2023 Darts Tournament of Champions

FINALE QUALIFIER RULES

THE 2023 TOC ELIGIBILITY YEAR IS JULY 15, 2022-JULY 14, 2023

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

- In order to play in a Finale at the on-site TOC, Wednesday, October 11, 2023, a player must be awarded a Qualifier Voucher and compete in a Remote Qualifier prior to the on-site TOC. Each player's highest Qualifier finish decides if they earn a spot in 1 of the 3 Finale Level's at the on-site TOC 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.
            - Players can register for 1 Qualifier at a time.
    - **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 2023 TOC Year PPD awards Qualifier Vouchers to the top 160 men & 80 women on the 2023 All-Star Rank List that meet the skill/game requirements.
                - All-Star Vouchers are awarded by July 19, 2023. All-Star Voucher holders that fail to register for the September 9th Qualifier by September 1st, 2023, forfeit their Voucher which is passed to the next person, of that gender, on the All-Star Rank list by points.
                    - If brackets do not fill by registration close morning for the final Qualifier September 9, PPD Staff goes further down the All-Star Rank List to fill the last bracket. PPD Staff will award Vouchers to players in line to receive a Voucher from the All-Star Rank List

who can guarantee they can register and play in the September 9th event.

- Once awarded a Voucher, a player must compete in a Qualifier event for a chance to play in 1 of the 3 TOC Finale levels. 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 2023 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 – 2023 – Search Player
- **Schedule Summer of 2023: All Remote Qualifiers**
  - 2:00 pm CST Forfeit Time
  - July 29, 2023
  - August 12, 2023
  - August 26, 2023
  - September 9, 2023
- $50 Entry Fee/Player+ $1/Game Coin Drop at the board
- **Registration**

- Opens Wednesday, July 5, 2023 at 10am CT.
  - Registration is completed by each player in their PPD Player Account. A player must be awarded a Voucher to be able to register for a qualifier.
- Closes the Wednesday prior to each Qualifier Event by 9pm CST and as early as 5pm CST if the number of players registered is divisible by 32.
- Registration is restricted to full brackets only. No planned byes during registration.
  - Players are placed into brackets by order of registration.
  - Players who register but do not make it into a full bracket for the event they originally registered for are texted after registration close for that event to see which event they would like to participate in instead. Registrations for players who do not make it into a full bracket are then moved to the front of the list of registrations for the event date of their choosing of the Qualifier Event dates left.
- Dropped players after registration close details:
  - Players who drop from their Qualifier after registration close forfeit their entry fee and voucher.
  - Byes may occur due to no-shows on tournament day.
    - Registered players who become a no-show forfeit entry fee and voucher.

- **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

- o Winner's Side Match for the Hill: Race to 4; Cricket
- o 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
      - o Winner's Side Match for the Hill: Race to 4; Cricket
      - o 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 beaten 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.
      - o 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.
      - o 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.
      - o First Match – Winner's Side Format
      - o All other matches use the format of the player with the fewest match losses. If you are unsure which format to use – text 573-468-5347 for assistance from admins.

- No breaks between championship matches. No breaks should be taken until all matches within the championship are finished and we have a bracket winner.

Section 2: Game Play

- **Getting Assistance and Contacting Admins:**

Contact PPD Admins by TEXTING 573-468-5347

  o **During the tournament:** For assistance from PPD Admins **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.
  o **After being eliminated from the tournament:** The Admins running the bracket's sole purpose is to monitor brackets and keep the tournament running smoothly. Once eliminated from the tournament submit any comments or concerns good, bad or ugly – to the player Contact Us page on DartsTOC.com. These submissions are reviewed the next business day at the earliest and do not affect the outcome of the tournament. Penalties are applied to teams found guilty of rule violations. All penalties are applied at PPD Staff discretion.
  o **PLAY AT YOUR OWN RISK:** Penalties are applied to players who are found guilty of sending texts accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should. Penalties are applied to players who are found guilty of posting/commenting on social media about an opponent and/or accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should.
    ▪ For these claims to be reviewed by staff, they must be submitted to the DartsTOC Player Contact Us page.
  o **If things get ugly:** Our goal is for everyone to have the best experience possible! Some situations are out of our control during the tournament and must be dealt with after. If things are not going your way, keep in mind that PPD Staff are not your personal punching bag. PPD reserves the right to expel/forfeit any person who is mean, aggressive, rude, and/or speaks/writes negatively about Partners Promoting Darts, Darts TOC or PPD staff.
    (See Section 4: Player Etiquette, Good Sportsmanship & Ethics)
- **Start Time and Forfeit Time:**
  o Start Time is 1:30pm CST.
  o Forfeit Processing Starts at 1:45pm CST. Players not started by 1:45pm CST are not forfeited but can face penalties after the tournament is complete if the teams involved in the late start match are not communicating with PPD Admins.

- o Forfeit Time for first round matches is 2pm CST. Any matches not started by 2pm CST are subject to forfeiture.
- o All other matches should be started within 10 minutes of the match post time on the bracket.
  - ▪ If darts are not IN THE AIR at 10-minutes past match post time or you have not heard from your opponents, IMMEDIATELY text 573-468-5347 to make our admins aware! When PPD Admins are notified of an absent team at the 10-minute mark, they will contact opponents in hopes of getting the match started.
    - • Any teams reported and found guilty of not starting their match by 10-minutes past match post time face a 30-day tournament suspension following the tournament.
  - ▪ If a team waits 15 minutes or more past match post time to notify PPD Staff of an absent opposing team, BOTH TEAMS are subject to forfeiture of the match and a 30-day tournament suspension to be applied after the tournament for allowing the delay to occur.
- • **Captains List and Pre-Match Contact (PMC)**
  - o Captains lists are available in player accounts by the Friday evening prior to each Qualifier Event.
  - o Teams use their captains list for:
    - ▪ Finding which codes/format to use at the board.
    - ▪ Finding each team captain's phone number.
    - ▪ PMC: The team captain should be contacting the opposing team captain prior to EVERY match played throughout the tournament.
      - • Starting without contact is a means for penalties following the completion of the tournament.
    - ▪ Note: Penalties are applied to players that are found guilty of bad behavior towards opponents in PPD Tournaments. Get help from admins to resolve any issues, rather than arguing or disrespecting opponents. This includes comments about skill/strategy/pointing.
- • **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.
  - o 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.

- o 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. If their 2nd match is also waiting the player has 10-minutes between the time the match is scored to get the match started.
        - The player can choose to forfeit out of the tournament and take last place prize money. No refund given and the Voucher would be forfeited as well.
- o 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.**
- o **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. Text PPD Admins immediately for assistance. 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 reason the match is not moving along:
    - **Text PPD Staff at 573-468-5347 immediately.**
    - PPD Staff MUST be made aware of match delay immediately! Allowing opponents to cause match delay by not informing admins makes a player equally guilty for the delay. Penalties are applied at PPD Staff discretion, including possible forfeiture of both players involved in the match.
    - Leaving a board during a match result in probable loss of the current game, possibly the match, because the shot-clock passes missing player(s) throughout the game. A missing player may rejoin the game upon their return to the board.
- **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.
- Refusal to allow a team to properly use the Shooters Advantage rule as outline above is means for penalty.

- **Player Etiquette and Good Sportsmanship**
    - PPD officials do not tolerate poor sportsmanship or unethical conduct! Negative, rude, aggressive, hateful, or abusive behavior towards any player or PPD Staff is penalized. Posting/texting 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!!!!
    - Penalties are applied to anyone involved in aggressive arguments with opponents or PPD Staff during, after, or in reference to a PPD Event.
    - Penalties are applied to anyone who posts or comments on social media airing out complaints or speaking negatively of the PPD or an opponent from a PPD Event. This includes comments on player skill/strategy/sandbagging. For these

claims to be reviewed by PPD Staff they must be sent to the player Contact Us page on DartsTOC.com.