



Stay Safe – Play Remote

Details & Rules

UPDATED 8/20/2020

Section I: Basic Event Information – Stay Safe, Play Remote Soft-Tip Dart Tournament:

- October 2, 2020: Singles
- October 3, 2020: Doubles
- October 4, 2020: Triples

Eligibility:

Remote Tournament Weekend offered to any player within the PPD System with at least 350 Games played from July 15, 2019 – September 28, 2020. **Details:**

- **If games are played for a PPD Member who purchases vouchers, the games can be from the Vendors Traditional Leagues and/or PPD Remote play – Leagues and/or DRTs.**
 - Check eligibility for players from Voucher Owning Vendors on the Standings Pages: [PPD Vendor Standings Page](#)
- **If games are played for a PPD Member who does not purchase vouchers, all games must be from PPD Remote play – Leagues and/or DRTs.**
 - Check eligibility for players from Participation Based Vendors on the 2020 All-Star Rank List: [PPD 2020 All-Star Rank List](#)

NOTE: Players playing for multiple vendors can combine their PPD Remote games to reach required # of games.

Each eligible player on the team needs:

- An established a User Account with a W9 form filed for the current calendar year on [dartstoc.com](#). Entry fees are paid in full during the registration process via PayPal. Prize money is paid via PayPal at the end of each event. Any player exceeding \$599 for a calendar year receives a 1099 for tax purposes.
- Required # of games as described above
- An established average on [www.dartstoc.com](#)
- At least 1 member of each team must have participated in a PPD Major Tournament or DRT since 2018 to ensure experience/knowledge of CompuSport Scorekeeping/PPD Captains Responsibilities.
- Requirements must be completed by all players on each team before the team can register.

Registration & Entry: Completed by each events team captain in their PPD Player Account. The team captain logs into their account and clicks, “Register for a Major Tournament”. Team captain follows pages to register for 1 event at a time & is directed to PayPal to pay for each event entry. If you do not complete payment through this process, you will not be registered for the tournament. If you are having issues with registration, please contact us on the [Dart Leagues - PPD North America](#) Facebook Page or at the PPD Assistance line via text or call at 573-205-2601. Please keep in mind the page & phone are monitored 9am-9pm CST daily. If you leave a message after hours, you will be contacted the following day.

Registration Opens: September 8, 2020 at 10am CST

Registration Closes: When maximum # of brackets (50) is reached for each event and/or September 30, 2020 at 5pm CST.

The last day to play matches for eligibility is Sunday, September 28, 2020. Matches played Monday should show up for registration on Wednesday, September 30, 2020.

- Entry Fees: \$40.00 per player entry fee plus \$1.00 per game coin-drop at the board.
 - \$40 towards event payout – payout to top 25% of the field.
 - 100% Payback of Entry Fees

Boards are limited to 1 team per board. Regularly scheduled league matches take precedence over Tournaments, unless discussed & agreed upon with vendor prior to registering for the event, so be sure you have a board available before registering.

Team Changes: If a team wishes to make changes to their team after registration has been completed, send an email to kspurgeon@playmor.com with the changes you would like to make. After these changes are made, she will send a reply letting you know.

- If before Sept. 30 at 5pm, any PR player may sub that meets eligibility requirements & keeps the team under the event cap.
- If after Sept. 30 at 5pm, the player must be equal to or less than the PR of the person they are replacing along with meeting all eligibility requirements.

Format – Triple Elimination – 16 Player/Team Brackets

- Singles – No Cap – Flighted Brackets
 - Winner's Side (No Loss) – Race to 2 – All Cricket.
 - Choose WIN Code at Board
 - Loser's Side (1 Loss) – Race to 2 – Cricket, 501. Tiebreaker, Cricket.
 - Choose LOSE Code at Board
 - Last Chance Side (2 Losses) – 1 Game – Cricket.
 - Choose LAST Code at Board
 - Winner's Side for the King Seat (Noted on Brackets) – Race to 4 – All Cricket.
 - Choose WIN4 Code at Board
 - Note: Cricket games are limited to 20 rounds.
 - Note: Cork for start of 1st and Tiebreaker (if needed) games. Corking details in Section III.
- Doubles – 150 CPR Team Cap – Flighted Brackets
 - Winner's Side (No Loss) – Race to 2 – All Cricket.
 - Choose WIN Code at Board
 - Loser's Side (1 Loss) – Race to 2 – Cricket, 501 Stacked. Tiebreaker, Cricket.
 - Choose LOSE Code at Board
 - Last Chance Side (2 Losses) – 1 Game – Cricket.
 - Choose LAST Code at Board
 - Winner's Side for the King Seat (Noted on Brackets) – Race to 4 – All Cricket.
 - Choose WIN4 Code at Board
 - Note: Cricket games are limited to 20 rounds.

- Note: Cork for start of 1st and Tiebreaker (if needed) games. Corking details in Section III.
- Triples – 210 CPR Team Cap – Flighted Brackets
 - Winner’s Side (No Loss) – Race to 2 – All Cricket.
 - Choose WIN Code at Board
 - Loser’s Side (1 Loss) – Race to 2 – Cricket, 701 Stacked. Tiebreaker, Cricket.
 - Choose LOSE Code at Board
 - Last Chance Side (2 Losses) – 1 Game – Cricket.
 - Choose LAST Code at Board
 - Winner’s Side for the King Seat (Noted on Brackets) – Race to 4 – All Cricket.
 - Choose WIN4 Code at Board
 - Note: Cricket games are limited to 20 rounds.
 - Note: Cork for start of 1st and Tiebreaker (if needed) games. Corking details in Section III.

Note: CPRs are NOT locked down at time of registration. All registered teams must be under the event cap AT TIME OF FLIGHTING- Oct. 1, 2020.

- Boards are limited to 1 team per board each day. Regularly scheduled league matches take precedence over Tournaments, so be sure you have a board available before registering for the event.

These events utilize the remote league play features of the Arachnid G3 for each tournament match. Each format is set-up as a separate league match on the machine’s “remote league menu”. Remote tournament matches consist of combinations of game-types. Each team member is provided a list of league codes to use along with a phone number list prior to the event which can be found in their player account.

Prize Money – 100% Payback of Entry Fees PLUS Up to \$60,000 Added *Based on Full Brackets*
Payout to top 25% of the field (1st-4th Place)

- Singles – Up to \$10,000 Added
 - \$200 Added to each 16-Team Flighted Bracket
 - 1st Place \$350
 - 2nd Place \$250
 - 3rd Place \$150
 - 4th Place \$90
- Doubles – Up to \$20,000 Added
 - \$400 Added to each 16-Team Flighted Bracket
 - 1st Place \$700
 - 2nd Place \$500
 - 3rd Place \$300
 - 4th Place \$180
- Triples – Up to \$30,000 Added
 - \$600 Added to each 16-Team Flighted Bracket
 - 1st Place \$1,050

- 2nd Place \$750
- 3rd Place \$450
- 4th Place \$270

Section II: Match Procedures and Rules

1. Use of CompuSport "Scorekeeper" feature is mandatory in all PPD tournaments.
 - a. Players load the CompuSport app on their device.
 - b. Each team must have at least 1 player establish a CompuSport account, turn on "Notifications" and "Scorekeeper" features.
 - c. The winning team of each match uses Scorekeeper to score the match win. To enable Tournament Staff to easily monitor scoring timeliness, the match is to be scored:
 - i. Within 90 seconds of a match win
 - ii. Before the machine automatically cycles out of the "match-ending game's win screen"
 - iii. Before manually exiting out of the "match-ending game's win screen"
 - d. This scoring rule applies to all matches. Failure to score a match win, as described herein, will result in penalties when delay of bracket occurs.
 - e. If you are having trouble scoring your match, post on [Dart Leagues - PPD North America](#) Facebook page so we can help fix your app.

2. Player Substitutions - Substitution is allowed up 9am CST the day of the event. All subs must meet all eligibility requirements & be equal to or less than the rating of the person they are replacing.

3. Players are expected to arrive early at their location to check board connectivity. Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. **Tournament play is not held up for machine or internet connection issues.** When problems are discovered prior to start time, staff works with the team as they move another location – if time allows prior to forfeit time. If time does not allow, the team has 2 options.
 - 1) Forfeit first match if they wish to pick up the tournament once they arrive to the secondary location.
 - 2) The team may choose to drop from the event and is refunded entry fee via PayPal.

4. Pre-Match Contact: All teams must speak – or text - via phone before EVERY match. Make the call – or text – to an opposing team before each match cork. This is required to ensure the proper game is selected per the event format and to prevent match delays or any other problem. Pre-Match contact MUST occur. Those who do not engage in pre-match-contact will be penalized when reported and proved following the tournament. Missed pre-match contact will result in an automatic one-month suspension from remote tournaments for each reported, and proven, missed pre-match contact. Missed pre-match contact reports are to be made after the tournament ends and no later than 24 hours from the time of the missed pre-match contact. Falsely reported and or unproved missed pre-match contact is cause for equal penalty.

- a. Failure to answer a call – or text – from an opposing team prior to any match will result in forfeiture of the match when, once reported to staff, the phone remains unanswered. When a PPD staff call goes unanswered the team immediately loses the match.
5. First Match Forfeit Time is 2:00pm CST.
 - a. If you are not playing or have not heard from your opponents by 1:45pm CST, contact us on [Dart Leagues - PPD North America](#) Facebook Page to notify PPD Staff to contact missing opponents.

Note: Staff will try to contact the missing team as soon as possible after receiving notification of a missing team.
6. All other matches: Forfeit Time is 10 minutes past Match Post Time.
 - a. If you are not playing or have not heard from your opponent at 8 minutes past the Match Post Time, please contact us at [Dart Leagues - PPD North America](#) Facebook page so staff know of the missed Pre-Match contact & can contact teams to either get the match going or apply the forfeit rule if the phone remains unanswered.
7. Boards are limited to 1 team per board. Play is not held up for any reason, especially board availability.
8. Tournament play is not held up for any reason.
 - a. Once a match has started, players are NOT TO LEAVE THE BOARD or delay starting each subsequent game of the match.
 - b. Breaks are not allowed during a match.
 - c. Leaving the board during a match will result in probable loss of the current game, and possibly the match, because the shot-clock passes missing player(s) throughout the game and, when necessary, during each game of the remainder of the match. A missing player may rejoin a game upon their return to the board.
 - d. When a game ends with a missing player, the next game is to start immediately and so on until the match is complete.
9. The 30 second shot-clock is not to be paused for any reason other than to apply the “Shooters Advantage” to resolve a miss-scored dart. You can only pause it on your turn to apply this rule. Please make sure you have read the shooters advantage rule before trying to fix a dart and know the procedure. Not following the procedure or delaying the game longer than to fix a dart can end up in match forfeiture.
 - a. See Section III for more information on “Shooters Advantage”.
10. Backing out of a game is considered a match forfeiture when game cannot be resumed.
11. A game played counts.
 - a. Player/team shooting order can be changed from match to match.
 - i. A match once started is not restarted for any reason. A match has begun when a dart has been thrown by either team.

- ii. If a set-up error (shooting order, player name) has been discovered after the match has started – continue the match as is. No restarting to change player order.

12. Problem Resolution During a Match:

- a. Staff monitors the Facebook group page throughout the tournament. PPD Staff will assist with problems to move all matches and brackets along as smoothly as possible. In the event of a problem/issue that requires assistance to move the game or match forward, contact Staff on [Dart Leagues - PPD North America](#) Facebook page.

NOTE: DO NOT CALL/TEXT PPD ASSISTANCE PHONE DURING THE TOURNAMENT. Staff will not answer during major tournaments. If you are having an issue that needs phone communication, staff will contact you after receiving notification on Facebook as described above. Post all questions to the Facebook Page & DO NOT PM STAFF. Play at your own risk. Violating this rule is cause for a penalty of All-Star Rank List point deduction for each player on the team and/or a one-month suspension from PPD remote tournament(s). Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter.

13. Protests, Complaints, Comments:

Tournament officials are primarily engaged in the business of keeping matches moving forward. Once eliminated from a tournament bracket, do not post on the Facebook page.

Note: Facebook is not a place for protests, complaints, or negative comments regarding the events. Negative posts are removed.

- a. Once eliminated, players who would like to share their thoughts, good bad or ugly, may send email to Carly Griggs – cgriggs@playmor.com.

Section III: Additional Information

CORK PROCEDURES:

Corking is done before each match to determine who shoots first. Corking is also done when a tie breaker is needed. Corking game data is deleted from player details.

- Who corks first when corking: The team on the top of any match (home team) as seen on the bracket corks first. Correct shooting order is REQUIRED for corking – corking under another player's name is grounds for penalties.
- How to cork: The cork is a two-round game of 501 with a double bull and is the first game of each match's league code. After the first player on each team throws, the 501 game will show the second player on each team. **The second & third players only throw if there is a tie.** (For Doubles & Triples)
- The first player of the home team will throw all three darts, followed by the first player of the visiting team. The LOWEST 501 score after three darts for each team are thrown, wins the cork unless there is a tie. If not a tie, press the red button to manually skip the second player round.
- In the event of a tie after the first players of each team shoot, the 2nd players on each team also throw three darts to attempt to break the tie – the lowest 501 score after the 2nd players throw

wins the cork. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then cancel the match, and repeat the process until the tie is broken.

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

THE SHOOTERS ADVANTAGE:

A dart that sticks in a mark, but does not register that mark, can be manually scored. A dart that “flights” a beneficial mark on the way in, but sticks elsewhere, is not manually unscored. To correct a dart, press the back-up arrow button as needed. This rule can be applied by the players involved when both teams agree. If there’s a disagreement about what to do, stop the match, leave all darts exactly as thrown and summon an official. An official will verify the score and or re-score a dart. This rule is not to be hyper-technically applied. Meaning, if, for any reason, a player inadvertently pulls a miss-scored dart prior to having noticed a scoring problem, but players on both teams agree a dart should be re-scored, the score can still be corrected when both teams agree.

PLAYER RATING DETAILS:

- Player Rating is derived by multiplying a player's best-known mpr by 10 and adding their best best-known ppd.
[(mpr x 10) + ppd = PR]
- Additionally, a comparison of PPD and MPR are done to ensure both numbers are within a normally expected percentile of each other. If PPD and MPR are not within 13%, that players lower # is raised to be within 13% of the higher number. A new calculation for PR is done with the adjustment. This new PR becomes the players best known stat to use.
- To ensure the fairest competition, PPD keeps record of all tournament data. Each player who has exceeded 120 darts thrown in cricket games during any combination of tournament has established a “Tournament Stat”.

PLAYER ETIQUETTE, GOOD SPORTSMANSHIP, and ETHICS:

Each player signs a “Code of Conduct” during the registration process. In signing this document each player agrees to conduct themselves according to the Code. Penalties are applied for failure to uphold the Code of Conduct. Misguided competitiveness is not an excuse. Drinking is not an excuse.

- Negative, aggressive or abusive behavior, of any kind, 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 sanctioned league function. Bad behavior results in disciplinary action and/or expulsion from the PPD.

All Rules are meant to provide a foundation for an enjoyable experience playing darts. Never use a rule out of the context for which it was written, in doing so you may cause more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to overshadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!!

APPLICABLE PENALTIES:

- **PLAYING UNDER A FALSE NAME:**
 - Any participant found to be playing under a false name or shooting as anyone else is subject to immediate suspension, at least 1 year, at the discretion of PPD Staff.
- **FAILURE TO REPORT MATCH DELAYS or MISSING TEAMS:**
 - Failure to report a team that is not present at Forfeit Time (or any other delay of match) results in immediate 30-day suspension from PPD remote tournament activity.
- **CIRCUMVENTING THE SHOT CLOCK:**
 - Any use of the back-up button during a match unrelated to applying the Shooters Advantage (correcting a mis-scored dart) is considered circumventing the shot-clock. Doing so is an illegal match-delay and results in forfeit of game or match penalty for the offending team.
- **OTHER PENALTIES MAY APPLY AT PPD STAFF DESCRETION:**
 - Don't make matters worse – if you find yourself on the wrong end of a penalty being applied, know that the PPD Player Code of Conduct is in effect and handle yourself accordingly to avoid adding additional penalties to your day.