2026

2026 Darts Tournament of Champions

FINALE QUALIFIER RULES

THE 2026 TOC ELIGIBILITY YEAR IS JULY 15, 2025-JULY 14, 2026

Section 1: Qualifiers, Vouchers, Finale Day, and How it works

- To play in a Finale at the on-site TOC, Wednesday, October 14, 2026, a player must be awarded a Qualifier Voucher and compete in a Remote Qualifier prior to the on-site TOC. Each player's highest Qualifier finish decides if they earn a spot in 1 of the 4 Finale's.
    - **Finale Placement:** The highest placing 512 Men and 256 Women from the qualifiers earn a place in one of the 4 Finale Levels at the TOC.
        - Elite Finale
        - Master Finale
        - Pro Finale
        - Semi-Pro Finale
    - **The highest finishing 4 players from each Qualifier bracket are guaranteed placement into the highest Finale level, Elite Finale.**
        - Once a player places within the top 4 of a Qualifier bracket, they may not compete in additional Qualifier Events.
        - Players who do not place in the top 4 of a Qualifier bracket are welcome to play in additional Qualifiers if they have the Vouchers to do so.
            - Each Voucher enables a player to participate in 1 Qualifier. Players can only register for 1 Qualifier at a time.
    - **Eligibility Requirements**
        - Vouchers can be earned in 2 different ways:
            - Awarded by a Vendor that is a Paid PPD Partner
                - Each Vendor may set their own standards, which may be higher than those established by the PPD. Each Vendor may set other requirements specific to the locations that are selected to participate in the Qualifier events.
            - Awarded by PPD based on a player's placement on the 2026 All-Star Rank List
                - After the completion of the 2026 TOC Year PPD awards Qualifier Vouchers to the top 300 men and 150 women on the 2026 All-Star Rank List that meet the skill/game requirements.
                - All-Star Vouchers begin to be awarded July 20, 2026. All-Star Voucher holders that fail to register for the last Qualifier event (August 22, 2026) by August 12, 2026 forfeit their All-Star Voucher which is then passed to the next person of that gender on the All-Star Rank list by points. Contact attempts will be made via text message to the phone number within the player's PPD Player Account for each All-Star Voucher recipient. Responses must be received in a timely manner to allow staff to move down the list and ensure all All-Star Vouchers are used.
                    - If brackets do not fill by registration close morning for the final Qualifier, PPD staff will contact the next eligible player in line from the All-Star Rank List until the final bracket is full. PPD staff will only award Vouchers to eligible players who guarantee they can immediately register and play in the August 22, 2026 event.

- Once awarded a Voucher, a player must compete in a Qualifier. A player cannot play in a Qualifier without a Voucher. A player cannot play in a Finale event without participating in a Qualifier. Each player's highest finish in a Qualifier decides if they place into a Finale at the on-site TOC and if so, which Finale level. Qualifier participation does not guarantee a spot in a Finale.
  - Each Voucher is good for 1 Qualifier.
    - Players who do not place in the top 4 positions of their Qualifier are welcome to play additional Qualifiers if they have the vouchers to do so.
- To be eligible to receive a Qualifier Voucher a player must meet the following requirements:
  - PPD Player Account and Form W-9 or BEN on file at DartsTOC.com.
    - Any player exceeding $599.99 in prize money for a calendar year is issued a Form 1099-MISC for tax purposes.
  - Minimum skill requirement
    - Men 25 PPD or 2.5 MPR
    - Women 16.5 PPD or 1.65 MPR
  - At least 500 games (100 must be from league play) played in the 2026 TOC Year
    - Paid PPD Partner: Player games for TOC eligibility can come from their vendor leagues, PPD Leagues and Daily Remote Tournaments.
      - You can see player game counts by looking at the vendors standings page. DartsTOC.com – Website tab: Vendor Standings – Website subtab: 2026 Standings – Choose your vendor – Search player
    - Participation Based PPD Partner: Player games for TOC eligibility must come from PPD Leagues and Daily Remote Tournaments.
      - You can see player game counts by looking at the All-Star Rank List. Go to DartsTOC.com – Website tab: All-Star Rank – Website subtab: 2026 Rank List – Search player

- **Qualifier Schedule Summer of 2026: All Remote Qualifiers, 1:30pm CT Start Time**
  - August 1, 2026
  - August 8, 2026
  - August 15, 2026
  - August 22, 2026
- $50 entry fee/player + $1/game coin drop at the board
- **Registration**
  - Opens July 22, 2026 at 10am CT.
    - Registration is completed by each player in their PPD Player Account. A player must be awarded a Voucher to be able to register for a Qualifier.
  - Closes the Tuesday prior to each Qualifier Event by 9pm CT and as early as 5pm CT if the number of players registered is divisible by 32.
  - Registration is restricted to a number of players registered is divisible by 32. No planned byes during registration.

- Players are placed into brackets by randomization. Players are not flighted into brackets based on skill.
- Players who register but do not make it into a number of players divisible by 32 for the event they originally registered for are contacted by PPD staff via text message after registration close for that event to transfer their registration to the event of their choosing of the remaining Qualifier event(s). Players who have their registration transferred due to not making a number of players registered divisible by 32 are moved to the front order of registrations for their chosen event. Byes may occur due to no-shows on tournament day.
- Registered players who become a no-show, forfeit their Voucher, forfeit entry fees, and face penalties including tournament suspension including from the on-site TOC unless the no-show is due to a *verifiable* emergency.

- **Prize Money:** All sent via PayPal after completion of each Qualifier.
  - 100% payback of Entry Fees
    - 1st Place: $700.00
    - 2nd Place: $400.00
    - 3rd Place: $250.00
    - 4th Place: $150.00
    - 5th-6th Place: $50
- **Format**
  - Cork for the start of first and tiebreaker (if needed) games. For details see Section 2, Pages 6 and 7: Corking Procedures.
  - Cricket games are limited to 20 rounds.
  - 01 games are open in open out with a full/single bull.
  - **Format:** Singles, Triple Elimination, 32 Player Bracket
    - Winners Side, No Loss: Race to 2; Cricket
      - Winners Side Match for the Hill: Race to 4; Cricket
      - Winners Side Match before the match for the Hill: Race to 3; Cricket
    - Losers Side, 1 Loss: Race to 2; Cricket, 501 oi/oo (full/single bull). Tiebreaker Cricket.
    - Last Chance Side, 2 Loss: 1 game of Cricket
  - **Championship and 3rd Place Matches**: The brackets are triple elimination; this means every player must be beaten 3 matches (not games) throughout the event to be eliminated from the bracket.
    - **3rd Place Match**: 3rd Place is where the Losers Side (1 Loss) and Last Chance Side (2 Loss) meet. When playing the 3rd Place match, the player on the top of the match has 1 Loss – the player on the bottom of the match has 2 Losses. Depending on who wins the first match, a second match may be required before a team advances to the finals.
      - First Match – Losers Side Format.
        - If the player on the top of the match wins, that is their opponents 3rd loss and the winning team advances to the finals.

        - If the player on the bottom of the match wins the first match, that is their opponents second loss and another match is required before a team advances to the finals. When this happens, teams need to wait until completion of both matches to score the match on their CompuSport app.
    - Second Match – Last Chance Format.
        - The player that wins that match advances to the finals.
- **Championship Match**: When playing in the Championship, the player on the top of the match has zero (0) losses. This means a player must beat them 3 MATCHES (not games) to eliminate them from the tournament. The player on the bottom of the match could have One or Two match losses for the day. If you are the King Seat player and unsure how many losses your opponent has, text 573-468-5347 for assistance from admins.
    - First Match – Winner's Side Format
    - All other matches use the format of the player with the fewest match losses. If you are unsure which format to use – text 573-468-5347 for assistance from admins.
    - No breaks between championship matches. No breaks should be taken until all matches within the championship are finished and we have a bracket winner.

Section 2: Game Play

Getting Assistance and Contacting Admins:

Contact PPD Admins by texting 573-468-5347

During the tournament: For assistance text 573-468-5347. Admins do not answer phone calls on Major Tournament days. Players should not text the number asking to be called either. Players who text the number asking to be called delay assistance as they will get a reply asking what we can help with.

After being eliminated from the tournament: The Admins running the bracket's sole purpose is to monitor brackets and keep the tournament running smoothly. Once eliminated from the tournament submit any comments or concerns good, bad or ugly – to the player Contact Us page on DartsTOC.com. These submissions are reviewed the next business day at the earliest and do not affect the outcome of the tournament. Penalties are applied to teams found guilty of rule violations. All penalties are applied at PPD Staff discretion.

PLAY AT YOUR OWN RISK: Penalties are applied to players who are found guilty of sending disrespectful text messages or text messages accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should. Penalties are applied to players who are found guilty of posting/commenting on social media about an opponent and/or accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should. **For these claims to be reviewed by staff, they must be submitted to the DartsTOC Player Contact Us Page.**

If things get ugly: Our goal is for everyone to have the best experience possible! With technological limitations, some situations are out of our control during the tournament and must be dealt with after. If things are not going your way keep in mind that PPD Staff are not your personal punching bag. PPD reserves the right to expel/forfeit any person who is mean, aggressive, rude, and/or speaks/writes negatively about Partners Promoting Darts, Darts TOC or PPD staff. For details see Section 4, Page 11: Player Etiquette, Good Sportsmanship and Ethics.

Start Time and Forfeit Time:

Start Time is 1:30pm CT.

Forfeit Processing Starts at 1:45pm CT. Teams not starting by 1:45pm CT are not forfeited but can face penalties after the tournament is complete if the teams involved in the late start match are not communicating with PPD Admins.

Forfeit Time for first round matches is 2pm CT. Any matches not started by 2pm CT are forfeited.

All other matches should be started within 10 minutes of the match post time (MPT) on the bracket.

If darts are not in the air at 10-minutes past match post time or you have not heard from your opponents, immediately text 573-468-5347 to make PPD admins aware.

When PPD Admins are notified of an absent team at the 10-minute mark, they will contact opponents in hopes of getting the match started. Any teams reported and

found guilty of not starting their match by 10-minutes past match post time face a 30-day tournament suspension following the tournament.

If a team waits 15 minutes or more past match post time to notify PPD Staff of an absent opposing team, both teams are subject to forfeiture of the match and a 30-day tournament suspension to be applied after the tournament for allowing the delay to occur.

Captains List and Pre-Match Contact (PMC):

The Captain's List is live each players PPD Player Account by the Friday evening prior to each event. Teams use their captains list for:

Finding which codes/format to use at the board.
Finding each team captains phone number.

PMC: The team captain should be contacting the opposing team captain prior to EVERY match played throughout the tournament. Penalties are applied to teams that do not contact opponents prior to starting each match when proven.

Note: Penalties are applied to teams that argue with opponents, disrespect opponents, and/or comment on opponents' skill/strategy/pointing. Instead, teams should get assistance from admins to resolve issues.

Setting Up the Machine: Qualifier tournaments 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 'League' menu.

'League Mode'
'Play League'
Choose correct League Code (See captains list for which league code to use)
Select 'Yes, both cameras work'.

If cameras are not working, exit league mode and update the board, then return to setup. For details see Section 3, Page 9: Cameras.

Choose your team
Choose whether you are Home or Away (Look at the bracket on CompuSport, the team on the top of the match is the Home Team.)
Choose Opponent Team
Choose 'Local" if your opponent is with you at your location, playing on the same board.
Choose 'Remote' if your opponent is at a different location

While the board is "waiting for opponents" it is a great time to text your opponents to let them know you are ready if you have not previously done so. Do not hit start a match until you have communication to and from opponents.

Tournament staff automatically set up the board with the highest MPR shooter throwing first. Player/team shooting order can be manually changed from match to match if the team wishes to do so.

Corking Procedures The cork is used to determine which team will shoot first. Corking is completed in a one-round game of Count Up with a split bull and 15" board. Corking game data is not retained for statistical purposes or eligibility.

The first player of the home team will throw all three darts during the first round of Count Up, followed by the first player of the away team. The team who scored the most points after the first round wins the cork unless there is a tie after the first round.

In the event of a tie after the first round, the second round is thrown by each team to attempt to break the tie. If doubles, the second round is thrown by the second player of each team. The team who scored the most points after the second round wins the cork. If, in extraordinary circumstances, there is still a tie the Count Up game is continued until the tie is broken.

Note: Games are never replayed because of incorrect corking procedures. Most corking violations are resolved post-tournament and may not immediately affect the match or bracket outcome. Players found guilty of violating corking procedures face penalty post tournament at PPD discretion.

Note: Players should only cork under their own name. Post-tournament penalties are applied to players who cork under anyone's name but their own.

CompuSport- Brackets and Advancing Matches:

Brackets are live on CompuSport by the Friday evening prior to each tournament weekend.

Every participant should be prepared to score matches after the completion of each match to move them forward on the bracket.

This should be done **IMMEDIATELY FOLLOWING** match completion. **BEFORE** taking a break or leaving the immediate area of the dartboard. If teams are caught taking breaks prior to scoring matches it can result in forfeiture from the tournament and/or tournament suspension at PPD Staff discretion.

Any teams unsure of how to use CompuSport should educate themselves using CompuSport Tutorials PRIOR to the tournament.

Section 3: Other Details

Registration Refunds: No Refunds are given after 9:00am CT the Wednesday prior to the tournament. To receive a refund, players must text 573-468-5347 by 9:00am CT the Wednesday prior to the tournament.

Boards and Locations:

Boards are limited to 1 team per board and are first come first served at the time of registering for the event. Upon registration, the captain will also choose a Secondary Location. Secondary locations are not guaranteed but will be loaded with the tournament codes should any emergencies arise. Players are only given 10-minutes to switch locations mid-tournament.

Tournament players are expected to arrive at least 30-minutes prior to Start Time. During this time, it is the team captains responsibility to:

Check for the Tournament Codes. Tournament Codes available on Qualifier Captains List.

Check board connectivity: Play at least 1 casual remote game to ensure connectivity. When problems are discovered, there are a few different outcomes. Regardless of the reasoning for the boards not being usable, a player simply cannot play in the Qualifier tournament if their location does not have a working board or a board with Qualifier codes available.

If before Start Time:

Team can choose not to play. The player is given the option to move their registration to another Qualifier day for the qualifying year (if Qualifier events still remain).

Team can choose to switch locations to a location with the tournament codes loaded. If they can make it before Forfeit Time, play continues like normal. If the team does not make it before Forfeit Time, the 1st match is forfeited. If a second match is waiting and the team is still not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by Forfeit Time and have to forfeit both matches, meaning the team did not get to play any matches, time to play at least 1 match, entry fees are refunded (MINUS admin fees).

If at Start Time:

Team can choose to not play, and entry fees are refunded (MINUS admin fees).

Team can choose to switch locations. Players have 10-minutes from the match-post time (Forfeit Time) to load into the match at the new location. If they load in by Forfeit Time, play then continues like normal. If the team does not make it by Forfeit Time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by Forfeit Time and have to forfeit both matches, meaning the team did not get to play any matches, time to play at least 1 match, entry fees are refunded (minus admin fees).

If after Start Time:

If a match is not currently posted, or being played, the team can try to reboot their internet and/or switch locations. Once a match is posted, players have 10-minutes from match-post time (Forfeit Time) to load into the match, either at their original location with the board issues resolved or at a new location. If they load in by Forfeit Time, play then continues like normal. If the team does not make it by Forfeit Time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by Forfeit Time and have to forfeit two matches, entry fees are refunded (minus admin fees) unless the team places in prize money.

If a match is currently posted or being played, the team has 10-minutes from the time the match became unplayable to reboot their internet and/or switch locations. Once a match is posted, players have 10-minutes from match-post time (Forfeit Time) to load into the match, either at their original location with the board issues resolved or at a new location. If they load in by Forfeit Time, play then continues like normal. If the team does not make it by Forfeit Time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by Forfeit Time and have to forfeit two matches, entry fees are refunded (minus admin fees) unless the team places in prize money.

Note: In most circumstances, refunds are issued automatically when the above situations occur, and no matches have been played. Refunds after play begins are sent solely at PPD Staff discretion.

Throw Lines: Throw Lines are positioned 8 feet from the 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. All throw line “protests” are dealt with following the tournament and do not affect the outcome of the match or game.

It is discourteous to stand at the throw line while opponents are throwing. Some players will stand at the throw line to get ready for their next turn. Do not confuse this with a team being impolite, when they are actually just trying to keep the match moving along. Teams that are purposely waving arms around or trying to distract/disrespect teams can face a tournament suspension following the tournament if proven guilty.

These claims should all be submitted to the player Contact form at DartsTOC.com after the tournament.

Cameras: Every team playing should have a working camera to continue participating.

If playing in the tournament and you notice a teams camera is not working:

Stop the match by pressing the back-up button to pause.

Call your opponents and let them know their camera is not working. (nicely because it is out of their control and most likely have no idea it was not working in the first place)

Work with opponents to reboot their board. The team with the working camera should stay in the match while opponents shut off power to boards, turn back on and hit the triple 20's repeatedly to initiate the "update screen" on the board. The team will then go back into the League Menu and click "Continue Suspended Match". Shortly after, the boards should connect.

In extraordinary circumstances, if the Suspended Match does not show on the board, the team with the non-working camera can try setting it up as a new match, it should then give the option to continue or start a new match. If it does not give that option, it means the team cancelled the match instead of cutting power to the board. Immediately text 573-468-5347 to get assistance from admins. If Admins follow all protocol and are still unable to fix the situation, it can lead to a match forfeit for the team without a working camera.

Match Delay: Tournament play must not be held up.

Once a match starts, players DO NOT LEAVE THE BOARD or delay starting each subsequent game of the match.

Breaks are not allowed during a match or during the entire duration of the 3rd Place match(es) or Championship match(es).

Replaying a match is not allowed unless approved by staff.

Shot Clock: The 30 second shot-clock is not to be paused other than to apply the "Shooters Advantage Rule". For details see Section 3, Page 10: Shooters Advantage Rule.

If the other team is the one holding up the match: text PPD Admins 573-468-5347 immediately.

PPD Staff MUST be made aware of match delay IMMEDIATELY! Allowing opponents to cause match delay and not informing admins makes your team equally as guilty and penalties will be applied at PPD Staff discretion. This includes possible forfeiture of BOTH TEAMS INVOLVED.

Leaving a board during a match will result in probable loss of the current game, possibly the match, because the shot-clock passes missing player(s) throughout the game. A missing player may rejoin the game upon their return to the board.

When a game ends with a missing player, the next game starts immediately and so on until the match is complete. DO NOT wait to hit start on the next game because one of the players is not present.

Breakout Rule: Any player whose tournament performance PR exceeds registration PR by 30% or more.

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.

Breakout penalties applied at PPD Staff discretion.

Shooters Advantage Rule: The Shooters 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 dart or non-scoring dart.

If playing in the tournament and wish to correct a miss-scored dart:

Do not remove darts from the board. If the dart falls out of the board or is removed, the shooters advantage rule CANNOT be used.

Pause the game – Call Opponents – Take Picture of Darts – Wait for approval – Backup and Re-score the mis-scored dart by tapping in by the flight.

If your opponents do not give approval, keep the game paused and text us at 573-468-5347 for Admin Assistance.

If you are unable to get your opponents attention before their turn, wait at the board to pause immediately when it comes back to you. (DO NOT THROW ANOTHER DART. If another round is thrown by the team with the miss-scored dart before fixing the miss-scoring, the rule cannot be used.) When the board comes back to you after opponents have thrown, follow steps to apply the rule for your miss-scored dart. This will require the other team backing up their 3 darts thrown. After the miss-scored dart is fixed, the other team can either manually score their darts from the round that had to be backed up OR they may choose to rethrow.

Section 4: Player Etiquette, Good Sportsmanship and Ethics

Each player signs a “Code of Conduct” during the registration process. In signing this document each player agrees to conduct themselves according to the Code. Penalties are applied for failure to uphold the Code of Conduct.

Misguided competitiveness is not an excuse. Drinking is not an excuse.

Negative, uncooperative, aggressive, or abusive behavior of any kind is penalized. PPD reserves the right to address misconduct once reported stemming from any PPD Event. Bad behavior results in disciplinary action and/or possible suspension from the PPD activities.

PLAY AT YOUR RISK. Penalties are applied to players who are found guilty of sending texts accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should. Penalties are applied to players who are found guilty of posting/commenting on social media about an opponent and/or accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should.

For these claims to be reviewed by staff, they must be submitted to the DartsTOC Player Contact Us Page.

Any player/team found guilty of not abiding by rules are subject to disciplinary actions including expulsion from tournament and league play privileges at sole discretion of the PPD. All Rules are meant to provide a foundation for an enjoyable experience playing darts. Never use a rule out of context for which it was written; in doing so you may cause more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to overshadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!!