



EXTREME-TEAM

Tournament Rules And Information Guide

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What, when, and where:

What: A three-day 100% entry fee payback - \$40,000 money added guaranteed tournament, with a Men's and Women's Extreme Team All-Star main event and ancillary Singles, Doubles and Triples events.

The tournament weekend consists of multiple contests.

Main Events:

Separate Men's and Women's Extreme-Team All-Star Tournament

- **"Extreme-Team All-Star Tournament"** Two (2) @ \$12,500.00 money-added "Extreme-Team All-Star events" (blind draw doubles, one for Men and one for Women). \$100 entry fee per voucher holder, 100% payout to entire field, including last place @ \$300 to the 64th place team with \$2,000 paid to the 1st place team. All Extreme-Team All-Star participants must earn their entry by meeting the necessary game and skill level requirements as described below.

Note: All contests are "Triple Elimination".

Ancillary events:

Open to all sanctioned PPD league players (see #1 player eligibility below).

- **Friday Morning Flighted Singles - Men's and Women's.** Three (3) brackets for Men, Two (2) brackets for Women. There is no team cap however, flighting is determined by History/Current/Tournament PPD – whichever is higher. All brackets 32 teams, \$400 added to each bracket plus 100% entry fee payback with payouts to top 25% of field. Open to all eligible PPD league players nationwide. \$30 entry fee per person per contest = \$30 per team. See: "Flighted contest" and "general information about registration and event formats" below.
- **Friday Evening Open Doubles.** One (1) Women's capped doubles @ 49 ppd, one (1) no-cap and three (3) capped @ 49 ppd flighted brackets. All brackets 32 teams, \$800 added to each bracket plus 100% entry fee payback with payouts to top 25% of field. Open to all eligible PPD league players nationwide. \$30 entry fee per person per contest = \$60 per team. See: "Flighted contest" and "general information about registration and event formats" below.
- **Saturday Morning Mixed Doubles.** Two (2) non-capped brackets. Three (3) capped @ 49 ppd flighted brackets. All brackets 32 teams, \$800 added to each bracket plus 100% entry fee payback with payouts to top 25% of field. Open to all eligible PPD league players nationwide. \$30 entry fee per person per contest = \$60 per team. See: "Flighted contest" and "general information about registration and event formats" below.
- **Saturday Evening Mixed Triples.** One (1) non-capped bracket. Three (3) capped @ 69 ppd flighted brackets. All brackets 32 teams, \$1,000 added to each bracket plus 100% entry fee payback with payouts to top 25% of field. Open to all eligible PPD league players nationwide. \$30 entry fee per person per contest = \$90 per team. See: "Flighted contest" and "general information about registration and event formats" below.
- **Sunday Morning Open Doubles.** One (1) capped @ 49 ppd. One bracket 32 teams, \$1000 added plus 100% entry fee payback with payouts to top 25% of field. Open to all eligible PPD league players nationwide. \$30 entry fee per person per contest = \$60 per team. See: "general information about registration and event formats" below.
- **Blind draws** (multiple offering) "aka" Luck of the draw... Register on site. Two (2) partners drawn at random.

When: Friday March 28, 2014 – Sunday March 30, 2014.

Where: Kansas City Missouri @ The KCI Exposition Center. This venue is near the KC International Airport. Equalizing travel time and costs for all who attend from across America.

1) Earning an Extreme-Team All-Star Tournament voucher: There is a finite number of just 128 Men's and 128 Ladies entries available. To earn a voucher to enable a player to register to compete in the Extreme-Team All-Star event, a player must have participated in at least 150 Extreme-team league games during the prior Extreme-Team league year (January 16, 2013 – January 31, 2014), maintained minimum skill standards (see below) and be among the top 128 in points for those who have achieved both the game counts and skill standards on either the Men's or Women's Extreme-Team rank list.

For Men: 2.5 MPR or 25 PPD

For Women: 1.65 MPR or 16.5 PPD

2) Minimum player eligibility standards for ancillary events:

Ancillary events: To be eligible to compete in Ancillary events, each player must have participated in at least 150 regular league games OR Extreme-Team league games during the prior Extreme-Team League year as found on their operator's TOC rank list OR the Extreme-Team rank list.

2) Registration period (all times are "central"):

Ancillary events registration: begins 9am on February 15, 2014 and ends on March 20, 2014 at 4pm.

Extreme-Team All-Star*: begins 9am on February 15, 2014 and ends on March 1, 2014 at 4pm.

*Please NOTE: Players issued an Extreme-Team All-Star voucher must be registered by 4pm March 1, 2014. All vouchers that have not been registered will be awarded to the next qualified player(s) as found on either the Men's or Women's Extreme-Team rank list, ie: unassigned men's vouchers will only be passed on to other qualified men, unassigned women's vouchers will only be passed on to other qualified women. No man or woman may be issued two vouchers.

3) Bonus Registration for Extreme-Team All-Star: begins 9:01am March 1, 2014 and ends on March 20, 2014 at 4pm. Qualified players who are assigned vouchers during bonus registration will only have **48 hours** to register and pay for their voucher. The process of awarding non-registered vouchers will continue on to the next qualified player(s) as described above with allotted 48 hours for registration until all vouchers have been registered or there are no other qualified player(s) to issue them to.

4) Player Substitution after registering or at tournament for ancillary events: Substitutions are allowed at any time prior to the end of registrations and through the day of the tournament. After the end of registration, a substitute must be an eligible Extreme-Team league player who is equal to or lower than the skill level of the player being replaced.

A substitute is required to use their highest known average. Highest known average is determined by a player's current best statistic from one of three sources.

- A) The player's current best league stat, which contains at least 24 league games of cricket or 01- Open/In Open/Out games, or
- B) Player's history average from all prior league data or
- C) The players history of tournament data (where applicable).

5) Participating in Men's and Women's Singles, Mixed/Open Doubles and Mixed Triples: Any sanctioned Extreme-Team of PPD league player who has achieved the minimum standards as described above may register to compete in Men's and Women's Singles, Mixed/Open Doubles and Mixed Triples on a first come, first served basis during the registration periods.

General Information:

Entry fees: Men's and Women's Extreme-Team All-Star will require a fee of \$100 per player. All Singles, Mixed/Open Doubles and Mixed Triples will require a fee of \$30 per player, per event.

Board fees: In addition to entry fees described above a \$10 board fee per player, per entry is required at time of registration. Boards are prepaid for all events.

Payouts and bracket type: All contests are 100% payback plus money added to each bracket. All Mixed events require at least one female player. Men's and Women's Extreme-Team All-Star are 64 position, triple elimination. All ancillary events are 32 position, triple elimination brackets.

Flighted contests: The top 32 teams by skill (by adding all players on a team together) are placed in the top "flight", then the next 32 in the next flight and so on.

Triple Elimination: There is a "Winner's side", "Survivor's side" and "Loser's side" on each Triple elimination bracket. Everyone must be beaten three (3) times to become eliminated.

Player shooting order: The "League feature" is used for all tournament games. Player shooting order is selected in the league set-up for each game played in the contest prior to the start of each game. Shooting order is determined by the instruction for each event as found on the score sheet. Player shooting order must be changed prior to a match. Once a game has been started the game must be completed with the shooting order selected unless all players on both teams agree there was a mistake in the game set-up, in which case PPD officials will assist in re-setting the machine.

Cricket 20-round cut-off: all Cricket games are cut off at 20 rounds! Be aware of this in determining game strategy.

Freeze rule: A player may not take a game out if their partner's score is higher than the combined score of the two opposing players. If a player's partner's score is equal to or less than the combined score of the two opposing players, that player may take the game out. If a player reaches zero when he/she is "frozen", the win is credited to the opposing team.

The Shooters Advantage rule: A dart that sticks in a mark but does not register that mark, will be manually scored by an official. A dart that "flights" a beneficial mark on the way in, but sticks elsewhere, will not be manually un-scored. To apply the Shooters advantage rule: the match must be stopped. All darts must be left exactly as thrown until verified and scored by a PPD official. If the darts are removed, the score displayed will remain.

Break-Out Rule explanation: To ensure the fairest competition and as a fail-safe measure to prevent sandbagging in leagues causing damage to tournament competition at all PPD tournaments, we track all tournament data just like local leagues. In addition to requiring large numbers of league games to qualify to compete at PPD tournaments we also track tournament data for each player who exceeds 180 darts thrown during any combination of contest at PPD tournaments. 180 tournament darts or more will establish a "tournament statistic" for any player.

Players are strongly advised to review their cumulative league statistic as found on website ["registration stat"] to ensure their registration stat accurately demonstrates their true skill and tournament darting ability. A player with any significant doubt should contact their league coordinator to request an adjustment be made to their statistic to avoid "break out" penalties at the tournament.

Break-Out Rule: Any player who, after having thrown 250 darts, outperforms their "registration stat" by more than 25% shall be deemed to be a "break-out" and will be required to modify any Doubles or Triples team they are on in later PPD tournaments such as flighted Doubles or Triples contests - if their new team total exceeds the flight range for which their team is in. If byes are available in higher flights we reserve the right to move the team to the next appropriate higher flight. If there are no byes available, the team will be required to replace one of the players with a sub adequate to ensure the team still fits within the flight range.

Note: Every player is different. Many will improve during tournament competition when compared to local league play and vice-versa, some will decrease in performance. The PPD has tracked thousands of players in the past and have evaluated historical data in determining where the break out line should be drawn. Outperforming 25% or more is not normal. All normal players need not be concerned. This Break-Out Policy will not harm normal tournament performance improvement.

Formats for all events:

Event Formats and Corking Instructions as found below are also printed on all score sheets.

Men's Singles:

Winner's Side: Race to two, Cricket

- Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);
- Round 5, the two (2) undefeated teams will play race to five (5);
- Round 6, Championship match will revert back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

Survivor's Side: Race to two, Cricket, and tiebreaker is 501.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Women's Singles:

Winner's Side: Race to two, Cricket

- Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);
- Round 5, the two (2) undefeated teams will play race to five (5);
- Round 6, Championship match will revert back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

Survivor's Side: Race to two, Cricket, 501, and tiebreaker is 301.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Mixed/Open Doubles:

Winner's Side: Race to two, 501, Cricket, 501

- Added games on the Winner's Side Round 4, the four (4) undefeated teams play race to four (4),
- Round 5, the two (2) undefeated teams will play race to five (5) same game rotation,
- Round 6, Championship match reverts back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

b) **Survivor's Side:** Race to two, 501.

c) **Loser's Side:** One game of 501.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Mixed Triples:

a) **Winner's Side:** Race to two, 501.

- Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);
- Round 5, the two (2) undefeated teams will play race to five (5);
- Round 6, Championship match will revert back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

b) **Survivor's Side:** Race to two, 501.

c) **Loser's Side:** One game of 501.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

SUNDAY - Men's Extreme-Team All-Star:

Winner's Side: Race to two 501 Freeze/Cricket/Choice

- Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);
- Round 5, the two (2) undefeated teams will play race to five (5);
- Round 6, Championship match will revert back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

Survivor's Side: Race to two 501 oi/oo/Cricket/Choice Game.

Loser's Side: One Game 701.

All-Star Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

All-Star Tiebreaker: Winners Side. Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (Freeze or Cricket) OR to start the match.

All-Star Tiebreaker: Survivors Side. Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (501 oi/oo or Cricket) OR to start the match.

SUNDAY - Women's Extreme-Team All-Star:

Winner's Side: Race to two 501 Freeze/Cricket/Choice

- Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);
- Round 5, the two (2) undefeated teams will play race to five (5);
- Round 6, Championship match will revert back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

Survivor's Side: Race to two 501 oi/oo/Cricket/Choice.

Loser's Side: One Game 701.

All-Star Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

All-Star Tiebreaker: Winners Side: Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (Freeze or Cricket) OR to start the match.

All-Star Tiebreaker: Survivors Side: Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (501 oi/oo or Cricket) OR to start the match.

SUNDAY – Open Doubles

Winner's Side: Race to two, 501, Cricket, 501

- Added games on the Winner's Side Round 4, the four (4) undefeated teams play race to four (4),
- Round 5, the two (2) undefeated teams will play race to five (5) same game rotation,
- Round 6, Championship match reverts back to race to two (2) and follow Triple Elimination format of highest positioned team in the match.

b) **Survivor's Side:** Race to two, 501.

c) **Loser's Side:** One game of 501.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

!!!! VERY IMPORTANT INFORMATION: Children under the age of 13 **ARE NOT ALLOWED** in the tournament hall. Children 14 and older must be in the presence of a responsible, non-drinking adult.

Player Etiquette, Good Sportsmanship and Ethics

Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse!

- Do not remove scoresheet from tournament hall – violators are subject to match forfeiture, ejection of event (s) and/or future tournament privileges.
- Be prepared to throw when it's your turn; do not delay the match for any reason.
- Loitering/drinking/tailgating in the parking lot is strictly prohibited – violators are subject to ejection of events(s) and/or future tournament privileges.
- Absolutely NO OUTSIDE FOOD or DRINKS permitted! Items will be confiscated and discarded.

Please Note: Rules are meant to provide a foundation for an enjoyable experience playing darts. Please never use any rule out of the context for which it was written, in doing so you may be causing more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to over shadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!!

A team that is expelled from league or tournament may be expelled from the league or tournaments for no less than one year (at PPD discretion).

NOTE: PPD officials will not tolerate *poor sportsmanship or unethical conduct!* Any negative, aggressive or abusive behavior of any kind will result in penalty. We reserve the right to address any misconduct once reported stemming from any darting activity including but not limited to: tournament play, league match play or any other sanctioned league function. Bad behavior will result in disciplinary action and/or expulsion from this program.