

2015 All Star Series Details:

100% payback plus \$500 added money to each bracket - payout to 25% of field. Plus \$105 hidden treasure cash and points based upon finishing position on each bracket as explained below.

- Second Saturday of each month. January – July 2015. 2 pm Central Standard Time.
- 3 person teams – Capped at 11 MPR.
- Flighted - 16 teams per bracket, Unlimited number of brackets.
- Triple Elimination.
- Tournament games count toward Darts-Tournament of Champions eligibility.

Entries restricted to eligible* Extreme-Team Remote leagues players.

An *eligible player is defined as a player who is currently playing on a remote Extreme-Team league, who has participated in at least 24 games of 01 and cricket to date after December 8, 2014 and who has played TWO (2) scheduled remote league matches within the preceding four (4) weeks of the date of registration and whom also has other significant and verifiable traditional league and or tournament data to establish a registration stat, as determined at PPD staff discretion.

NOTE: For players whom we can find no verifiable game details, they will not be allowed to participate in the All-Star Series until or unless they can produce such information from current league data, etc. At such a time that players produce information on current league data, etc the tournament admin office will apply a 10% increase to stats to ensure an accurate cover over data in the event of double in / double out or any other combination of games played.

!!! Please see important note below in regards to tournament breakout rules !!!

Registration begins at 10 am CST on Wednesday following each All Star Saturday or until such time that current All Star data is loaded. Players will be kept apprised of registration opening guidelines via the Horizon Darts Extreme Team Dart Leagues FB page if there will be a postponement due to data transfer.

Registration deadline for each All Star event is 1 pm CST on Friday prior to each All Star Saturday.

Entry fee: \$75 per team, required at time of sign-up. If payment process is not complete at time of registration the entry is automatically deleted after one hour. Once payment is cleared via PayPal, a confirmation email is sent to entrant.

100% payback plus \$500 added money to each bracket, even if not full bracket of 16 - payout to 25% of field. Plus \$105 hidden treasure cash and points based upon finishing position on each bracket.

Payout example – based on full bracket of 16 teams, 25% of field:

- 1st Place - \$600 to team (\$200 per player)
- 2nd Place - \$450 to team (\$150 per player)
- 3rd Place - \$300 to team (\$100 per player)
- 4th Place - \$240 to team (\$80 per player)

Plus \$105 in two hidden treasure cash prizes on a full bracket:

- \$75 cash for the first round losing team to the bracket's eventual winner (\$25 per player).
- \$30 cash for the first round losing team to the bracket's eventual 2nd place team (\$10 per player).

League match point values increase progressively throughout the series-year to diminish disadvantage for new multi-league players who wish to compete for Championship bonus money and qualifying vouchers.

- 2 points per match ~ December 8, 2014 – January 31, 2015.
- 4 points per match ~ February 1, 2015 – February 28, 2015
- 6 points per match ~ March 1, 2015 – March 31, 2015
- 8 points per match ~ April 1, 2015 – April 30, 2015
- 10 points per match ~ May 1, 2015 – May 31, 2015
- 12 points per match ~ June 1, 2015 – July 14, 2015

Note #1: League match values are scored at the value on the date of the scheduled match and may not be played ahead purely for the purpose of increasing point rank position. MATCHES MAY BE PLAYED AHEAD FOR OTHER REASONS.

Note #2: League match processing and point posting to website traditionally takes 48 hours or more and frequently takes 72 – 96 hours. Matches are scored at the value at the time match was scheduled to be played.

All Star Series Championship prize money to be paid to top point earners as found on the 2015 All Star rank list at the end of the series. Player tallies on the rank list reflect the players best three (3) All Star event scores*. Points for each individual All Star event range from 30 – 70 points.

\$20,000 Championship money with payout on August 1, 2015 – TOC registration opening day, to be paid by point positions as follows:

- \$300 - Top 20 point ranked players
- \$250 – point ranked player positions 21 – 40
- \$200 – point ranked player positions 41 – 60
- \$150 – point ranked player positions 61 – 80
- \$100 – point ranked player positions 81 – 100

Prize positions subject to be extended to additional rank positions depending upon the number of players on the rank list at the end of the series.

**Best three (3) tournament scores required for Championship money.*

NOTE: Bonus points awarded for actions and activity as determined by the PPD throughout the 2015 All Star series to promote growth of remote leagues and consequently potential additional All Star Series payouts. Special bonus point opportunities will be announced from time to time on this website www.dartstoc.com or on various Facebook league and tournament groups/pages associated with the PPD and your local PPD vendor. Facebook pages/groups such as but not limited to “Pearl Vodka Darts TOC”, “Horizon Darts Extreme-Team Leagues” and the page or group of any of the 46 PPD member vendors nationwide.

IMPORTANT NOTE TO PLAYERS: Tournament Breakout rules as follows...

Tracking tournament data for “breakout” consideration during remote tournament play is different than on-site events. The PPD tracks all on-site event tournament data to run in a breakout program to ensure players do not outperform registration stats. To be fair to our players we do not test data unless or until we have many darts thrown by the player in tournament competition (at least 180). Participants in remote tournaments do not throw as many darts as they do at the TOC or other large on-site events where there are multiple contests to compete in and for us to gather data from. In fact, some players do not throw enough darts at on-site events for us to test for breakouts either. As a result, for many people, it takes multiple contests in a combination of on-site events or remote tournaments to gather enough data to test for breakouts.

To ensure the fairest competition we’ve recorded all remote tournament data and our large on-site events just like local league activity. Each player who has exceeded 180 darts thrown in 01 games or 180 darts thrown in cricket games during any combination of tournament contests (remote and/or on-site events) has established a “tournament

statistic" (stat). If a player's tournament stat becomes the source for their future event registration – unless or until one of their other sources become better than tournament stats.

NOTE: Each players 01 games and cricket games are recorded separately. Either game type must achieve 180 darts thrown before the stat is considered as a source to populate registration stat – if the stat is better than previous sources.