only 1 substitute during FIESTA
- If the sub can no longer play, another sub cannot be added
- The sub must be equal or lower in rating of the player the sub is replacing
- Once a player is replaced by a sub, that player can no longer participate on that team during FIESTA
- The sub must have played 40 or more games on an individual team to be considered eligible
- Subs can be added to a team prior to the first match, once started no substitutions can be made
- If a team is short one player and either chooses not add a sub or cannot find a sub, that team may play their match shorthanded and choose to skip the missing player's turn
- Once the missing player arrives, that player may join the team at the beginning of the next leg
- Teams advancing to the finals will only be allowed to use the rostered players from the Round Robin
- If a player was rostered on the team, but did not participate in the Round Robin and was not replaced by a sub, that player is still eligible for the finals
- Any player rostered on two teams must choose the team in which they will play for
- A player can play on their other team only if the team that player chose team is no longer in the tournament and they have not been replaced by a sub
- A player on multiple teams cannot play on the other team if the team that they chose to play the Round Robin is still in the tournament
- A player can only play on 1 team at any given time, players will not be allowed to play on two teams simultaneously