2020 IOMA Tournament Guide
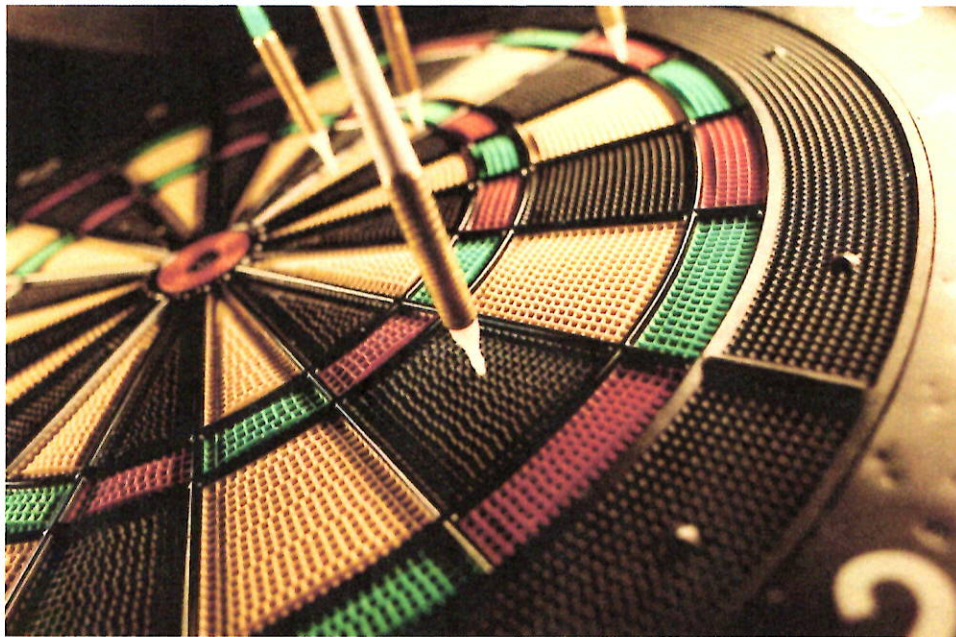
Darts

Ramada Inn Hotel &

5 Sullivan Brothers Convention Center

February 5 - 9, 2020

Hotel Rooms Mention IOMA State Tournament

Ramada Inn 319-233-7560

Iowa Operators of Music and Amusements

Iowa State Dart Championships

Iowa Operators of Music and Amusements
Iowa State Dart Championships

General Information

Tournament Dates Wednesday February 5th through Febuary 9th 2020

Tournament Location

Five Sullivan Brothers Convention Center 205 West Fourth Street Waterloo, Iowa, 50701

2018 IOMA Officers

Ron Ries, President - Larry Elbert, Vice President - Bill Wohlers, Past President

Ace Leiding, Secretary/Treasurer - Ira Miller, Executive Director

2018 Tournament Committee

Reggie Horak, Chairman - Larry Elbert , Ira Miller, Ron Ries, Ace Leiding , Kyle Green ,

Terry Johnson

2018 Qualifications Committee

Reggie Horak - Larry Elbert - Ira Miller - Ron Ries

Tournament Equipment

Arachnid G-3 Dart Boards

Our Sponsors:

Budweiser Fahr Beverage and Waterloo CVB

2021Tournament:

Febuary 10th-Febuary 14th 2021

Five Sullivan Brothers Convention Center, Waterloo

Iowa Operators of Music and Amusements
Iowa State Dart Championships

Registration

- Players must register through their league operators and meet all eligibility requirements.
- Registration for mini tournaments will be taken on site.
- Pre-registration is required for all other events.
- Entry forms can be obtained from your league operator.

Deadlines	Activity	Comments
1/3/2020	Entries due to operators / all entry forms and payments..	League operators may impose an earlier deadline at their individual discretion.
1/10/2020	After above date late fees may apply. This is the final day entries are to be taken.	Entries in between these dates are subject to the $25/ event late fee.
1/16/2020	Last day to make changes to singles entries! Changes to team and doubles can be made up to 1 hour before each tournament start time. $5 per change fee will be charged for all changes After January 31, 2020.	Replacements must have verified averages that are equal too or below player being replaced.

Tournament Eligibility

Player Requirements

All players must be NDA sanctioned. All players must be in good standing with their league operator. At least 50% of all games must be played at an Iowa location. All players must have a minimum of 96 games in no less than 8 different weeks in the last 12 months. Must have at least 24 games OI/OO stats and/or 24 games Cricket status to be eligible. Must have PPD avg. for '01 events (must be OI/OO only), MPR avg. for Cricket Events.

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Event Information

- Entry Fee includes a $4 administration fee $1 admission fee and $10 board fee

- Round Limit 20-501 & 25- Cricket

Schedule of Events

Wednesday				
	9AM	Open Dream Team	$160	$80 Added per team
	9AM	Women's Dream Team	$160	
	1PM	Mini Tournaments	$10	
4PM signups	7PM	Players Luck of the Draw	$15	

Thursday				
	8AM	Singles Cricket	$40	Cap not to exceed 3.5 MPR
	8AM	Masters Singles Cricket	$50	No Cap / $25 added per entry
	5PM	Doubles "01"	$80	Cap not to exceed 58.0 PPD
	5PM	Masters Doubles "01"	$100	No Cap / $25 added per team

Friday				
	8AM	Team Cricket	$140	Cap not to exceed 13.5 MPR
Open Teams Cannot	8AM	Masters Team Cricket	$180	No Cap / $25 added per team
Exceed 2	2PM	Singles "01"	$40	Cap not to exceed 29.0 PPD
Master players	2PM	Masters Singles "01"	$50	No Cap / $25 added per entry
Signup noon - 6:30	8PM	ABC Draw	$15	$$ Added / Split into 32 Team Brackets

Saturday				
	8AM	Team "01"	$140	Cap not to exceed 115 PPD
	8AM	Masters Team "01"	$180	No Cap / $25 added per team
	3PM	Doubles Cricket	$80	Cap not to exceed 6.8 MPR
	3PM	Masters Doubles Cricket	$100	No Cap / $25 added per team

Sunday				
	8AM	Team "01" Finals		**Round Limits** 20
	10AM	Check In For any events not Finished		--- "01"
	11AM	Team Cricket Finals		25 --- Cricket

$1 Admission Fee & Board Fee per person is included

Spectators must pay $1 Admission Fee - Sales Tax is included in the Admission Fee

Iowa Operators of Music and Amusements
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Information for Players

<u>Where should I stay?</u>   Hotel rooms mention IOMA STATE TOURNAMENT

Baymont Inn & Suites   /   Courtyard by Marriott   /   Days Inn & Suites   /   Fairfield Inn & Suites

Holliday Inn Express   /   Howard Johnson   /   Hampton Inn

<u>When should I arrive?</u>

Plan to arrive so you have time to check into your hotel, get comfortable, look around and familiarize yourself with the site, find your start times, and be at your board when your match is scheduled to play. This means arriving the night before your division is scheduled to start.

Do I need to check in?   No, there will be match sheets in the lobby of the convention center at the control desk. To find out what to do next read the section on where and when do I play.

<u>Where and when do I play?</u>

It is your responsibility to know when and where you play. Matches will not be announced.

Follow Compusort.   Www.compusport.us   or download and use the app on your smart phones.

Input your name in one of the available computer monitors at the control desk. You will be able to navigate to the events you are registered to. Find the start time and board number of your match.

If a match is still in progress on that board, please wait at the table until that match is completed. If the match is not close to being finished, report to the tournament director and ask to be reassigned.

The Tournament brackets can be accessed via your smart phone, ipad, or computer at www.Compusort.us

<u>After the match is done?</u>

After you completed your match, both players or both team captains are to sign the match sheet. The winner will return to the control desk and scan the barcode of the winner using the bar code reader at the front of the station. This will record the match results into the computer system. You must complete this step or you will not get credit for winning your match. No matches will be re-played.

Check at one of the computer monitors for the start time/board number of your next match.

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General Rules

Tournament Rules

The rules governing play are detailed in the current edition of the NDS Rule Book. Referees are the authority in all matters relating to the rules. You can however, dispute a ruling a ruling by a floor referee and the matter will be taken up with the head referee who will be the final authority.

Protests

If for any reason, a team captain feels that the opposing team has fielded an ineligible player, or may otherwise be ineligible to compete, the team captain only may file a written protest with the tournament committee. There will be a $100 deposit. The protest will then be reviewed and a determination made. If the protesting team prevails, the $100 deposit will be refunded and action will be taken as deemed appropriate by the tournament committee, whose decision is final.

This same rule also applies to all single division players.

There are other situations that can be protested-check with a referee if a situation occurs that you feel may warrant a protest.

Match Start Times

Match forfeit call procedure : only 1, 5 minute intercom call

only 1, 1 minute intercom call. After which Forfeit will be called! So watch your times and brackets.

We will make every effort to get all matches under way at the appointed times. Your timeliness in reporting all matches will help make this job easier. Please be considerate of your fellow players

When playing in a team event, only one team member need to be present to start the match. The same grace period rules will apply as in the singles events, if no member of the opposing team is present.

Shot Clock

Shot clocks are set in the board programing for each event.

You can press the up button to hold the clock for a referee. (If this is abused bring it to the referee's attention and warnings or further may result.)

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Player Requirements

- ALL PLAYERS MUST BE NDA SANCTIONED

- All Players must be in good standing with their League Operator.

- At least 50% of all games must be played at an Iowa location.

- All Players must have a minimum of 96 games in no less than 8 different weeks in the last 12 months

- Must have at least 24 games OI/OO stats and/or 24 games Cricket status to be eligible

- Must have PPD average for '01 events (Must be OI/OO only),

- MPR averages for Cricket Events

During the Event

All players are required to carry positive identification at all times. Opposing singles players or opposing Team Captains, prior to start of match, or any Tournament Official at any time during the event may ask for and require proof of identification from any and all entrants.

Pay Outs

In order to receive your payout you must have the following information. Photo ID, Payout Control Voucher. Teams must have all players information listed on the voucher. If not all the players information is on the payout information sheet, the money won will be determined to be received by the person signing for the payout. Any player who receives $600 or over during the tournament (or for the year) will be issued 1099; having all players fill out a W-9 form, may eliminate the 1099 being issued. YOU WILL BE REQUIRED TO PROVIDE A SOCIAL SECURITY NUMBER IF YOU PLACE AND WIN OVER $300 FOR THE TOURNAMENT.

Player Deadlines

PLAYER ENTRY DEADLINES-JANUARY 3, 2020

NO ENTRIES ACCEPTED AFTER JANUARY 10, 2020(AFTER JANUARY 16th -NO PLAYER CHANGES IN SINGLES EVENTS

CHANGES TO DOUBLES AND TEAM EVENTS MUST BE MADE AT LEAST 1 HOUR PRIOR TO EVENT START TIME

Replacements verified average must be equal to or less than player being replaced. ($5 charge for on site changes)

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Team Rules

Number of Players on a Team

Every member of your team must be NDA sanctioned. All members of your team must have played in the same league system and have met 8 weeks of play requirement. Open team may include as many as 4 players on their roster. Four players and one sub per team.

Substitution Rules

The captain may substitute a player before the match begins. The roster must remain the same for that match.

Start of Team Play

When playing in a team event, only two team members need to be present to start the match. Score sheets will be filled out in a timely manner and play will commence as soon as both teams have at least two members present. If a game is completed and the listed opposing player is not present to begin the next game, the game will continue and you will pass the absent players turn. The absent player listed on the roster and on the score sheets may begin at any time he/she arrives but may not make up forfeited games.

Tie-Breaker Procedure for Advancing

If two teams are tied for most wins, both teams will advance.
If two teams are tied for the second most wins, the head to head score will determine who advances
If more than two teams are tied in total games won at the end of the round robin
the following procedure will determine who advances.

01 Events: The first team to win one game of 701 stacked will advance, the next team to win
will advance and so on. All four players will be on one score.
Masters will play 701 DI / DO.

Cricket Events: The first team to win one game of "No Score Cricket"
(First team to close everything regardless of score)
All players will be on one score.

Starting Order: Flip for diddle: The diddle will determine who starts first, second, ect.
After one team advances, the remaining teams will flip and diddle again.
All players participate in the final game and can play in any order.

Every player on each team may take up to 6 warm up darts prior to the start of the match.

Known ability rule

At the discretion of the Qualification Committee, <u>any player or team may be placed in a higher division based on known ability.</u> This may be done on site and the required additional fees will be due and paid in full prior to that team or player being eligible to compete

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Payout Procedures

All payouts must be collected from the IOMA table in the main lobby. Payouts will be distributed during posted times only.

In order to receive your payout, you must have the following:

Photo ID

Payout Control Voucher (received from the control desk in the main lobby)

Fill out the required paperwork as directed by IOMA staff.

Team payouts will be only given to the Team Captain.

Payout Control Voucher

Teams are required to have all players information listed on the voucher. Missing information may result in the issuing of a 1099 for the total amount won by the person signing for the payout. Any player who receives $600 or more during the tournament (or for 1 year) will be issued a 1099. Having all team members fill out a W-9 form may eliminate the 1099 being issued.

Mini Tournaments

Time and space permitting, mini tournaments will be scheduled on site. These events are typically held in the evening, with 8 player brackets for various divisions of play. Entry fees vary by division.

Master players will not be permitted to enter mini tournaments unless a specific master tournament is scheduled.

Cell Phones/Flash Photography

Cell phones must not have an audible ring during tournament play. No flash photography during tournament play.

Food and Drinks

Food and drinks from outside sources may not be brought into the tournament site. It is against 5 Sullivan Brothers convention policy.

Miscellaneous Rules

Zero tolerance for fighting in or around the event venue. Players fighting can be expelled from tournament and fees will not be refunded.

Gambling is not permitted at any time during the tournament. IOMA is not responsible for lost, stolen or damaged items.

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Dress Code

We wish to make your tournament experience as positive and comfortable as possible, and present the best possible image for our sport. We ask that you help by maintaining proper and appropriate dress during the event. Please observe the following requirements:

- The dress code will be in effect and enforced at all times when on the main tournament floor. This includes during all competition and practice, including mini-tournaments.

- No player may compete while wearing ripped, torn, or stained clothing. Suggestive clothing may not be worn at any time when on the tournament floor.

- Women may wear culottes, skirts, side-split skirts and dresses, but must be of appropriate length. Mini-skirts are not acceptable.

- Neat and clean jeans without holes or tears are acceptable.

- Shoes must be worn at all times. No bare feet or stocking feet.

- Hats may be worn.

OFFICIAL PLAYERS GUIDEBOOK

NATIONAL DART ASSOCIATION
NDA
A.M.O.A.-N.D.A.

Revised 9-2003

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PREFACE

The AMOA National Dart Association (NDA) is the sanctioning body of electronic darting dedicated to the standardization, recognition, promotion and growth of competition worldwide. Memberships are processed without regard to race, color, religion, ethnic origin or age.

FOREWORD

This player pamphlet entitled "Player's Guidebook" has been prepared for the exclusive use of the members of the NDA. Areas of copyright are protected.

Topics covered in this pamphlet are to be viewed in two ways. First, there are areas of *standardization* that require compliance of NDA-sanctioned leagues.
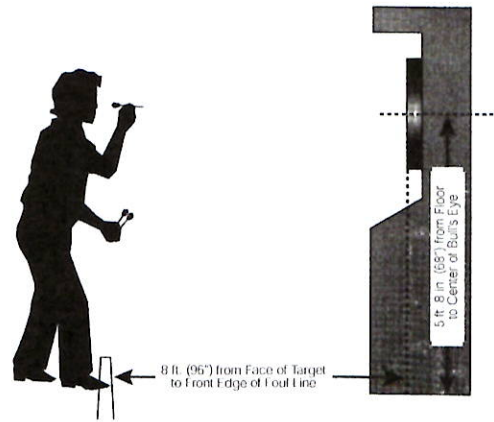
Secondly, there are areas that have been included herein that are suggested means of conducting local league play. In all of these areas your local NDA Charter Holder will have full and unequivocal authority to implement rules for league play. Examples of those areas are:

- Protest
- Fines
- Forfeits
- Fees

We hope this pamphlet will be an asset to you in maximizing your enjoyment of the fastest-growing recreational sport in history: *"Electronic Darting—The Game You Can Count on."*

AMOA NDA REQUIREMENTS

Dart Machine Specifications/Installation

5 ft. 8 in. (68") from Floor to Center of Bull's Eye

8 ft. (96") from Face of Target to Front Edge of Foul Line

Note: Attention should be given that the measurement is from the "Foul Line" to the "Face" of the dart board and *not* from "Foul Line" to the front of the machine cabinet.

DART EQUIPMENT SPECIFICATIONS

1. Tips used must be standard factory issue for Electronic Darting and can not have broken tips.
2. Darts may not exceed eight (8) inches in length measured from end of tip to end of flight.
3. Darts may not exceed NDA standard for Officially Sanctioned NDA Tournaments. The current weight standard is 18 grams. (Local standards may vary for league and tournaments.)

THROWING AREA

The area directly in front of the assigned dart board, not to exceed either dart board to the left or right of the assigned board, is considered the official "throw

area." Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul.

The "*players box*" located directly behind the foul line, is reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one who is currently shooting. This area is considered part of the throw area. Any player who completely removes himself from the throw area has indicated that his turn is complete.

For wheelchair-bound participants, the torso can be on but not across the foul line.
You are allowed to stand at the Foul Line with your foot

PROPER THROWING TECHNIQUE

no farther than the front edge of the line. A suggested stance is to have the throwing side of your body toward the board. If you are right-handed, your right foot should be on the line and your left foot approximately 18 inches behind. Lean forward slightly with the right knee slightly bent. Balance yourself with the toes of the left foot. Your throwing arm should be in front of your body and the upper arm at approximately a 45-degree angle down, while the forearm is perpendicular. Find the center balance of the dart and hold it lightly. This should be comfortable; you do not need to use all four fingers. The throwing motion should be from your elbow out, holding the upper arm as motionless as possible. Bring your fore-arm back slightly and with a fluid motion throw the dart toward the target. Remember to follow through by point-ing your index finger at the area from which you threw.

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GENERAL RULES OF PLAY

1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.

2. Players may use their own darts if they meet the following specifications:
    A. They must be plastic-tip darts.
    B. Flights may be any length as long as they do not exceed 8" in total length.
    C. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
    D. Complete darts may not exceed 18 grams in weight.
    E. Darts may not have broken or cut off tips.
    F. Darts will be inspected upon request.

3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is lit.

4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three darts unless a foul occurs.

5. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw the darts over. Dropped darts may be thrown again.

6. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. **Exception:** When a dart is in the board and machine reads "Stuck Segment," that dart must be removed by opposing team captain before other darts are thrown.

7. A round is defined as the period of time from the end of a player's turn to the start of his next turn. On

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games with stacked teams (players on one score), a round is defined as the end of the player's turn to the start of his/her partner's turn.

RULES OF PLAY- '01

1. The game is '01 Any In-Any Out. The Bull's Eye will count 50 points.

2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.

3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when he is "blocked" or "frozen," they will not be credited with any individual feats (4RO, 6DO, etc./5RO, 9DO, etc.), and the win will be credited to the opposing team as a team win only.

4. All general rules of play will apply.

RULES OF PLAY- CRICKET

1. The game of Cricket will be played with a double Bull's Eye.

2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull's Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull's Eye first, and has a greater or equal point score, wins.

3. An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.

4. All general rules of play will apply.

FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, or expulsion from future leagues or tournaments. The tournament officials identified by official NDA credentials will make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.

2. Fouls must be called within the round in which the foul was committed.

3. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. Throwing on a non-coined machine is considered a distraction.

4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose his next three darts.

5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

   If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand.

If the player throws while the machine is displaying an opponent's number, it constitutes a foul.

a) If the player has thrown fewer than three darts, the machine is advanced to his correct position by use of the "Player Change" button, and the player is allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.

b) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed his turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.

c) If a player throws out of turn and ends the game on that turn, his team loses that game.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

a) If the player has thrown all three darts, his turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose ` his next turn.

b) If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and he is allowed to throw the remainder of his three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose his next turn.

6. Manually scored points
a) on opponent's score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player who committed the foul loses his next turn.
b) on player's own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose his next turn.

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7. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).

8. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.

9. Any machine reset, tilt or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.

10. Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league director or tournament official may constitute a foul.

11. Any player/team that commits three fouls in one game will forfeit that game.

12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game and will not be allowed once a match has been concluded.

13. Disregard of any rules may constitute a foul.

14. All decisions by referees or tournament committee will be final.

SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:

a. The "Last Dart-Winning Dart" must stick.

b. If the dart does not stick and the machine awards the win, the machine is right and the game is over.

c. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game.

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Example: Player's score is 24 at the beginning of his turn. His first dart hits and sticks in the single 9 but does not register or score. His second dart scores a single 15, leaving the player on 9. The third dart is then throw in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.

2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.

3. If there is any question as to whether the machine is scoring or working properly, **STOP THE GAME**. Do not remove darts or activate the "Player Change." The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.

4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.

5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

OFFICIAL SKILL RATING PROCEDURE

Points Per Dart (PPD) and Marks Per Round (MPR) are the official means of classifying and ranking players.

- **PPD**: Points Per Dart is used for all '01 games, (301, 501, etc.). To obtain a PPD, divide the total points by the number of actual darts thrown. Example: Player #1 wins the game with his 12th dart. He has achieved a total of 301 points. His PPD is 25.08 (301 / 12 = 25.08). The winner of the game will use the total points of the game, (301, 501, etc.) all other players will use the actual points scored as reported by the machine.

- **MPR**: Marks Per Round is used for all Cricket games. To obtain a MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player #1 wins the game with her 46th dart. She have achieved a total of 59 marks. Their MPR is 3.85 (59 / 46 x 3 = 3.85). Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually.

A player must compete in a minimum of 24 league games in a league season that meets the following criteria to establish a Skill Rating:

- **301 (501, 701, etc.)**: Any '01 league game played open in/open out with a 50 point Bull's Eye on a 15.5 inch target.

- **Cricket**: Standard scoring Cricket games with a split (25/50) Bull's Eye on a 15.5 inch target.

PLAYER ACHIEVEMENTS

The NDA recognizes the following player achievements:

'01 FEATS

- **6 through 12 Dart Outs (Abbreviated 6DO, 7DO, etc.)**
  A perfect game for 301 is accomplished with 6 darts. A perfect game for 501 is accomplished with 9 darts. A 7 or 10 Dart Out occurs when you win the game while throwing only 7 or 10 darts. The same is true for 8, 11 and 12 Dart Outs.

- **4th Round Out (Abbreviated 4RO)**
  Winning the game on either your 10th, 11th or 12th dart.

- **Low Ton (Abbreviated LT)**
  A score of 100 to 150 points in one turn. (A Hat Trick is not counted as a Low Ton.)

- **High Ton (Abbreviated HT)**
  A score of 151 to 180 points in one turn.

- **Ton Over**
  Same as High Ton.

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- **Hat Trick (Abbreviated HAT)**
  All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.
- **High Out**
  The highest out score in any '01 game.
- **Assist (Abbreviated A)**
  When a player receives credit for his/her partner winning the game.
- **Win (Abbreviated W)**
  What a player receives when he/she throws the winning dart.
- **5th Round Out (Abbreviated 5RO)**
  Winning the game on either the 13th, 14th or 15th dart.

CRICKET

- **8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO)**
  8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.
- **White Horse (Abbreviated WH)**
  3 darts registering 3 different Cricket triples in 1 turn that have not previously been marked or scored upon by your team. (While there are 9 marks in a White Horse it is not scored as a 9 Mark. See: 9 Mark)
- **9 Mark (Abbreviated 9M)**
  Registering 3 Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, 2 triples that are same and a different triple or the same 3 triples.
- **8 Mark (Abbreviated 8M)**
  Registering 2 triples and 1 double (could be a double Bull's Eye) in one turn.
- **7 Mark (Abbreviated 7M)**
  Registering 2 triples and 1 single. 1 triple and 2 doubles (could be two double Bull's Eye) in one turn.
- **6 Mark (Abbreviated 6M)**
  Registering 2 triples, 1 triple and 1 double (could be a

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double Bull's Eye) and 1 single, or 3 doubles in one turn.

- **5 Mark (Abbreviated 5M)**
  Registering 1 triple and 1 double (could be a double Bull's Eye), 1 triple and 2 singles, or 2 doubles (could be two double Bull's Eye) and 1 single in one turn.
- **4 Mark (Abbreviated 4M)**
  Registering 1 triple and 1 single, 2 doubles (could be two double Bull's Eye), or 1 double (could be a double Bull's Eye) and 2 singles in one turn.
- **Crick Hat (Abbreviated CHT)**
  All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from 3 marks up to 6 marks depending on whether they land in the Bull's Eye's inner or outer circle.
- **Assist, Win** - same as in before 01

SPECIALTY ACHIEVEMENTS

- **Perfect Attendance**
  Player participates/plays on every night of his/her scheduled league play.
- **Captain**
  Player who is Captain of their respective team.
- **League Champion**
  Player/team champion at the conclusion of the league season.
- **Very Improved**
  Given to a player whose performance has improved greatly during the league season.
- **Top Gun**
  Player who is the top shooter.
- **5-Year Member**
  Player who has been sanctioned for 5 consecutive years.
- **10-Year Member**
  Player who has been sanctioned for 10 consecutive years.
- **1st-Year Member**
  Player who is sanctioned as a first-year member.

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- **Good Sportsmanship**
  Given to a player who is not the best player, but exhibits a good attitude.

- **Three In A Bed**
  All three darts registering in the same triple in one turn.

- **Top Hat**
  Player who has registered the most Hat Tricks.

- **Ton 80**
  Player registers 3 triple 20s in one turn.

GLOSSARY OF TERMS

Here are some common terms or phrases that you will be hearing as a sanctioned player for NDA:

Actual Darts Thrown: Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.

Blocked: A player is BLOCKED when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches 0 but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.

Classified League: Any league that consists of teams with similar or closely matched team averages.

Closed: When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.

Feats: Various darting accomplishments. (See: 301, 501 & Cricket Feats)

Frozen: A player is FROZEN when his or her score is at 1 point (2 points in "Double Out") and his or her partner's score is higher than the combined score of their opponents. The player may not get his score any lower without losing the game (See: BLOCKED)

Games: The individual components of a dart match.

Geographic League: Any league that consists of teams from the same area or location of town.

Ladies: Teams consisting of only females.

League: All teams that compete directly against each other in a season.

League Division: Teams in a specified combination or skill level.

League System: All of the Charter Holder's Leagues.

MPR: Marks Per Round - The system for averaging the "marks" that a player throws each turn in a game of Cricket. The higher the MPR, the better the player.

Mark: Any throw that registers on a number either to help close the number or score points. The Single segment portion of the Cricket number scores "1" mark. The Doubles segment scores 2 marks while the Triple segment scores 3 marks. The outer portion of the Bull's Eye scores 1 mark and the inner section scores 2 marks.

Match: The sum total of games played per league night.

Mixed Doubles: Teams made up of a equal number of males and females. In each game a female and male throw together.

Open: Teams made up of any combination of males and/or females.

PPD: Points Per Dart - The system for averaging the points that a player throws each dart in an '01 game. The higher the PPD the better the player.

Passed Darts: Darts not thrown during a round or game for one reason or another.

Round: This is defined as a player/team's turn during a game. Each player has the *option* of throwing 0, 1, 2 or 3 darts each round.

Spot Darts: A way of handicapping players, teams and leagues. The better the player the fewer darts he/she would be permitted to throw at the beginning of the game.

Spot Round(s): The first or opening rounds of a spot handicapped game.

Turn: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2 or 3 darts.

Unclosed: When a team has 2 or less Marks on a number or Bull's Eye.

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AMOA

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