



# 2022 Darts Tournament of Champions

CRICKET SINGLES INVITATIONAL RULES  
OCTOBER 1-2, 2022|KANSAS CITY, MO

## Section 1: CSI Basic Event Information

- **What, When & Where:**
  - **What:** Cricket Singles Invitational's are Winner Take All special events held at the Tournament of Champions where players earn their invitations through PPD Remote play.
    - Men's CSI – 32 Player Bracket - \$13,200 Added
    - Women's CSI – 16 Player Bracket - \$6,200 Added
  - **When:**
    - Men's CSI – Sunday, October 2, 2022
      - Start Time 9:30am CST
      - Forfeit Time 10:00am CST
    - Women's CSI – Saturday, October 1, 2022
      - Start Time 8:30am CST
      - Forfeit Time 9:00am CST
  - **Where:**
    - Holiday Inn/KCI Expo Center  
11728 N. Ambassador Drive  
Kansas City, MO 64153
- **Eligibility:**
  - Players earn an invitation through PPD Remote League & DRT participation. Must be within the top 1,000 ranked players on the 2022 All-Star Rank List after the completion of the TOC Year. (Any PPD play between July 15, 2021-July 14, 2022, counts towards this list.)
    - **Men's CSI** – Invitations awarded to the highest skilled (player rating) 32 men within the top 1,000 All-Star Rank List positions.
      - In order to accept an invite a player must have a player account and w9 filed at DartsToc.com.
        - Any player exceeding \$599 for a calendar year receives 1099-MISC for tax purposes.
    - **Women's CSI** – Invitations awarded to the highest skilled (player rating) 16 players within the top 1,000 All-Star Rank List positions.
      - In order to accept an invite a player must have a player account and w9 filed at DartsToc.com.
        - Any player exceeding \$599 for a calendar year receives 1099-MISC for tax purposes.
    - Ties on the rank list are broken by highest PR.

- Subbing: Should any player fail to register or show – the next eligible player from the CSI list replaces the missing player.
      - Any player exceeding \$599 for a calendar year receives 1099-MISC for tax purposes.
- **Registration: Pre-Registration. Registration is completed & paid by the team captain from their PPD Player Account at DartsTOC.com.**
  - NO REFUNDS after registration closes.
  - **\$100 Entry Fee/Player+ \$10 Greens Fee/Player**
    - Full team entry fees & greens fees are due at registration.
  - **Registration Opens August 10, 2022, at 10am CT**
    - Registration is completed by the player in their PPD Player Account
    - Pre-Registration only; no on-site registration
    - Any players who are passing up their invite communicate with PPD Staff by September 1, 2022. Those who are passing their invite are skipped to invite the next players in line to fill that spot.
  - **Registration Closes September 21, 2022, at 10am CT**
  - Each registered player is required to submit a photo for the CSI Promo poster. PPD Staff will reach out via text for photo submissions.
  - **On-Site Walk On:** Players are required to participate in walk-on & player announcement on the morning of the event.
- **CompuSport is used for CSI Brackets.**
  - CSI Brackets are released by Wednesday, September 28, 2022.
- **Prize Money**
  - **Men's CSI 100% payback of Entry Fees + \$13,200 Added**
    - 1<sup>st</sup> Place: \$10,000
    - 2<sup>nd</sup> Place: \$1,000
    - 3<sup>rd</sup>-8<sup>th</sup> Place: \$250
    - 9<sup>th</sup>-32<sup>nd</sup> Place: \$100
  - **Women's CSI 100% payback of Entry Fees + \$6,200 Added**
    - 1<sup>st</sup> Place: \$5,000
    - 2<sup>nd</sup> Place: \$500
    - 3<sup>rd</sup>-8<sup>th</sup> Place: \$250
    - 9<sup>th</sup>-16<sup>th</sup> Place: \$100
- **Format - Triple Elimination – All Cricket**
  - **Men 32 Player Bracket**
    - Winner's Side, No Loss: Race to 3
    - Loser's Side, 1 Loss: Race to 2
    - Last Chance Side, 2 Loss: 1 Game

- Winner's Side Pre-Match for the Hill: Race to 4
  - Winner's Side Match for the Hill: Race to 5
- Women 16 Player Bracket
  - Winner's Side, No Loss: Race to 2
  - Loser's Side, 1 Loss: Race to 2
  - Last Chance Side, 2 Loss: 1 Game
  - Winner's Side Pre-Match for the Hill: Race to 3
  - Winner's Side Match for the Hill: Race to 4
- Substitutes: Should any player fail to register or show, the next eligible player from the CSI List replaces the missing player.
  - Ties on the Rank List are broken by the highest PR, then game counts.

## Section 2: Game Play & On-Site Event Information

- Hall Hours of Operation & Rules
  - Hall opens daily October 1-4, 2022 at 7:30am CST
  - Loitering/drinking/tailgating in the parking lot is PROHIBITED. Violators are subject to ejection from the tournament, along with possible loss of future tournament privileges.
  - Absolutely NO OUTSIDE FOOD or DRINKS permitted! Illegal items are confiscated and discarded, and penalties are applied to offenders.
- Dress Code
  - Everyone that comes into the tournament hall is expected to abide by the following Dress Code:
    - All attire is clean and neat. No lewd or suggestive content.
    - No darting apparel or accessories of any kind created, supplied, or manufactured by Redeye Rhino, Ultimate Team Gear, Blaze, or any companies owned or operated by Charles Peterson or NADO.
    - Tops: Dart Jerseys and collared shirts only. No tank tops or t-shirts allowed. Dart Jerseys without collars are allowed, except tank tops.
    - Bottoms: Nice jeans, slacks, khaki pants, capris, and plain black leggings allowed. Skirts/Dresses are allowed if below the knee. No shorts. All bottoms must be below the knee with no mesh, cutouts, ragged-edged hems, or holes. No athletic pants or sweatpants, other than PLAIN black leggings.
    - Shoes & Accessories: Closed-toed shoes only. No open-toed shoes. Hats and headgear that is neat, clean, and untornd are allowed.
  - Players found in non-conforming attire at TOC are subject to ELIMINATION FROM THE TOURNAMENT THEY ARE PLAYING IN. The non-

conforming wardrobe cannot be temporarily covered over. Tape or other types of temporary altering are not allowed.

- **Payout Information:** CSI Winnings are paid via check at TOC.
  - Checks are cashed twice daily, Saturday-Monday: 11pm-2pm & 4pm-6pm
    - Checks over \$999 cannot be cashed at the TOC. No check cashing on Tuesday, Finale Day.
  - Photo Booth is open daily from 1:30pm-5:30pm & 9:30pm-End of Day
    - Team photos are required before checks can be picked up for the following positions:
      - Top 2 in both CSI's
- **Format & Games Details:** Formats for EVERY EVENT at the TOC and can be found posted on table tents throughout the tournament hall and on the bracket.
  - **Added Games for Winner's Side (see Bracket)**
  - **Corking:** The cork is one dart each, the closest dart to the bullseye wins.
    - Corking must occur prior to a match having aged more than 10 minutes. The team on the top of any match, as seen on the bracket, corks first. Each team may designate a player to cork.
      - When the first dart is dead center it is removed to allow the opponent a chance to tie.
      - When a tie occurs, keep both players darts in the board. The player from the away team will follow their first throw with their second cork dart, then the home team will throw their second cork dart.
  - **Round Limit:** All cricket games cut off after the 20<sup>th</sup> round! Be aware when determining game strategy.
- **Match Scoring, CompuSport, Shot Clock, Practice Darts**
  - **CompuSport:** Use of CompuSport "Scorekeeper" feature is mandatory at the TOC. Players may load the Compusport app on their device. Each player must establish a CompuSport account and turn on "Notifications". All teams must have, at least, one person capable of scoring matches on CompuSport.
  - **Scoring Matches & Match Delay:** The winning team of each match uses CompuSport to score the match win. To enable Tournament Staff to easily monitor scoring timeliness, the match is to be scored:
    - Within 90 seconds of a match win,
    - Before the machine automatically cycles out of the "game win screen",
    - Before manually exiting out of the "game win screen",
    - Before leaving the immediate area of the dartboard.

- The CompuSport match scoring rule applies to all matches. Failure to score a match win, as described above, results in an automatic match loss for the winning team when another match is waiting for either team. The losing team should summon officials immediately!
- All matches are timestamped on the bracket. First round match-timestamps show event start/forfeit time. All subsequent round match-timestamps are generated at the time the match posted onto the bracket, which occurs at the time the second team in the match became available, upon having scored their previous round's match win.
- All first round matches are to begin prior to the event's posted forfeit time.
- All subsequent rounds matches are to begin within ten (10) minutes of "post time" as found on the CompuSport bracket.
- When Officials are informed of an absent opponent or opposing player by a team in a posted match aging at ten (10) minutes:
  - The team that informed the officials, that is on hand, is awarded the cork "win". If opponents are not present at 12 minutes past match post time, the team present is directed to start the first game of the match.
    - The shot-clock will cycle through, passing the missing player(s), until the missing player(s) arrive, at which time, the player(s) may join the game/match.
    - When a missing team or player does not arrive before the end of a game, the next game (where applicable) of the match is started immediately. Again, allowing the shot-clock to cycle through, passing the missing player(s) until the game and or the entire match is complete.
- When Officials otherwise become aware of a match delay, aged more than 10 minutes:
  - Both teams lose the first game of the match if at least one team is on hand and when the match format is more than one game.
    - The team that is on hand is awarded the cork "win" and directed to start the first game of the now "shortened" match.
      - The shot-clock will cycle through, passing the missing player(s), until the missing player(s)

arrive, at which time, the player(s) may join the game/match.

- When a missing team or player does not arrive before the end of a game, the next game (when applicable) of the match is started immediately. Again, allowing the shot-clock to cycle through, passing the missing player(s) until the game and or the entire match is complete.
- If the delayed match consists of just one game and there is NOT another match waiting for the winner of the delayed match, the game is changed to one game of 701.
- If the delayed match consists of just one game and there IS a match waiting for the winner of the delayed match, both teams are eliminated from the bracket.
- Once a match is started, players do NOT leave the board or delay starting each game of the match.
  - Breaks are not allowed during a match.
  - Each game during a match is to start immediately following the end of the previous game.
  - Leaving the board during a match results in probably loss of the current game and possibly the match because the shot-clock passes missing players throughout the game.
  - A missing player may rejoin a game upon their return to the board.
  - The shot-clock is not to be paused for any reason other than to apply the “Shooters Advantage” to resolve a miss-scored dart. Any other use of the back-up button during a match is circumventing the shot-clock, is an illegal match-delay and results in forfeit of game or match penalty for the offending team.
- Practice Darts
  - Players may only throw practice darts prior to a match being posted or within 10 minutes of a match post time.
  - Practice darts thrown after a match-post time has aged ten (10) minutes is a match delay.
    - The penalty for this type of match delay is loss of first game for both teams when the match format is more than one game.
    - If the match only has one game and there is NOT a match waiting for the winner of the match, the game is changed to

one game of 701. If the match only has one game and there is a match waiting for the winner of the match, both teams are eliminated from the bracket.

- **Age Requirements**
  - Players participating in the CSI must be at least 21 years old.
- **Player Etiquette and Good Sportsmanship**
  - PPD officials do not tolerate poor sportsmanship or unethical conduct! Negative, rude, aggressive, or abusive behavior towards any player or Staff of any kind is penalized. Posting negatively about PPD is penalized. PPD reserves the right to address misconduct once reported stemming from any darting activity including but not limited to tournament play, league match play or any other function. Bad behavior results in disciplinary action and/or expulsion from the PPD.
  - Each player is required to sign 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.
  - Loitering/drinking/tailgating in the parking lot is NOT PROHIBITED. Violators are subject to ejection from the tournament, along with possible loss of future tournament privileges.
  - All Rules are meant to provide a foundation for an enjoyable experience playing darts. Never use a rule out of the 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!!!!**
  - Physical or Verbally Aggressive Fights: Anyone involved in aggressive arguments or physical fights at the TOC or online during the TOC is penalized with tournament ejection and law enforcement are involved.