



OFICIAL RULES BULLSHOOTER EUROPE 2017

Failure to read and understand these rules does not justify non-compliance.

PROLOGUE:

1. This regulation is based on common sense and fair play, given any situation that is not stipulated in this rule book, the organization will take the decision it believes appropriate that must be obeyed by all. These decisions do not create precedent for future articles of this regulation.
2. Participation in any event organized by the Association implies acceptance and compliance with the rules of this regulation.

GENERAL AVERAGES:

1. All of the players whose averages were not obtained through the Dartman or LeagueLeader system, will not be able to participate in the Championships.
Exceptions:
 - a. Players invited by Bullshooter Europe
 - b. Players from a country with a Bullshooter organization but who haven't played any league must play always in the highest level.
2. Each player average is reflected in their Bullshooter license.
3. The operators must make available to the organization, their LeagueLeader log-in credentials, or their Dartman data, in order to make any verification necessary.
4. In order to participate in the Championship, the players must have, in LeagueLeader or Dartman, the average for a total of 20 games minimum, and these 20 games have to been played over 5 different days.
5. Any complaint to be made because of a player's average, will need to be made via the operator and with a deposit of 50 euro, if the complaint is found justified, the 50 euro deposit will be refunded.
6. If the organization becomes aware, through any source, that a player or his operator has falsified their average, they have the right to take any action deemed necessary against the player, and if necessary, against the operator.

TEAM AVERAGES:

1. The team competitions are divided into 4 categories. The sum of the 4 players with the highest average on the team will be used to define their playing category.
2. The individual averages from each player will only be taken into account in the following case. The teams, regardless of what the sum of their averages is, cannot have more than one player that, individually, plays in the category immediately above, and cannot have any one player that is 2, 3, or 4 categories above. Example: a team whose sum falls in the category Amateur B, but contains 2 players that, individually, fall in group Amateur A, must play in the Amateur A category. Likewise, an Amateur B team cannot contain any players from the Master or Pro category.

CHAMPIONSHIP:

1. All data from Bullshooter championships players remain registered in a file of the organization in compliance with Law 15/1999 on protection of personal data, this data will be saved in order to manage the commitments arising from the organization. For any modification or cancellation address directly to the organization.
2. Bullshooter Europe will use GESCAM, a web program that it is made to manage Bullshooter championships.

3. GESCAM simplifies the operation of the competition and provides the player with several tools to follow the advances in the championships.
4. The player will receive for the official championships a license provided by his operator, the personal license contains a bar code, which will allow the player to interact with the GESCAM program.
5. To compete in the competitions of the championships players must have a MPR, obtained by a minimum of 20 games played in provincial Bullshooter leagues; otherwise the organization can assign a higher level or prohibit participation.
6. **PLAYER MANAGEMENT.** The player **MUST** do three things with their license.
 - a. **REGISTRATION** (scan his license) Must be done at the beginning of the tournament.
 - b. **CHECK-IN** (scan his license) Must be done before each event starts.
 - c. **VALIDATE RESULT ON THE BRACKET** (scan his license) After each match won.
7. **PLAYER INFORMATION.** The player can consult or can be informed of his/her progress in four different ways:
 - a. **PLAYERS MONITOR** (scan his license).
 - b. **SMS** (with your mobile).
 - c. **WEB** (Internet).
 - d. **AUTOMATIC BRACKETS** (TV monitors).
8. The Bullshooter championships are divided into categories.
9. **TEAMS.** The highest average (MPR) of the 4 players of the team determines the category considering the rule as indicated above.
10. **COUPLES.** The highest average (MPR) of the player of the pair determines the category.
11. **INDIVIDUAL.** The average (MPR) of the player determines the category.
12. Any claim by any player, must be made via operator to the organization.
13. If the organization finds out, from any source, that a player or operator has forged his average, the organization may act to take the measures it deems against the player and if necessary against its operator.
14. If the organization finds out that a player has forged its average he/she may be expelled from the championship at that time. The last opponent who lost against that player automatically goes to the next round in that bracket.
15. The organization reserves the right to apply the average (MPR) that it sees convenient for an excluded player and will have to participate in the category that the organization believes appropriate in other modalities of the championship.
16. The winners of last year's Individual event will have to play in a category above that of the previous winning year. This norm only applies for the previous year and on an individual level.

ENTRIES:

1. **TEAMS.** The player's operator must **PRE-REGISTERS** the teams.
2. For all other modalities the players must register themselves in the championship.
3. Entries in the **OFFICIAL** Bullshooter championship shall be paid by the player, with a cost per modality as indicated at registration.
4. Entries in the **CHILD COMPETITION** are **FREE**.
5. **INDIVIDUAL.** The player must be registered at the registration area, and scan the license, the program displays the name, average, category and events to which he can register.
6. **COUPLES.** Both players must register at the registration area and scan both licenses, the program displays the names, averages, category and events to which they can register.
7. The player must ensure that he/she registers in the group that corresponds to his/her average. An error of the staff does not justify playing in the wrong group and could result in a sanction.
8. Registration of each modality will close 60 minutes before the competition begins, so it is recommended that players register the day before or early the same day.
9. Players may register in any category higher than his/her own, but not in 2 categories for the same modality.
10. Players may not register in 2 modalities that are in play, if that happens you will be expelled from both championships.
11. If two different competitions overlap due to time delays, the previous section will not be applied.

CHECK-IN:

1. **ONE HOUR BEFORE** the start of each modality, the **CHECK-IN** is opened.
2. The player must scan their license to **CHECK-IN**. With this, the program confirms that the player is present and is included in the bracket.
3. Once the event starts, if you did not **CHECK IN**, **YOU ARE NOT IN THE BRACKET AND YOU CANNOT PLAY THIS EVENT EVENTHOUGH YOU ARE REGISTERED!!!**

4. INDIVIDUAL. In single modality all players must scan their license.
5. COUPLES. Only one player of the team has to scan his license.
6. TEAM. Only one player of the team has to scan his license.

VALIDATION OF RESULTS IN THE BRACKETS:

1. ONLY THE WINNERS scans their license to validate the victory.
2. The program passes the players in the bracket automatically and assigns a machine for the next match.
3. IF YOU LOSE, YOU DON'T SCAN YOUR LICENSE. IF YOU DO SO YOU WILL BE EXPELLED, and sanctions will be taken against the player.
4. INDIVIDUAL. The winner has to scan his license.
5. COUPLES. Only one player of the team has to scan his license.
6. TEAM. Only one player of the team has to scan his license.

PLAYERS INFO SCREEN:

1. To follow your progress in the event, you scan your license at the PLAYERS SCREEN. You will see when your next match is, against whom and on which machine.
 - a. Modalities in which you are playing.
 - b. Modalities in which you CHECKED-IN.
2. The position you are in when the event has ended.
3. If you are playing, you can see in which event.
 - a. Number of the bracket.
 - b. Number of confrontation.
 - c. Machine number.

SMS:

1. The program GESCAM sends a SMS text messages to inform the player.
2. Notifies that CHECK-IN has opened.
3. Notifies if the player has an opponent and machine.
4. Not receiving an SMS for whatever reason, does not relieve the player from his obligations to make sure he has CHEKD-IN, or to watch out if he has been assigned a machine and opponent.

WEB:

1. On the website www.bullshooter.eu tournament information will be displayed in real time.
2. Entering the license number the player can see their progress in the championship and bracket.

BRACKETS:

1. Automated brackets can be viewed on 40" TV monitors that will be installed at the registration area throughout the championship.

COMPETITION:

1. GENERAL:

- a. Some events may start later due to last minute unforeseen problems.
- b. Players should watch the brackets to know when they play their games and at which machine.
- c. The microphone is not to be constantly calling the players that are not at the machine, it will be used as least as is possible, as we do not want to distract players that are playing their game.
- d. Players will have 3 warnings before being considered ABSENT, the first notice, at the time of assigning the machine where they must play, the second notice after 10 minutes, third and final notice after 5 minutes. If you are not at the machine by then you will lose the match.
- e. The repeated warnings to the same player and in different modalities will result in expulsion from the competition.
- f. The event does not stop for meals. The competition is our first and only priority, so no breaks will be made so that players can eat, they must adapt their timetables to that of the competition.

2. THE GAME:

- a. Players must ensure that their opponent is the one showing on the bracket. Games played that are not marked at the bracket are not valid.
- b. Players must ensure that the game they will play is the specific modality, once the game is on the second round; the game is counted as valid.

- c. If a player or players retire or are removed from an event after it has started, they have no right to claim the start fee.
- d. Players must use plastic tip darts
- e. The flights shall have a maximum of 4 wings and a mounted dart shall not exceed 20.32 cm. in length.
- f. It is not allowed to play with magnetic darts and, once mounted, the maximum weight of a single dart must not exceed 20 grams.

3. RULES:

- a. If any conflict or doubt arises during the course of a game, the player must stop the game and call for a referee.
- b. To decide who starts the game, players will toss a coin. The winner chooses who throws first at the bull. The one closer to the centre hole (holes are counted) starts the first game. The second game is started by the player that lost the first game. If it comes to an untie game, the loser of the second game throws first at the bull. The one closest to the centre (holes are counted) will start the final game.
- c. Each player has a maximum of 3 darts per turn. The player has the option to throw 1, 2 or 3 darts.
- d. Players can step on the throw line, but cannot overpass it before the release of the dart, after a first offense the player will receive a warning, if it happens again the player may lose the game or even the match.
- e. The player or players not participating in the turn must keep a safe distance (2 meters) of the player who throws. Any unsportsmanlike action involving disturbing the shooter will be sanctioned by the organization.
- f. The players participating in the game that are not throwing, may not leave that area (radius 4 meters).
- g. Each player will have a maximum of 30 seconds to throw three darts, these count 30 seconds from the time your score is enabled to throw these darts.
- h. The dartboard electronically scores the darts. The dart does not have to stay stuck to validate the score. If the machine does not score a dart, this is considered equally launched. A throw is valid if it touches the dartboard, bouncing or misses it. It is only allowed to repeat the throw if the dart fell less than 1 meter behind the throw line.
- i. Each player has to make sure he throws on his own score. In case he throws on the wrong score, a referee is called. He will un-throw the dart, the player that made the mistake cannot throw his darts again. If this mistake decides the game or the match, the player that made the mistake will lose the game or match.
- j. If a player scores removing his darts a referee is called. He will un-throw the dart. If this mistake decides the game or the match, the player that made the mistake will lose the game or match.
- k. Players can not manually score darts. In case a dart is stuck in a number (without touching other darts) and marks wrong, it is considered valid (if this darts determines the result of the match it is not valid and the machine is put as it was before throwing this dart). If this happens a second time, a referee is called. He will put the machine back as it was before the last dart. Another machine will be assigned where the scores will be set as they were. The only situation where a stuck dart overrules the machine is when this dart decides the game or match, even if it hit other darts or sections of the machine before entering the machine.
- l. Any case in which the referee must make a decision that is not stipulated in the rules, players must respect his decision.
- m. In case the 20 rounds are used, the machine indicates the winner with a star.
- n. The player at the throw line only may receive instructions from their teammates (in teams) or from their partner (doubles). In the singles events he/she cannot be instructed by other players or the public. He/she may lose or even be expelled from the tournament, as well as the one that instructs.
- o. No claims will be accepted once the game ends, unless such claim has to do directly with the issue at hand.
- p. If a player average manipulation is discovered by means of a complaint (from a team or a player), it will result in a lost game, leaving the previous games as they are.

4. TEAMS:

- a. In the team events, the captains must present their players licenses and ID's, so that the captain of the opposing team can verify that everything is in order.

- b. To know who is the local team and who is visiting, it is decided by a coin toss, the winning team will choose. If you reach the decisive game, a throw at the bull will decide who starts the game. In this last game there are 2 players per score and the captain may place them in order as he see fit.
- c. In the team competition, if played to a single mode, you can only make changes after completion of match. Those who start a match must finish it. In the case of a combo system, changes can be made after each set. Considering that the substituted player may not re-enter.

5. NATIONAL TEAM SELECTIONS:

- a. Round Robin: Groups 3, 4, 5, or 6 teams will be formed. There will be 3 games played and each worth 1 point. The first classified from each group goes to the second round. The second round will be played best of 3 or best of 5 and will be direct K.O.
- b. The game will be 501 DI/DO with 4 SCORES, 2 players at each score. Bull 50/50, freeze rule applied.
- c. You may make changes after each match, but not during a match.
- d. Teams are formed out of minimum 4 players and maximum 6. All teams must align a female player every game.
- e. The female player always starts first.

6. PRIZES:

- a. Before giving out the prizes, the organization will check the category of the player, if that player has played in a lower category that applies to him; these prizes will not be given.
- b. The organization may ask for a valid ID document to validate your identity before handing out the prizes.

7. BEHAVIOR:

- a. Players of Bullshooter championships are obliged to behave correctly in the playing area.
- b. Mistreatment of machines is prohibited.
- c. Lack of respect for the players and members of the organization will be sanctioned.
- d. Any act of bad sportsmanship behaviour may result in the expulsion of the playing venue.
- e. Consumption of substances prohibited by law on the premises is prohibited.
- f. It is not allowed to consume food or beverages purchased outside of the premises.

THE ORGANIZATION CLAIMS THE RIGHT TO MODIFY THE RULES IF IT IS FOR THE GOOD DEVELOPMENT OF THE CHAMPIONSHIPS ORGANIZED BY BULLSHOOTER EUROPE.

