

DARTS STARS – PUB DARTS TOURNAMENT:

Short Ts&Cs

Tournament open to those 18+ only. No purchase necessary. Tournament opens 01.10.24. Matches unless mutually rearranged will be played on Tuesday evenings from participating pubs at 19.00. You must be part of a pre-registered team to play. Teams will play a minimum of three matches and the tournament will run for a maximum of nine weeks. See www.dartconnect.com/darts-stars-terms.pdf for prizes and full Ts&Cs.

Promoter: Star Pubs & Bars, 3-4 Broadway Park, South Gyle Broadway, Edinburgh, EH12 9JZ

Full Ts&Cs

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These Terms and Conditions prevail in the event of any conflict or inconsistency with any other communications, including advertising or promotional materials. Entry instructions are deemed to form part of the terms and conditions and by entering this promotion all participants will be deemed to have accepted and be bound by the terms and conditions. Please retain a copy for your information.

The personal data provided by entrants will only be used by the Promoter for the purpose of conducting the promotion and at all times in accordance with the Data Protection Act 2018 and the Promoter's Privacy Policy (available at <https://www.starpubs.co.uk/privacy-policy>) and <https://www.dartconnect.com/privacy-policy/>. From time to time, the Promoter may share entrants' personal data with their agents/representatives to assist with administering the promotion and contacting entrants (as necessary) and/or fulfilling the prize(s).

1. INTRODUCTION:

Star Pubs & Bars are hosting a live stream darts tournament across the UK between pub darts teams in the Star Pubs estate. Teams will go head-to-head against other pubs, playing matches from their local, in real-time, against their opponents via live stream.

2. VIRTUAL PLATFORM:

The virtual element of the tournament will be hosted on '[DartConnect](#)' an online platform where teams can compete, score and live stream their matches.

2.1 SIGNING UP

Register your team's interest in playing via your Star Pubs BDM. Team captains will then be contacted via email with a link to sign up your team on the DartConnect platform.

In order to take part in this tournament teams will need to register the details laid out in section 3.1, on the DartConnect platform. These details will be used for the administration of the Darts Stars Tournament by the Promoter and its tournament partners (for more details on tournament partners see section 4.1).

By accepting these terms and conditions and registering a team, all named teams and individuals will also be bound by the DartConnect platform [privacy policy](#).

Required information:

- Pub name & address
- Team Name
- Captain's name, email address, phone number and home address.
- Team member names & email addresses (minimum 4, maximum 6 – including the captain)

Every team, up to a maximum of 180 teams, to successfully sign up to the Darts Stars tournament will receive a Strongbow branded darts flight set. Fulfilment to be arranged directly with team captains post sign up.

Team members are required to join the Darts Stars Facebook group to be informed of any updates and queries for the tournament. <https://www.facebook.com/profile.php?id=100085550121145>

3. TERMS & CONDITIONS:

The personal data provided by entrants will only be used by the Promoter for the purpose of conducting the tournament and at all times in accordance with the Data Protection Act 2018 and the Promoter's Privacy Policy (available at <https://www.starpubs.co.uk/privacy-policy>). From time to time, the Promoter may share entrants' personal data with their agents/representatives to assist with administering the tournament and contacting entrants (as necessary) and/or fulfilling tournament prizes.

3.1 The Promoter and its agents will only use personal information supplied by team for the purposes of administering this tournament.

a) Promoter: Star Pubs and Bars

Star Pubs and Bars may contact team captains, team members and pub representatives for the purposes of tournament administration, queries and troubleshooting.

b) Darts Tournament Platform: DartConnect

DartConnect may contact team captains and team members with information on the Darts Stars tournament, fixtures, results, rulings and stats. More information on how DartConnect processes your information can be found on <https://www.dartconnect.com/privacy-policy/>.

c) Marketing Agency Partner: Mesh Marketing

Mesh Marketing may contact team captains and team members for the purposes of prize fulfilment and tournament queries and troubleshooting. Contact email address darts-stars@meshmarketing.co.uk

4. TOURNAMENT & ELIGIBILITY:

Tournament prizes can be won by members of the darts teams registered to the Darts Stars tournament. Darts teams must be associated with a participating Star Pubs and Bars outlet and must sign up to the tournament via DartConnect. You will receive a sign-up email if you have registered your team's interest with your Star Pubs BDM.

Employees of the Promoter, their immediate families, employees, or immediate family members of any third-party companies associated with the promotion, prize providers or agencies assisting with the promotion operation may not enter the tournament.

- 5. Tournament Period:** The tournament opens 19:00 on 01.10.24, closes by end of November 2024. The tournament end date is determined by the number of registered teams / game weeks. The tournament schedule will be released by 17.09.24 on <https://www.dartconnect.com/darts-stars/>
- 6. Team Numbers:** A team must have a minimum of 4 players and maximum of 6. Only 4 players will play each evening with two alternates to cover absences
- 7. Tournament Structure:** The competition will be set up as an initial Group Stage followed by Knockout Rounds. Each team will play at least 3 matches, with two winning teams progressing to knockout rounds. The top two teams will progress to play other qualifying teams in a standard knockout phase, with each winning team progressing to the next round until there are two teams competing for the final. Knockout stages will last between 4-6 weeks depending on team numbers.

7.1 Match Format & Rules

Matches will be played with four sets of Singles 501 SIDO. Each set will be Play All 3 legs (not “best of”). Knockouts will follow the same format but best of 12 legs (first to 7 leg wins), if tied 6-6, play a single tie-breaker set.

7.2 All matches will be scheduled for Tuesday nights during the tournament window unless an alternate date is agreed upon by both teams (see rules section)

7.3 Starting Time for all matches is 19.00

7.4 By registering, teams agree to accept and be bound by these rules. If there is any reason to believe that there has been a breach of these rules, or of the spirit of this tournament, the Promoter may at its sole discretion refuse to award a prize and/or disqualify a team or winner of any match / tournament round.

For full Tournament and match rules/ rulings (see ‘Tournament Rules’ section for more details)

8. GAME PLAY

8.1 In order to compete in a match teams will need to be registered on the DartConnect platform before registration closes on 10/09/24

8.2 Teams must login to the DartConnect scoring app 15 minutes in advance of their match starting.

9. Livestreaming: Teams are required to have a second device for live streaming their game. Unless there are technical difficulties, teams are required to run the scoring app on a phone/tablet next to your dartboard, while running VideoConnect on a separate device with the camera pointing to the dartboard. Full information can be found at <https://www.dartconnect.com/videoconnect/>

10. DartConnect Device Compatibility: DartConnect will only work with modern and up to date devices and browsers. For more information on how to test your compatibility, please visit <https://www.dartconnect.com/videoconnect/#device-compatibility>

11. More details on how to login and compete can be found in the tournament user guide.

12. COMMUNITY MANAGEMENT: Team members are required to join the Darts Stars Facebook group to be informed of any updates and queries for the tournament. <https://www.facebook.com/profile.php?id=100085550121145>

12.1 The promotion is in no way sponsored, endorsed or administered by, or associated with any of the social media platforms where the post promoting the promotion is featured. None of the social media platforms listed above are responsible to entrants in respect of any aspect of this promotion.

PRIZES AND FULFILMENT

13. Championship winners: The winning team will receive 10 hospitality tickets to The World Darts Championships at Alexandra Palace on Saturday 21st December for the afternoon session. Tickets include dedicated hospitality entrance, welcome drink, souvenir programme, pre-session meal, complimentary wine, beer and soft drinks, long table in main area. Winning team will also receive a winner’s trophy. Tickets will be released 48 hours prior to the event via email. Prize includes tickets only and all other expenses will be covered by the winner including transportation and accommodation.

Championship runners-up: The second place team in the championship bracket will win personalised darts team uniforms for up to 10 members. A meeting will be hosted by Mesh Marketing to gather sizes and design

preferences from the team. The meeting will be scheduled within 21 days of the final game via email, with the registered team captain. Prize to also include a darts ring light and a darts accessory kit.

Winning Pub: The pub from which the championship bracket winners compete will win a visit from a professional darts player (darts professional to be confirmed following the completion of the competition depending on their availability) The winning pub prize will be fulfilled by Sky and visit will take place before the end of March 2025.

14. The Promoter will make reasonable efforts to contact the winners via email. However, if a winner has not responded to notification within **7 days**, or if a selected winner is ineligible, in breach of these rules, or unable to take up the prize for any other reason, an alternative winner will be drawn. The alternative winner will be the next team in final tournament rank position, until the prize is accepted.
 15. The winning team captain will be notified via the email address provided at sign up.
 16. Prizes are non-transferable and cannot be sold or auctioned. The Promoter reserves the right to offer an alternative prize of equal or greater value than the original or vary these rules due to any unforeseen circumstances beyond our control.
 17. Spot prizes throughout the tournament will be awarded to players and teams who reach the following milestones/criteria:
 - Player to score the most 180s
 - Highest average player checkout
 - Player to score the most 100+
 - Reaching Quarter Finals
 - Highest Player checkout of the week & group stage & playoffs
 - Highest Player leg win %
 - Highest Player opponent 3DA (player who had the toughest competition)
 - Highest Team Average or Leg Win %
- a.) Prizes will be sent to the address submitted by the team captain when signing up to DartConnect and will fulfilled within 21 days of the tournament ending.
- b.) Spot prizes are:
- a. 100x Sky Sports branded polo shirts
 - b. 100x Sky Sports branded baseball caps

GENERAL

18. The Promoter reserves the right to cancel or amend this tournament or any match due to events or circumstances arising beyond its control.
19. These rules and any dispute or difference arising out of or in connection with them shall be governed by and construed in accordance with English law. The Promoter and each entrant irrevocably agree to submit to the exclusive jurisdiction of the Courts of England and Wales over any claim or matter arising under or in connection with these rules or the legal relationships established by this agreement.

TOURNAMENT RULES

ARTICLE I - EQUIPMENT

- A. All matches shall be played on a standard bristle board with a 20 point clock-face and a wire spider separating the single, the double, and the triple sections.

- B. Dartboards shall be placed 5' 8" from the floor to the centre of the bulls-eye with the 20 bed at the top centre. The front edge of the toe line/oche (edge closest to the shooter) will be 7' 9 1/4" from the surface of the board. The diagonal measurement from the centre of the bulls-eye to the toe line/oche shall be 9' 7-3/8".
- C. The Pub owner will be responsible for supplying and maintaining the league play dartboard.
- D. Teams are responsible for providing all other equipment

ARTICLE II - TEAM PROFILE & PLAYER SUBSTITUTIONS

- A. Teams will submit rosters of a maximum of 6 players; 4 players required to play a complete match plus 2 alternates. All registered members of a team can be used in any order in any spot on their team's match lineup, but may only play 1 set per match. Players may not play on more than one team.
- B. SUBSTITUTIONS: If a team is unable to field the minimum 4 players to play a match, they are allowed to have a substitute player fill in. For all sets where a substitute is not available, the available players can have additional turns to fill the empty spots within the team.

ARTICLE III - MATCH SCHEDULING

- A. The Group Stage schedule will be published on DartConnect TV (tv.dartconnect.com) and sent to players via email. Knockout schedules will be available after the Group Stage is completed.
- B. All matches will be scheduled for Tuesday nights unless an alternate date/time is agreed upon by both teams.
- C. If teams cannot agree on an alternate date/time, the team unable to make the original date and time will forfeit the match.
- D. STARTING TIME for all matches is 19.00
- E. Rescheduled Group Stage matches must be completed prior to the following week's match or will be considered an "unplayed-double forfeit" and neither team will be awarded match points.
- F. Rescheduled Knockout Matches must be completed by the Saturday immediately following the scheduled match or will be considered an "unplayed-double forfeit" and neither team will advance.
- G. If a team withdraws during the Group Stage, completed match results will be removed and future matches considered BYES.
- H. If a team withdraws during the knockouts, their opponent will advance as the winner.

ARTICLE VI - ONLINE MATCHPLAY & SCOREKEEPING

- A. All matches will be played online using the DartConnect scoring app. Each team will play all matches in their home venue and input their own scores during the match.
- B. Teams are required to use DartConnect's VideoConnect feature to live stream a video of their dartboard during the match, unless technical difficulties occur.
- C. Teams must be able to communicate via phone during the match if VideoConnect is not used and as a backup.
- D. Any scoring corrections will be verbally announced and acknowledged by both teams prior to making a correction in the scoring app.
- E. Players must wait until their opponent throws all three darts and the score has been recorded before taking their turn.

ARTICLE IV - GROUP STAGE

- C. Teams will be organized into groups of 4 and play a "round-robin" schedule of one match versus each team in their group for a total of 3 matches. Group size and match count may vary based on total team count.
- D. Each Group Stage match will be structured as follows:
 - A. All legs will be standard 501, Straight Start, Double Finish to win
 - B. Each week, teams will play a full match consisting of 4 sets of Singles 501. Each set will be 3 legs with ALL legs to be played.
 - A. Players that win 2 or 3 legs will win the set; players that win 1 or 0 legs will lose the set

- B. Teams that win 3 or more sets will win the match; teams with 1 or fewer set wins will have a loss
- C. If teams win 2 sets each, the match will be a tie/draw
- C. Each set will be singles play consisting of one player from each team competing. Players are not allowed to play more than one set per match.
- D. The "HOME" team will start all ODD numbered sets and the AWAY team will start all EVEN numbered sets. Each set will alternate leg starts after the first leg.
- E. League points earned will be 2 points for a match win, 1 point for a tie/draw and 0 points for a loss. League standings will be published on DartConnect TV (tv.dartconnect.com). For teams tied within their division, statistical tie breakers will be Season Match Win Record, Head to Head League Points and Season Leg Win %, in order.
- E. The captains are responsible for the smooth running of each match. If there are any questions or concerns that can't be resolved by the captains during the match, contact the organizer.

ARTICLE V - CHAMPIONSHIP KNOCKOUTS

- A. The top two teams from each group, based on division standings, will advance to the Knockout Stages, a single-elimination knockout bracket.
- B. The number of teams qualifying for the Knockouts may be adjusted based on the total team count.
- C. Each Knockout match will be structured as follows:
 - A. The match format will be similar to the Group Stage format except all sets will be best of 3 legs (first to win 2 legs wins) with an additional tie-breaker set if necessary.
 - B. Once a team wins 3 sets, they will be declared the match winner and advance to the next round unless it is the finals.
 - C. If teams are tied 2-2 after 4 sets, an additional set of singles 501, best of 3 legs, will be played to break the tie. The team captain may select any player from their team to play the tie-breaker set. The player who starts the first leg of the tie-breaker set will be determined at random and all subsequent legs will alternate start.

ARTICLE VII - PROTESTS

- A. Any protests can be reported by the team captain to darts-stars@meshmarketing.co.uk. The organizer of the competition will be the arbiter of all issues and will determine the final ruling of any disputes.