

Daily Remote Tournament (DRT) by PPD Details & Rules 2019  
DRAFT-- Updated: 2/26/2019



### Basic Information

- Double Elimination – Up to 16 teams per bracket.
  - Must reach at least 4 teams to run a bracket. If minimum number of teams is not reached, a refund is sent via PayPal to the teams signed up.
- \$23.00 per player entry fee plus \$0.50 per game coin-drop at the board.
  - \$17 towards event payout – payout 25% of the field.
  - \$3 Admin Fees
  - \$3 Production/Greens Fee
- Team Caps
  - Each teams Combined Player Rating (CPR) must be at or below event cap. An individual's "Player Rating" (PR) is determined by:
    - Multiplying a player's best-known mpr by 10 and adding their best best-known ppd. [(mpr x 10) + ppd = PR]
    - Additionally - a comparison of mpr and ppd are done to ensure both numbers are within a normally expected percentile of each other. If not within a normal expected range, the players PR will be adjusted to make their PPD & MPR within 13% of each other.
    - A team of multiple player PR's added together form a combined player rating (CPR).
  - Capped Events are restricted to players with an established average on [www.dartstoc.com](http://www.dartstoc.com) .
  - Players without an established average on the dartstoc website are eligible for no cap events until enough data is acquired for the player to have an established PPD & MPR.
- To Register: A player must establish a PPD Player Account under the "Login" icon [www.dartstoc.com](http://www.dartstoc.com) . Each player must have a w-9 on file in their player account for the current calendar year. Entry fees are paid in full during the registration process via PayPal. Prize money is paid via PayPal at the end of each event. Any player exceeding \$599 for a calendar year receives a 1099 for tax purposes.
  - Any participant found to be playing under a false name or shooting as anyone else is subject to immediate suspension, at least 1 year at the discretion of PPD Staff.
- To ensure the fairest competition, PPD keeps record of all tournament data. Each player who has exceeded 120 darts thrown in X01 games or 120 darts thrown in cricket games during any combination of tournament has established a "Daily Remote Tournament Stat". NOTE: Each players X01 games and cricket games are recorded separately. Either game type must achieve 120 darts thrown before the stat is considered as a source to populate registration stat.

- Player Substitutions - Substitution is allowed up two (15) minutes before competition begins. If substituting a player in a capped event, the new team's CPR must remain under the event cap.
- DRT games count towards Tournament of Champions (TOC) eligibility.
- DRT can be used for no more than 1/3 of Major tournament eligibility.
  - For example: For the All-Star Triples, match requirements are 3 matches within 30 days of registration. Players can use 1 DRT along with 2 PPD remote league matches. For Super Saturday, eligibility requirement is 9 matches within 90 days of registration. A player can use as many as 3 DRT's combined with 6 league matches for eligibility.
- Players earn points for participation on the All-Star Rank list and their vendor's TOC Standings page. On the All-Star Rank list, point value mirrors point value for leagues. Point values reduced by 50% during the week prior to each Quarterly Super Saturday and the annual Tournament of Champions in Kansas City, MO. On vendor's TOC standings page, each DRT point value is set by the vendor.
 

NOTE: TOC Standings point value subject to change as working through testing.
- Boards are limited to 1 team per board. League matches take precedence over DRT.
- DRT's utilize the remote league play features of the Arachnid G3 for each tournament match. Each format is set-up as a separate league match on the machine's "remote league menu". Remote tournament matches consist of combinations of game-types. Each team member is provided a list of league codes to use along with a phone number list prior to the event which can be found in their player account.
- Format for DRT Event's – Double Elimination
  - Winner's Side (No Loss) – Race to 2 – Cricket. Tiebreaker, Cricket.
  - Loser's Side (1 loss) – Race to 2 – 501, Cricket. Tiebreaker, 501.

Note 1: 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 501 open-in/double-out with double bull (25 red/50 black point).

Note 2: Format subject to change to meet desired event times.

## Rules

1. Prior to every match, players add full names (first & last) to their team as "New Substitute". Any player that does not add their first and last name before starting each match does not receive points for participation and is not able to use that DRT for Major tournament eligibility. A hot button can be used to more conveniently add names at the board.

2. Players are expected to arrive early at their location to check board connectivity. Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. Tournament play is not held up for machine or internet connection issues. When problems are discovered prior to start time, staff works with the team as they move another location – if time allows prior to forfeit time. If time does not allow, the team has 2 options. 1) Forfeit first match if they wish to pick up the tournament once they arrive to the secondary location 2) The team may choose to drop from the event and is refunded entry fee via PayPal.
  
3. Boards are limited to 1 team per board. DRT play is not held up for any reason, especially board availability. League matches take precedence over DRT. If a DRT player/team refuses to give up board for scheduled league match, DRT team does not get credit or points for participation along possible tournament forfeiture at PPD staff discretion. If no machines are available at chosen location for DRT or all boards are taken, there are a few different scenarios:
  - a. If before start time-
    - i. Team can choose not to play, and entry fees are refunded.
    - ii. Team can choose to switch locations. If they can make it by start time, play continues like normal. If the team does not make it by start time, 1st match is forfeited. If 2nd match is waiting, it is forfeited as well.
  
  - b. If at start time-
    - i. Team can choose to not play, and entry fees are refunded.
    - ii. Team can choose to move locations if they can make it by the time the 2nd match is posted. If team is not available when 2nd match is posted, 2nd match is forfeited.
  
  - c. If after start time-
    - i. Team forfeits, at least, the 1st match with the option to move locations. If the team is not ready by 2nd match post time, 2nd match is forfeited.
  
  - d. If a team shows up at their location to throw and the DRT codes are not loaded on the board:
    - i. The team has the option to not play and entry fees are refunded.
    - ii. If before start time and time allows – the team can switch locations. If team is not ready at start time, 1st match is forfeited. If 2nd match is waiting, 2nd match is forfeited.
    - iii. If after start time – team forfeits, at least, 1st match and switches locations. If 2nd match is waiting, 2nd match is forfeited.
  
  - e. If a team shows up at their location to throw and the DRT codes are not loaded on the board:
    - i. The team has the option to not play and entry fees are refunded.

- ii. If before start time and time allows – the team can switch locations. If team is not ready at start time, 1st match is forfeited. If 2nd match is waiting, 2nd match is forfeited.
    - iii. If after start time – team forfeits, at least, 1st match and switches locations. If 2nd match is waiting, 2nd match is forfeited.
  - f. NOTE: Due to 2-hour file generation times, locations cannot be added the day of the tournament. If any player knows of a location/machine that does not have DRT codes, notify PPD Staff for the location to be added.
- 4. Communication is required: Players must contact opposing team prior to each tournament match. All players must confirm their information provided on the Captain's List is correct.
  - a. PPD provides a phone list via player account up to 15 mins before tournament start time. Players must review phone list to verify their team's listed phone number is correct. When a phone number is found to be incorrect, the team must correct the phone number in the team captain's player account.
- 5. Pre-Match Contact: All teams must speak – or text - via phone before EVERY match. Make the call – or text – to an opposing team before each match cork. This is required to ensure the proper game is selected per the event format and to prevent match delays or any other problem. Pre-Match contact MUST occur. Those who do not engage in pre-match-contact will be penalized when reported and proved following the tournament. Missed pre-match contact will result in an automatic one-month suspension from remote tournaments for each reported, and proven, missed pre-match contact. Missed pre-match contact reports are to be made after the tournament ends and no later than 24 hours from the time of the missed pre-match contact. Falsely reported and or unproved missed pre-match contact is cause for equal penalty.
  - a. Failure to answer a call – or text – from an opposing team prior to any match will result in forfeiture of the first game of the match when, once reported to staff, the phone remains unanswered. When a PPD staff call goes unanswered the team immediately loses the first game of the match. Staff will try to contact the missing team as soon as possible after receiving notification of communication failure from an opposing team. If the phone does not work or the call is unanswered for any reason, the first game of the match is immediately lost. Then, after three minutes, if communication remains severed; the second game of the match is lost and so on every three minutes until the entire match is forfeited – for matches more than two games.
- 6. Forfeit time and Start time are the same: Any team not playing at start time whose opponent missed pre-match contact must post on our Facebook DRT page at that time – to enable PPD staff to begin the process of monitoring all missed-pre-match contacts that may be occurring. Teams not playing at start time forfeit their first match. If the second match is waiting, the team is forfeited from the tournament. First forfeited match is scored by the first-match-opponent. Second match, if waiting is scored by the second-match opponent. All missed-pre-match contacts must be reported for forfeit processing. Failure to have reported a missed-pre-match

contact at forfeit time results in immediate 30-day suspension from PPD remote tournament activity.

7. Finding your bracket: Live brackets are found at [www.compusport.ca](http://www.compusport.ca) by clicking on the “PPD 2018 – 2019 PPD Events” icon, then selecting your bracket from the list if from a pc or by typing your name in the search box from a mobile device or tablet. Each team/location must have a handheld internet access device during the tournament (phone, tablet, laptop, pc, etc.) to enable live viewing of tournament bracket. PPD staff provides bracket info, league codes and a phone list via player account 15 minutes prior to tournament start time.
8. Advancing on the bracket: All players must be prepared to use “Scorekeeper” feature in the CompuSport app to record their win/loss after match completion to ensure no delay. All teams must watch the web bracket and start matches within five minutes of the match post time.
9. Match delays: PPD staff monitors each bracket to react to delays. PPD staff can track match-end times on League-Leader as a benchmark to determine which team(s) is contributing to a delay.
10. Failure to start a match = penalty: Failure to start a match within five minutes while holding up another team will result in a penalty loss of first game in subsequent match when another team is held waiting on the bracket. If the delay is not discovered before that subsequent delayed match has begun (beyond the cork, with darts thrown in a match game) the penalty game-loss is carried to the next match-round for the yet to be applied team loss.
11. When to cork: Corking is done before each match to determine who shoots first. Corking is also done when a tie breaker is needed. When setting up each match, the team on the top of any match as seen on the bracket is the home team. Corking game data is deleted from player details.
  - a. Who corks first when corking: The team on the top of any match (home team) 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 two-round game of 501 with a double bull and is the first game of each match’s league code. After the first player on each team throws, 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 501 score after three darts for each team are thrown, wins the cork unless there is a tie. If not a tie, press the red button to manually skip the second player round. In the event of a tie, the 2nd players on each team also throw three darts to attempt to break the tie – the lowest 501 score after the 2nd players throw wins the cork. 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 listed herein 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 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.
  - d. Failure to cork or cork properly is not cause for a re-start or re-cork after a match game has begun. A game has begun when a dart has been thrown by either team in the game. If the wrong game was selected during the set-up process or if the wrong team was selected for home team (first throw) – the game is played to its conclusion and counted for match scoring. Correct shooting order is REQUIRED for corking – corking under another player's name is grounds for penalties.
12. A game played counts.
13. Player/team shooting order can be changed from match to match.
14. A match once started is not restarted for any reason. A set-up error is not restarted after a match has begun - a match has begun when a dart has been thrown by either team.
15. Staff monitors the DRT FB group page throughout the tournament. PPD Staff will assist with problems to move all matches and brackets along as smoothly as possible. DO NOT call, text or email tournament staff with questions, concerns, match problems or board problems during the tournament. Post on the FB group page ONLY.  
<https://www.facebook.com/groups/286645012048290/>
16. Protests: 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. Violating this rule is cause for minimum automatic one-month suspension from PPD remote tournament(s). Posts from eliminated tournament-players are deleted. No protests or post-play comments allowed during the tournament. PLAY AT YOUR OWN RISK. All suggestions, questions and comments are restricted during the tournament to ONLY those things involving an active match and ONLY for players who are STILL in the tournament. All other messages may be sent to PPD Staff members via pm following the tournament – after all competition in all bracket-levels has ended.
17. Expected etiquette: All PPD league rules regarding good sportsmanship apply. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind results in penalty. PPD reserves the right to address misconduct once reported stemming from any darting activity including but not limited to

remote tournament play or other darting activity whether sanctioned PPD activity or not. Bad behavior will result in disciplinary action and/or expulsion from the PPD and from PPD activities including tournament and league play privileges at sole discretion of the PPD. All players are required to abide by the PPD Player Code of Conduct:  
[http://dartstoc.com/documents/brackets/Code\\_Of\\_Conduct.pdf](http://dartstoc.com/documents/brackets/Code_Of_Conduct.pdf)

### **The Shooter's Advantage Rule**

- The Shooter's Advantage during remote tournament 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."
- 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.
- 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 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.
- 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.
- 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 to the next game in the match.
- 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.

**DAILY REMOTE TOURNAMENTS (DRT'S) SCHEDULE**  
(subject to change based on what the majority of players prefer)

TIME	Monday - Friday	Monday - Friday	Saturday - Sunday	Saturday - Sunday
10:00 AM	80 Cap Singles	50 Cap Singles		
11:00 AM	60 Cap Singles	70 Cap Singles		
12:00 PM	50 Cap Singles	No Cap Singles	80 Cap Doubles	110 Cap Doubles
1:00 PM	60 Cap Singles	70 Cap Singles	100 Cap Doubles	No Cap Doubles
2:00 PM	50 Cap Singles	No Cap Singles	120 Cap Doubles	150 Cap Doubles
3:00 PM	60 Cap Singles	80 Cap Singles	140 Cap doubles	90 Cap Doubles
4:00 PM	80 Cap Doubles	130 Cap Doubles	80 Cap Doubles	130 Cap Doubles
5:00 PM	110 Cap Doubles	140 Cap Doubles	100 Cap Doubles	No Cap Doubles
6:00 PM	100 Cap Doubles	80 Cap Doubles	120 Cap Doubles	90 Cap Doubles
7:00 PM	120 Cap Doubles	90 Cap Doubles	140 Cap Doubles	No Cap Doubles
8:00 PM	130 Cap Doubles	110 Cap Doubles	120 Cap Doubles	110 Cap Doubles
9:00 PM	140 Cap Doubles	No Cap Doubles	140 Cap Doubles	No Cap Doubles