

2018 \$50,000 Super Saturday Series. Up to \$35,000³ added-money. last update 2/08/18

Definitions and acronyms:

Partners Promoting Darts (PPD) sanctioning body.

The PPD hosts an annual tournament named the Tournament of Champions (TOC) in Kansas City each October.

A TOC statistical league-year is July 15th- July 14th year-to-year.

Points-per-dart (ppd) is an average from X01 games.

Marks-per-round (mpr) is an average from cricket games.

"Best Known" (bk).

A "Player Rating" (PR) is determined by:

Multiplying a player's bk mpr by ten (10) then, add the sum to their best bk ppd. $(bk\ mpr \times 10) + bk\ ppd$

Additionally, the PPD requires everyone's mpr and ppd to be within 13% of each other. Adjustments are automatically made to mpr or ppd, when necessary, to ensure this outcome for each PR. A team of multiple player PRs added together form a "Combined Player Rating" (CPR).

A player's bk ppd or bk mpr can come from league or tournament competition:

1) LEAGUE: To establish a league ppd or mpr a player must compete in at least 24 games of X01 (with full bull) and/or 24 games of cricket in a league. Then, the player must compete in at least six (6) matches of that league for the league to remain an "eligible league" for statistical retention for that player beyond the league's ending date. And finally, a player's bk ppd and bk mpr is determined by the highest ppd or mpr derived from all eligible leagues participated in during the most recent TOC league-year in which the player participated in at least one eligible league. Or,

2) TOURNAMENT: A tournament ppd or mpr average is established when a player has thrown a minimum of 120 darts and then up to their last 500 darts in X01 or cricket during any PPD tournament competition, including a combination of TOC and/or remote tournaments. Tournament statistics for each player is the last 500 darts thrown of each game type with the older thrown-darts purged from the average.

Player Ratings are retained for as much as three (3) years from any date and based upon bk stats of a player during all that time. The PPD's annual statistical year (aka TOC-league-data-year) runs July 15 – July 14 year-to-year. An "Annual PR Reset" is done each year on, or about, November 1, following the annual TOC, i.e. the "Annual PR Reset date". This Annual PR Reset is done to purge data from players whose activities and data ended more than three years prior to the current statistical year, which began on the previous July 15th. Additionally, data is purged for any player who did not participate in at least 6 matches in any of the leagues that ended during the interim of the July 15 start of the current statistical year and the Annual PR Reset date. However, data is retained for players involved in active leagues during this interim, but who have not yet participated in six matches as of the Annual PR Reset date.

100% payback plus \$500 added-money to each 16-team bracket (Maximum 20 Doubles brackets and 6 men's, 4 women's Singles brackets). \$500 added-money is based on a FULL bracket. If less than full bracket, added-money is prorated proportionate to the number of teams in the bracket.

Plus \$21,000³ added-money in All-Star Rank List Bonus Pools is paid to the highest finishing players across all brackets from within each individual Bonus Pool. Bonus Pools span the current top 600 All-Star rank list positions as follows:

- Top 100 All-Star rank position players – **\$6,000**
- 101-200 All-Star rank position players – **\$5,000**
- 201-300 All-Star rank position players – **\$4,000**
- 301-400 All-Star rank position players – **\$3,000**
- 401-500 All-Star rank position players – **\$2,000**
- 501-600 All-Star rank position players – **\$1,000**

Ties for any All-Star Bonus Pool prize money is split between all those tied.

Plus \$14,000³ added-money Super Pools (\$7k for each gender) is paid to the highest finishing male and Female players across all brackets from within the men and women who earned a Super Pool Invite for each Super Saturday.

"7k Super-Pool Invitations" (\$7k SPIs) are connected to each PPD Vendor/partners who owns TOC "Qualifier voucher Segments". For each Qualifier Voucher Segment owned by a PPD Partner, one (1) \$7k SPI is awarded for men and one (1) \$7k SPI is awarded for Women as seen on that Vendor's TOC Standings page. Players who compete in leagues for a PPD Partner who owns Qualifier Vouchers can view "On Track Super-Pool Invitation" icons on the TOC Standings page next to the name(s) of the Vendor's most avid (most games played) male and female players during the current year-to-date. The number of \$7k SPIs for each Super Saturday equates to 25% of the total Qualifier vouchers owned by that Vendor. This means, over the 4 quarterly Super Saturdays, throughout the year, each Vendor will get the same number of \$7k SPIs as total Qualifier vouchers owned.

- \$7k SPI invitations are automatically placed on each Vendor's TOC Standing page and assigned to the most avid (most games played) dart players (from all types of league play during the current year-to-date) at the time of opening registration for each Super Saturday – regardless of a player's skill level. \$7k SPI player icons will lock down at the time of opening of Super Saturday registration. \$7k SPI invitations allow these most avid dart players to register for the next Super Saturday event - even if they are not remote league players or the greatest skilled players on a Vendor's TOC standings pages. Ties for position are broken by the higher skilled player getting the \$7k SPI.²
- \$7k SPI men and women will compete for a share of the \$7,000 Super Pool for their gender - just as others compete within all other bonus pools as explained above. Except that some players who play remote leagues will be in a \$7k Super Pool and one of the other six (6) All-Star rank lists Bonus Pools at the same time. This is because many players who compete in our PPD remote leagues and are in the top 600 of the All-Star rank list are also among their Vendor's most avid players to earn a \$7k SPI too.
- \$7k SPI Players may choose to compete in Doubles or Singles on Super Saturday. Super Saturday Singles, of course, will determine who will compete in the Men's (Top 32) and Ladies (Top 16) Cricket Singles Championships at TOC 2018.

² Effective (September (2018) for 2019 Super Saturday Series: \$7k SPI's limited to players who play the most REMOTE PPD league games during the quarter prior to the last Super Saturday (i.e. running one quarter behind). And All Bonus Pool prize money will be paid to the highest three (3) finishing players across all brackets from within each Bonus Pool. Note: 2019 Super Saturday enhancements are under review and are subject to change.

³ Added money summary: \$21,000 All-Star Bonus Pools, \$14,000 Super Bonus Pools, \$15,000 added-money on Singles and Doubles brackets (based on 30 full brackets). Entry fees equal balance of \$50,000 payouts each Super Saturday.

Disclaimer: Added-money per bracket and Bonus Pools subject to change on quarterly budget analysis.

2nd Saturday of every third month. 1:30 pm Central Standard Time.

- September 9, 2017
- December 9, 2017
- March 10, 2018
- June 9, 2018

Singles: Men's and Women's (not flighted) - \$25 entry fee. Doubles: Flighted Capped @ 140 CPR* - \$50 entry fee.

- Triple Elimination.
- Boards limited to one team per board.
- Tournament games count toward Darts-Tournament of Champions eligibility.

Each eligible player may register for Super Saturday Doubles or Singles. A player can only participate in one (1) Super Saturday event type, not both.

***Combined Player Ratings (CPR) For Capped Events = the PRs of all players on a team added together:** For “Capped events”, all teams must fit under the cap when registering and at time of flighting. As team’s register for an upcoming Super Saturday Doubles event, and for those that register very close to the CPR cap, it is incumbent upon the team to ensure the team remains under the CPR cap at the time of flighting, which occurs at close of registration. Keep in mind other tournament and league data accrues during the interim, which may cause an individual PR on to increase, causing the team to exceed the CPR cap. Substituting is allowed. Those close to the CPR cap at registration should check individual PRs throughout registration and plan for a substitute when necessary. Teams found over the cap on Friday before the tournament are given an option to modify their team or to be refunded entry fee and removed from the tournament.

Entries restricted to eligible PPD Remote leagues players. An eligible player is:

- A player who is currently playing on a remote PPD league, who has participated in at least 24 games of 01 and 24 games of cricket to date after **July 15, 2017** and has other significant and verifiable traditional league data to establish an accurate ppd and mpr**.
- A player who has played SIX (6) scheduled remote league matches within the preceding ninety (90) days of the date of registration,
- A player who earned a \$7k Super Pool Invitation (SPI) as found on their vendor’s standings page (details below)
- A player who has established a Player Account with a current W9.

** Players with only the minimal PPD league games played, meaning less than, at least three (3) times, the minimum required games for eligibility; must provide access to additional, verifiable, league or tournament data adequate for use in determining a PPD PR. Adequacy of data is determined at PPD staff discretion. PPD staff will apply a fifteen percent (15%) adjustment to stats of players using non-PPD generated data to ensure a fair PR is established. ppd and mpr must come from O/I O/O and Cricket 200 games. Additionally, the PPD requires everyone’s mpr and ppd to be within 13% of each other. Adjustment is automatically made to mpr or ppd, when necessary, to ensure this outcome for each PR. ¹

¹ For the 2019 Super Saturday series – eligible players must previously establish a “PPD Tournament mpr”. PPD Admins will adjust all non-tournament mpr player’s PRs by adding 15% to league mpr to generate a temporary flighting PR. for those who, otherwise, meet Super Saturday eligibility, at the time of flighting a 2019 Super Saturday tournament.

To Register: A player must establish a Player Account under the “Login” icon at www.dartstoc.com . Entry fees and prizes are paid via PayPal.

Registration for each Super Saturday will "typically" open on the 5th Wednesday prior to the next Super Saturday unless circumstances dictate a delay, in which case registration will open as soon thereafter as possible. Players should join and use the PPD’s Facebook group page for updates and information about each tournament. [Dart Leagues - PPD North America - supported by: Horizon Dart Co.](#)

Registration deadline is 9 pm CST on the Thursday prior to 2nd Saturday. To ensure full divisions and payouts, registration is closed anytime within four (4) hours prior to 9 pm deadline when an even number of teams divisible by 16 is registered.

When registration payment is cleared via PayPal a confirmation email is sent to the person who registered a team. If payment process is not completed at time of registration an entry is automatically deleted after one hour.

Payout example for Doubles and Singles brackets – based on FULL bracket of 16 teams, \$500 added-money for each Singles bracket and \$500 added-money for Doubles bracket as follows:

Doubles –

- 1st Place - \$520 to team (\$260 per player)
- 2nd Place - \$390 to team (\$195 per player)
- 3rd Place - \$260 to team (\$130 per player)
- 4th Place - \$130 to team (\$65 per player)

Singles –

- 1st Place - \$360
- 2nd Place - \$270
- 3rd Place - \$180
- 4th Place - \$90

Super Saturday Singles events = qualifiers for Cricket Singles Invitational (CSI) at TOC. CSI Invitations are awarded to the Top finishing 32 Male and Top finishing 16 Female players from all four *Super Saturday Singles* events. Ties for the 32nd position for men and the 16th position for women, is broken by highest PR at time of TOC standings lock-down. For complete registration and event information read the Cricket Singles Invitational Details. [Click Here to view current CSI list.](#)

Super Saturday Breakout rule and penalty: Players on a team that contain any player whose tournament performance PR exceeds registration PR by 25% or more, lose their best All-Star tournament score, year-to-date, and/or a one-year suspension from PPD remote tournaments at PPD staff discretion. Breakout penalty for any non-remote PPD league player (i.e. an SPI invite player) deemed to break-out shall be suspended for one-year from Super Saturday SPI Invitations, but shall be allowed to participate in Super Saturdays if the players is otherwise eligible.

PPD tracks all TOC and Remote Tournament data to run in breakout program to ensure players do not outperform registration stats more than an ordinarily expected amount. Data for each individual player is tested when at least 120 darts is thrown in X01 games or 120 darts is thrown in cricket games during tournament competition. For many players, it takes multiple tournaments to gather enough data to establish a tournament stat in each type of game.

Tournament Rules:

1. Player Substitutions - Substitution is allowed up to two (2) hours prior to start time. If substituting a player in a capped event the sub's Player Rating must be equal to, or less than, the Player Rating of the person being replaced, and the substitute must meet eligibility requirements specific to the event.
2. Finding your division and advancing on the bracket: Live divisions are found at www.compusport.ca by clicking on the "PPD Super Saturday" icon, then by typing your name in the search box from a mobile device, pc, or tablet. Each team/location must have a handheld internet access device during the tournament (I-phone, I-pad laptop, pc, etc.) to enable live viewing of tournament division. PPD staff provides division info, league codes and a phone list in each players player account. Each team must have at least one players do the following:
 - a. Establish a CompuSport Player Account
 - b. Turn on "NOTIFICATIONS: to receive an alert each time a new match for the team is posted on the bracket
 - c. Enable "Scorekeeper" to enable them to score the team's matches which moves the team on the bracket throughout the tournament.
3. Players are expected to arrive, at their selected location, at least 30 minutes prior to start time (1pm CST), to check board connectivity. Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. Tournament competition is not held up for machine or internet connection issues. When problems are discovered prior to 1:30pm CST start time, staff will work with a team to move to their previously chosen secondary location – if time allows prior to forfeit time of 2pm CST. If time does not allow, the team will forfeit first match at 2pm CST and 2nd match if the 2nd match is waiting at 2pm CST. Or the team may choose to be turned into a bye and

refunded entry fee via PayPal after the tournament ends.

4. Pre-Match Contact: All Teams must engage in pre-match contact before EVERY match of the entire remote tournament. Failure to do so is cause for loss of best Super Saturday tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) when reported and proven following the tournament.
 - a. Captain's phone number and lists: Simultaneous to bracket/division posting on CompuSport, PPD Staff load a Captain's phone list in every participating player's Player Account. This Captain's list will contain the correct contact number for every team in each player's division. The phone numbers on this list are extrapolated from the Player Account information of the person designated as Team Captain during the Team's registration. At least two hours prior to start time, every player must ensure that their Team Captain's phone number is correct. It is critical to ensure the Captain's phone number is correct to avoid penalties for missed-pre-match contact violations during the tournament. When a phone number is found to be incorrect, more than two hours prior to start time, PPD Staff will update the bracket/division's Captains list upon receipt of the proper phone number from the team. The team must notify tournament staff more than two hours prior to start time to avoid penalties.
 - b. When a Captain's phone number is found inaccurate, at any time after two hours prior to tournament start time, it is the Team's responsibility to contact every other team in their division with the correct Captain's phone number. Text and or call every team to avoid penalties for missed-pre-match contact violations during the tournament. It is also advised that this Team make every effort to then initiate every pre-match contact during the entire tournament instead of waiting for a competitor to do so.

5. All teams must start competition at 1:30 pm CST. Failure to start at 1:30 pm CST or immediately upon receipt of contact from opponent at any time between 1:30 pm CST and 1:45 pm CST will result in automatic one-month suspension for the team from PPD remote tournament(s) when reported and proven following tournament. Note: Do not report this rule violation unless opponent fails to reply to pre-match contact, or to start match, by 1:45 pm CST; at which time forfeit processing begins. Reporting an opponents missed-pre-match contact or failure to start competition violation prior to 1:45 pm CST is cause for same penalty for those doing the pre-1:45 reporting.
 - a. Forfeit process begins at 1:45pm CST. Any team not competing at 1:45pm CST whose opponent missed pre-match contact must post on our FB page at that time – to enable PPD staff to begin the process of monitoring all missed-pre-match contacts that may be occurring as the 2pm CST forfeit time approaches. All missed-pre-match contacts must be reported for forfeit processing, beginning at 1:45 pm CST. Failure to have reported a missed-pre-match contact at 1:45 and through the 2 pm CST forfeit time will result in automatic one-month suspension from PPD remote tournament(s) for the team that did not properly report a forfeitable team. And the team may be expelled from the existing tournament.
 - b. Forfeit time: 2:00 pm CST SHARP. Teams unable to start competition at 2pm will forfeit first match and 2nd match if the 2nd match is waiting. First forfeited match is scored by the first-match-opponent. Second match, if waiting at 2pm, is scored by the second-match opponent.
 - c. Delay of match after 2 pm CST forfeit time – All matches are expected to start immediately following post time on bracket. Except for verifiable emergencies, all other match delays will result in a one-month suspension from PPD remote tournament(s) for the team that caused the unnecessary delay. Any situation that causes a match delay, after 2 pm CST Forfeit time, must be reported by posting on the Facebook page to enable PPD staff to intervene and resolve the delay. Any delay found caused by lack of knowledge of rules and/or information as described will result in loss of “best Super Saturday tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) for the team that caused the delay. Failure to report a match delay after 2 pm CST will result in loss of “best Super Saturday tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) for the team that did not report the match delay.
 - d. Note 2: PPD may request screenshots of both, call and text logs for random or specific matches following a tournament to ensure pre-match contact.

6. Staff will monitor PPD's "Dart Leagues - PPD North America – supported by: Horizon Dart Co" Face Book group page throughout the tournament. PPD Staff will assist with problems to help move all matches and brackets along as smoothly and timely as possible. DO NOT call, text or email tournament staff with questions, concerns, match problems or board problems during the tournament. [Post on this FB group page ONLY.](#)
7. Private messages (pms) and posting on FB group page is restricted to ONLY those players still in the tournament. Once eliminated from the tournament DO NOT post or pm Staff about anything during the remainder of the tournament. This includes: protests, suggestions, questions, comments or league issues. All comments are restricted during the tournament to ONLY those things involving an active tournament match and ONLY for players who are STILL in the tournament. Play at your own risk. Violating this rule is cause for a one-month suspension for the team from PPD remote tournament(s). Posts from eliminated tournament-players are deleted. Following the tournament – after all competition in all bracket-divisions has ended, reporting of rule violations and other messages may be sent to PPD Staff members via Facebook private messaging, email or texts.
8. Player/team shooting order can be changed from match to match.
9. When to cork: Corking is provided within each match and is done to determine Home Team. Winner of cork game then automatically throws first in the 2nd game (1st game of match). Corking is also done within each match when a tie breaker is needed.
 - a. Who corks first when corking: The team on the top of any match as seen on the bracket corks first. Who goes first in corking remotely has no material influence on the corking outcome or the eventual game outcome because there are no darts in the board, each player throws, as in a traditional cork. This method is merely used to keep things moving.
 - b. How to cork: The cork is a three-round game of 501 with a double bull and found within each league. The 501 game will show the second player on each team. The second players only throw if there is a tie. Each team elects a player to cork. The selected player will throw all three darts. The LOWEST score after three darts for each team wins the cork unless there is a tie, in which case, then the other two players on the teams also throw three darts to attempt to break the tie – the lowest score after the 2nd players throw wins the cork. If not a tie, someone from each team merely clears the game out by manually hitting any target through the second player round. Corking game data is deleted from player details. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then repeat the process until the tie is broken.
 - c. No re-corking or re-starts. It is both team's responsibility to know all the rules and to know the format of the event. A game played - counts. A match once started is not restarted for any reason. A game set-up in error is not restarted after the game has begun. A game has begun when a dart has been thrown by either team in the game. If, after a game has started, it is discovered that the wrong game was selected, the game is played to its conclusion and counted for match scoring. Revert to the correct format in subsequent games of the match.
10. IMPORTANT for "King Seat" teams – You are expected to use the final-match wait-time to read the format directions provided on the bracket pertaining to the Final match(es). Do this while you are waiting for the other team to make it to the Final. King seat teams are expected to be ready to play the Final and to assist the other team to ensure there are no delays and no questions during the Final match(es). Text team photo to 573-205-2601 while waiting for Final to begin.
11. Expected etiquette: All PPD remote league and tournament rules regarding good sportsmanship apply. For example: do NOT stand at the throw line during your opponent's turn. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. Disciplinary actions including expulsion from tournament and league play privileges may be applied at sole discretion of the PPD.

Payouts: A Team Photo is required from the top two (2) teams in every bracket/division - prior to prize-money payout. Photos are to be sent via text to: 573-205-2601 within ten (10) minutes of the Final-match conclusion. All payouts are sent via PayPal to the address listed in each winning player's Player Account. Failure to maintain Player Account with

correct PayPal account info or to send an appropriate team photo within ten (10) minutes of Final-match will result in prize payout delay until Thursday following tournament. Photo must EXCLUDE the appearance of any brand/logo not approved by the current PPD TOC Dress Code. PPD Staff will verify each team photo is appropriate before prize-payout is sent.

Format for Super-Saturday Singles and Doubles Events – Triple Elimination (Race to two, unless posted otherwise):

Cork to determine home team – corking is found within each match code. Winner of cork game then automatically throws first in the first actual cricket game of the match. Corking is also done when a tie breaker is needed within any match.

1. First round and Winner’s side of bracket for first three rounds and Final round:

- Race to 2 – All Cricket on winner’s side. Winner of cork starts first cricket game. Loser of first cricket game starts second cricket game. If tied after two cricket games cork to decide who starts cricket game three.
 - Select “**WIN**” league code on machine.
 - 501 for cork
 - Cricket
 - Cricket
 - 501 for tiebreaker cork (if needed)
 - Cricket
- **ADDED GAMES - Winners side round four (4):**
- Race to 4 – All Cricket, Winner of cork starts first cricket game. Loser of first cricket game starts second cricket game and so on. If tied after six cricket games cork to decide who starts cricket game seven.
 - Select “**WIN4**” league code on machine.
 - 501 for cork
 - Cricket
 - 501 for tiebreaker cork (if needed)
 - Cricket

2. Loser’s side:

- Race to 2 – Cricket, 501. Tiebreaker – Cricket. Winner of cork starts first cricket game. Loser of first cricket game starts second game 501. If tied after two games cork to decide who starts cricket game three.
 - Select “**LOSER**” league code on machine.
 - 501 for cork
 - Cricket
 - 501
 - 501 for tiebreaker cork (if needed)
 - Cricket

3. Last Chance side:

- ONE (1) game of Cricket. Winner of cork starts cricket game.
 - Select “**LAST**” league code on machine.
 - 501 for cork
 - Cricket

Note: Cricket games are set to cut off at 20 rounds. 501 games are stacked score open in/open out with a full (50 point) bull. Cork is three-round 501 open in/double out with double bull (25 red/50 black point).

The Shooter’s Advantage

The Shooter’s Advantage during remote tournament competition and league play is applied the same as onsite at the TOC. The Shooter’s Advantage = backing up darts to correct a beneficial, but, miss-scored or non-scoring dart.

Short form: “A dart that sticks in a target but does not register that target, can be manually scored. A dart that flights a beneficial target on the way in, but sticks elsewhere, is not manually unscored.”

Detailed scenarios:

1. A dart that beneficially flights another dart as it sticks into a non-beneficial target remains, as scored by the machine, to the advantage of the shooter. No interaction between teams is needed. Just continue game.
2. A dart that sticks in a target that is beneficial to the shooter, but did not register that target because it flighted a non-beneficial dart on the way in, or did not score at all, for any reason; may be manually scored to the advantage of the shooter. Communication with the opposing team is required. Leave the darts in the board and contact the opposing team. Stop the match by pressing the back-up button and continue to press the back-up button until contact is established with the other team. Then explain that the dart needs to be scored or re-scored. Send a photo, if necessary, to show the beneficial dart that is needed to be manually scored or re-scored. Communicate with the other team until the back-up and/or scoring issue is approved and resolved to complete the turn. Then, complete the turn and continue on to the next team’s turn. Notice: Withholding agreement to allow manual re-scoring of a beneficial dart as described in this Shooter’s Advantage rule is cause for penalty when reported and verified by Administrative review of match video.
3. When a miss-scored dart is the third dart, stop the match by pressing the back-up button when the machine comes back to your team’s next turn. On a third-dart miss-score, the opponent will most likely have thrown their next turn as communication is being established. Continue to press the back-up button until contact is established with the other team. When a miss-scored dart is the third dart, backing up through the entire turn will be required. Arachnid G3’s allows for multiple rounds of backing up darts when needed. Send a photo, if necessary, to show the beneficial dart that is needed to be manually scored or re-scored. Explain to the opponent that they need to approve the back-up to allow re-scoring of the third dart of your team’s previous turn – and – discuss the fact that the re-scored third dart for your team might have changed the strategy of the opposing team had they known the actual score of that third dart. You and the opponent must discuss and decide if they would rather re-throw their darts or have them simply re-scored as thrown. Either choice is fine depending upon what the opponent wants to do.
 - If the opponent decides to re-score the darts as thrown, simply continue to work with the other team to approve each dart to be re-scored as thrown.
 - Sometimes the other team may have noticed the miss-scored third dart and they may hold their darts as communication is being established. If so, they may still have, all of their, darts to throw to complete that turn. Do whatever is best to be fair and keep in mind the opponent is doing the same by working with you to resolve your miss-scored third-dart. Always work with an opponent to back-up and re-score all thrown darts until a game is brought back to where it naturally belongs for the next player’s proper turn. Notice: Withholding agreement to allow manual re-scoring of a beneficial dart as described in this Shooter’s Advantage rule is cause for penalty when reported and verified by Administrative review of match video.
4. When a miss-scored dart is the third dart and the opposing team wins the game before communication can be established, unless the miss-score third-dart would have won the game for your team, the game is over. This miss-scored dart is moot. There is no need to contact the other team in this instance. Continue on to the next game in the match.
5. When the miss-scored dart is the third dart, a winning dart for your team, and the opposing team’s darts are thrown scoring winning darts for the opposing team, causing a false-scored game-win – in this scenario the machine will score the game-win for the other team before communication could be established. Leave the darts in the board and contact the opposing team. Do not start the next game of the match until communication is established and the miss-scored third-dart, winning dart, for your team is understood by the opponent. Send a photo, if necessary, to show

your team's winning miss-scored third-dart. Then continue the match as normal. After the match is complete, both teams must notify PPD Administrators to record the proper match-score (for league play).

- During remote tournament competition simply score the over-all match properly and move the correct match winner forward on the division.