



## **Top16 Competition Regulations**

### **I. Introduction**

The Top16 Competition is a darts event divided into three qualifiers, each lasting one month. The first two qualifiers will be played in the cricket format, while the last one will be played in the 501 format. At the end of the three qualifiers, the top 16 players in each level with the highest points will advance to play in a final bracket. The purpose of these regulations is to establish the rules and procedures for the Top16 Competition.

### **II. Participation and Scoring**

1. To participate in the Top16 Competition, it is required that the player has a Bullshooter Live account and an established VRS MPR average. In case a player does not have a Bullshooter Live account, they must create one before registering. If they do not have an established VRS MPR average, they must play a minimum of 15 games in the VRS Open Cricket format available on all machines where the Top16 Competition is active.

2. To earn points in each qualifier, players must complete a minimum of 10 games. There is no maximum limit for the number of games played.

3. Players will compete individually in either cricket or 501, depending on the qualifier they are participating in.

4. At the end of the minimum 10 games, the MPR or PPD average will be calculated based on the best 5 games the player has played during that qualifier.

5. Players will be ranked in an overall ranking by levels according to the following criteria:

- Level 1: VRS MPR 4.60 or higher
- Level 2: VRS MPR between 3.60 and 4.60
- Level 3: VRS MPR between 2.70 and 3.60
- Level 4: VRS MPR between 1.00 and 2.70

6. Players will receive points based on their position in the ranking of their level at the end of each qualifier.

Point Allocation According to Level:

Level 1			
Position	Top16.X.1	Top16.X.2	Top16.X.3
1	240	360	480
2	238	357	476
3	236	354	472
4	234	351	468
5	232	348	464
6	230	345	460
7	228	342	456
8 ...	...	...	...
Level 2			
Position	Top16.X.1	Top16.X.2	Top16.X.3
1	200	320	440
2	198	317	436
3	196	314	432
4	194	311	428
5	192	308	424
6	190	305	420
7	188	302	416
8 ...	...	...	...
Level 3			
Position	Top16.X.1	Top16.X.2	Top16.X.3
1	160	280	400

2	158	277	396
3	156	274	392
4	154	271	388
5	152	268	384
6	150	265	380
7	148	262	376
8	...	...	...
Level 4			
Position	Top16.X.1	Top16.X.2	Top16.X.3
1	120	240	360
2	118	237	356
3	116	234	352
4	114	231	348
5	112	228	344
6	110	225	340
7	108	222	336
8	...	...	...

### III. Level Change

1. Players may automatically change levels at the beginning of each qualifier based on their VRS MPR at the end of the previous qualifier. For example, if a player started in level 3 and their VRS MPR at the end of the qualifier corresponds to level 2, they will begin the next qualifier in level 2 and retain the points earned in the previous level.

### IV. Finals

1. At the end of the three qualifiers, there will be a final for each level. The top 16 players with the highest number of points in each level will advance to these finals.
2. In the event of a tie in points between two or more players, they will be considered as separate players, allowing only 16 players to participate in the final of each level.
3. To be eligible for the finals, a player must have participated in a minimum of 2 out of the 3 qualifiers, regardless of the final score achieved.
4. The Top16 finals will take place on the dates indicated on the poster.

*\*The dates may be subject to change if the organization deems it necessary.\**

## **V. Communication and Confirmation for Online Presence Finals**

1. The organization will contact the finalist players via email. The email address registered in the Bullshooter Live account will be used. In this email, players will be asked to confirm their attendance, provide the name of their gaming location, the number of machines available at the gaming location, and a contact phone number for the player.
2. If a player does not respond to the email with a minimum of 2 days prior to the start of the final, the player may be excluded from the competition with no right to claim.
3. WhatsApp groups will be created to allow the organization to communicate with the players during the competition. In the event that a player does not have WhatsApp installed on their device or the organization cannot communicate with them through this system, the player may be excluded from the competition with no right to claim.

## **VI. Camera Operation**

1. Throughout the competition, including the final, the cameras must be constantly operational. If a player is playing on a machine with a malfunctioning or non-functional camera, this could result in the player's expulsion from the competition. For this reason, it is strongly recommended that players arrive at the gaming location well in advance to verify the proper functioning of the machine. If the camera is not working properly, players should inform the operator to repair the machine or provide an appropriate alternative or solution. The proper functioning of the cameras is essential to ensure the integrity of the competition and transparency in the game.

## **VII. Final Provisions**

1. Any disputes or controversies arising during the Top16 Competition will be resolved by the event organizers, and their decisions will be final.
2. The organizers reserve the right to make modifications to these regulations if deemed necessary to ensure the proper functioning of the competition.
3. All participants must adhere to the rules and regulations established in these regulations and show respect towards other players and organizers at all times.

Participants must read and understand these regulations before registering for the event.