

DRT —DETAILS & RULES—

Section 1: Basic Information

Schedule: Daily Remote Tournaments Start Times are offered Tuesday through Sunday, 4:30pm – 9:00pm, with start times in 30-minute increments. All DRT's are "On-Demand", giving players the ability to create a DRT with the cap & time they desire within 5-point increments.

To create an event for players to register for, log into your player account click "[Daily Remote Tournaments](#)", then choose the dropdown under "Create a DRT" to choose Doubles or Singles. Choose the event date & type you would like & click "insert". The event you created will then show up on the registration grid to register for. Note: Please check to see if the desired event is created before making a new one.

A DRT needs at least 4 players/teams to be guaranteed to run. If all participants agree, a bracket can run with 3 instead of 4.

Registration: Completed & paid by the team captain from their PPD Player Account.

To register for a DRT, the captain logs into their [Player Account](#). The available events for the day are on the home page of the player account. Click "Register" to the left of the event you'd like to play in, then follow pages to register & pay for the event. If payment is not completed, you are not registered for the tournament. If you are having issues, please contact the DRT Staff on our Facebook Page: [DRTs Daily Remote Tournaments by PPD](#)

Registration for each event closes 30-minutes prior to Start Time.

Standard Registration: \$23/Player paid by team captain upon registration.

\$17 towards Positional Payouts - top 25% of the field.

\$3 Admin Fees

\$3 Production/Greens Fee

High Payout Registration: \$46/Player paid by team captain upon registration.

\$40 towards Positional Payouts - top 25% of the field.

\$3 Admin Fees

\$3 Production/Greens Fee

Coin Drop \$.50/Game at the board.

Prize Money: Paid via PayPal to the PayPal Email address found in each participants player account following the completion of the tournament.

Added Money: \$100 Added to the 1st doubles bracket to reach 16-teams each day.

Format: Double Elimination – Up to 16-Teams/Bracket – All Cricket

Winner's Side (No Loss) - Race to 2 -

Loser's Side (One Loss) - Race to 2 -

Winner's Side Added Games – Race to 3 -

Notes: Cork for start of 1st & Tiebreaker (if needed) games. (See GamePlay Section)

Cricket Games are limited to 20 rounds.

If you are ever wondering if it's Race to 2 or 3, look at the top of the bracket.

Section 2: Game Play

Getting Assistance & Contacting Admins:

THE ONLY WAY TO CONTACT ADMINS FOR DRTS IS ON FACEBOOK!

Before & During the Tournament: Most importantly – DO NOT CALL/TEXT THE PPD ASSISTANCE LINES FOR HELP. Do not send Admins private messages on Facebook. **All tournament questions should be posted to the DRT Facebook Page: [DRTs Daily Remote Tournaments by PPD](#).** It is crucial for your success during any DRT. **Without being a member of this group, you will have no form of communication with PPD Admins during the tournament.**

After your team is eliminated from the tournament: Communicating with PPD Admins is ONLY for those players still in the tournament. Once eliminated from the tournament DO NOT post or pm Staff about anything during the remainder of the tournament. This includes protests, suggestions, questions, or comments. Please send any comments or concerns- good, bad or ugly - via email to kspurgeon@playmor.com and/or cgriggs@playmor.com. These emails will be reviewed the next business day & will NOT affect the outcome of the tournament, as all PPD Remote Tournaments are PLAY AT YOUR OWN RISK. Penalties are applied to any teams breaking rules. All penalties applied at PPD Staff discretion.

PLAY AT YOUR RISK. At any time DO NOT post on Facebook about opponents or accusing someone of sandbagging or throwing higher/lower than you believe they should. These claims should all be emailed to kspurgeon@playmor.com and/or cgriggs@playmor.com to be reviewed the next business day.

(See Section 4: Player Etiquette, Good Sportsmanship & Ethics)

Start Time & Forfeit Time:

Start Time for each Deluxe DRT is 1:30pm CST.

Forfeit Time for all matches is 10-minutes past match post time on the bracket.

DARTS MUST BE IN THE AIR no later than 10-minutes past match post time or it is a forfeit. When PPD Staff are made aware of a team not in the board at 10-minutes, they call the team not present. If the call goes unanswered, the match is forfeited.

Note: Do not post on the page 15 minutes after expecting a free win, by waiting 15 minutes you are equally at fault for the match delay. Failure to report a team that is not present at Forfeit Time (or any other delay of match) results in immediate 30-day suspension from PPD remote tournament activity.

Captains List & Pre-Match Contact (PMC):

The DRT Captains List is live in player accounts by Start Time for each event.

Teams use their captains list for:

- Finding which codes 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. **DO NOT START YOUR MATCH WITHOUT CONTACT!!!**

Note: Do not argue or disrespect opponents. Get help from admins to resolve any issues. This includes negative comments about strategy. Unless a team is violating the rules – keep it to yourself. **VIOLATIONS TO THIS RULE ARE MEANS FOR AT LEAST IMMEDIATE 30-DAY SUSPENSION.**

Setting Up the Machine: DRT's utilize the remote league play features of the Arachnid G3 for each tournament match. Each format is set-up as a separate league match on the machine's "remote league menu".

If playing a team remotely, on the machine choose:

- League Mode
- Play Remote League
- Choose correct League Code (See captains list for which league code to use)
- Choose the Local Team (That's your team – you will see your team # on the captains list)
- Then, the machine will ask "Home or Away". (Look at the bracket on CompuSport, the team on the top of the match is the Home Team.)
- Choose the Remote Team (That's your opponents – you will see their team # on the captains list)
- 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 on the match until you have communication to & from opponents.
- After the boards connect, you will see player #'s in the team lineup. Each team is responsible for manually adding the first & last name of the players on their team at the board as a "new substitute" prior to starting the match.

If playing a team in the same location, you can play on the same board or separate boards. If playing on separate boards, follow the instructions above for Remote Play. If playing on the same board, on the machine choose:

League Mode

Play League

Choose correct League Code (See captains list for which league code to use)

Choose the Home Team (Look at the bracket on CompuSport, the team on the top of the match is the Home Team. Look at the captains list for Team #'s for both teams.)

Manually add each Home Team players first & last name as "New Substitute"

Choose the Away Team

Manually add each Away Team players first & last name as "New Substitute"

Corking Procedures: Corking is done before each match to determine who shoots first. Corking is also done when a tiebreaker is needed. Corking game data is not retained for statistical purposes. Once you hit "Start" on a match, a 501 game will pop up – this is the cork.

How to Cork:

The cork is a two-round game of 501 with a double bull and is the first game of each match's league code. After the first player on each team throws, the 501 game will show the second player on each team. The second players only throw if there is a tie.

The first player of the home team will throw all three darts, followed by the first player of the away team. The LOWEST 501 score after three darts for each team are thrown, wins the cork unless there is a tie. If not a tie, press the red button to manually skip the second player round.

In the event of a tie after the first players of each team shoot, the 2nd players on each team also throw three darts to attempt to break the tie – the lowest 501 score after the 2nd players throw wins the cork. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then cancel the match, and repeat the process until the tie is broken.

Note: If there is no tie and a second player throws, back up game and remove second players scored darts. If both teams 2nd players throw use this score to determine who goes first in game – no need for re-corking.

CompuSport- Brackets & Advancing Matches:

Brackets are live on CompuSport by Start Time for each event.

A member of each team 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. 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

Players & Teams Caps:

Each cap is exactly that number –

Example: Singles 45 Cap “PR” stops at 45.000

Example: Doubles 120 Cap “CPR” stops at 120.000

Each team CPR must be under the event cap at the event Start Time. If teams register in advance, then go over the cap, the team will be removed from the bracket & entry fees refunded.

Player/team shooting order can be changed from match to match.

Any player found to be playing under someone else’s name or stats is subject to immediate suspension, at PPD Staff discretion.

Boards & Locations:

Boards are limited to 1 team per board & are first come first served at the time of registering for the event. League matches take precedence over DRT – DO NOT CANCEL A LEAGUE MATCH TO PLAY IN A DRT. Players found guilty face immediate 30-day suspension.

DRT play is not held up for any reason, especially board availability.

If no machines are available at chosen location for DRT or board issues arise, there are a few different scenarios:

If before Start Time-

Team can choose not to play & entry fees are refunded.

Team can choose to switch locations. If they can make it by start time, play continues like normal. If the team does not make it by start time, the 1st math is forfeited. If 2nd match is waiting, it is forfeited as well after the 10-minute rule.

If at Start Time-

Team can choose to not play & entry fees are refunded MINUS admin fees.

Team can choose to switch locations if they can make it by the forfeit time for the 2nd match. If the team is not ready at the 2nd match forfeit time, the match is forfeited.

If after Start Time-

Team forfeits, at least, the 1st match with the option to move locations. If the team is not ready by 2nd match post time, 2nd match is forfeited.

If a team shows up at their location to throw & the tournament codes are not loaded on the board –

Team has the option to not play & entry fees are refunded.

Note: In most circumstances, refunds are made automatically when players have not played any matches and above situations take place. Refunds after play begins are sent at PPD Staff discretion.

Due to file generation times, boards cannot be added to the DRT system the day of the event. If you are aware of a board without DRT codes, please notify DRT Admins, so they can make sure it is ready for future events.

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 & 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.

Send all throw line claims to cgriggs@playmor.com and/or kspurgeon@playmor.com following the tournament.

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

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

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

Call your opponents & let them know their camera is not working. (nicely because it is out of their control & 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 & hit the triple 20's repeatedly to initiate the “update screen” on the board. The team will then go back into the League Menu & 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. Post on the [DRT Facebook Page](#) immediately to get assistance from admins. If Admins follow all protocol & are still unable to fix the situation, it can lead to a match forfeit for the team without a working camera.

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Match Delay: Tournament play is not held up for any reason.

Once a match is started, players are NOT TO LEAVE THE BOARD or delay starting each subsequent game of the match.

Shot Clock: The 30 second shot-clock is not to be paused for ANY REASON other than to apply the “Shooters Advantage Rule”. (see Section 3: Shooters Advantage Rule)

If the other team is the one holding up the match: Post on the [DRT Facebook Page](#).

PPD Staff MUST be made aware of match delay IMMEDIATELY! Allowing opponents to cause match delay & not informing admins makes your team equally as guilty & 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 probably loss of the current game, possibly the match, because the shot-click 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 is to start 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.

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 & 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 & Re-score the mis-scored dart by tapping in by the flight.

If your opponents do not give approval, keep the game paused & post on the Facebook page 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, as strategy may have changed.

Major Tournaments, The All-Star Rank List & Vendors Standings Pages: DRT games count towards game counts on the All-Star Rank List & Vendors Standings Pages.

Players earn points for every DRT participated in on the All-Star Rank List & Vendors Standings Pages.

See point values for the All-Star Rank List at the top of the page.

See point values for the Vendors Standings Pages in your details section.

DRTs can be used for no more than 1/3 of Major Tournament Eligibility:

For the All-Star Triples, match requirements are 3 PPD Remote League matches within 30-days of registering for the event. Players can use 1 DRT along with 2 PPD Remote League matches to reach their 3 matches.

For the Stay Safe Tournaments, match requirements are 9 PPD Remote League matches within 90-days of registering for the event. Players can use up to 3 DRT's along with at least 6 PPD Remote League matches to reach their 9 matches.

Section 4: Player Etiquette, Good Sportsmanship & 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. At any time DO NOT post on Facebook about opponents, accusing someone of sandbagging or throwing higher/lower than you believe they should. These claims should all be emailed to kspurgeon@playmor.com and/or cgriggs@playmor.com to be reviewed the next business day.

Do not argue or disrespect opponents. Get help from admins to resolve any issues. This includes negative comments about strategy. Unless a team is violating the rules – keep it to yourself. VIOLATIONS TO THIS RULE ARE MEANS FOR AT LEAST IMMEDIATE 30-DAY SUSPENSION.

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 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!!!!