Partners Promoting Darts (PPD)

Daily Remote Tournament (DRT) Details and Rules

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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 PPD Leagues and Daily Remote Tournaments enables players who meet certain standards an opportunity to compete in PPD Major Tournaments like All-Star Triples, PPD Nationals, and the Tournament of Champions (TOC).

Daily Remote Tournament Assistance
Text 573-287-3467
12:00pm CT – Tournament End Daily

Section 1: Getting Started, Requirements to Play, Where to Play, Player Accounts, Form W-9/BEN, Statistical Retention

Getting Started Daily Remote Tournaments (DRTs) are remote dart tournaments played Arachnid G3 dartboards. By playing in DRTs, players can earn prize money based on placement as well as games and points towards PPD Major Tournament eligibility. Players earn double points for each 1st Place DRT finish.

Requirements to Play DRTs are played on Arachnid BullShooter Galaxy 3 dartboards.

Where to Play Using the Arachnid Tournament King (TK) brackets DRTs can be played on any Arachnid BullShooter Galaxy 3 dartboard with remote capabilities and TK enabled.

PPD Partners View boards owned by PPD Partners at www.dartstoc.com by clicking, "Where Can I Play". Clicking locations on the map will list the location, address, vendor, and contact information for the vendor.

Minimum DRT Requirements Minimum requirements for DRT Registration are having a PPD Player Account, BullShooter account, and a Form W-9 or BEN on file within the player account. Players without a Best-Known Stat are only eligible to participate in no-cap DRTs. To play capped DRTs, along with the player account, BullShooter account, and Form W-9 or BEN filed, a player also needs an established average on www.dartstoc.com Best-Known stats page. For details on statistical retention see, Page 4 “Statistical Retention”.

Age Requirements Youths are welcome to play in PPD Leagues, Daily Remote Tournaments, and Major Remote Tournaments with prior approval from the location and/or vendor. Additionally, minors should be under the supervision of a non-drinking adult. **All players must be at least 18 years of age upon the date of registration to participate at the on-site Tournament of Champions (TOC).**

Player Accounts A player account on the PPD website www.dartstoc.com is a player’s portal to everything PPD related. A player must have a player account in order to register for DRTs.

Creating an Account To create a player account, select “Create New Account” from the player account login page. This will bring players to a separate page where the player adds their first name, last name, and gender. They will choose if the player has played for a PPD Vendor or if they are a new player. Then they will fill out the required fields. All required fields must be completed in order to create an account.

Players who have an existing account but are unable to log in, click “Reset Your Password” on the player account login page. Following the prompts on the page will result in the player receiving a text message with their username and a code to reset the password.

Within player accounts, players have access to sections such as Daily Remote Tournaments, Major Tournaments, PPD Leagues, and Account Management and Reports. These sections give players the ability to register for tournaments, find details about tournaments and leagues, update/access account information, and more.

The Daily Remote Tournament section gives access to submit their BullShooter Player Code, view registrations and current available events by date, create new events, register for events, view active registrations, access Captains List for active DRTs, view DRT Rules, and information on how to participate.

The Major Tournament section gives access to register for events, view active registrations, access Captains List for Major Tournaments, and view Major Tournament Rules.

The PPD Remote League section gives access to active and pending leagues. Active leagues can begin to show in player accounts as early as the evening the league starts. Because of this, each league schedule and captains list are emailed to team captains to use for the first night of league. After an active league shows in player accounts, team captains can edit payout features for a league by clicking "Change who receives sub payouts". To view details on a league, click the league name. This will take the player to a page where they can view the leagues Schedule, Captains Phone Numbers, Roster, Standings, Missing Matches, and Matches Played Ahead. Pending leagues only show in player accounts for players whose registrations are linked to their account. Player registrations are linked to player accounts by selecting active players from the dropdown when registering for the league. Players who are not actively playing for the Vendor cannot be selected from the dropdown when registering for league. Team captains whose registrations are linked to their player account can edit or remove their registration from the Pending League section by clicking "Edit Registration"

The Account Management and Reports section gives players options to edit their account, update password, Update Form W-9 or BEN, and view income/expense reports.

Form W-9 or BEN A player must have Form W-9 (US Players) or BEN (Canadian Players) on file in order to register for DRTs. Any player exceeding $599.99 prize money earnings in a calendar year is issued Form 1099-MISC from PPD (Issued under PPD legal name Promotional Services, Inc.).

Filing the Form Players file the W-9 or BEN within their player account. At the bottom of the player account under the "Account Management and Reports" section, players who have not yet filed a W-9 will have a link that says, "file a W-9 so you can participate". Click this link to begin the filing process. First a page will require the player's name and email address that will be used to confirm the document. Then proceed to the document. Right Signature is the company used for W-9 submission. They provide two tips before proceeding to the document. Read the tips and click, "Got it". The first field to fill out is the player ID at the very top of the form. Players can find their player ID at the top of the page in red. Simply copy and paste or type it in EXACTLY as listed. Extra characters or spaces can cause the W-9 to need to be refiled. The player filing the form needs to fill out anything with red arrows. When adding the SSN to the form, all of the numbers go in the first set of boxes. DO NOT add spaces or dashes in the social. Clicking "Sign Here" will give a signature box at the bottom of the page. Once everything is filled out click, "Submit Signature". Within minutes the player will receive an email from Right Signature. Players need to click the link within the email received from Right Signature to confirm the document. If the player does not see the email in their inbox, it may have gone to a spam or junk folder. Within 15-minutes of the

document being confirmed by clicking the link within the email, the W-9 should be filed. Once a document is filed, players see “Thank You: Your W-9 is Filed” under the “Account Management and Reports” section where the player account previously said, “W-9 Not Filed”.

If 15-minutes have gone by from the time the document was confirmed by clicking the link within the email and the player is still listed as “W-9 not filed”, then the document will need to be refiled. A W-9 showing “not filed” means 1 of 2 things: Either the player did not click the link in the email to confirm the document, or the player forgot to put their Player ID at the top of the form (or added it with typos/extra characters) which is what connects the form to a player’s name on our website.

Statistical Retention

Player Stats DRT games are Cricket/200 games. DRT caps are based on a player’s cricket marks per round (MPR).

Any player with qualifying statistical data through either Partners Promoting Darts (PPD) or a PPD Partner can be found at www.dartstoc.com on the Best-Known Stats page. Players with an established MPR on the Best-Known Stats page are eligible for capped DRTs. Players without an established MPR on the Best-Known Stats page are eligible for no-cap DRTs.

If a player only has data for one game type, they have a “10% Conversion” for the other game type. A conversion MPR cannot be used for capped DRT play. Players must establish a true MPR to be eligible for capped DRTs.

A player’s Best-Known Stat is their highest stat of the five sources:

- **League**
    - A League PPD or MPR is established after playing at least 4 matches in 1 league with qualifying format. For a league to count towards statistical retention:
        - All Games must be Open In/Open Out.
        - Cricket Games must be Split (Double) Bull.
        - X01 Games must be Full (Single) Bull.
        - A player must play at least 3 games of one type within each match to count towards statistical retention for that game type.
    - A player's Best-Known League PPD and MPR are determined by the highest PPD or MPR derived from all eligible leagues participated in during the most recent TOC league-year in which the player participated in at least one eligible league.
        - The PPD statistical year begins July 15 and runs through July 14 year-to-year. For the purpose of retaining Best-Known stats from League through the annual Tournament of Champions (TOC) flighting process each year, Player Ratings are reset following each TOC, which is usually complete by November 1 each year.

- PPD retains league stats for 3 years from the date of play.
- If the only PPD or MPR stat we have for a player is from a league run through a PPD Partner's League Leader account, the players PPD and/or MPR is raised 10%, whichever stat type we do not have another data source for.

- **Major Tournaments – Up to last 1,000 darts thrown**
  - A Major Tournament PPD or MPR stat is established when a player has thrown a minimum of 120 darts of 1 game type, then up to their last 1,000 darts in X01 and/or cricket during any PPD Major Tournament competition. Major Tournament statistics for each player are up to the last 1,000 darts thrown for each game type with the oldest darts purged from their averages. PPD retains tournament stats for 3 years from the date of play.
- **Major Tournaments – Curve**
  - A Major Tournament Curve stat is established when a player has thrown a minimum of 500 darts in cricket during any PPD Major Tournament competition. To calculate a Major Tournament Curve stat for a player, we take all qualifying games thrown in the last year to date, once a player reaches at least 500 darts thrown, and purge the stat of the lowest 10% and highest 3% of games by individual game average.
- **Daily Remote Tournaments – Up to last 1,000 darts thrown**
  - A Daily Remote Tournament MPR stat is established when a player has thrown a minimum of 120 darts in cricket, then up to their last 1,000 darts in cricket during any PPD Daily Remote Tournament competition. Daily Remote Tournament statistics for each player are up to the last 1,000 darts thrown with the oldest darts thrown purged. PPD retains tournament stats for 3 years from the date of play.
- **Daily Remote Tournaments – Curve**
  - A Daily Remote Tournament Curve stat is established when a player has thrown a minimum of 500 darts in cricket during any PPD Daily Remote Tournament competition. To calculate a Daily Remote Tournament Curve stat for a player, we take all qualifying games thrown in the last year to date and purge the stat of the lowest 10% and highest 3% of games by individual game average.

Generating Stats If the player can commit to one, PPD highly suggests joining a league to generate stats. New players can join a league without stats established already. Once a player has thrown in at least 4 matches within the same league with qualifying format, a Best-Known Stat is generated for them. An alternative to joining a league to generate stats would be playing no-cap DRTs. It takes 120 cricket darts in no-cap DRTs to generate a stat, after which a player would be eligible for capped events. PPD understands no-cap events can be very fierce competition for a beginner, but this method of stat generation is an alternative for those wanting to throw darts competitively in DRTs without committing to a league in order to do so.

Section 2: Basic DRT Information, Registration, Caps, Boards and Locations, Prize Money, Formats

Entry Fees Entry fees are paid by the team captain at the time of registration.

$25 per player: $17 Positional Prize, $7 Admin Fee, $1 Tournament Fund

Coin drop cost for PPD Partner locations is $0.50/game played. Coin drop cost for non PPD Partner locations is determined by the vendor and/or location pricing for remote games. Coin drop is shared between the vendor and/or location. PPD does not receive any revenue from the coin drop added to the boards during DRT play.

Registration and Creating Events The DRT Registration Grid is available within the Daily Remote Tournament section of a player account. This grid shows available DRTs for registration. Players can join existing event options already available or create and post events of their own for others to join.

Create a DRT Event All DRTs are "On-Demand" to give players the ability to create a DRT with their desired cap and time.

Creating an event adds the event to the DRT Registration Grid which displays available events to register for. Players can create DRT events within their PPD Player Account. Under the "Daily Remote Tournaments" section choose the dropdown menu labeled "What would you like to play?". When selected, it gives players the option to create either a Singles or Doubles event. After selecting Singles or Doubles the player will be directed to a new page where the desired date, time, and cap size are chosen before selecting "insert". After selecting "insert" the event will then appear within the available DRT events to register for. Players should check to see if the desired event is created before creating an additional.

How to Register DRT Registration is completed by each team captain from their player account. Under the "Daily Remote Tournaments" section choose "Register" next to the desired event to initiate the registration process. This will bring up a new page where the person registering will choose if they are playing for a PPD Partner as well as selecting yes/no to if they are willing to play with only 3 registrations. The player will then fill in the Vendor/Location choices to begin the player selection process to add player(s) to the team. Next find each player on the team on the grid of players and hit "Add Player" next to their name to add them to the team. Every player, including the captain/person registering the team, will need to be selected to be added to the team. Once the player(s) are selected, the person registering the team will be presented with the option to "Agree and Submit Your Team" to move on to the payment page. From there, players are given the option to "Pay with PayPal" or "Pay with Debit/Credit Card". The person completing registration will then choose their preferred payment option and complete payment. When payment is not completed for a team, that team is not guaranteed a spot in the event. When players submit a registration, but do not complete payment at the time of submission, there will be an option to complete the unpaid registration within their player account. DRT admins communicate through text message with players about unpaid registration submissions. Unpaid registration submissions may be removed at any time at DRT admin discretion based on timing and event availability.

Registration for each event closes 30 minutes prior to the listed start time. Special events may have different registration open and close times.

Players who experience issues or need assistance submitting a registration should text DRT admins at 573-287-3467 prior to registration close time for assistance. DRT admins will do their best to assist with registration. Time restraints can keep DRT admins from being able to get players into events who have trouble close to registration deadline for an event.

Refunds Refunds can be necessary for several reasons during DRTs, such as the event not getting enough teams to run, teams changing plans and backing out prior to registration close, multiple teams signing up for the same event at the same time and missing the last spot in an event, etc. Anytime a registration is refunded, entry fees are returned via the original payment method minus the non-refundable PayPal fee. For example, if a player pays with a credit card the refund would go directly back to that credit card. Generally, refunds are processed within 7 business days but are dependent on the financial institution from which the payment was made.

Players can request to be refunded and removed from events by texting the DRT assistance line at any time **prior** to registration close.

All refunds are initiated by PPD administrators at PPD discretion. Players should never dispute a DRT entry fee or request a refund directly through PayPal, as it can cause the DRT PayPal account to be restricted. If players have questions or concerns regarding a refund, they should text DRT admins directly at 573-287-3467 for assistance. Disputed PayPal transactions results in that player's registration ability to be disabled until resolved.

PPD reserves the right to remove players from a DRT event without a refund. This includes but is not limited to rule violations, behavioral issues, and no shows.

When To Play DRTs are available daily with event start times as early as 2:30pm CT and as late as 9:00pm CT in 30-minute increments. All DRT times are Central Time (CT).

DRT Bracket Size Minimum and Maximum Number of Teams Each DRT event has a maximum of 32 registrations. If a registration is submitted for an event, but is not completed before the event reached capacity, the team will be required to either move to an alternative event or be refunded (minus the non-refundable PayPal fee), as the original event they registered for reached capacity before registration was completed.

A DRT needs a minimum of 4 players/teams registered to be guaranteed to run. At the time of registration, players can designate if their team would like to play if only 3 players/teams are reached. If all participants choose, "Yes" at the time of registration, a bracket can run with 3 entries instead of 4.

Caps A cap is a maximum MPR limit for an event.

Singles event caps are based on the players MPR. Doubles event caps are based on the combined MPR (CMPR) of both players on the team.

Teams must be under the cap when registering and at event start time. Teams that go over the cap after registration are no longer eligible for the event they are higher than, requiring the team to either move to an alternative event, request a player substitution or be refunded (minus the non-refundable PayPal fee).

Each cap is exactly that number to 3 decimal places. Example: Singles 3.0 Cap “MPR” stops at 3.000 and Doubles 6.0 Cap “CMPR” stops at 6.000.

Boards and Locations Boards are limited to 1 active team per board. All boards are first come first served upon arrival at location unless the players who are trying to claim the same board are both playing DRT. When locations are overbooked due to multiple teams in DRT play, the board goes to the player(s) who registered first. Registering at a location for a DRT does not guarantee or reserve a board there. Players should be aware of what is going on at a chosen location before registering. Remote capabilities and TK must be enabled for a board to be eligible.

Scheduled PPD league and PPD Partner’s league match takes precedence over DRT. Players should never cancel a league match to play in a DRT instead. Players found guilty of rescheduling a PPD league or PPD Partner’s league match to play a DRT are subject to penalties at PPD Staff discretion.

DRT play is not held up for board availability.

It is recommended for players to arrive at their registered location at least 15 minutes prior to registration close for their event to verify board availability and internet connection. If a player cannot sign into Tournament King under Tournament Mode on a board, that board is offline. If a board is presented as offline, it will not be functional for DRT until a reliable connection is established. To resolve connectivity issues, please contact the vendor/location that services the board.

If no boards are available at the registered location for DRT or board issues arise that make the location no longer usable, there are a few different outcomes. Regardless of the reasoning for the boards not being usable, a player simply cannot play in a DRT if they don’t have access to a functional board. Forfeit processing for board issues applied at PPD discretion.

If prior to registration close:

> Team can choose not to play, and entry fees are refunded (minus PayPal fees).

If prior to start but after registration close:

> Team can choose to switch locations. If they can make it before forfeit time, play continues like normal. If the team does not make it before the match has aged 10 minutes (forfeit processing time) the first match is subject to forfeiture. If a second match is waiting and the team is still not able to make it to a functional board by the time the match has aged 10 minutes (forfeit processing time) the second match is subject to forfeiture as well.

If after start time:

> If a match is not currently posted, or being played, the team can try to switch locations. Once a match is posted, players have 10 minutes from match-post time (forfeit processing time) to load into the board and start the match, either at their original location with the board issues resolved or at a new location. If the team loads in by forfeit time, play then continues like normal. If the team does not make it by the time the match has aged 10 minutes (forfeit processing time), the first match is subject to forfeiture. If a second match is waiting and the team is not able to make it

to a functional board by the time the match has aged 10 minutes (forfeit processing time) the second match is subject to forfeiture as well.

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 make it to a functional board. Once a match is posted, players have until the match is aged 10 minutes (forfeit processing time) to load into the match, either at their original location with the board issues resolved or at a new location. If they are able to resolve the issue within the allotted 10 minutes, play then continues like normal. If the team does not have a functional board within the allotted 10 minutes, the first match is subject to forfeiture. If a second match is waiting and the team does not have a functional board within 10 minutes of the match-post time, then the second match is subject to forfeiture as well. If DRT admins work with teams to resolve connectivity issues but are unable to determine which teams board is at fault for the connectivity issue, the Home Team is advanced, and the Away team is forfeited.

Refunds after registration close are sent solely at PPD discretion. See Page 7 “Refunds”.

Ghosting Tournaments may be finished with a missing player by pressing the red “player change” button to advance the game past the missing player. This can be done when a player has experienced an emergency or must leave during an event.

Prize Money All prize money is sent through PayPal.

All funds are sent at the DRT admin’s earliest convenience following the completion of the tournament. All funds are sent to the designated PayPal account that is listed within each individual participant’s PPD Player Account at the time of registration, regardless of how tournament entry fees are submitted.

All players are responsible for ensuring that the designated PayPal email is accurate inside of their PPD Player Account prior to registering for a DRT. PPD is not responsible for recovering payouts if they are sent to inaccessible or old PayPal accounts because of incorrect PayPal information listed within their PPD Player Account at the time of registration. Players update their designated PayPal information at any time by choosing the “Edit your PPD User Account” option from within the “Account Management and Reports” section of their PPD Player Account. If a player is participating in an active tournament and realizes their PayPal information in their PPD Player Account is incorrect, they should immediately contact the DRT assistance line to ensure that their winnings are sent to the account associated with the updated PayPal information.

Added Money All singles events that reach at least 16 registrations receive $50 added towards prize money. All doubles events that reach at least 16 registrations receive $100 added towards prize money. All singles events that reach 32 registrations receive $150 added towards prize money. All doubles events that reach 32 registrations receive $300 added towards prize money. Other Added money events may be offered from time to time. Added money brackets based on the “1st bracket to reach ‘x’ teams” are subject to change if teams drop from registration prior to registration close time.

Singles Prize Money

Bracket Size	1st Place	2nd Place	3rd Place	4th Place	5th/6th Place
3	$51				
4	$68				
5	$85				
6	$102				
7	$85	$34			
8	$95	$41			
9	$105	$48			
10	$115	$55			
11	$125	$62			
12	$135	$69			
13	$145	$76			
14	$150	$88			
15	$155	$100			
16 - $50 Added	$170	$111	$41		
17 - $50 Added	$178	$116	$45		
18 - $50 Added	$186	$121	$49		
19 - $50 Added	$194	$126	$53		
20 - $50 Added	$204	$131	$55		
21 - $50 Added	$214	$136	$57		
22 - $50 Added	$224	$141	$59		
23 - $50 Added	$234	$146	$61		
24 - $50 Added	$230	$142	$50	$36	
25 - $50 Added	$238	$147	$52	$38	
26 - $50 Added	$239	$155	$56	$42	
27 - $50 Added	$247	$160	$58	$44	
28 - $50 Added	$255	$165	$60	$46	
29 - $50 Added	$263	$170	$62	$48	
30 - $50 Added	$271	$175	$64	$50	
31 - $50 Added	$279	$180	$66	$52	
32 - $150 Added	$300	$188	$76	$60	$35

Doubles Prize Money

Bracket Size	1st Place	2nd Place	3rd Place	4th Place	5th/6th Place
3	$102				
4	$136				
5	$170				
6	$204				
7	$170	$68			
8	$190	$82			
9	$210	$96			
10	$230	$110			
11	$250	$124			
12	$270	$138			
13	$290	$152			
14	$300	$176			
15	$310	$200			
16 - $100 Added	$340	$222	$82		
17 - $100 Added	$356	$232	$90		
18 - $100 Added	$372	$242	$98		
19 - $100 Added	$388	$252	$106		
20 - $100 Added	$408	$262	$110		
21 - $100 Added	$428	$272	$114		
22 - $100 Added	$448	$282	$118		
23 - $100 Added	$468	$292	$122		
24 - $100 Added	$460	$284	$100	$72	
25 - $100 Added	$476	$294	$106	$74	
26 - $100 Added	$478	$310	$112	$84	
27 - $100 Added	$494	$320	$116	$88	
28 - $100 Added	$510	$330	$120	$92	
29 - $100 Added	$526	$340	$124	$96	
30 - $100 Added	$542	$350	$128	$100	
31 - $100 Added	$558	$360	$132	$104	
32 - $300 Added	$600	$376	$152	$120	$70

Format DRT brackets are double elimination. DRTs allow a maximum of 32 teams per event. DRT games are all Cricket/200.

Winner's Side Format Race to 3 (Best of 5)

Race to 3 (Best of 5) Play until 1 team has 3 cricket wins
Cork to decide who starts Game 1
Game 1 - Cricket/200 (20 Round Limit)
Game 2- Cricket/200 (20 Round Limit)
Game 3 - Cricket/200 (20 Round Limit)
Game 4 - Cricket/200 (20 Round Limit)
Cork to decide who starts Game 5 *Only played if the match is tied 2-2 after the first 4 cricket games*
Game 5 - Cricket/200 (20 Round Limit)

Loser's Side Format – Race to 2 (Best of 3)

Race to 2 (Best of 3) Play until 1 team has 2 cricket wins
Cork to decide who starts Game 1
Game 1 - Cricket/200 (20 Round Limit)
Game 2- Cricket/200 (20 Round Limit)
Cork to decide who starts Game 3 *Only played if the match is tied 1-1 after the first 2 cricket games*
Game 3 - Cricket/200 (20 Round Limit)

The format is listed on the captain's list.

Teams cork to decide who starts the 1st game and who starts the tiebreaker game (if needed). See Page15 and 16 "Corking Procedures".

Cricket games are set to 20 round limit unless tied after the 20th round. When a game is tied after the 20th round, the game will add additional rounds until the tie is broken. Cricket games are Cricket/200, meaning any team cannot point more than 200 points ahead of their opponents score in a game.

In either format, all necessary cricket games should be played without breaks. If there are any issues during the tournament, players should immediately text DRT admins at 573-287-3467.

If a match is suspended before all necessary games for advancement have been played, players should immediately text DRT admins at 573-287-3467 for directions on how to proceed. Once notified of match interruption, DRT admins decisions moving forward rest 100% on the time between the match being suspended and the time they were contacted about the situation.

When DRT admins are notified immediately of the match being suspended teams are instructed on how to load back into the board to play the remaining games needed for match completion.

If 5-10 minutes have gone by between the match being suspended and DRT admins being notified, DRT admins instruct teams on how to load back into the board to play the remaining games needed for match completion. When this happens, both teams are subject to post-tournament penalties such as future tournament suspension for unnecessary match delay.

If 11+ minutes have gone by since the match was suspended, both teams are subject to forfeiture of the match for extreme unnecessary match delay. When both teams in a match are forfeited,

the home team is advanced for the current match, then their next opponent is advanced for their next match.

Section 3: Game Play, Shooting Order, Captains List and Communicating with Opponents, Starting Matches and Forfeit Processes, Setting Up the Board, Corking

Shooting Order Player/team shooting order may be changed at the board from game to game. Players may only play under their own login. Any player found to be playing under someone else's login/registration, even just for the cork, is subject to penalty such as tournament suspension.

Captains List and Communicating with Opponents Captains Lists and Pre-Match Contact (PMC)

A DRT Captains List becomes available within each participant's PPD Player Account once registration is completed.

Players can find their DRT Captains List under the "Daily Remote Tournaments" section of player accounts by choosing, "Captain's List". The page will display team names, player names, and captain's phone numbers.

Team Captain's should confirm that their listed phone number is correct once they are registered for the tournament. Failure to provide accurate contact information could lead to a team's forfeiture from a match/bracket if opponents or DRT admins are unable to establish contact when needed. If a phone number on the DRT Captain's List is incorrect, it should be updated immediately.

Pre-Match Contact (PMC) Pre-Match Contact through text message between teams is required. Each Team Captain is responsible for contacting the opposing Team Captain prior to every match played throughout the tournament. Players should not start their match without contacting opponents through text message. Acceptable Examples of PMC: "This is Carly, we're in", "I'm ready, shoot well", "This is Carly and Kayla, loading in now", etc.

Being loaded into the board is NOT the same as making PMC. Only verifiable text messages sent to and received from opponents are considered PMC.

If a match is started without receiving PMC from an opponent, a screenshot of the unanswered text message(s) should be sent to the DRT assistance line so that the issue of not making PMC can be addressed with the offending team post-tournament. A team found guilty of not making PMC is subject to future tournament suspension following the event, but it is not means for immediate forfeiture.

Regarding all communication and texting before/during/after the tournament: Do not argue with or disrespect opponents or DRT admins for any reason. If there is a dispute, players should contact the DRT assistance line for instructions on how to resolve any issues that may occur. Sarcastic, negative, or insulting comments sent to opponents or DRT admins (including—but not limited to—comments regarding a team's skill or strategy) are expressly prohibited.

The only condoned uses of player contact information provided by the PPD is to make pre-match contact with opponents and to communicate information to opponents to resolve issues such as camera/board malfunctions and application of the Shooter's Advantage Rule.

Never message anything that can be misconstrued as rude or inappropriate by other players or admins. For their own benefit, players are advised against using playful sarcasm or humor, as it is often poorly translated through text.

The PPD has a zero-tolerance policy regarding harmful, disrespectful, or inappropriate inter-player communication. Abuse of Captain's List violations are reviewed post-tournament for disciplinary action and will result in penalty, such as tournament suspension, against the offending player once proven guilty.

Starting Matches and Forfeit Processes All DRT matches should start within 10 minutes of the match being posted. When a match has aged 10 minutes, but it has not been started, players text DRT admins at 573-287-3467 to make them aware. When DRT admins are notified of an absent team after the match has aged 10 minutes, their top priority is contacting the absent team in hopes of getting the match started. It does not mean that a team is automatically forfeited. The purpose of the forfeit processes outlined within this section is to start DRT matches as fast as possible and to eliminate bracket delay. Any teams reported and found guilty of not starting their match by 10 minutes and not notifying DRT admins in a timely manner are subject to future tournament suspension following the tournament. All forfeitures are applied at PPD Staff discretion.

Forfeit processes based on time between the match being posted to the bracket and DRT admins being contacted:

> When DRT admins are made aware of a match that has not started that has been posted to the bracket between 10-19 minutes, DRT admins call the missing team captain(s) in hopes of establishing contact and getting the match started. When DRT admin calls to the absent team(s) are answered DRT admins instruct the team how to get the match started and stay on the phone with them until they can confirm the match is started and darts are in the air. Following the tournament the late/absent team(s) is subject to tournament suspension for allowing the late start match to occur and/or not contacting DRT admins. If the call to the missing team(s) go unanswered, the match is forfeited in the favor of the team that is in communication with admins and loaded into the match. If both teams' calls go unanswered both teams are subject to forfeiture of the match. When both teams in a match are forfeited, the home team is advanced for the current match, then their next opponent is advanced for their next match.
>
> When team(s) wait 20+ minutes past match post time to notify DRT admins of an absent opposing team, or completely fail to notify DRT admins, both teams are subject to forfeiture of the match and future tournament suspension to be applied post-tournament for allowing excessive unnecessary match delay. When both teams in a match are forfeited, the home team is advanced for the current match, then their next opponent is advanced for their next match.

DRT participants should never message opponents to ask them to wait past the allotted 10 minutes to start a match. Additionally, teams should never agree to wait past the allotted 10 minutes to start a match. Teams found guilty of intentionally waiting to start a match are subject to forfeiture and future tournament suspension.

Responsibility for ensuring that matches are started within the allotted time resides solely on each team captain.

Breaks, Match Delay, Shot-Clock, and Practice Darts Breaks are not permitted during DRT matches. Any necessary breaks should be taken between matches.

The 30-second shot clock allows up to 30-seconds per dart plus the player change over time of 6-seconds. Each player is expected to be at the throw line, ready to throw when it is their turn. If a player does not throw their first dart before the shot clock runs down, they lose their turn. Players should not pause the shot clock to give a team more time. Nobody other than the person whose turn it is should throw a dart towards the board, including if a player cannot make it to the board on time and they are throwing a "miss" dart to extend the shot clock time.

Practice darts may be thrown on a board that does not have a match. Players should not throw darts at the board the match is being played on during their opponents' turn. Players should never pause the shot clock because they are playing another match and cannot keep up. If a player cannot make it to the board on time, they lose their turn!

Setting Up the Board and Participating DRTs utilize the Tournament King (TK) brackets under Tournament Mode of the Arachnid Bullshooter G3 boards.

Match Ready Notifications

- Be ready at start time
- Players are responsible for watching the bracket and starting all matches on-time
- Notifications are not guaranteed
- Notifications will be sent through the BullShooter Live app only

How to setup matches

- To get started at the dartboard
    - Select Tournament Mode
    - Select Tournament King
    - Sign in with Hot-button or QR Code Scan
    - Highlight your match and choose start
    - Throw the best darts you can!

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: Cricket games are never replayed because of incorrect corking procedures. This includes, but is not limited to, players shooting out of order or darts being miss-registered. 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.

Throw Lines Throw lines are positioned 8 feet from the board face. Players throw from behind the line. Players can step forward across the line during their throw as long as their foot does not touch the floor in front of the line before the dart leaves their hand. All throw line "protests" are dealt with post-tournament. The footage provided by the dartboards is low quality, which makes it very hard in some circumstances to prove throw line violations. There are times when an opponent's throw line may not be visible in the camera view, but this is not a rule violation. If playing in a DRT and notice you cannot see the opponents throw line and wish for it to be reviewed, players should submit a Player "Contact Us" form on DartsTOC.com so that we can contact the vendor involved to ask if they can try to adjust the camera angle. Keep in mind that the cameras are not easily adjustable and not seeing an opponent's throw line is not means for match forfeiture or inability to play.

> Teams that purposely wave arms around or try to distract/disrespect teams can face a tournament suspension following the match if proven guilty. Throw line claims must be sent to admins within 48 hours of the match. Once a throw line is submitted, admins will review, investigate the issue and be in contact with the person who made the dispute.
>
> Text: 573-287-3467
> PPD Contact Submission: https://www.dartstoc.com/RWDTOC/CU/CU_Player.aspx

Section 4: Machine Errors, Cameras, Switching Boards Mid-Match, The Shooter's Advantage Rule

Technical difficulties are an inevitable part of remote play. The most common issues are the inability to connect two dartboards remotely, interrupted connection during an active match, board failure to register thrown darts, and camera malfunctions. Most issues or errors can be resolved and/or prevented by updating the dartboard prior to the start of every match. Players can force board updates by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins. A typical board update will be completed in less than 60 seconds and will revert to the main board menu upon completion. Players should never be rude or aggressive to opponents or DRT admins because of machine errors or issues. These errors are, for the most part, out of everyone's control.

If while playing in the tournament you encounter a board error or issue that you are unsure how to resolve, players should text DRT admins directly at 573-287-3467 for assistance.

Machine Errors

Inability to Connect If during a tournament two teams are loaded into their respective boards, but both board screens persistently display “Waiting for Team” when trying to connect, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. Players should notify admins through the assistance line for further guidance if the issue is not resolved before the match posting has aged 10 minutes to avoid match delay penalties.

Incompatible Software If during a tournament two teams are loaded into their respective boards, but both board screens display that a team is “Playing on a machine with incompatible software” when trying to connect, this means that one board has an older software version than the other. When this happens, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. Players should notify admins through the assistance line for further guidance if the issue is not resolved before the match posting has aged 10 minutes to avoid match delay penalties.

Interrupted Connection If playing in a match and the board screen prompts “Remote match connection disrupted. Attempting to restore…” and/or “Press the red button to suspend the match until it can be resumed later”, this means that the boards’ connection was interrupted. This will happen any time there is a loss of internet or power to the dart boards. When this happens, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode and attempt to start the match after the update completes. If it is possible to complete it quickly, resetting the Wi-fi router may also be necessary to reestablish internet connection. Players should notify admins through the assistance line for further guidance if both teams are not able to continue the interrupted match. If connection issues persist, teams may be urged to move to a different board at their location (if available) to play out the rest of the match/bracket. As long as connection is reestablished with the opposing team every time the connection drops, they are allowed to continue playing in the tournament. If teams are unable to reestablish connectivity, it can lead to match forfeiture. If it is unknown which team has the connection issue, the home team is advanced and the away team is forfeited.

Moving Boards Mid-Match If playing in a match and the need to move to a new board arises, whether because of machine errors or other outside factors, this can be done by suspending the match and then loading back into it on the new board. To suspend the match, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode on the desired board and attempt to start the

match after the update completes. Players should always notify admins through the assistance line to make them aware if they desire to switch boards.

Board Stops Registering Darts If playing in a match and the darts stuck in the board segments persistently fail to register correctly as thrown darts for a player/team, this can mean that the board's underlying sensor matrix needs to be reset or serviced/replaced by a Vendor Technician. The match should be suspended so that the machine can be updated or—in ideal cases—moved to a different board for the duration of the match/tournament. For details, see "Moving Boards Mid-Match" above. This is not the same as the Shooter's Advantage Rule. For details on how to correct a beneficial but miss-scored/non-scoring dart, please see Pages 18, 19, and 20 "The Shooter's Advantage Rule".

Cameras Every team is required to have a working camera to continue participating. In most cases, machine cameras can be reset by suspending the match and updating the board. Players should not start a match if one or both cameras are not working. Blurry, dark, laggy and/or otherwise hard-to-see video does not constitute a non-working camera. Only frozen or completely black videos are considered nonviable.

If playing in a match and a team's camera is not working, the match should be stopped by pressing and holding the down arrow button to keep the game paused. Take a picture of the nonworking camera to send to admins. The captain of the team that noticed the camera malfunction should also contact the opposing team to let them know of the camera issue and send the picture. Once notified, both teams should work together to resolve it by suspending the match and rebooting the board without the working camera. To suspend the match, both teams should cut power to the board and wait at least 15 seconds to plug the board back in, power on the board, perform an update to both boards by repeatedly tapping the triple 20 segment while on the main menu of the board until the update visibly begins, and then log back into Tournament Mode on the desired board and attempt to start the match after the update completes. If protocol is followed and the issue of the working camera cannot be resolved by updating the board or moving the match to a board with working cameras, it can lead to the match forfeit of the team with the camera issue. All forfeitures are applied at PPD Staff discretion.

Players should not continue to throw darts while an opponent's camera is not working. There are no do-overs or rematches if a game/match ends while a team's camera is down. The match should be paused and/or suspended until the camera is working again.

The Shooter's Advantage Rule The Shooter's Advantage Rule is the procedural correction/application of beneficial but miss-scored/non-scoring dart(s). It is applicable in all PPD tournaments and league play, including the on-site TOC. A dart that sticks in a board segment that is beneficial to the shooter but did not register that segment can be manually scored to the advantage of the shooter. Additionally, a dart that flights a beneficial dart (or segment) on the way in, but sticks elsewhere, is not manually unscored to the disadvantage of the shooter. A beneficial dart that is thrown and sticks in a board segment, but does not register, can be manually scored to the advantage of the shooter.

To use the Shooter's Advantage Rule during the tournament:

- Do not remove any darts from the board.

    - If the misregistered dart is removed (or falls out of the board), then the Shooter's Advantage Rule can no longer be applied.
- Pause the game by pressing and holding the down button. If your turn ends before you can pause the game to correct your dart(s), wait at the board to pause it immediately when it comes back to your team. (Do not throw another dart or remove darts from the board until the misregistered dart is corrected. If another round is thrown by the team trying to correct a misregistered dart before correcting it, The Shooter's Advantage Rule cannot be used).
- Take a clear photo of the board face with your darts still in it. More than one photo may be necessary to clearly show what segment a dart is stuck in. Send that photo to the other team's captain for confirmation.
- Call, or otherwise contact, your opponents immediately to let them know that you had a dart miss-register and that you need to back up the match. Let them know that you have sent a photo of your darts to them for confirmation.
    - In most cases, the opposing team will have thrown during their turn before communication can be established and the misregistered dart(s) corrected. This will require the opposing team to back up, or "unthrow", their 3 darts to return the game to your previous turn. After the misregistered dart is fixed, the opposing team can either manually rescore their previously unthrown darts or they may choose to rethrow the round completely.
- As long as the first steps are followed, the opposing team is not permitted to reject your application of the Shooter's Advantage Rule. If you encounter a team that refuses to back up the game after you send them a photo of your darts, players should text DRT admins immediately at 573-287-3467 for assistance to enable them to enforce the rule on your behalf. Only after approval is given by the opposing team or DRT admins are you allowed to backup and re-score the dart(s).
    - Players correct the miss scored darts by pressing in on the flights of the dart. Player's hands/fingers should never make contact with the actual board segments.

It is important that players remember to watch and keep the game paused when contacting opponents or admins with regards to applying The Shooter's Advantage Rule. The game will not stay paused indefinitely so you must continue to re-pause. If the shot clock continues to count down during your turn because of failure to keep the game paused, it will most likely result in the inability to apply The Shooter's Advantage Rule, as well as the probable loss of your team's subsequent turn(s) to shoot.

When a dart miss-registers, but the opposing team wins the game before communication can be established to correct the misregistered dart, there are two possible outcomes depending on if the misregistered dart is a "winning" one or not:

- Unless the misregistered dart would have won your team the game had it been corrected before the other team's turn, then the dart is moot; the game outcome will stay as-is. Prolonging or tying the game does not equate to a game-winning dart, only a winning dart is relevant.
- If the misregistered dart is a game winning dart, but the opposing team takes their turn and "wins" the game before the misregistered dart can be corrected, this is considered a "false-scored game-win" for the opposing team.

- Leave the darts in the board and contact the DRT admins. If the misregistered dart is removed (or falls out of the board), The Shooter's Advantage Rule cannot be used. Do not start the next game of the match until communication can be established with admins and a photo of the misregistered game-winning dart can be sent to the admins and opposing team as proof. DRT Admins will direct teams on how to proceed.

DRTs do not adhere to the "Board Never Lies" methodology of other remote tournament platforms. Approval to correct a miss-scored/non-scoring dart is not at the discretion of the opposing team. If all conditions are met in accordance with the DRT Rules and The Shooter's Advantage Rule guidelines available on www.dartstoc.com, the opposing team must allow the miss-scored/non-scoring dart(s) to be corrected. Any player found guilty of withholding agreement for the manual re-scoring of a beneficial dart as described in The Shooter's Advantage Rule are subject to penalty such as tournament suspension when reported and verified by review of match footage.

Players should never score or fix a misregistered dart without sending a picture and receiving the opponent's approval first. When reported, admins review video footage post-tournament for any illegally scored darts or misuse of The Shooter's Advantage Rule. Because admins cannot review match footage during the tournament, it does not affect the outcome of the match or bracket but results in penalty such as tournament suspension when reported and verified by review of match footage. All penalties applied at PPD Staff discretion.

Section 5: Administrator Assistance, Player Etiquette, Good Sportsmanship, Ethics

Before and during the tournament contact for DRTs is conducted exclusively through text message with the DRT assistance line. Players should text admins at 573-287-3467 for DRT Assistance. DRT admins do not answer phone calls. Player should not text the number asking to be called. If they do, the admin will ask you to text out what you need assistance with.

If contacting admins to resolve an active tournament issue, players should do their utmost to comply with all admin instructions. Once an admin has made a decision on how to proceed, there is to be no argument regarding that decision through the assistance line.

To protest an admin's decision or actions during a DRT, players should submit a Player "Contact Us" form on DartsTOC.com. These submissions will be reviewed the next business day at the earliest and will not affect the outcome of the tournament. Penalties are applied to teams breaking rules. All penalties applied at the discretion of the PPD.

After a team is eliminated from the tournament the DRT admin's sole priority is monitoring brackets and keeping the tournament running smoothly. Once eliminated from the tournament, player should not text the assistance line, or otherwise privately message PPD staff, any protests, suggestions, questions, or comments about that tournament. Players should submit any comments or concerns, good, bad or ugly, to the Player "Contact Us" form on DartsTOC.com. These submissions will be reviewed the next business day at the earliest and will not affect the outcome of the tournament. Penalties are applied to teams breaking rules. All penalties applied at the discretion of the PPD.

Tournament Issues and Post-Tournament Match Review If participating in a DRT and you believe you witnessed a rule violation, please notify DRT admins immediately by texting the assistance line at 573-287-3467. Once notified of an issue or violation, the DRT Admin will take the necessary steps to proceed in accordance with the DRT rules. Many violation claims can only be verified through post-tournament match review. This in no way means that the PPD condones rule violations or cheating of any kind, but we do acknowledge that there are certain issues that require time and attention to review that simply cannot be accomplished during the tournament.

Players should not threaten, or otherwise imply, that they will also violate a rule because penalties or repercussions are not immediately given out when reported. This behavior will results in immediate penalty such as tournament suspension and/or forfeiture until it can be ascertained that a player will not purposefully violate rules. The PPD does not adhere to the "eye for an eye" ideology.

The PPD does not adhere to any formal "statute of limitations" in pertinence to enforcing policies or applying penalties to rule violators. If a violation is reported and verified, it can, and WILL, result in penalty. All penalties are applied at the discretion and convenience of the PPD, not at the convenience of the violator.

The PPD reserves the right to restrict participation for any reason without prior notification to the player.

Player Etiquette, Good Sportsmanship, Ethics

Every participant in PPD events agrees to uphold the terms of the PPD "Player Code of Conduct" upon registration. Penalties are applied for failure to uphold these terms in any capacity, regardless of the intent of the perpetrator.

Misguided competitiveness is not an excuse. Drinking or being intoxicated is not an excuse.

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

Play at your own risk. At any time, players should not text, call, or post/comment on social media anything negative, harmful, or untrue regarding the PPD, PPD Vendor Partners, PPD staff, and/or PPD Players. This includes, but is not limited to, accusations of sandbagging, cheating, and/or favoritism. These claims should be submitted through the Player Contact form on DartsTOC.com to be reviewed.

Any player/team found guilty of rule violation(s) are subject to disciplinary action, including, but not limited to, expulsion from an ongoing tournament and/or the revocation of current/future PPD play privileges at the sole discretion and convenience of the PPD.

Players should never use a rule out of the context for which it was written. All rules are meant to provide the foundation for a safe, fair, and enjoyable experience playing darts. Straying from that intent can cause harm that the rules were originally enacted to prevent. Additionally, please do not allow misplaced competitiveness to turn into a proverbial witch hunt for rule violations committed against you. Common sense and good sportsmanship will overcome any issues or problems encountered during remote play if given the chance.

Most importantly, THROW DARTS, RELAX AND HAVE FUN!!!