



2021 VRS Sports Calendar Rulebook

(Victory Ranked Series)

General Rules:

All the rules established in this document apply to all the competitions and events included in the VRS sports calendar (Top100, Top200, Top16, face-to-face online leagues, virtual leagues, TKO, etc ...). In events that require extra regulations, it will be provided to the operator and the player through the Bullshooter Europe website and will complement the general rules and regulations of this document.

Players participating in any of the Sports Calendar (VRS) events accept these rules automatically.

Players who participate in any of the events on the sports calendar are obliged to maintain their composure in all establishments that participate in the competition, as well as with the mistreatment of the machines and lack of respect towards the rest of the players or members of the this organization.

- 1- Ignorance of the rules does not justify non-compliance.
- 2- In any VRS game there will be no correction of the score allowed. The result originally recorded by the machine will always remain.
- 3- This applies to: Darts not registering, incorrect scores, bouncing jumps or any other scoring errors. In the event that the machine fails repeatedly, it is the player's obligation to inform his operator or owner of the gaming venue so that it can be checked and repaired.
- 4- All games are recorded and refereed. When reviewing the games, the organization will completely disqualify a player from the competition for cheating or playing improperly. **There will be no warnings**, a player caught cheating will immediately be expelled from the event and sanctioned at the discretion of the organization.

In the event that a player in the winning position has been eliminated from the competition, the prize goes directly to the player in the next position. In case a thrown dart has not been registered by the machine, the player will have the obligation to press the red button at the end of the round to skip that dart.

Examples that are not allowed:

- Pressing the board with your finger or any other prohibited object other than a thrown dart.
- Sticking in one or more darts by hand without throwing them.
- Shooting line violation.
- Manipulating a player's average to lower his ranking.
- Play under an account other than the one that belongs to that player.
- Have more than one player account per person.

5- For a player's participation to be valid, players' Bullshooter Live / HotButton account must be complete and have the following:

- Player code
- Clear photo of the player visible on their VRS account
- Valid Email Address
- Full name
- Nickname (optional)

6- A player cannot participate in an event or category lower than his corresponding level established by the average VRS MPR / VRS PPD / MPR / PPD (According to event configuration).

If a player is detected outside of their corresponding level or category, they will be eliminated from the event.

In case a player has started to play in a correct category according to his VRS MPR / VRS PPD / MPR / PPD level and during the course of the competition he has raised his average (HotButton / Bullshooter Live account) enough to that corresponds to the cut-off established for another level, the organization will decide if the points corresponding to the level played will be awarded, or it will move the player into the category that corresponds to him once the event is over, granting him the points that correspond to him in his new level or group. The player will have to play the following events at the corresponding level as well as the finals.

Players without average must play a minimum of 15 games to build their average profile on the VRS OPEN CRICKET MPR.

In any event, if the VRS MPR / VRS PPD score played by the player is higher than 30% in his profile average (HotButton / Bullshooter Live) registered in the event, the organization will take the necessary measures or expulsion of the player in the event to ensure the correct development of the competition.

7- The cuts and levels in events such as face-to-face online leagues or virtual leagues will be established according to the number of players and their averages VRS MPR / VRS PPD / MPR / PPD registered, thus determining the levels of said event, organized from

highest to lowest to establish groups or levels. In case the organization considers it necessary, a “handicap” could be applied to the competition.

- 8- For any game to be valid, both machine cameras must be visible and working. It is the player's responsibility to ensure this and in the event that one of the cameras does not work properly, notify the owner of the gaming venue or the corresponding operator so that the problem can be solved as soon as possible.
In the event that during an arbitration one of the cameras is covered, does not work or has poor visibility, the player will be expelled from the competition.
- 9- In any pre-qualifying event (Top16, Live Online Leagues, Virtual Leagues, Elites) you will be asked to play said finals on a specific date and time. In the event that the player does not agree to participate in said finals for whatever reason, the player will be eliminated and the registration or any type of amount will not be refunded.
In the same way, if a player is not at the indicated place and time with a maximum delay of 15 minutes, he will be eliminated from the competition.
In the event that a player is going to be late for the match, it is their obligation to notify the organization and its operator so that the organization can make the decision to wait for the player or not.
- 10- In any case that there is a tie in the score of two players in a pre-qualifying event (Top16 or virtual leagues), the following will proceed:
Virtual Leagues: the points obtained between the direct confrontations between the affected players will be counted, if the tie is still maintained, the averages made by the players will be taken into account.
Top16 and qualifiers by Ranking: The averages following the top 5 will be taken into account. That is, if an event has established the 5 best games, to determine the tiebreaker and the allocation of points, the 6th, 7th, etc ... consecutive games will be counted until the tiebreaker is determined, moving all other players to lower positions in the sorting list.
- 11- For events that require registration, the player who is interested in participating has the obligation to provide the necessary data for registration and the corresponding payment (in the event that the event requires it) during the dates established by the organization. for that event. Once the term has passed, if the player has not provided the necessary information or payment (if the event requires it), the player will not be included in said event.
- 12- Changing your name or nickname on your Hotbutton or Bullshooter Live account is not allowed during the course of a competition.
In the event that a player changes their name during said competition, it will be counted as if they were two different players and there will be no way to unify points or results.

13- The prizes will be sent to the players' local operator and the latter will be responsible for delivering said prize to the player. The player is in charge of claiming the prize from his operator.

It will be the player's obligation to provide the data (name, sizes of shirts, specific details, etc ...) to the organization within a maximum period of 15 days.

The cash prizes will be transferred to the player's account through the PayPal payment platform or bank transfer, or the operator will deliver the prize to the player.

It will be the player's obligation to provide the bank details or PayPal account to the organization within a maximum period of 15 days.

In the event that they exceed 15 days and the organization has not received the necessary information for the delivery of the award, it may not deliver the award.

The corresponding prizes in trips, inscriptions to championships, etc ... will not be exchanged for money in any case.

The organization will deliver said prizes, either objects or cash, as soon as is possible to do so. Prizes may not be delivered immediately upon the event's finishing date as some time margin is to be expected.

14- No prizes will be awarded to players whose Hotbutton or Bullshooter Live account is not fully populated.

This account must have:

- Full name
- Nickname
- Valid email account (emails will be sent to that account with prize information)
- **Profile photo in which the player is seen correctly.**

15- VRS Elites: The winner will receive a one-year sponsorship contract and a personalized dart game with their photo and signature.

In the event that a player who has already been a winner in the Elites promotion, and participates again and wins the final, he must give the prize to the player in 2nd position.

16- The organization reserves the right to modify any of these previous regulations if it is for the proper development of the competition at any time.

In the event that any situation arises that is not reflected in these regulations, the organization will make the decisions it deems most appropriate for the proper development of the competition and they will have to be accepted by the player or the operator.



