

Border Battle Remote Dart Tournament Rules and Information

The Border Battle Remote Tournament will be played on Stansfield Vending, AAA & D&R Star Arachnid G3 Dartboards. The tournament will be run using the Arachnid Tournament King (TK) software.

Players must have a Bullshooter LIVE player code to play and log into the dartboard.

When: Saturday, September 12th. **11am** start time.

-We suggest arriving at your location 30 minutes early to ensure your dartboard is connected for remote play and that both cameras are working properly. If your dartboard is not connected or cameras are not working, unplug the dartboard for 1 minute and plug back in. If they are not working after a hard reset, then you will need to play at your backup location.

Tournament Admin Assistance Line: 608-785-4935

-Please only text this line for assistance. This gives the admins the ability to answer multiple issues at a time, rather than tying up the phone line on a call. Make sure to state your name, team name & division in the text.

Tournament Format

Winner's Side Race to 3 – 501 OI/OO, Cricket, Cricket, 501 OI/OO, Cricket (Tiebreaker)

-Diddle: 1 round of Count Up Split bull (Bulls are worth 25/50), high score wins and starts Game 1.

-Loser of each game after game 1, starts the next game.

-If Tiebreaker is needed, another diddle game will decide who starts the final cricket game.

Loser's Side Race to 2 – 501 OI/OO, Cricket, Cricket (Tiebreaker)

Diddle: 1 round of Count Up Split bull (Bulls are worth 25/50) high score wins and starts Game 1.

Loser of each game after game 1, starts the next game.

If Tiebreaker is needed, another diddle game will decide who starts the final cricket game.

Final's Match

The team playing up from the loser side will need to "Double-Dip" the winner side to become the bracket winner.

The first match will be played using winners side format (Race to 3).

If it goes to a second match, it will be played using loser side format (Race to 2).

Captains list and communicating with opponents

A captains list will be emailed to you and can be found on the Border Battle page on stansfieldvending.com.

Pre Match Contact (PMC): Pre match contact between teams through text message is required. Each team captain is responsible for contacting the opposing team captain prior to every match played throughout the tournament. Players should not start their match without contacting the opposing team.

PMC Examples:

“Hey, this is “name”, we’re ready when you guys are.”

“We’re in, shoot well.”

“Loading in now, shoot well”

Do not argue with or disrespect opponents or tournament admins for any reason. If there is a dispute, players should contact the tournament assistance line for instructions on how to resolve any issues that may occur. Sarcastic, negative, or insulting comments sent to opponents or admins (including—but not limited to—comments regarding a team’s skill or strategy) are prohibited.

Starting Matches and forfeit process: All matches should start within 10 minutes of the match being posted. When a match has aged 10 minutes, and you have attempted PMC and have had no response and the match has not started, text the assistance line immediately so the admin can attempt to contact the opposing team.

The opposing team will then have 5 minutes to log in to the match, if at that time the match still has not started, the match may be forfeited at the tournament admins discretion.

Setting Up the Board and Participating: Border Battle Tournament utilizes the Tournament King (TK) brackets under Tournament Mode of the Arachnid Bullshooter G3 boards.

- Be ready at start time
- Players are responsible for watching the bracket and starting all matches on time
- Notifications are not guaranteed
- Notifications will be sent through the BullShooter Live app only

How to set up matches

- To get started at the dartboard
- Select Tournament Mode
- Select Tournament King
- Sign in with Hot-button or QR Code Scan (both players)
- Highlight your match and choose start

Diddle Procedure: The diddle is used to determine which team will shoot first. Diddling is completed in a one-round game of Count Up with a split bull (Bulls are worth 25/50) and 15" board.

The first player of the home team will throw all three darts during the first round of Count Up, followed by the first player of the away team. The team who scored the most points after the first round wins the diddle unless there is a tie after the first round. In the event of a tie after the first round, the second round is thrown by each team to attempt to break the tie. If doubles, the second round is thrown by the second player of each team. The team who scored the most points after the second round wins the diddle. If, in extraordinary circumstances, there is still a tie the Count Up game is continued until the tie is broken.

Machine Errors, Cameras, Switching Boards Mid-Match, The Shooter's Advantage Rule

Technical difficulties are an inevitable part of remote play. The most common issues are the inability to connect two dartboards remotely, interrupted connection during an active match, board failure to register thrown darts, and camera malfunctions. Most issues or errors can be resolved by updating the dartboard prior to the start of every match. Players can force board updates by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins. A typical board update will be completed in less than 60 seconds and will revert to the main board menu upon completion. If an update does not fix the issue, you can unplug the dartboard for 1 minute and plug back in. Players should never be rude or aggressive to opponents or admins because of machine errors or issues. These errors are, for the most part, out of everyone's control.

Potential Machine Errors

Inability to Connect If two teams are loaded into their respective boards, but both board screens persistently display “Waiting for Team” when trying to connect, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. Players should notify admins through the assistance line for further guidance if the issue is not resolved before the match posting has aged 10 minutes to avoid match delay penalties.

Incompatible Software If two teams are loaded into their respective boards, but both board screens display that a team is “Playing on a machine with incompatible software” when trying to connect, this means that one board has an older software version than the other. When this happens, both teams should cut power to the board and wait at least 30 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. Players should notify admins through the assistance line for further guidance if the issue is not resolved before the match posting has aged 10 minutes to avoid match delay penalties.

Interrupted Connection If playing in a match and the board screen prompts “Remote match connection disrupted. Attempting to restore...” and/or “Press the red button to suspend the match until it can be resumed later”, this means that the boards’ connection was interrupted. This will happen any time there is a loss of internet or power to the dart boards. When this happens, both teams should cut power to the board and wait at least 30 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. If it is possible to complete it quickly, resetting the Wi-fi router may also be necessary to reestablish internet connection. Players should notify admins through the assistance line for further guidance if both teams are not able to continue the interrupted match. If connection issues persist, teams may be urged to move to a different board at their location (if available) to play out the rest of the match/bracket.

Moving Boards Mid-Match If playing in a match and the need to move to a new board arises, whether because of machine errors or other outside factors, this can be done by suspending the match and then loading back into it on the new board. To suspend the match, both teams should cut power to the board and wait at least 30 seconds to plug the

board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode on the desired board and attempt to start the match after the update completes. Players should always notify admins through the assistance line to make them aware if they desire to switch boards.

Cameras Every team is required to have a working camera to continue participating. In most cases, machine cameras can be reset by suspending the match and updating the board. Players should not start a match if one or both cameras are not working. Blurry, dark, laggy and/or otherwise hard-to-see video does not constitute a non-working camera. Only frozen or completely black videos are considered nonviable. If playing in a match and a team's camera is not working, the match should be stopped by pressing and holding the down arrow button to keep the game paused. Take a picture of the nonworking camera to send to admins. The captain of the team that noticed the camera malfunction should also contact the opposing team to let them know of the camera issue and send the picture. Once notified, both teams should work together to resolve it by suspending the match and rebooting the board without the working camera. To suspend the match, both teams should cut power to the board and wait at least 30 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode on the desired board and attempt to start the match after the update completes. If protocol is followed and the issue of the working camera cannot be resolved by updating the board or moving the match to a board with working cameras, it can lead to the match forfeit of the team with the camera issue. All forfeitures are applied at admin staff discretion. Players should not continue to throw darts while an opponent's camera is not working. There are no do overs or rematches if a game/match ends while a team's camera is down. The match should be paused and/or suspended until the camera is working again.

The Shooter's Advantage Rule The Shooter's Advantage Rule is the procedural correction/application of beneficial but miss-scored/non-scoring dart(s). A dart that sticks in a board segment that is beneficial to the shooter but did not register that segment can be manually scored to the advantage of the shooter. Additionally, a dart that flights a beneficial dart (or segment) on the way in, but sticks elsewhere, is not manually unscored to the disadvantage of the shooter. A beneficial dart that is thrown and sticks in a board segment, but does not register, can be manually scored to the advantage of the shooter.

To use the Shooter's Advantage Rule during the tournament:

- Do not remove any darts from the board.
- If the misregistered dart is removed (or falls out of the board), then the Shooter's Advantage Rule can no longer be applied.
- Pause the game by pressing and holding the down button. If your turn ends before you can pause the game to correct your dart(s), wait at the board to pause it immediately when it comes back to your team. (Do not throw another dart or remove darts from the board until the misregistered dart is corrected. If another round is thrown by the team trying to correct a misregistered dart before correcting it, The Shooter's Advantage Rule cannot be used).
- *****Take a clear photo***** of the board face with your darts still in it. More than one photo may be necessary to clearly show what segment a dart is stuck in. Send that photo to the other team's captain for confirmation.
- Call, or otherwise contact, your opponents immediately to let them know that you had a dart miss-register and that you need to back up the match. Let them know that you have sent a photo of your darts to them for confirmation.

-In most cases, the opposing team will have thrown during their turn before communication can be established and the misregistered dart(s) corrected. This will require the opposing team to back up, or "unthrow", their 3 darts to return the game to your previous turn. After the misregistered dart is fixed, the opposing team can either manually rescore their previously unthrown darts or they may choose to rethrow the round completely.

- If the first steps are followed, the opposing team is not permitted to reject your application of the Shooter's Advantage Rule. If you encounter a team that refuses to back up the game after you send them a photo of your darts, players should text the admin line immediately for assistance to enable them to enforce the rule on your behalf. Only after approval is given by the opposing team or admins are you allowed to backup and re-score the dart(s).

It is important that players remember to watch and keep the game paused when contacting opponents or admins with regards to applying The Shooter's Advantage Rule. The game will not stay paused indefinitely so you must continue to re-pause. If the shot clock continues to count down during your turn because of failure to keep the game paused, it will most likely result in the inability to apply The Shooter's Advantage Rule, as well as the probable loss of your team's subsequent turn(s) to shoot.

- Unless the misregistered dart would have won your team the game had it been corrected before the other team's turn, then the dart is moot; the game outcome will stay as-is. Prolonging or tying the game does not equate to a game-winning dart, only a winning dart is relevant.
- If the misregistered dart is a game winning dart, but the opposing team takes their turn and "wins" the game before the misregistered dart can be corrected, this is considered a "false-scored game-win" for the opposing team.
- Leave the darts in the board and contact the admins. If the misregistered dart is removed (or falls out of the board), The Shooter's Advantage Rule cannot be used. Do not start the next game of the match until communication can be established with admins and a photo of the misregistered game-winning dart can be sent to the admins and opposing team as proof. Admins will direct teams on how to proceed.

Administrator Assistance: Before and during the tournament, contact is done exclusively through text message with the tournament admin assistance line. Players should text the admin at **608-785-4935** for any and all assistance. Phone calls will not be answered unless the call is made from the admin.

Tournament Overview

Match Ready Notifications

- Be ready at start time
- Players are responsible for watching the bracket and starting all matches on-time
- Notifications are not guaranteed
- Notifications will be sent through the BullShooter Live app only

How to set up matches

- To get started at the dartboard
 - Select Tournament Mode
 - Select Tournament King
 - Sign in with Hot-button or QR Code Scan
 - Highlight your match and choose start

Quick Rules Reference

- Don't forget to read the full rules above!
- Pre-Match Contact is required
 - You should text your opponents before starting EVERY match
- All matches must start within 10 minutes of match call time
 - Report delayed matches to admins immediately via text
- Shooters Advantage Rule
 - Players are required to correct misregistered darts
 - Read the rule above
- Cameras are Required
 - If your opponent's camera is not working, suspend the match and inform them
 - To check your cameras, use the "Test Cameras" options before re-starting the suspended match
 - To fix a camera malfunction, simply restart your board, or move to another board if available