



2022 Darts Tournament of Champions

FINALE QUALIFIER RULES

THE 2022 TOC ELIGIBILITY YEAR IS JULY 15, 2021-JULY 14, 2022

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

- In order to play in a Finale at the on-site TOC, Tuesday, October 4, 2022, a player must be awarded a Qualifier Voucher and compete in a Remote Qualifier prior to the on-site TOC. Each player's highest Qualifier finish decides if they earn a spot in the TOC Finale on-site in Kansas City.
 - **Finale Placement:** The highest placing 384 Men & 192 Women from the qualifiers earn a place in one of the 3 Finale Levels at the TOC.
 - Elite Finale
 - Master Finale
 - Pro Finale
 - The top 5 players from each qualifier bracket are guaranteed placement into the Elite Finale.
 - Once a player places within the top 5, they may not compete in additional Qualifier Events.
 - Players who do not place in the top 5 of their bracket are welcome to play in multiple Qualifiers if they have the vouchers to do so.
 - **Eligibility Requirements**
 - **Vouchers can be earned in 2 different ways:**
 - **Awarded by a Voucher owning Vendor Member**
 - Each PPD Vendor may set its own minimum standards, which may be higher than those established by the PPD. And each PPD Vendor may set other requirements specific to the locations that are selected to participate in the remote Qualifier tournaments.
 - **PPD Remote Play on the All-Star Rank List**
 - After the completion of the '22 TOC Year. PPD awards Qualifier vouchers to the top 160 men & 80 women on the 2022 All-Star Rank List that meet the skill/game requirements.
 - All-Star Vouchers are awarded by July 20, 2022. All-Star Voucher holders that fail to register for the August 27th Qualifier by August 15, 2022, forfeit their voucher which is passed to the next person, of that gender, on the All-Star Rank list by points.

- Once awarded a voucher, a player must compete in a Qualifier event. A player cannot play in a Qualifier event without a Voucher. Each player's highest finish in a Qualifier decides if they place into a Finale at the on-site TOC and if so, which Finale.
 - Each Voucher is good for 1 Qualifier Entry
 - Players who do not place in the top 5 of their bracket are welcome to play in multiple Qualifiers if they have the vouchers to do so.
- To be eligible to receive a Qualifier Voucher a player must meet the following requirements:
 - Player Account & Form W9 Filed at DartsTOC.com
 - Meet Minimum Skill Requirement
 - Men 25 PPD or 2.5 MPR
 - Women 16.5 PPD or 1.65 MPR
 - At least 500 Games played in the 2022 TOC Year
 - *Voucher Owning Vendors: Players games for TOC eligibility can come from their vendor leagues, PPD Leagues & PPD Daily Remote Tournaments.*
 - You can see those players game counts by looking at the vendors standings page.
 - Go to DartsTOC.com – Vendors Standings – Choose your vendor – Search Player
 - *Participation Based Vendors: Players games for TOC eligibility must come from PPD Leagues & PPD Daily Remote Tournaments.*
 - You can see those players game counts by looking at the All-Star Rank List.
 - Go to DartsTOC.com – All-Star Rank List – 2022 – Search Player
- Schedule Summer of 2022: All Remote Qualifiers
 - 2:00 pm CST Forfeit Time
 - July 30, 2022
 - August 13, 2022
 - August 20, 2022
 - August 27, 2022
- \$50 Entry Fee/Player+ \$1/Game Coin Drop at the board
- Registration
 - July 30, 2022 Event: Opens Wednesday, July 20, 2022 at 10am CST
 - August 13, 2022 Event: Opens Wednesday, July 20, 2022 at 10am CST

- August 20, 2022 Event: Opens Wednesday, July 20, 2022 at 10am CST
- August 27, 2022 Event: Opens Wednesday, July 20, 2022 at 10am CST
 - Registration is completed by each player in their PPD Player Account. A player must be awarded a voucher to be able to register for a qualifier.
- Closes the Thursday prior to each Qualifier Event by 9pm CST, if not earlier if a # of players is divisible by 32 is reached on registration close date.
- Registration is restricted to full brackets only. No planned byes during registration. Byes may occur due to no-shows on tournament day.
 - Registered players who become a no-show, forfeit entry fee and result in TOC suspension unless due to a verifiable emergency.
- Prize Money: All paid via PayPal after the completion of each Qualifier event.
 - 100% payback of Entry Fees
 - 1st Place: \$300
 - 2nd Place: \$250
 - 3rd Place: \$150
 - 4th Place: \$100
 - 5th-8th Place: \$50
 - 9th-32nd Place: \$25
- Format
 - Cork for the start of 1st & Tiebreaker (if needed) games. (See Gameplay Section 2)
 - Cricket Games are limited to 20 rounds.
 - Players are added to brackets by order of registration. Qualifier brackets are not flighted.
 - Men's Format: Singles Triple Elimination 32 Player Bracket
 - Winner's Side, No Loss: Race to 2; Cricket
 - Loser's Side, 1 Loss: Race to 2; Cricket. Tiebreaker 501.
 - Last Chance Side, 2 Loss: 1 Game of Cricket
 - Winner's Side Match for the Hill: Race to 4; Cricket
 - Winner's Side Match before the match for the Hill: Race to 3; Cricket

- **Women's Format: Singles Triple Elimination 32 Player Bracket**
 - Winner's Side, No Loss: Race to 2; Cricket
 - Loser's Side, 1 Loss: Race to 2; Cricket, 501. Tiebreaker 501.
 - Last Chance Side, 2 Loss: 1 Game of Cricket
 - Winner's Side Match for the Hill: Race to 4; Cricket
 - Winner's Side Match before the match for the Hill: Race to 3; Cricket
- **Championship & 3rd Place Matches:** The brackets are triple elimination, this means every player must be beat 3 matches (not games) throughout the day to be eliminated from the tournament.
 - 3rd Place Match: When playing the 3rd Place match, the player on the top of the match has 1 Loss – the player on the bottom of the match has 2 Losses.
 - First Match – Play Loser's Side Format.
 - If the player on the top of the match wins, that is their opponents 3rd loss & they advance to the Championship match.
 - If the player on the bottom of the match wins the first match, that is their opponents second loss & another match is required. WAIT UNTIL THE COMPLETION OF THE SECOND MATCH TO SCORE THE MATCH IN COMPUSPORT.
 - Second Match –Last Chance Format.
 - The player that wins that match, advances to the championship match.
 - Championship Match: When playing the Championship, the player on the top of the match has ZERO losses. This means a player must beat them 3 MATCHES (not games) to eliminate them from the tournament. The player on the bottom of the match could have One or Two match losses for the day. If you are the King Seat player & unsure how many losses your opponent has, text 573-468-5347 for assistance from admins.
 - First Match – Winner's Side Format
 - All other matches use the format of the player with the fewest match losses. If you are unsure which format to use – text 573-468-5347 for assistance from admins.

Section 2: Game Play

- Getting Assistance and Contacting Admins:

Contact PPD Admins by TEXTING 573-468-5347

- During the tournament: For assistance TEXT 573-468-5347. Admins DO NOT answer phone calls during the tournament. Do not text the number asking to be called. If you do, you will get a reply asking what we can help with.
- After you are eliminated from the tournament: The Admins running the bracket's sole purpose is to monitor brackets & keep the tournaments running smoothly. Once eliminated from the tournament DO NOT pm or text Staff any protests, suggestions, questions, or comments about that tournament. Please submit any comments or concerns good, bad or ugly – to the player Contact Us page on DartsTOC.com. These submissions will be reviewed the next business day at the earliest & will NOT affect the outcome of the tournament, as all PPD Remote Tournaments are PLAY AT YOUR OWN RISK. Penalties are applied to any player breaking rules. All penalties are applied at PPD Staff discretion.
- PLAY AT YOUR OWN RISK: At any time DO NOT post on social media about opponents or accusing someone of sandbagging or throwing higher/lower than you believe they should. For these claims to be taken seriously, they must be submitted to the DartsTOC Player Contact Us page.
- If things get ugly: Our goal is for everyone to have to best experience possible! Some things are out of our control during the tournament and must be dealt with after. If things are not going your way, keep in mind that we are not your personal punching bag. PPD reserves the right to expel any person who is mean, aggressive, rude, and/or speaks/writes negatively about Partners Promoting Darts, Darts TOC or PPD staff. (See Section 4: Player Etiquette, Good Sportsmanship & Ethics)
- Start Time and Forfeit Time:
 - Start Time: 1:30pm Central Time
 - Forfeit Processing Starts at 1:45pm Central Time
 - Players not starting by 1:45pm CST will not be forfeited but could face penalties after the tournament is complete unless PPD Staff are informed for the circumstances regarding the late start.
 - Forfeit Time for 1st Round Matches: 2:00pm CST
 - Any matches not started by 2pm CST are forfeited.

- Forfeit Time for all other matches: 10-minutes past the match post time on the bracket.
 - DARTS MUST BE IN THE AIR no later than 10-minutes past match post time.
 - If your opponents are not in the match at 10-minutes, text PPD Staff at 573-468-5347. When PPD Staff are made aware of an absent player, they call the player not present. If the call goes unanswered, the match is forfeited.
 - Do not contact PPD Admins 15 minutes after expecting a free win, by waiting 15 minutes you are equally at fault for the match delay.
 - If PPD Staff are made aware of an absent player 20 minutes or more past match post time BOTH PLAYERS ARE SUBJECT TO FORFEITURE!
 - Failure to report a player that is not present at Forfeit Time (or any other delay of match) results in an immediate 30-day suspension from PPD remote tournament activity.
- Captains List and Pre-Match Contact (PMC)
 - Captains lists are available in player accounts by the Friday evening prior to each Qualifier Event.
 - PMC: Every player should be contacting every opponent prior to EVERY match played throughout the tournament. DO NOT START YOUR MATCH WITHOUT CONTACT!!!
 - Do not argue or disrespect opponents. The captains list should be used for assisting with matches themselves only. Get help from admins to resolve any issues.
 - Be nice & keep your opinions to yourself. At any time, do not EVER engage in disrespectful conversation or messages with opponents. Texts, comments, or social media posts about strategy and/or pointing result in suspension from PPD Events, including the on-site TOC itself, at PPD Staff Discretion.
- Setting up the machine: Qualifier Tournaments utilize the remote league play features of the Arachnid G3 for each tournament match. Each format is set up as a separate league match on the machine's 'League Mode' menu.
 - At the board choose:
 - 'League Mode'

- 'Play League'
 - Choose correct League Code (See captains list for which league code to use)
 - Select 'Yes, both cameras work'.
 - If cameras are not working, exit league mode & update the board, then return to setup. See *Section 3: Cameras* for details.
 - Choose your Name
 - Choose whether you are Home or Away (Look at the bracket on CompuSport, the team on the top of the match is the Home Team.)
 - Choose Opponents Name
 - Choose 'Local' if your opponent is with you at your location, playing on the same board. Choose 'Remote' if your opponent is at a different location
- While the board is "waiting for opponents" it is a great time to text your opponents to let them know you are ready if you have not previously done so. DO NOT hit start on the match until you have communication to & from opponents.
- **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 each player throws, the 501 game will show their name again on the screen. Players only throw a second round if there is a tie on the first round.
 - The home team player will throw all three darts, followed by the away team player. 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 players each throw 1 round, they'll each throw another three darts to attempt to break the tie – the lowest 501 score after each player throws a 2nd round. If, in extraordinary circumstances, there is still a tie after both people have thrown 2 rounds, then cancel the match, and repeat the process until the tie is broken.

- If there is no tie and a player throws the 2nd round, back up game and remove second players scored darts. If both throw 2 rounds, 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 the Friday evening prior to each Qualifier Event.
 - Every player 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 players 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 player unsure of how to use CompuSport should educate themselves using [CompuSport Tutorials](#) PRIOR to the tournament.

Section 3: Other Details

- **Player Ratings:** PPD posts the highest known player rating for each player. A player rating is determined by multiplying a player's best-known mpr by ten (10) and adding their best bk ppd.
 - A players Best Known Stat can come from one of three sources:
 - **League**
 - A League PPD or MPR is established after playing at least 4 matches in 1 league.
 - A player's Best Known League PPD & 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.
 - **Major Tournaments**
 - A major tournament PPD or MPR average is established when a player has thrown a minimum of 120 darts of 1 game type, then up to their last 500 darts in X01 and cricket during any PPD major tournament competition. Tournament statistics for each player are up to the last 500 darts thrown for each game type with the older darts thrown purged from their averages.

- **Daily Remote Tournaments**
 - A DRT PPD or MPR average 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 cricket during any PPD Daily Remote Tournament competition. Tournament statistics for each player are up to the last 500 darts thrown for each game type with the older darts thrown purged from their averages.
- **Age Requirements**
 - Players must be at least 21 years of age to participate in the TOC Finale Qualifiers.
- **Boards & Locations**
 - Boards are limited to 1 player per board & are first come first served at the time of registering for the event. Upon registration, the captain will also choose a Secondary Location. Secondary locations are not guaranteed but will be loaded with the tournament codes should any emergencies arise.
 - Tournament players are expected to arrive at least 30-minutes prior to start time. During this time, it is every players responsibility to:
 - **Check for the Tournament Codes**
 - **Check board connectivity:** Play at least 1 casual remote game to ensure connectivity. When problems are discovered prior to 1:30pm CST the player has 2 options-
 - Staff works with the player to move to their previously chosen secondary location if time allows prior to 2pm CST. If time does not allow, the player forfeits their 1st match at 2pm & possibly 2nd match if 2nd match is waiting.
 - The player can choose to not play, PPD staff turns the player into a bye & entry fees are refunded.
 - **Throw Lines:** Throw Lines are positioned 8 feet from the board face. Players throw from behind the edge of 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.

- Complaining about the throw line rule on social media is means for suspension from PPD Play at PPD Staff discretion. Technology simply does not allow us time to review the footage during the tournament. Do not register for a Qualifier Event if you are not ok with “playing at your own risk”.
 - 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 player being impolite, when they are actually just trying to keep the match moving along. Players that are purposely waving arms around or trying to distract/disrespect players can face a tournament suspension following the tournament if proven guilty.
 - Submit all throw line claims to the Player Contact form at DartsTOC.com following the tournament.
- **Cameras: Every player should have a working camera.**
 - **If playing in a tournament and you notice your opponents camera is not working, you will have to take the steps necessary if you want to fix the camera.**
 - 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 player 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 player 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 player 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 player cancelled the match instead of cutting power to the board. Post on the 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 player without a working camera.

- **Match Delay: Tournament play is not held up!**
 - Once a match is started, players are **NOT TO LEAVE THE BOARD** or delay starting each subsequent game of the match.
 - Breaks are not allowed during a match.
 - Replaying a match is not allowed unless requested by staff.
 - **Shot Clock:** The 30 second shot-clock is not to be paused for ANY REASON other than to apply the “Shooters Advantage Rule”.
 - If the other player is the one holding up the match:
 - Text us at 573-468-5347 immediately.
 - PPD Staff **MUST** be made aware of match delay **IMMEDIATELY!** Allowing opponents to cause match delay & not informing admins makes you equally as guilty & penalties will be applied at PPD Staff discretion. This includes possible forfeiture of **BOTH PLAYERS INVOLVED.**
 - Leaving a board during a match will result in probably loss of the current game, possibly the match, because the shot-clock passes missing player(s) throughout the game. A missing player may rejoin the game upon their return to the board.
 - When a game ends with a missing player, the next game 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 & text us at 573-468-5347 for Admin Assistance.
 - If you are unable to get your opponents attention before their turn, wait at the board to pause immediately when it comes back to you. **(DO NOT THROW ANOTHER DART.** If another round is thrown by the

player 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 player backing up their 3 darts thrown. After the miss-scored dart is fixed, the other player 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.

- **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.
- 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!!!!
- Anyone involved in aggressive arguments with opponents or PPD Staff during or after playing in a PPD Event or posts on social media with complaints or speaking negatively of the PPD or opponents is penalized with suspension from all PPD Events at PPD Staff discretion.