

# **EVENT DETAILS**

	<b>DAY 1</b> 23 NOV 2018 (FRI)		DAY 2 24 NOV 2018 (SAT)			DAY 3 25 NOV 2018					
		MEDLEY DOUBLES CHALLENGE		MEDLEY SINGLES CHALLENGE			01 SINGLES CHALLENGE			OPEN DIVISION	
CAP		48 PAIR	S		104 PLA	YERS		64	4 PLAYE	RS	32 PLAYERS
FLIGHTS	Α	В	С	MAX	A	В	С	А	В	С	OPEN
Min RATING	-	-	-	13	10	6	1	10	6	1	OPEN
Max RATING	-	-	-	17.99	12.99	9.99	5.99	12.99	9.99	5.99	OPEN
TEAM Min	-	-	-	-	-	-	-	-	-	-	-
TEAM Max	22	16	10	-	-	-	-	-	-	-	-
HANDICA P	NO	NO	NO	YES	NO	NO	NO	NO	NO	NO	NO
ENTRY FEE	pe	<b>\$80</b> er team players		<b>\$40</b> per player			\$40	per pl	ayer	<b>\$40</b> per player	



# GAME FORMAT

EVENT	FLIGHT	FORMAT	01 RULE
	Α	701 – CRI – CHOICE	Open In / Master Out
MEDLEY DOUBLES	В	701 – CRI – CHOICE	Open In / Open Out
	С	501 – CRI – CHOICE	Open In / Open Out
	MAX	701 – CRI – CHOICE	Open In / Master Out
MEDLEY SINGLES	Α	701 – CRI – CHOICE	Open In / Master Out
	В	701 – CRI – CHOICE	Open In / Open Out
	С	501 – CRI – CHOICE	Open In / Open Out

OPEN DIVISION	N.A	The WORLD Format	Open In / Master Out	
	A	701 – 701 – 701	Open In / Master Out	
01 SINGLES	В	501 – 501 – 501	Open In / Master Out	
	С	501 – 501 – 501	Open In / Open Out	



FESTIVAL SCHEDULE						
DAY 01 23 NOVEMBER 2018 (FRI)						
9.00AM	MEDLEY DOUBLES Check-In for ALL Divisions					
11.00 AM	MEDLEY DOUBLES <u>Division A &amp; C</u> RR Game On					
1.00 PM	MEDLEY DOUBLES <u>Division B</u> RR Game On					
2.00 PM	MEDLEY DOUBLES <u>Division A &amp; C</u> SKO Stage					
3.00 PM	MEDLEY DOUBLES <u>Division B</u> SKO Stage					
4.00 PM	MEDLEY DOUBLES Finals & PRIZE PRESENTATION					

DAY 02 24 NO	DAY 02 24 NOVEMBER 2018 (SAT)						
8.30 AM	MEDLEY SINGLES Check-In for Divisions B & C						
10.00 AM	MEDLEY SINGLES <u>Division C</u> RR Game On						
11.30 AM	MEDLEY SINGLES <u>Division B</u> RR Game On, Check – In for <u>Division A &amp; MAX</u>						
1.00 PM	MEDLEY SINGLES <u>Division A</u> RR Game On						
2.30 PM	MEDLEY SINGLES <u>Division MAX</u> RR Game On						
3.30 PM	MEDLEY SINGLES SKO Stage						
6.30 PM	MEDLEY SINGLES Finals & PRIZE PRESENTATION						

DAY 03 25 NO	DAY 03 25 NOVEMBER 2018 (SUN)						
8.30 AM	01 SINGLES Check-In for ALL Divisions						
10.00 AM	01 SINGLES <u>Division A</u> RR Game On, Check – In for Open Division						
11.30 AM	01 SINGLES <u>Division B</u> RR Game On, Open Division Flight 1 RR Game On						
1.30 PM	01 SINGLES <u>Division C</u> RR Game On, Open Division Flight 2 Game On						
3.30 PM	01 Singles SKO Stage						
5.30 PM	Open Division SKO Stage						
7.30 PM	01 SINGLES & Open Division Finals & PRIZE PRESENTATION						
9.00 PM	Closing Ceremony						

<sup>\*</sup> Itinerary/schedule is **tentative** and is subject to change.

#### **GENERAL RULES & REGULATIONS**

# Player i Darts Festival 2018 Kit

- 1. This Player Kit is available for download online (see i Darts Australia Facebook page) or pick up from any participating i Darts venues in Australia.
- 2. Any amendments to the submitted registration form must be made at least twenty-four (24) hours prior to close of registration on <u>18 November</u> <u>2018</u>. Kindly contact to inform the Tournament Organizing Committee of any changes.
- 3. Players are encouraged to read through and understand the tournament rules and regulations carefully. Please see the event details, game format, prize money and schedule for detailed information about the 3-Day dart festival.

# Player Ratings

- 1. The Tournament Organizing Committee reserves all rights to review and override any player's rating where necessary.
- 2. Players' Flights & Divisions may be subject to change as deemed appropriate by the Tournament Organizing Committee.
- 3. It is normal for Player Ratings to fluctuate during the tournament. But should the Player's Rating exceeds the required limit, sandbagging rules applies. \*Please see Sandbagging Rules for detailed information.

### **DARTSLIVE Card ID**

- 1. Players without a valid DARTSLIVE CARD cannot register for the tournament. This rule does not apply for the Open Division.
- 2.A valid DARTSLIVE CARD must have a valid rating obtained from playing 30x games of 01 and 30x games of Standard Cricket in any DARTSLIVE2 machine.
- 3. DARTSLIVE Card registered for the tournament MUST be the same and used for all matches in the tournament.
- 4. It is mandatory for all players to keep a copy of their 16-digit card number & LOGIN pin. In the event that the card is lost; the player must transfer their old data to a brand new card and inform the Tournament Organizing Committee in order to continue playing in the competition.
- 5. If the player is unable to transfer the data to a new card for any reasons, the player will not be allowed to compete in the tournament.

#### **Tournament Machine Rules**

DARTSLIVE2 is to be used as the official machine of the i Darts Festival.

#### **Dress Code**

#### 1. Smart Casual

Polo shirts, T-shirts, etc. are allowed. No singlets or inappropriate T-Shirt prints.

#### 2. Darts Club/Team

Player/Team uniforms are encouraged.

# 3. Pants/Jeans

No shorts, torn jeans or bermudas/board-shorts are allowed.

#### 4. Shoes

All players should wear covered shoes during the competition. Slippers/Thongs/Sandals are not allowed.

# Eligibility Requirements

- 1. Players/Teams must adhere to the dress code specified above to continue participation in this tournament.
- 2. Minors under the age of 18 Players who are under the age of 18 must be accompanied by their parent or guardian who can present valid photo IDs on the tournament day for verification by the Tournament Organizing Committee.

#### Pre-Match Practice Throws

Each player may take 2 rounds of practice throws (6 darts throws) before each match. If a player wishes to start the game without practice throws, both players must mutually agree to start the game.

# Cork (Applies on every medley)

Corking is the process of throwing 1 dart per player towards the BULL to determine who throws closer to the BULL. If player's dart bounces/falls off, is considered invalid and must be thrown again. If distance of both player's darts are the same, leave existing darts and re-throw, with the 2<sup>nd</sup> player throwing first.

1st Leg: Flip to Cork

2nd Leg: Loser of 1st Leg Starts

3rd Leg: Flip to Cork – winner gets to choose Game OR Start.

# Throwing Order of the Game

- 1. Throwing order will be decided by Corking.
- 2. DARTSLIVE2 'Coin Toss' function will decide the player/team throws for the Cork first.
- The player who throws closest to the center of the BULL can choose his/her throwing order. If the first player's dart hit the center of the BULL, the second player is required to acknowledge the first player's dart is in the center of the BULL, remove the dart and then throw for the cork.
- 4. In the first leg, the throwing order will be decided by the cork winner.
- 5. In the second leg, the player who lost in the previous leg will throw first.
- 6. In the final leg (*Choice leg*), players throw for the cork again and the winner of the cork can choose to either "throw first" or "select a game".
- 7. In some tournament/competition, please note that the 'Choice Leg' may not be applied.

# Amending incorrect scoring

- 1. If the machine registers an incorrect score, the player must notify tournament marshals/officials immediately.
- 2. If a dart machine records the score incorrectly or misfires or if a dart thrown is stuck in the board segment, the "Reverse-A-Round" function will be used to reverse the score. Score corrections will be entered by pressing the segment where the darts are stuck. If a dart thrown does not stick in the board and falls/bounces off, the dart machine reaction (either out or points) will be considered as a valid score.
- 3. Please be aware that incorrect scores cannot be amended, if darts stuck in the board are removed, the round is forwarded to the next player and the opponent player/team throws darts.
- 4. In case the game has to be suspended or restarted for any reasons such as power outage, disruptions, fights, etc., with mutual consent between players/teams, the marshals/tournament officials will restore the game scores and progress. If it is not possible to restore the game, the leg in question will be reset and players will be asked to play a new game.

#### 01 Game Rules

- 1. Round Limit for 301, 501,701games: 15Rounds
- 2. If neither player/team are unable to check out to finish the 01 game at the end of the game/leg, the player/team with the lowest points (*closest to zero*) is considered the winner of the game/leg.
- 3. In a TIE situation where both players/teams have the same points at the end of the game/leg, then the Cork rule applies. The player/team who throws closest to the center of the BULL wins the game/leg.

#### Cricket Game Rules

- 4. Standard Cricket will be used for this event throughout all divisions.
- 5. Round Limit for all Cricket games: 15 Rounds
- 6.An OVERKILL situation occurs when a player is ahead by 200 (Team Cricket is 400) or more points against the opponent. This means that no points are awarded even if the leading player/team hits a scoring number. As a matter of courtesy to the opponent, an OVERKILL situation is not advisable.
- 7. If neither player finishes the Cricket game, a player with the highest score wins the game. In a TIE situation where both players/teams have the same points, then the Cork rule applies. The player/team who throws closest to the center of the BULL wins the game/leg.
- 8. In a TIE situation where both players/teams have the same points at the end of game/leg, then the Cork rule applies. The player/team who throws closest to the center of the BULL wins the game/leg.

# Disputes, Disqualifications & Other General Rules

- 6. Any disputes to the game must be brought to the attention of Tournament Organizing Committee immediately and not after the game/match.
- 7.One warning will be given to any players who fail to stand within the throw zone. Players who are consistently breaking this rule will be disqualified immediately.
- 8. Sandbagging rule applies. Should the Player's rating increase more than 0.3 after competition or 0.8 is raised for the entire day will be disqualified immediately. This rule does not apply in the Open Division.
- 9. No fake DARTSLIVE CARDs allowed. Players/Teams found using fake cards would be disqualified for all events/matches.
- 10. Strictly no talking or any acts to distract the opposing player during the competition. An official warning will be given to players/teams who do not adhere to this rule. Any subsequent breach of any tournament rules will result in disqualification.
- 11. Vulgarities, sexists, humiliating, racists, insulting, offensive, disruptive, etc. words are not allowed to be used during game play or for Card Names & Catch Phrases. Failure to abide by these rules may result in the player being disqualified and suspension rules apply.
- 12. All players/teams who enter the tournament automatically give consent to i Darts Australia management to hold all rights to record and taken photos at the tournament for future references, marketing and distribution.
- 13. i Darts Australia has the authority to film, edit, record, distribute and reserve copyrights for all events held at i Darts Australia outlets.

- 14. i Darts Australia management reserves all rights to refuse entry or disqualify players/teams for any disputes or poor gamesmanship.
- 15. By participating in the competition, players and teams hereby agree to the terms and conditions set by i Darts Australia and the Tournament Organizing Committee.

# Sandbagging Rules

- 8. A sandbagger is a player who intentionally submits his/her rating (or allow to be submitted) at a much lower rating than his/her actual rating OR manipulates their game average (e.g. by throwing outs or intentional miss) to lower their rating in order to gain advantage by way of handicap score or ranking position.
- 9. Such actions demean the game, show poor sportsmanship and damage the reputation of the tournament and all its players. The Tournament Organizing Committee and i Dart Australia does not condone such behavior.
- 10. Each state representative and/or Team Captains are responsible to verify that his/her team player's ratings, as registered and submitted are accurate at all times.
- 11. If the Tournament Organizing Committee is informed or discovers that a player has been sandbagging or playing with a rating that is drastically different than his 'true' rating, the Tournament Organizing Committee will exercise their rights to impose SANDBAGGING PENALTIES as follows:
  - The player will be immediately removed from the tournament and banned from participating in all remaining matches.
  - All games played in the tournament by the offending will be reversed accordingly to the point of discovery of this offence.
- 12. Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the tournament.
- 13. The OFFENDING player or the Team Captain may file an appeal. The Tournament Organizing Committee will only evaluate such appeal on a case- by-case basis.

# i Darts FESTIVAL 2018 Registration

Player Full Name		
Gender	Male	Female
Email		
Mobile Number		
DARTSLIVE Card number		
<b>Current Card Rating</b>		



Rating in this form is used as guideline for the calculation of the entry flight limit
Player's Card must have Rating and Validity. Lost Card data must be transferred in order to continue participation.

23 NOV 2018	Please tick	EVENT	ENTRY FEE *per player	FLIGHT  *please circle	TEAM Min	TEAM Max	PARTNER's NAME *partner must submit own form
DAY 1		MEDLEY DOUBLES	AUD\$40	Α	-	22	
DAY 1		MEDLEY DOUBLES	AUD\$40	В	-	16	
DAY 1		MEDLEY DOUBLES	AUD\$40	С	-	10	

24 NOV 2018	Please tick	EVENT	*per player	FLIGHT *please circle	RATING Min	RATING Max	-
DAY 2		MEDLEY SINGLES	AUD\$40	MAX	13	17.99	-
DAY 2		MEDLEY SINGLES	AUD\$40	A	10	12.99	-
DAY 2		MEDLEY SINGLES	AUD\$40	В	6	9.99	-
DAY 2		MEDLEY SINGLES	AUD\$40	C	1	5.99	-

25 NOV 2018	Please tick	EVENT	ENTRY FEE *per player	FLIGHT *please circle	RATING Min	RATING Max	-
DAY 3		OPEN DIVISION	AUD\$40	N.A	N.A	N.A	-
DAY 3		01 SINGLES	AUD\$40	A	10	12.99	-
DAY 3		01 SINGLES	AUD\$40	В	6	9.99	-
DAY 3		01 SINGLES	AUD\$40	U	1	5.99	-

### Registration Terms and Conditions – MUST READ!!

- a) All Players must have an active **DARTSLIVE Member Card with a valid DARTSLIVE Rating**, otherwise rejected.
- b) **DARTSLIVE Card** used for registration **MUST** be used during the tournament. If the card is lost, data must be transferred and you must inform the organizing committee of this occurrence.
- c) Official RATING is taken from time of registration dictated on this form and will be checked on the tournament day.
- d) Submit registration form to your nearest i Darts venue or email Registration Form to ian@idarts.com.au
- e) Registration is only valid only with FULL PAYMENT. Registration is neither transferable nor refundable.
- f) All players must submit their own individual registration form (1 player = 1 form).
- g) All events are limited to allocation of spots or closing date, whichever is earlier. Registration closing date is on 19<sup>th</sup> NOVEMBER 2018 (Sunday).
- h) **RATING CHECK** will be performed on the day of the tournament.

- i) The Organizing Committee reserves the right to reject any player's registration should the **rating differ significantly** from the original registration form.
- j) Any players found cheating/fighting/disorderly/drunk or found to have **unprofessional conduct** will be dealt with at the discretion of the Organizing Committee.
- k) By registering for this competition, you hereby agree and abide to the rules, terms and conditions set out by the Organizing Committee. The Organizing Committee reserves the right to all decisions which are final.

PLAYER'S SIGNATURE		6
SUBMISSION DATE	/ / 2018	
PAYMENT & FORM RECEIVED BY		<b>Dart Australia</b> www.idarts.com.au