



# NERF DART TAG LEAGUE (NDTL)

## DEW TOUR STANDARD RULE BOOK FOR TOURNAMENT PLAY

### GENERAL GUIDELINES

1. The spirit and intent of these rules and the duty of the enforcing officials is to ensure safe play; to promote fair, unbiased competition; and to sustain the level of organization and good sportsmanship necessary to keep tournament-level Dart Tag a positive activity.
2. The tournament producer, Vivid Marketing, is the final authority regarding these rules. The producer may designate individual judges who maintain the rules during tournament play. Decisions by referees or judges are final and unarguable.
3. Modifications to these rules may be required in particular situations, including but not limited to insurance requirements, laws, or regulations; in such instances, the tournament producer may modify these rules as necessary. Questions regarding modifications should be directed to the tournament producer or his designated representative before the tournament begins.

### EQUIPMENT & SUPPLIES

1. APPROPRIATE EQUIPMENT: All NDTL tournament players must use the following items during play:
  - (a). (1) Official NERF Dart Tag Blaster with official NERF Dart Tag darts to be provided by the tournament producer. All equipment must be unmodified stock. Any attempt to modify NERF Blasters or NERF Dart Tag Darts will result in team disqualification.
  - (b). Tournament producers will provide each team with colored NERF Dart tag vests capable of fitting over existing shirts to help distinguish opposing teams during game play and aid in scoring.
  - (c). It is mandatory for every person (judges and players) to wear Nerf Vision Gear provided by tournament producers when they are directly exposed to games that are in progress, or when they are directly exposed to any authorized shooting area while darts are being discharged. The Vision Gear components shall not be altered from their original factory condition. All Vision Gear is subject to safety inspection and approval by enforcing tournament producers. Approved Vision Gear will be provided for any judges, players or spectators who need them. A player whose Vision Gear is accidentally dislodged during a game must temporarily leave the game to replace the Vision Gear. Intentional removal of Vision Gear during a game, other than with the approval and under the direct supervision of a judge will result in elimination of the player from the game.
2. PROHIBITED ITEMS: The following items are prohibited during NDTL game play: Artificial sounding devices (e.g., whistles, clickers, horns); shielding devices; artificial light sources; heat generators (e.g., matches, lighters, heat packs); weapons, flares, paint grenades, paint mines, or any form of pyrotechnic devices; tools and spare parts capable of affecting a Blaster's velocity; silencers or sound suppressers; slingshots, blowguns or any device capable of propelling a NERF Dart other than the single approved Blaster per player; radios and similar communication, signaling or listening devices (except, with the prior approval of the tournament producer, hearing aids necessary to compensate for bona fide hearing disability); or items that might reasonably be mistaken for a flag.
3. INSPECTION: Players must be available and submit themselves and their equipment to inspection at any time while within the staging area or on the field, and at such other times as may be deemed appropriate by the tournament producers. Players who fail an inspection before entering the field shall be allowed to correct any violation provided that no game shall be delayed to wait for a player who has not yet passed inspection. Players failing an inspection after entering the field to play a scheduled game shall be eliminated from the game.

### TEAM STRUCTURE

1. AGE GROUPS: Tournament participants must fall into one of two primary age groups: 8-12 or 13-17 years old.
2. TEAM SIZE: Each team must have four members available to play in all tournament games. If an NDTL Tournament team cannot field a full team due to injury or the unavailability or disqualification of a player, a suitable alternative satisfying all age and equipment restrictions may be substituted. No team is allowed to have more than four players on the field of play at any time.



3. **ROSTERS:** A player may not be on more than one roster in each event and a player cannot change rosters during an event. Players may be added to a team's roster at any time during an event as long as the added player(s) reports to the NDTL Tournament producers before participating in a game. Rosters must be filled out (legibly and completely) and handed in to the NDTL Tournament producers before playing your first game. Failure to turn in or update your roster will result in team disqualification.

#### **TEAM CHECK-IN**

1. **REGISTRATION:** Upon arriving at the designated NDTL Tournament location, all teams must register their roster with the NDTL Tournament producers to be entered into the tournament bracket. NDTL registrants who are under 18 years of age must present an official participation waiver signed by a parent or legal guardian in order to register. Teams will be given a start time for their match during registration. It is the responsibility of the team members to report back to the NDTL Tournament site 15 minutes prior to their match start time to undergo official equipment inspection and enter the field of play at their designated match start time.

2. **RULES AND REGULATIONS:** Every player must, and is assumed to have, full knowledge of the rules and regulations for the specific NDTL Tournament they will be participating in. The team captain or designated representative is responsible for passing this information on to his teammates. The NDTL Tournament producers will have copies of NDTL Rules available for review during team registration.

3. **WAIVERS:** Every person listed on the team roster shall must present an NDTL participation waiver signed by a parent or legal guardian. Waivers must be turned in to the NDTL Tournament producers during team registration or via mail or fax up to two weeks prior to the event. Waivers will be available at the tournament site as well as on Nerf.com. A team will be disqualified from the tournament if any player enters or attempts to enter a playing field for a game without having submitted a properly signed waiver.

#### **GAME PLAY**

1. **TIME SCHEDULE:** Each match will run (5) minutes plus any injury or stoppage time. The schedule will be strictly adhered to. There will be a master clock at the scoring table and enforcing officials will attempt to announce times and schedules, however it is the responsibility of the teams to be aware of the time during a match.

2. **START/STOP OF THE GAME:** The air horn signal to start or stop a match or (following a stoppage) will be issued by tournament referees to both teams simultaneously. Referees will not start or restart a game until all players have a hand on their own penalty box.

3. **TOURNAMENT SCORING:** Official score will be kept by enforcing officials and displayed on the official NDTL Tournament score board for both teams to see.

4. **SCORING OPPORTUNITIES:** Each of the following will take place simultaneously during the match.

(a). **Tagging of Opposing Players:** Each team will fire NERF Dart Tag Darts at opposing players. A scoring hit is defined as a direct hit to the opposing player's jersey and is worth one (1) point; the dart must stick to the jersey in order for a point to be awarded. Each player who is tagged with a scoring hit must immediately raise their NERF Blaster in the air and yell "I'M OUT". The player will then leave the dart stuck to their vest and immediately go to their Penalty Box where they will serve a ten (10) second penalty. When the player reaches the Penalty Box, he/she will hit the penalty button which will turn on the red light. The player must remove the dart from the. Players may re-enter the match after when the green light turns on. It is each player's responsibility to check his jersey and call himself or herself out immediately when he or she has been tagged with a scoring hit. If a player is unaware of a scoring hit and is called out by the enforcing officials he must stop playing and immediately to the Penalty Box. Shooting a player after the player has a scoring hit is an infraction and will result in a point being deducted. A player who repeatedly fails to call himself out after a scoring hit will result in a 10 point penalty. A player who receives an obvious scoring hit and continues play (by shooting, advancing, communicating with teammates, handing off supplies, etc.) commits an infraction and will result in a 1 point deduction. Any player who receives a scoring hit and deliberately hides, removes, or conceals the dart which is stuck to their jersey has committed an infraction and will result in elimination from the game.

(b). **Capture the Flag:** Each team will have a flag set up at their home base. The objective is to capture the opposing team's flag and return it to your home base. When an individual player is tagged while in possession of the flag, he must drop the flag and return to his Penalty Box to serve a ten (10) second penalty. Failure to drop the flag, continued advancement after being tagged or passing the flag to a teammate after being tagged will result in penalty points. The flag is always played where it lies. If a team



successfully captures the opposing team's flag and moves it to their home base, (10) points will be awarded, the clock will stop in order to reset the flags, and then the game will be restarted.

6. SCORING VALUES:

- (a). Tagging Opposing Players: 1 point
- (c). Capture the Flag: 10 points

7. PROHIBITED BEHAVIOR: The following behavior is prohibited during NDTL Tournament matches and will result in the assessment of penalty points, elimination of players from matches or the disqualification of a team from the tournament.

- (a). Any arguments, abusive, or vulgar language with players, referees, or judges on or off the field will result in assessment of penalty points and/or elimination from the game.
- (b). Aggressive physical contact with an opponent as determined by the enforcing officials will result in assessment of penalty points and/or elimination from the game.
- (c). Deliberate deception of any kind regarding scoring hits will result in assessment of penalty points and/or elimination from the game.
- (d). Unsportsmanlike conduct will result in assessment of penalty points and/or elimination from the game.

8. PENALTY VALUES: Assessment of penalties and the point loss assigned the offense is at the discretion of the enforcing officials, but shall not be less than one (1) point or greater than five (5) points.

9. TIE-BREAKER CALCULATIONS: In the event of a scoring tie, participants will compete in a target shooting competition. Teams will alternate shots, cycling through until each player has taken a shot. The higher score after two (2) rounds will decide the winner.