



Partners Promoting Darts

REMOTE LEAGUE RULES

UPDATED 12.28.2020

THIS VERSION SUPERSEDES ALL PREVIOUS

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The Partners Promoting Darts (PPD) sanctioning body is comprised of amusement machine operating company (Vendor) Partners across North America. Our PPD Partners provide dart leagues and tournaments to their players with the goal of providing the greatest soft-tip darts experience possible. Participating in sanctioned PPD leagues enables players, who meet certain standards, an opportunity to compete at the Darts - Tournament of Champions and the PPD Remote Dart Tournaments offered by the PPD.

PPD League Assistance Line –573-205-2601

PPD League Administrators monitor a “PPD League Assistance” phone dedicated to helping players through situations that require immediate assistance. This service is available daily between 9 am CST and 9 pm CST. This service is available for use when both teams, in a match, have exhausted all other possibilities as laid out in the following rules to resolve the problem.

Section A – League Schedule Types (Standard & Express), Individual Player Ratings, League Caps, Break-Out Rule

PPD remote leagues have two schedule types to choose from – Standard or Express. Both league types allow for a minimum of 6 teams to a maximum of 11 teams. If a league has 12 or more teams it will be split into multiple leagues.

Standard Leagues: Standard league schedules consist of 10 to 20 weeks playing each team in the league twice. Standard leagues have make-up/freeze/position nights and an overall play-off. They also provide “off dates” for the following major holidays: New Year’s Day, Easter, Memorial Day, July 4th, Labor Day, Thanksgiving, and Christmas. Standard league schedules DO NOT provide “off dates” for any other holiday. After all the regularly scheduled matches are played the first half winners play the second half winners in a playoff.

Express Leagues: Express league schedules consist of playing all other teams in the league twice = 10 to 22 weeks in total league play, plus a make-up night. Express Leagues have no freeze/position nights, no overall play-off. Express leagues have “off-dates” for the following days: Thanksgiving Eve, Thanksgiving Day, Christmas Eve, Christmas Day, New Year’s Eve & New Year’s Day. Teams with the overall wins at the end of these leagues will be awarded 1st, 2nd and 3rd place positions.

Choices for both Standard and Express leagues are:

- | | | |
|--|---|---|
| ♣ Team Size Choices: <ul style="list-style-type: none">• 2 Person• 3 Person• 4 Person | ♣ Payout Choices: <ul style="list-style-type: none">• Payout Top 25% of Teams ONLY• Payout all teams based upon wins | ♣ NDA Specific: games count for Team Dart |
| ♣ Gender Choices: <ul style="list-style-type: none">• Open• Men’s• Women’s• Mixed | ♣ Handicap Choices: <ul style="list-style-type: none">• Capped & Handicapped• Capped - No Handicap• No Cap with Handicap• No Cap - No Handicap | ♣ Format Choices: <ul style="list-style-type: none">• Regular game format• Doubles or Triples with some Singles games• All Cricket format |

Player Ratings (PRs) and Combined Player Rating (CPRs) aka Team Caps: A Player Rating is derived from a player’s cricket, marks per round average (mpr) and/or 01 games, point per dart average (ppd). If a player has played only all cricket events, they will have a 10% conversion stat for their PPD. Each player’s mpr is multiplied by 10 and added to their ppd. (unless conversion PR due to being out of range) PRs are used in assembling teams at time of sign-up. A team cap is based upon the combined PR (CPR) of the players on a team. Capped and Handicapped PPD remote leagues use handicapping for both X01 and Cricket games.

First time players, those without previous data for establishing a PR: New players who have not previously competed in a league system are assigned a starting PR. When no known data exists, “new player” PR can be used UNLESS the player is known as being higher than the new player stats. All new players are expected to provide access to any known data at time of league sign-up. When access to data from another league shows a new player has above average skills, that data is to be used to establish a PR. A player who knows they have better than average skills is required to adjust their PR when registering to avoid “break out” penalties to the team after league begins. To provide additional security, PPD Administrators may add 15% to ensure against a break out.

A new male player, who’s never played darts, starts with a 48 PR by using 2.5 for mpr and 23 for ppd.

A new female player, who’s never played darts, starts with a 35.5 PR by using 1.75 for mpr and 18 for ppd.

New players establish their own PR after their first league match, for week-to-week handicapping and for tournaments after 4 weeks of league is played (Leagues must be full bull and/or OI/OO games.) or 120 darts in a No Cap Daily Remote Tournament is played. A new player’s best-known stat is retained from a league after the player participates in at least 4 matches unless better league or tournament data has been established* When a player does not participate in at least four (4) matches in a league, the stats from that league are not retained for consideration as a best-known stat unless the stat is higher than the starting stat.

*The PPD statistical year usually begins at 12 am CST on July 15 and runs through July 14 at 11:59 CST year-to-year. Due to COVID the TOC year has not been completely reset in 2020. For the purpose of retaining PRs through the annual Tournament of Champions (TOC) registration process, each year, PRs are reset following each TOC to establish the, then current, PPD statistical-year's PR list. An annual PR reset is done on or about November 1st each year (Stats Reset Date). A PR for a player who participated in any league for at least six (6) matches is retained for three statistical years. A PR for a player involved in an active league, on Stats Reset Date, is retained until the end of that league, then retained or excluded depending upon how many matches the player participated in.

The PR list is found at www.dartstoc.com - titled "Best Known Stats".

CPR Team Caps for Standard and Express Leagues: A league with a cap is based on the CPR of the players on a team. Players can create and promote a cap at the total CPR of their choosing. In a league with a cap, the cap applies at time of registration. PRs vary week-to-week during a league. The PPD's "Break-out" rule ensures fairness in capped leagues.

Capped League Break-Out Rule: To ensure the fairest competition, a fail-safe measure exists to add integrity and prevent activity that causes damage to capped league competition. "Break-out" penalties apply to a team of players whose CPR exceeds the original league cap by 25% or more after any combination of players on the team has thrown a minimum of 120 darts in X01 or 120 darts in Cricket games each.

When a break out occurs, the match must be replayed, or it may be scored as a forfeit at the discretion of PPD Administrators. When scoring a forfeit, PPD Administrators determine a match score by adding one to the win-percent average of the non-break-out team.

A "break out" team is required to modify the team roster to field a combination of existing team players under the league cap plus 25% (the break out cap). If no combination of existing players fits under the break-out cap, a new player must be added to the roster to enable the team to fit under the original league cap.

Section B – League Fees

League Fees... Are determined by the type of league. Each player will pay between \$10 and \$16 per match. Match play cannot begin until all team fees are paid at the machine during match set-up.

League fees are as followed:

- **4-Person Team – 15 games** – \$10.00 per player, \$40 per team.
- **Triples – 15 games** – \$11 per player, \$33 per team
- **Doubles – 15 games** – \$14 per player, \$28 per team
- **Doubles No cap, no handicap – 19 games** – \$16 per player, \$32 per team**

League fee distributions:

- \$3.00 from each player is returned to the teams in league-ending payouts (the general league prize fund). This amount is paid at the end of the league, to each team, based on the number of wins earned.
- \$1.00 from each player is returned to the teams in "positional prize money". This portion of prize money is paid at the end of the league as follows:¹
 - ◆ 50% is added to the win money for 1st Place
 - ◆ 30% is added to the win money for 2nd Place
 - ◆ 20% is added to the win money for 3rd Place
- \$2.00 from each player is returned to the teams in the PPD Tournament Fund during monthly and Quarterly added-money tournaments.
- The remaining portion of the fee from each player attributes to the costs of games played on the machine during each match. This portion of the money is split between the local PPD vendor and the PPD organization. The vendor's portion is used to help pay normal business operating costs. The PPD's portion is used for administration including

league and tournament operating costs like labor, office overhead, insurance(s), program engineering, technical equipment, promotions, advertising, and other added-money features in other PPD events and tournaments.

¹ and ^{**} Leagues designated as either A) “Payout Top 25% of Teams” or B) those with 19-game formats: A) those in the “Payout Top 25% of Teams”, the \$3.00 and \$1.00 portions from each player is paid to players on the teams that win the top 25% positions. For example, a 10-team league is as follows: 50% to 1st Place, 30% to 2nd Place and 20% to 3rd Place. For further example, in an 8-team league 60% is paid to 1st and 40% is paid to 2nd. B) In leagues with 19-game formats, \$8.00 from each player is paid to players on the winning teams accordingly.

IMPORTANT: When a team drops out of a league without replacing themselves, creating a bye, the other teams that were involved in matches will receive a partial refund (Prize Money/Tournament Fund) but will still receive credit for the games/points for the match.

Custom Payout features: Team prize money default setting is to distribute prize money to individual players on a team, proportionate to the games that each player participated in. Payouts are paid via PayPal and at the email address listed in each player’s Player Account. A team Captain may customize the team’s league payouts from one of the following choices within their player account:

1. None: This option causes sub winnings sent to a sub’s PayPal address – this is the default choice.
2. Captain: Teams whose Captain pays the match fees for subs. This ensures sub winnings are sent to the Captain.
3. Special Designee: This option causes all sub winnings to be paid to a selected player, other than the team Captain.
4. Vendor: This choice will cause Team’s winnings to be sent to the local PPD league vendor.

Team winnings and league payout reports can be viewed on the “Stats and Schedules” page link online at www.dartstoc.com under the Remote Leagues and Tournaments tab.

Section C – League Match Player/Game format

Doubles Match Format		
Each player will play in 15 of the 15 games as follows:		
Game 1	501 Freeze -	Team
Game 2	501 Freeze -	Team
Game 3	501 Freeze -	Team
Game 4	501 Freeze -	Team
Game 5	Cricket -	Team
Game 6	Cricket -	Team
Game 7	Cricket -	Team
Game 8	Cricket -	Team
Game 9	Cricket -	Team
Game 10	Cricket -	Team
Game 11	501 oi/oo Stacked -	Team
Game 12	501 oi/oo Stacked -	Team
Game 13	501 oi/oo Stacked -	Team
Game 14	501 oi/oo Stacked -	Team
Game 15	501 oi/oo Stacked -	Team

Doubles Match Format with Singles Games		
Each player will play in 12 of the 15 games as follows:		
Game 1	Cricket -	Team
Game 2	Cricket -	Player 1
Game 3	Cricket -	Team
Game 4	Cricket -	Player 2
Game 5	Cricket -	Team
Game 6	501 Freeze -	Team
Game 7	501 oi/oo -	Player 1
Game 8	501 Freeze -	Team
Game 9	501 oi/oo -	Player 2
Game 10	501 Freeze -	Team
Game 11	Cricket -	Team
Game 12	Cricket -	Player 1
Game 13	Cricket -	Team
Game 14	Cricket -	Player 2
Game 15	Cricket -	Team

Triples Match Format

Each player will play in 12 of the 15 games as follows:

Game 1	701 oi/oo Stacked -	Team
Game 2	501 Freeze -	Players 1, 2
Game 3	501 Freeze -	Players 1, 3
Game 4	501 Freeze -	Players 2, 3
Game 5	701 oi/oo Stacked -	Team
Game 6	Cricket -	Team
Game 7	Cricket -	Players 1, 2
Game 8	Cricket -	Players 1, 3
Game 9	Cricket -	Players 2, 3
Game 10	Cricket -	Team
Game 11	701 oi/oo Stacked -	Team
Game 12	501 oi/oo Stacked -	Players 1, 2
Game 13	501 oi/oo Stacked -	Players 1, 3
Game 14	501 oi/oo Stacked -	Players 2, 3
Game 15	Cricket -	Team

4 Person Team Match Format

Each player will play in 9 of the 15 games as follows

Game 1	501 Freeze -	Players 1, 2
Game 2	501 Freeze -	Players 1, 3
Game 3	501 Freeze -	Players 2, 4
Game 4	501 Freeze -	Players 3, 4
Game 5	Cricket -	Team
Game 6	Cricket -	Players 1, 2
Game 7	Cricket -	Players 1, 3
Game 8	Cricket -	Players 2, 4
Game 9	Cricket -	Players 3, 4
Game 10	Cricket -	Team
Game 11	501 oi/oo Stacked -	Players 1, 2
Game 12	501 oi/oo Stacked -	Players 1, 3
Game 13	501 oi/oo Stacked -	Players 2, 4
Game 14	501 oi/oo Stacked -	Players 3, 4
Game 15	701 oi/oo Stacked -	Team

Triples Match Format with Singles Games

Each player will play in 10 of the 15 games as follows:

Game 1	Cricket -	Team
Game 2	Cricket -	Player 1
Game 3	Cricket -	Player 2
Game 4	Cricket -	Player 3
Game 5	Cricket -	Team
Game 6	701 oi/oo Stacked -	Team
Game 7	501 oi/oo -	Player 1
Game 8	501 oi/oo -	Player 2
Game 9	501 oi/oo -	Player 3
Game 10	701 oi/oo Stacked -	Team
Game 11	Cricket -	Team
Game 12	Cricket -	Players 1, 2
Game 13	Cricket -	Players 2, 3
Game 14	Cricket -	Players 1, 3
Game 15	Cricket -	Team

NOTE: X01 Freeze is individual score
X01 oi/oo is stacked scores

For No Cap No Handicap Leagues all stacked X01 games are changed from 501 to 701.

In 100 and 80 Cap leagues, cricket has 20 round limit.

Match times are expected to run no longer than 2 hours. PPD reserves the right to adjust match formats of any league to achieve 2 hour match times.

Short Timeouts enabled in every league excluding doubles without singles games.

Section D – Handicap League Details

Handicap for Spot Dart league: Player handicaps range from 0 to 4 darts and in some leagues 5 darts as found on the weekly league stats. For the first night of league handicaps are assigned. After the first night's match, player handicaps are found on the current weekly stat report, on the dart board, and online.

IMPORTANT: If using a new sub on the first night of a league visit www.dartstoc.com to view the starting handicap thresholds, for ppd and mpr to properly handicap the new player by finding where their statistics would have placed them among those players who are on the list. If using a new sub after the first night of league, use the stats report to figure out where the sub would fall to ensure proper handicapping.

Team captains must adjust player throwing order and sub handicapping as found on the machine league screen during match set-up prior. The dart board will automatically calculate how many darts each player will throw during the handicap round of each game, by determining the mathematical difference between the lowest player and the highest player involved in each game. The dart board will always give the lowest player in any game a full set of darts and the highest player in that game the difference. **EXAMPLE:** if Joe is a 0 and Cindy is a 4, Cindy will throw 6 darts in the first 2 rounds while Joe will only throw 2 darts in the 2nd round.

Handicap for Spot Points and Marks league: In these leagues handicap is based on PPD and MPR. The lower team or player will receive marks on numbers at the start of each cricket game or will receive less points at the start of each 01 game. The board calculates the difference between the lowest player and the highest player involved in each game. These leagues also can be reverse which means no one will start below 501. If it is not reverse lower players will start below 501.

Shooting order and handicaps change weekly, depending upon how each player performs during the ongoing league. Handicaps are set by league administrators for 1st night of league only. If teams do not play on the first night of league, they must **MANUALLY** input their handicaps for the first match whenever it occurs.

Reason for 70% and 75% rule: If a team's win percentage is more than 70%, it is usually because the team has a player, or players, whose skill has improved in comparison to the other teams in the league. This is due to natural ability, strategy improvement or simply because they were better than average players and this was unknown prior to league startup. When this happens, it is necessary to add extra handicapping to: A) ensure that the improved players continue to be challenged and continue to improve their game. B) to ensure the other teams do not become discouraged and quit.

The 70% rule for Spot Darts/Points/Marks: is applied to any team whose weekly win % is 70% and up to 74.99% at any time after the team has played 60 games. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 70% (up to 74.99%), the highest ranked player in every game of the match will give up an additional dart after the automatic handicapping round(s). In Spot Points/Marks Leagues, the highest ranked player will throw just two darts in the first round and press the red button.

The 75% rule for Spot Darts/Points/Marks: is applied to any team whose win % (as found on the weekly stat screen) is above 75% at any time after the team has played 60 games. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 75%, every player must give up an additional dart after the automatic handicapping round(s). On Spot Points/Marks Leagues, every player will throw two darts in the first round and press the red button.

The 70% or 75% rule does not apply when the opposing team has not yet completed 60 games.

Exception to the 70% and 75% Rule: The 70% and 75% rule is excluded from use whenever two teams in a match are within 5% (total league win percent). Neither the 70% nor 75% rule, as explained above, is used. No additional handicapping is applied. Example: Joe's team is at 73.5% and the opponent is at 68.6% - the difference is 4.9%, which is less than 5%. Thus, the match is exempt from the 70% / 75% rule.

Section E – Team Captain Responsibilities & Player Accounts

Team Captain Responsibilities: Upon registering for league, an automated email is generated to the team captain and vendor. Team captains are texted and emailed at least 2 days prior to league start. On the day the league starts, the team captain receives the new league's schedule & captain's list via email by 2pm. After the first night of league, players can find the captain's list, schedule, roster & league stats in their PPD User Account.

Team captains must engage in pre-match contact prior to every league match. Do not add money into the machine or start a match without talking via text or call with opponents. Pre-match contact is REQUIRED. Message opponents in advance to confirm the match & again upon arriving at the location and being ready to start. Team captains are responsible for confirming their contact number is correct on the captains list for league. The captain's list is for contacting about scheduling. Always treat opponents with respect. If there are ever issues with a team, contact PPD Admins on the PPD Assistance Line at 573-205-2601. Opponents should never argue, get Admins involved!

By submitting a team, the team captain accepts responsibility for collecting team fees, setting up each league match and resolving league issues of any kind. No Call No Shows penalties are strictly enforced. If a team needs to reschedule, they must contact opponents at LEAST 2 hours prior to match start time or receive No Call No Show penalties starting at 30-day suspension from PPD Major Tournaments & loss of match points. Dropping from remote league without a verifiable emergency garners the penalty of 1-year suspension from all PPD activity including league, Daily Remote Tournaments, PPD Major Remote Tournaments & The Tournament of Champions.

When a Captain's number has changed, it is the Captain's responsibility to update their number in their Player Account. Failure to update Captain's phone number is subject to penalties including but not limited to the following options:

1. First offense: Match league-point deduction on the All-Star rank list for team Captain and/or entire team equating 1–5 match points at the current and immediately following, scheduled, weeks match value(s) at PPD discretion.
2. Second offense: The above penalty options plus suspension from pending league and tournament registration for an appropriate probationary period at PPD discretion.

User Accounts: User Accounts are provided to all players in the PPD league and tournament sanctioning system.

Establishing a User Account requires:

1. A complete and full name, address, date of birth, (as found on tax forms).
2. A working cell phone number. (used for contact list for leagues and tournaments).
3. A working Facebook account link (used for alternate form of communication and identification)
4. A PayPal email address (used for league and tournament payouts).

In a User Account you will find:

- a. A Player's Leagues which includes Stats, Schedules, and Captain's lists w/phone numbers for each team.
- b. Access to financial reports for annual tournament and league expenses as well as earnings.
- c. Access to tournament registration. Each player can access entry options for Monthly All Star, Quarterly Super Saturday, DRT's, and annual TOC tournament entry.
- d. Tools to find another player's tournament eligibility status.
- e. PayPal connectivity for receiving tournament prize money and for paying entry fees for PPD tournaments.
- f. Team Captain's options. For selecting league payout method for subs.
- g. A list of PPD administrators and contact information for each.

Section F– Playing Order, Roster & Substitutes

Player Shooting Order: Shooting order in handicapped or capped leagues is determined by league type. No Cap, No Handicap Leagues may use any order the team chooses.

For Regular format leagues: Shooting order is determined by X01 standings. However individual game-type handicaps are determined by each player's ppd for 01 games. Shooting Order:

- The first player is the player with the highest ppd, as found on the weekly league stat sheet, regardless of their mpr for the cricket games.
- The second player is the player with the next highest 01 stats as found in the weekly league stat sheet.
- And so on until all players on the team are in order.

For leagues WITH Singles games: Shooting order is determined by CRICKET standings. However, individual game-type handicaps are determined by each player's mpr for cricket games. Shooting order:

- The first player is the player with the highest mpr, as found on the weekly league stat sheet, regardless of their ppd for the 01 games.
- The second player is the player with the next highest mpr, as found on the weekly league stat sheet.
- And so on until all players on the team are in order.

Using Substitutes on Handicapped or Capped Leagues: Subs are limited to 2 subs per team, per match – regardless of team size. New subs may not be used during the last two scheduled matches of a league or in play-off matches unless pre-approved by opponents.

1. When using sub(s) a team must not use any players exceeding the league CPR cap.
2. When using new substitutes, use the PR found on the PPD website www.dartstoc.com, PR list, to ensure the team does not exceed league cap and for handicapping.
3. When using a substitute not listed on the PPD website, use one of the following methods for determining the new substitutes PR and handicap.
 - a. When a sub has data in more than one other league use the highest known ppd and mpr from all leagues to calculate a PR for use in ensuring the team does not exceed the league cap and to determine handicap.
 - b. When a new substitute is an entirely new player to darts, use new-player PRs for determining handicap in the league to ensure the team does not exceed the league cap and to determine handicap.

A new male player, who's never played darts, starts with a 48 PR using 2.5 for mpr and 23 for ppd.

A new female player, who's never played darts, starts with a 35.5 PR using 1.75 for mpr and 18 for ppd.

Any person may substitute for any team in a league unless they are a permanent player on another team in the same league. A permanent player is anyone who plays in at least 6 matches on 1 team. A player cannot sub for both teams in a match.

Ghosting: League matches may be played with a missing player by pressing the red button to advance the game past the missing player. This can be done when a player has experienced an emergency and must leave during a match. When both teams are aware of a player that is late, but agree to start a match, ghosting may be done for the missing player until the player arrives, at which time the player may resume play.

League Age Requirements: If under 21, players must have prior approval from the location involved in the league.

Section G – Pre-Match Contact, Start Times and Protest Procedures

Pre-Match Contact: Pre-Match Contact (PMC) is required for all league matches using the Captains list as found in every User's Account and email sent to every Team Captain in a league. PMC is required to ensure all players are present, placed in correct throwing-order, handicapped properly before putting money in the dart board, to enable teams to quickly communicate during a match whenever a problem occurs, to discuss and agree on desired breaks in leagues that do not include Singles games. PMC is to be initiated on or before the day of play by at least 2 hours in advance to Start Time & again within 15 minutes of the scheduled start time of a match to confirm that you are at the location & ready to play.

- a. 1st Offence: for failure to engage in PMC is loss of match league-points and match-credit toward tournament eligibility for each player on the team when reported or discovered following a match. Penalty application at PPD discretion.
- b. 2nd Offence: loss of two (2) matches league-points and match credits toward PPD remote tournaments for each player on the team when reported or discovered following a match or multiple league matches. Match values are the current and, where applicable, immediately following, scheduled, weeks. Penalty application at PPD discretion.
- c. 3rd Offence: loss of three (3) matches league-points and a 90-day suspension from PPD remote tournaments for each player on the team when reported or discovered following a match or multiple league matches. Match values are the current and, where applicable, immediately following, scheduled, weeks. Penalty application at PPD discretion.

Abuse of contact information: will result in penalty. Abuses including, but not limited to, comments that are abusive, negative or anything that could be deemed derogatory. Misuse of contact information will result in penalties to the sender and/or team of the sender. Penalties, including, but not limited to: loss of league points and wins, removal from league, loss of all privileges; including tournament participation – in any combination, at PPD discretion.

False Start Matches, matches started with incorrect throwing-order or incorrect handicaps (False Start): Matches, once started (after a dart has been thrown) cannot be restarted due to programming constraints. Teams must cancel the match and restart an entirely new match with the proper team set ups. This requires re-paying match fees for both teams. Refund is achieved by contacting PPD Administrators.

Postponing start of a match and rescheduling a match: Rescheduling sometimes becomes necessary due to extenuating circumstances. When this occurs, a match must be rescheduled. A match may be postponed or rescheduled when both teams have agreed to do so more than two hours prior to the scheduled start time. When a team requests to postpone or reschedule a match less than two hours prior to the scheduled start time, except in cases of a verifiable emergency, penalties are issued to that team when reported. Improper notice of match postponement, or conflict that may arise, is not cause for refusing to play a match. Failure to cooperate in completing a match is cause for penalty depending upon circumstances.

Penalties include loss of league match points and game counts for the league match, including match-credit toward tournament eligibility, for every player on the team. When there is a problem, complete the match, report the incident to PPD Administrators, include all details and screenshots of call or text logs. When a team fails to engage in PMC or to start a match on time, the team, that is present, is to contact PPD Administrators via any of the contact information found in your Player Account to report the incident. Note: penalty at discretion of PPD Administrators, dependent upon circumstances and or frequency of violations involving the team.

Section H – Reschedules, No Call/No Shows and Match Forfeits

Rescheduling Matches in Standard leagues: Matches in the 1st half of the season must be completed prior to the start of the 2nd half of the season to enable 1st half position standings. During the 2nd half of the season, matches must be complete on or before the end season freeze. All teams must be prepared to reschedule on any available night. It is every teams' responsibility to reschedule a match, regardless of why the match needs rescheduled.

IMPORTANT: If/when a team has three (3) matches to reschedule, without having communicated with PPD Administrators, the team is expelled and turned into a bye, forfeiting all privileges at PPD discretion. A one-year PPD-program suspension is assessed against all players on the team.

Match Forfeits: When a rescheduled match does not occur prior to the mid-season, end-of-season, or make-up night, a match forfeit score is awarded to both teams by determining their overall win percent at the time of the missing match, plus or minus one game for the team that was most and least cooperative in rescheduling the match. Match forfeits require league fees deducted from both teams' league payouts. PPD discretion in enforcing rules related to a no call/no show match, failed rescheduled match or match forfeit is based upon both teams' willingness to resolve and reschedule a match.

No Call/No Shows: When an attempt to contact an opposing team results in a disconnected number, no answer, no voicemail, etc. the next step is to contact the PPD assistance line. When contact with a team remains unobtainable, – send all details including proof of all contact attempts (screen shots of text message and/or call log) to PPD administrators. PPD will determine the appropriate penalties for the team. Penalties for No Call, No Show teams include:

1. 1st Offence: loss of two (2) matches league-points and a 30-day suspension from PPD remote tournaments; for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, week. The offending team paying one half of the match coin-drop of the non-offending team (\$7.50).
2. 2nd Offence: loss of four (4) matches league-points and a 60-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks. The offending team paying one half of the match coin-drop of the non-offending team (\$7.50).
3. 3rd Offence: loss of six (6) matches league-points and a 90-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks. The offending team paying one half of the match coin-drop of the non-offending team (\$7.50).

Delay of Match Penalty – Unscheduled Breaks: For teams involved in all leagues, excluding doubles with a regular format, that desire a break, during a match, for any reason, must discuss and achieve agreement with the opposing team during PMC. Match delay of any kind, not caused by a verifiable emergency, is cause for penalty to the team that causes the delay. Teams are advised to document break terms in texts. When break terms have been agreed upon, teams must communicate prior to re-starting the match to avoid a shot clock penalty. If/when there is a match delay, complete the match, report the incident to PPD Administrators, include all details and screenshots of call or text logs.

Delay of Match/ Abuse of Shot Clock Feature: The shot clock allows up to 30 seconds per dart plus a player change-over time of 6 seconds. This gives 15 seconds between each screen from game to game. Each player is expected to be at the throw line and ready to throw when it is their turn. The player change-over time of six seconds and 30 second for the first dart is ample time to get to the line. When a dart is thrown - the shot clock starts over at 30 seconds for each of the remaining darts during a player's turn. When, during a player's turn, a dart is not thrown prior to the shot clock reaching zero (0) the player loses all remaining darts in that turn. A missed dart sometimes does not register and won't stop the shot clock. When that happens, the next dart must be thrown before the shot clock gets to zero. Then, that player must press the red button at the end of the turn. Any circumvention of the shot clock by any other person is subject to penalty:

1. 1st Offence: loss of two (2) matches league-points and a 30-day suspension from PPD remote tournaments; for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, week.
2. 2nd Offence: loss of four (4) matches league-points and a 60-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.
3. 3rd Offence: loss of six (6) matches league-points and a 90-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.

When a miss-scored dart or any discrepancy occurs during a match, the shot clock may be stopped by pressing the backup button. Doing so will give both teams an opportunity to communicate and then correct the problem. If, after discussion, no correction is needed, simply continue the game.

Protesting a match: When a protest is made, PPD Admins will first refer to the rules to make sure there is a reasonable dispute, then apply the appropriate rule to address the dispute. Match protests must be sent to PPD Administrators via contact information found in Player Account within 48 hours. Protest found to be made in error may result in penalty application to the team that filed the flawed protest.

Section I – Standard League Freeze Night, Play-Offs and Play-Off Handicapping

Mid-Season and End-Of-Season: Standard League schedules consists of playing each team once in the first half and once in the second half. Mid-season is the last scheduled night after every team has played all others once and is denoted on the schedule. Mid-season and End-of-season determines which team wins the 1st through last place positions during each half of the league. To win a Standard league “overall” a team must win one half of a league, or the other, to compete in the League’s overall "Play-Off".

Play-Offs: Overall play-offs determine 1st, 2nd, and 3rd Place. Play-offs are on or following the end-of-season freeze night, depending on if any make up matches would affect play offs. The two 1st place teams, from both halves of the league compete on Play-off night for the league championship with the loser being awarded 2nd Place overall. The two 2nd place teams compete for 3rd place overall and so on. If two teams are tied for a position at mid-season or at the end-of-season, PPD Administrators will award the position based on the score of the last match played between the two teams. All other overall league positions, 5th place through last place is determined by total games won during the entire league.

Home Team for Play-Off match: The home team advantage for the championship match is determined by the team with the most overall wins from the entire league. Team fees are required during Play-Off matches, during match set-up, but administration fees are refunded to both teams. SUBS are not allowed in a Play-Off match unless the sub has played at least 6 matches with the team, thus considered a regular player on the team.

Section J – Machine Errors and Remote Camera Malfunctions

Dart machine errors, Suspending or Canceling a Match: When a machine is not operating correctly team Captains must communicate to discuss the problem and decide what to do. Options include:

- a. You can use the back-up feature, of the machine, to resolve miss-scored darts by pressing the up arrow to pause the game. DO NOT remove your darts. Take a picture of the miss-scored dart and send it to the other team. Once they have confirmed you can simply tap your dart to register the miss-scored dart.
- b. To suspend the match while a team with a malfunctioning machine moves to another machine or location or to make the match up later. When this option is chosen, both teams must unplug the board. Do not select “Cancel Match”. Cancelling a match discards all match data. If there is not an option to suspend the match simply unplug the board. The team on the good machine must finish the suspended match on the originally-selected machine used in the first match-effort. A suspended match can be completed at any time or date, if at least one team is using the original machine used in the first match-effort.
- c. To “Cancel the Match”. When cancelling a match, teams must notify PPD Administrators if they desire to save and count any of the win/losses from the cancelled match. When this option is chosen, a refund is made upon request and details provided to PPD Administrators. The match can be re-played from the beginning or picked up where it was cancelled if the teams agree. Early match-games can be pressed through as long as details are reported to PPD to enable deletion of those stats. To “cancel a match” pause a game then follow instructions to cancel the match.

Remote Camera Malfunctions: When a camera fails, stop the match by pressing the back-up button. Initiate contact with the other team to let them know their camera is not working. Work with them to reboot their location’s router. Usually rebooting the router solves the problem. Most camera failures can also be the result of a location’s inadequate internet upload speed. A G3 dart board requires at least 3mb of Download/Upload speed. When rebooting the location router does not solve the camera problem:

1. Suspend the match. The team must inform their vendor so that a speed test can be performed at the location with the defective camera. Players can also perform a speed test at a location by visiting www.speedtest.net on a smartphone, tablet or laptop. Then follow instructions. Knowing your locations speed is important in preventing future league and tournament problems for you and your team.
2. If the test produces greater than 3mb download/3mb upload speed per machine at the location, the malfunction is simply a faulty camera and the match can be:
 - a. Moved to another available dart board in that location or move to another available locations.
 - b. Suspend the match until the camera has been repaired by the local PPD vendor.
3. If the test produces less than 3mp download/upload speed, the location's internet access is not strong enough to provide camera functionality and the match must b:
 - c. Moved to another location.
 - d. Suspended until the upload speed has been corrected by the location or local PPD vendor.

When evaluating download/upload speed for each dart board, you must also consider other equipment in the location that also uses internet, such as the jukebox, POS systems, public wi-fi, etc. In locations with numerous items on one internet connection and multiple teams participating in multiple leagues on multiple machines, the location may be required to provide a dedicated internet service for dart board connectivity.

Section K - The Shooter's Advantage

The Shooter's Advantage = backing up darts to correct a beneficial, but, miss-scored dart 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 beneficial target remains, as scored by the machine, to the advantage of the shooter.
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 between teams 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. 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.
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. 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 that entire turn will be required. Arachnid G3s allows for multiple rounds of backing up darts when needed. Send a photo 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 re-scored as thrown. Either choice is fine depending upon what the opponent wants to do.

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-scored third-dart would have won the game for your team, the game is over. This miss-

scored third dart is moot. 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. Send a photo 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.

Section L – Fouls, Errors, Solutions

Throw Lines: Throw lines are to be positioned eight feet from board face. Players throw from behind the line. Players can lean across the line during their throw as long as their foot does not touch the floor before the dart leaves their hand.

Throwing on A Teammates Turn: When a player throws while the machine is displaying the name of the player's partner: A) If caught soon enough, contact the other team and back up the game to allow the correct player to throw. Or B) if not caught soon enough, contact the team to sort out how far to back up the game to make the score correct and allow the correct throwing order to resume. Press the back-up button and contact the other team to resolve the problem.

Throwing Order Error During Automatic Handicapping Round(s): The machine cannot be backed up during automatic handicapping round(s). When a player throws out of order during the automatic handicapping round(s), press the back-up button and contact the opposing team to discuss making sure all players throw the correct total-number of darts during the following non-automatic handicapping rounds to accommodate correction(s).

Throwing Too Many Darts...If a player mistakenly throws extra darts while throwing in a "manual handicap round" during the (70% or 75% rule) during the non-automatic handicapping rounds, press the back-up button and contact the opposing team to discuss and correct the score. Or you can agree to have that player lose that same number of darts during their next full turn.

Section M – Player Etiquette, Good Sportsmanship and Ethics

Player Etiquette & Good Sportsmanship...Players are required to conduct themselves in a positive manner. Misguided competitiveness is not an excuse! Drinking is not an excuse! Always work with the other team to resolve a problem as quickly and reasonably as possible. **PPD DOES NOT TOLERATE** poor sportsmanship or unethical conduct! Any negative, aggressive or abusive behavior of any kind will result in penalty. PPD reserves the right to address any misconduct once reported stemming from any darting activity including but not limited to: PPD sanctioned league match play, or any other darts activity, whether PPD sanctioned league function or not. Bad behavior will result in disciplinary action and/or expulsion from the PPD program at sole discretion of the PPD.

- Throwing practice darts or standing at the throw line during your opponent's turn is considered poor darting etiquette. Do NOT distract or irritate opponents in the camera by waving hands around, etc. We shouldn't need this rule, it's common courtesy. Treat others how you wish to be treated.

Ethics...Unethical conduct such as but not limited to abuse of equipment, poor sportsmanship, unwillingness to make up a scheduled match or any attempt to manipulate league standings is unethical and cause for penalty at PPD discretion. Violations may be cause for forfeiture of: a match, probation, expulsion from league including forfeiture of all league prize monies, a tournament suspension or suspension from all tournaments. The degree of penalty assessed by the PPD is above the local PPD vendor/member and at the PPD's sole discretion.

A team that is expelled from a PPD league may be expelled for any time frame deemed appropriate by PPD Administrators. An expelled team or player forfeits all PPD privileges.

PPD DOES NOT TOLERATE poor sportsmanship or unethical conduct! Any negative, aggressive or abusive behavior of any kind will result in penalty. PPD reserves the right to address any misconduct once reported stemming from any darting activity including but not limited to: PPD sanctioned league match play, or any other darts activity, whether PPD sanctioned

league function or not. Bad behavior will result in disciplinary action and/or expulsion from the PPD program at sole discretion of the PPD.

These rules are meant to provide a foundation for an enjoyable dart playing experience. 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 or prevent. Never allow misplaced competitiveness to over shadow the real purpose of the dart leagues, which is to have FUN. Common sense and good sportsmanship will always solve a problem if you will allow it.

THROW DARTS, RELAX AND HAVE FUN!!!!