

JJVA REMOTE TOURNAMENT RULES

Revised 9/19/17

Preface:

Remote tournaments by their very nature come with different dynamics than many of our regular local tournaments which may be more social than competitive in nature. In many cases our remote tournaments consist of higher entry fees, higher prizes and a higher level of skill required to be competitive. Remote tournaments also require a higher level of commitment by the players for these tournaments to be successful. Higher top prizes such as trips, etc. create additional hurdles that require guaranteed funding in order to be successful.

Our remote tournaments also cover many different markets that in some cases had different local rules regarding various aspects of the game or their local tournaments. For these reasons we hold our remote tournament players to a higher standard than our local tournaments and those standards are reflected in the rules below.

Bullshooter Europe Remote Tournaments:

These events are run as a remote tournament series. The top team from each of four weekly tournaments within a series event will advance to the finals held on the 5th week. While we state that this is a 5 week event (4 qualifier weeks and 1 finale week), the actual schedule may not be on 5 subsequent weeks as we may skip some Saturdays due to scheduling conflicts with major dart events.

No Cap Tournament

Description: This is a 4 week series of remote tournaments. 2 Player teams. No handicap. No team cap. Any player that advances to the finals may not compete in another qualifier for this event. Players not advancing to the finals are eligible to compete in additional qualifiers within a series. Players are not required to remain on the same team when competing in additional qualifiers.

52.0 Capped Tournament

Description: This is a 4 week series of remote tournaments. 2 Player teams. No handicap. 52.0 team cap. Player averages are determined by the latest PRP Average sheet posted on the JJVA website for this event. If players do not have an average they will need to contact a league director to determine their average. Any player that advances to the finals may not compete in another qualifier for this event. Players not advancing to the finals are eligible to compete in additional qualifiers within a series. Players are not required to remain on the same team when competing in additional qualifiers.

General Rules for All Divisions:

Contestant Eligibility: A participating team shall consist of two players. At least one player must be a regular J&J Ventures Amusements league player with no less than 12 dart league matches of any kind between September 1, 2016 and August 31, 2017. All players must be at least 21 years of age. All players must live within a 70 mile of a J&J Ventures Amusement Participating Dart League Location. Any previous JJVA league player that meets the league match eligibility requirements is not bound by the residence distance requirements.

A J&J Ventures regular league player is defined as any J&J Ventures Amusements League Player, P.J. Amusements League Player or Allied Games Rockford League Player that meets the league match requirements. Any J&J Ventures league match including TOC Remote League matches played on JJVA dart boards are counted.

Players must be NDA sanctioned and have NDA stats to compete in Bullshooter Europe.

Ineligible: J&J Venture's employees, immediate family members (spouse, parents, siblings and children) or household members of employees are ineligible. Employees, agents and representatives (whether paid or unpaid) of a dart game manufacturer, distributor or operator or a competing dart league operator are ineligible. A contestant may not be an owner, manager, employee or representative of any JJVA dart league location. Additionally a contestant may not hold or be an applicant for an Illinois Video Gaming Location License or be an agent, manager, employee or representative for any person or entity that holds or has applied for an Illinois Video Gaming Location License.

Bullshooter Europe Remote Tournament Entry Fees: The fees for this tournament will be \$25 person per qualifying tournament they choose to play. The Finals will not have an entry fee. Teams must submit a team captain and a working telephone number so that if any problems arise we can contact you. The team captain's number will be on a captains list that all team captains will have. Players will be required to pay for the cost of tournament and practice games as they are played during the event.

Boards & Schedules: These tournaments must play on Galaxy 3 remote boards owned by J&J Ventures Amusements and located in a regular JJVA dart league participating location. The availability of the Galaxy 3 boards will be the first to sign up will take precedence in the location. For this reason sign ups must be pre-registration done through the JJVA website. All tournaments will be run through Compusport and League Leader.

Registrations will close on the Thursday before the scheduled tournament at 12:00 PM (Noon) Central Time. All tournaments will be played through league leader as leagues on the board.

All tournaments will start at 1:00 p.m. Central Time.

There will be no matches during the following events: PPD Super Saturdays, Darts TOC & Southern Illinois Darts for Kids.

Tournament Play: The matches in the tournament will be a race to 5 in the qualifying rounds and a race to 7 in the finals.

All Teams must be ready to play when they are posted on the bracket. Any match that has not started within 5 minutes could be forfeited.

Corking is done before each match to determine Home Team, which Home Team then throws first. Corking is also done when a tie breaker is needed.

Who corks first when corking: The team on the top of any match as seen on the bracket corks first. Who goes first in corking remotely has no material influence on the corking outcome or the eventual game outcome because there are no darts in the board, each player throws, as in a traditional cork. This method is merely used to keep things moving.

How to cork: The cork is a one round game of count up with a double bull as found on the league selection menu. Each team elects a player to cork. The selected player will throw all three darts. The highest score after three darts for each team wins the cork unless there is a tie, in which case, then the other two players on the teams also throw three darts to attempt to break the tie. The count up game will show the second player on each team stacked. The second players only throw if there is a tie. If there is no tie then corking is complete after the first player on each team has thrown three darts. If not a tie, someone from each team merely clears the game out by manually hitting any target through the second player round. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then repeat the process until the tie is broken.

No Cap Tournament

The format will be 501 DI/DO Split Bull Freeze and Team Cricket/400. Alternating format. We will cork for the start and cork on the Hill Game (Game 9 in qualifiers and Game 13 in finals). Loser starts next game. Tiebreaker game will be 501 DI/DO Split Bull Freeze.

52 Cap Tournament

The format will be 501 AI/DO Full Bull Freeze and Team Cricket/400. Alternating format. We will cork for the start and cork on the Hill Game (Game 9 in qualifiers and Game 13 in finals). Loser starts next game. Tiebreaker game will be 501 AI/AO Full Bull Freeze.

Advancing Winners:

Winning teams must text **to the tournament director** with their division, team, and the word winners after their match is complete. Teams will be notified of the tournament director's cell number on the date of each event.

Additional Notes:

Game Viewer will be used during these tournaments. With this option enabled in the league, the board will record the matches and provide you with a video to review. This will help you better handle arguments, catch cheaters, and catch other tournament problems as they happen.

Once a team has won a spot in the finals they are ineligible to participate in the remaining qualifier rounds.

A player can only qualify for the finals in 1 type of tournament per tournament series. Either the No Cap or the 52 Cap. If a player has competed in a qualifier but did not make the finale the player may compete in the other event on a different date. A player may not compete in both events on the same day. If we end up having subsequent tournament series then a player that has not won a trip may compete in subsequent events. A player can win only one trip regardless of the number of events they compete in. See **Event Tie-Breaker Rules** for details.

All other rules will be NDA tournament rules.

Disqualification:

Contestants or players may be disqualified for reasons that would damage the integrity of the contest and the J&J Ventures Amusements league program including but not limited to any of the following: Cheating, misrepresentation of the J&J Ventures Amusement league program or associated prizes, unsportsmanlike conduct or any other infraction that damages the integrity of the program whether the infraction takes place during this contest or during any JJVA league or tournament event. J&J Ventures Amusements' league management shall have sole and final discretion in application of this rule. Any disqualification may result in prize(s) being revoked.

Grand Prize: Bullshooter Europe 2018 Championship Trip (Approx. value \$1,000.00 each)

- Round trip airfare and 6 nights' double occupancy accommodations for the winning team in Salou, Spain and/or other venues on the itinerary during the Bullshooter Europe 2018 Championship Tournament.
- Bullshooter Europe Player Pack Event Entry Fees into Bullshooter Europe 2018 Championship Tournament events in which the player(s) may be eligible to compete under Bullshooter Europe rules. The sponsor will not be held responsible for any rules of the event that may disqualify a player from participation in any event.
- Additional costs incurred by players at their option including other open events, bringing spouses or significant others, flight changes and room upgrades or additions will be at the players expense.
- Restrictions:
 - Departure and return dates will be determined by the sponsor. (Estimated 4/8-16/2018)
 - Sponsor reserves the right to select airline, hotel, room type and travel schedule based upon best available rates.

Air travel and lodging changes and other expense items outside the scope of the original Grand Prize parameters requested by the winner shall be at the winner's expense. Contact Sponsor for details.

Taxes:

All players will be responsible for any applicable taxes resulting from prizes earned in any J&J Ventures Amusements' league or tournament promotions.

Other Notes:

Players are responsible for getting their own passports to claim the prize. They are also responsible for all other costs including souvenirs, food, additional events, spouses cost, and anything else not listed above in the prize fund.

Restrictions to receive prizes: Proof of ability to accept Prizes is required by all winning contestants.

Additional Legalese:

- **Sponsor:** The sponsor of this contest is **J&J Ventures Amusements** located at 1400 S. Raney, St., Effingham, IL 62401
- **Odds of Winning:** The odds of winning are based upon the actual number of entries.
- **Skills and Effort Required:** The sport of darts is a game of skill. Skill will be required to win this contest.
- **Use of Name and/or likeness:** By participating in this contest a contestant agrees that J&J Ventures Amusements is granted the right to use their name or photograph(s), etc. in announcements and marketing materials promoting this event or similar future events.