PPD Nationals
DETAILS and RULES

Section 1: Basic Event Information

Eligibility: PPD Nationals can be played on any PPD Partner Vendors Arachnid G3 dartboards.

See boards within the PPD System on the "Where Can I Play" map

Check a player's eligibility status at Player Eligibility Status

4 requirements needed on www.dartstoc.com to register:

1. **Established Stats**/Average from eligible Leagues and/or Tournaments
2. **PPD Player Account**
3. **Form W-9 or BEN filed**
   Any player exceeding $599.99 for a calendar year receives a 1099 for tax purposes.
4. **Meet minimum game requirements – 2 Different ways to become eligible:**
   a. **PPD Remote League Play –** 9 PPD Remote League Matches within 90 days of registering for the event. (A player can substitute up to 3 DRTs for 3 of the 9 league matches needed.)
   Example: A player can be eligible by using 6 league matches and 3 DRTs. Up to 3 DRTs can be substituted for 3 League Matches needed for eligibility. A player would then need 6 League Matches and 3 DRTs to be eligible.
   Note: Eligibility changes daily as new matches come in and old matches fall out of the 90-day window.
   b. **Meet minimum number of games for desired event**
   December 18-20, 2026: 250 Games between July 15, 2026 and December 13, 2026 (**minimum of 50 games must be derived from league play)**
   June 18-20, 2027: **500 Games** between July 15, 2026 and June 13, 2027 **(minimum of 100 games must be derived from league play)**
      - **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 2027 Standings Pages: Vendor Standings 2027
      - **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 2027 All-Star Rank List: All-Star Rank 2027

Note – Game counts from separate vendors leagues are not combined to reach game requirements for eligibility.

Schedule: 3rd Weekend of December and June.

December 18-20, 2026
June 18-20, 2027

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

$40/Player entry fee due at time of registration – 100% Payback

Singles Entry Fees: $40 + Nonrefundable PayPal Fee
Doubles Entry Fees: $80 + Nonrefundable PayPal Fee
Triples Entry Fees: $120 + Nonrefundable PayPal Fee

Coin Drop $1/Game at the board.

Registration Opens at 10:00am CT on the following dates:

December 18-20, 2026 Event: Registration Opens November 4, 2026
June 18-20, 2027 Event: Registration Opens May 5, 2027

Registration Closes as early as 5:00pm CT on the following dates:

December 18-20, 2026 Event: Registration Closes December 14, 2026
Last day to play matches: December 13, 2026
June 18-20, 2027 Event: Registration Closes June 14, 2027
Last day to play matches: June 13, 2027

Registration Refunds: No Refunds are given after players are flighted into divisions. To drop and receive a refund, players must text 573-468-5347 by 9am CT the Tuesday prior to the tournament.

Prize Money: Paid via PayPal following the tournament.

100% Payback of Entry fees PLUS up to $120,000 ADDED to each Nationals weekend.

Singles – $400 Added to each 16-Player Flighted Bracket (Prorated if less than 16-Players)

1st Place $450
2nd Place $300
3rd Place $180
4th Place $110

Doubles – $400 Added to each 16-Team Flighted Bracket (Prorated if less than 16-Teams)

1st Place $700
2nd Place $500
3rd Place $300
4th Place $180

$50,000 Bonus Pool Payouts split among highest finishers in each pool across all brackets. Bonus Pools based on 2027 All-Star Rank List rank on registration close date.

$15,000 Bonus Pool for players ranked 1 to 50,
$10,000 Bonus Pool for players ranked 51 to 200,
$7,000 Bonus Pool for players ranked 201 to 350,
$6,000 Bonus Pool for players ranked 351 to 500,
$5,000 Bonus Pool for players ranked 501 to 650,
$4,000 Bonus Pool for players ranked 651 to 800,
$3,000 Bonus Pool for players ranked 801 to 1,000.

Triples – $600 Added to each 16-Team Flighted Bracket (Prorated if less than 16-Teams)

1st Place $1,050
2nd Place $750
3rd Place $450
4th Place $270

Format: Triple Elimination – 16-Team Brackets

Singles – No Cap – Flighted Brackets

Winner's Side (No Loss) – Rounds 0 to 2 on Bracket

Race to 2 Wins (Best of 3) - All Cricket
Choose Code SWIN at the machine

Loser's Side (One Loss) – Rounds -1 to -6 on Bracket - Race to 2

Race to 2 Wins (Best of 3) – Cricket, 501. Tiebreaker Cricket.
Choose Code SLOSE at the machine

Last Chance Side (Two Losses) – Rounds 8 to 18 on Bracket - Race to 1

Race to 1 Win (Best of 1) – Cricket.
Choose Code SLAST at the machine

Winner's Side Race to 4 – Round 3 on Bracket - Race to 4

Race to 4 Wins (Best of 7) - All Cricket
Choose Code SWIN4 at the machine

Doubles – 8.0 MPR Cap – Flighted Brackets

Winner's Side (No Loss) – Rounds 0 to 2 on Bracket

Race to 2 Wins (Best of 3) - All Cricket
Choose Code DWIN at the machine

Loser's Side (One Loss) – Rounds -1 to -6 on Bracket - Race to 2

Race to 2 Wins (Best of 3) – Cricket, 501. Tiebreaker Cricket.
Choose Code DLOSE at the machine

Last Chance Side (Two Losses) – Rounds 8 to 18 on Bracket - Race to 1

Race to 1 Win (Best of 1) – Cricket.
Choose Code DLAST at the machine

Winner's Side Race to 4 – Round 3 on Bracket - Race to 4

Race to 4 Wins (Best of 7) - All Cricket
Choose Code DWIN4 at the machine

Triples – 12.0 MPR Cap – Flighted Brackets

Winner's Side (No Loss) – Rounds 0 to 2 on Bracket

Race to 2 Wins (Best of 3) - All Cricket
Choose Code TWIN at the machine

Loser's Side (One Loss) – Rounds -1 to -6 on Bracket - Race to 2

Race to 2 Wins (Best of 3) – Cricket, 701. Tiebreaker Cricket.
Choose Code TLOSE at the machine

Last Chance Side (Two Losses) – Rounds 8 to 18 on Bracket - Race to 1

Race to 1 Win (Best of 1) – Cricket.
Choose Code TLAST at the machine

Winner's Side Race to 4 – Round 3 on Bracket - Race to 4

Race to 4 Wins (Best of 7) - All Cricket
Choose Code TWIN4 at the machine

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

(See GamePlay Section)
Cricket Games are limited to 20 rounds unless the game is tied. In the event of a tie at 20 rounds, extra rounds are added until the tie is broken.
X01 Games are oi/oo full bull.

Championship & 3rd Place Matches –

The brackets are triple elimination, this means every team 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 team on the top of the match has 1 Loss – the team on the bottom of the match has 2 Losses.

1. First Match – Play Loser's Side Format.

a. If the team on the top of the match wins, that is their opponents 3rd loss and they advance to the Championship match.

b. If the team on the bottom of the match wins the first match, that is their opponents second loss and another match is required. WAIT UNTIL THE COMPLETION OF THE SECOND MATCH TO SCORE THE MATCH IN COMPUSPORT.

2. Second Match –Last Chance Format.

a. The team that wins that match advances to the championship match.

Championship Match: When playing the Championship, the team on the top of the match has ZERO losses. This means a team must beat them 3 MATCHES (not games) to eliminate them from the tournament. The team on the bottom of the match could have One or Two match losses for the day. If you are the King Seat team and unsure how many losses your opponent has, text us at 573-468-5347.

1. First Match – Winner's Side Format
2. All other matches use the format of the team 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.

Starting Matches and Forfeit Processes

Start Time is 1:30pm CT.

Forfeit Processing Starts at 1:45pm CT. Teams not starting by 1:45pm CT 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.

Forfeit Time for first round matches is 2pm CT. Any matches not started by 2pm CT are forfeited.

All other matches should be started within 10 minutes of the match post time (MPT) on the bracket.

When a match has aged 10 minutes, but it has not been started, players text admins at 573-468-5347 to make them aware. When 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 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 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 admins being contacted:

When admins are made aware of a match that has not started that has been posted to the bracket between 10-19 minutes, admins call the missing team captain(s) in hopes of establishing contact and getting the match started. When admin calls to the absent team(s) are answered 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 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.

Captains List and Pre-Match Contact (PMC):

The Captains Lists are live in player accounts by the Thursday evening prior to each event. Teams use their captains list for:

Finding which codes/format to use at the board.
Finding each team captains phone number.

PMC: The team captain should be contacting the opposing team captain prior to EVERY match played throughout the tournament. Penalties are applied to teams that do not contact opponents prior to starting each match when proven.

Note: Penalties are applied to teams that argue with opponents, disrespect opponents, and/or comment on opponents' skill/strategy/pointing. Instead, teams should get assistance from admins to resolve issues.

Setting Up the Machine: Nationals 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' menu.

'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 and update the board, then return to setup. See *Section 3: Cameras* for details.

Choose your team
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 Opponent Team
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 a match until you have communication to and from opponents.

Tournament staff automatically set up the board with the highest MPR shooter throwing first. Player/team shooting order can be manually changed from match to match if the team wishes to do so.

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: Players should only cork under their own name. Post-tournament penalties are applied to players who cork under anyone's name but their own.

CompuSport- Brackets and Advancing Matches:

Brackets are live on CompuSport by the Thursday evening prior to each tournament weekend.

A member of each team should be prepared to score matches after the completion of each match to move them forward on the bracket.

This should be done **IMMEDIATELY FOLLOWING** match completion. **BEFORE** taking a break or leaving the immediate area of the dartboard. If teams are caught taking breaks prior to scoring matches it can result in forfeiture from the tournament and/or tournament suspension at PPD Staff discretion.

Any teams unsure of how to use CompuSport should educate themselves using CompuSport Tutorials PRIOR to the tournament.

Section 3: Other Details

Teams/Substitutions:

Best Known stats are used at the time of flighting, the Tuesday prior to the tournament. If teams go over the cap by the time of flighting, they are given the option to adjust their team to fit the cap or drop from the tournament and be refunded entry fees.

Substitution is allowed up to 2 hours prior to start time. If substituting a player after flighting, the subs MPR must be equal to or less than the MPR of the person being replaced. Subs must meet all eligibility requirements. Text all substitutions to 573-468-5347. An admin will respond as soon as the change is confirmed and completed.

PPD automatically sets up the board with the highest MPR shooter throwing first. Player/team shooting order can be manually changed from match to match.

Ghosting Tournaments may be started or 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 is running late, has experienced an emergency, or must leave during an event. When both teams are aware of a player that is late, ghosting may be done for the missing player until the player arrives, at which time the player may resume play.

Boards and Locations:

Boards are limited to 1 team per board and 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.

When emergencies arise mid-tournament after the first round, teams are given 10 minutes to move to their secondary location. Any location moves that take more than 10-minutes to get darts in the air result in forfeiture. The 10 minutes start when admins direct the player(s) to start moving to their secondary location.

Tournament players are expected to arrive at least 30-minutes prior to start time. During this time, it is the team captains responsibility to:

Check for the Tournament Codes (See captains list in player account)

Check board connectivity: Play at least 1 casual remote game to ensure connectivity. When problems are discovered prior to 1:30pm CT the team has 2 options-

1. Staff works with teams to move to their previously chosen secondary location if time allows prior to 2pm CT. If time does not allow, the team forfeits their 1st match at 2pm & possibly 2nd match if 2nd match is waiting.
2. The team can choose to not play, PPD staff turns team into a bye and entry fees are refunded.

Throw Lines are positioned 8 feet from the board face. Players throw from behind the line.

Players can lean across the line during their throw as long as their foot does not touch the floor before the dart leaves their hand. All throw line "protests" are dealt with following the tournament & do not affect the outcome of the match or game.

It is discourteous to stand at the throw line while opponents are throwing. Some players will stand at the throw line to get ready for their next turn. Do not confuse this with a team being impolite, when they are actually just trying to keep the match moving along. Teams that are purposely waving arms around or trying to distract/disrespect teams can face a tournament suspension following the tournament if proven guilty.

These claims should all be submitted to the player Contact form at DartsTOC.com after the tournament.

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

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

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

Call your opponents and let them know their camera is not working. (nicely because it is out of their control and most likely have no idea it was not working in the first place)

Work with opponents to reboot their board. The team with the working camera should stay in the match while opponents shut off power to boards, turn back on and hit the triple 20's repeatedly to initiate the "update screen" on the board. The team will then go back into the League Menu and click "Continue Suspended Match". Shortly after, the boards should connect.

In extraordinary circumstances, if the Suspended Match does not show on the board, the team with the non-working camera can try setting it up as a new match, it should then give the option to continue or start a new match. If it does not give that option, it means the team cancelled the match instead of cutting power to the board. Immediately text 573-468-5347 to get assistance from admins. If Admins follow all protocol and are still unable to fix the situation, it can lead to a match forfeit for the team without a working camera.

Match Delay: Tournament play must not be held up.

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

Breaks are not allowed during a match or during the entire duration of the 3rd Place match(es) or Championship match(es).

Replaying a match is not allowed unless approved by staff.

Shot Clock: The 30 second shot-clock is not to be paused other than to apply the "Shooters Advantage Rule". (see below Section 3: Shooters Advantage Rule)

If the other team is the one holding up the match: text PPD Admins 573-468-5347 immediately.

PPD Staff MUST be made aware of match delay IMMEDIATELY! Allowing opponents to cause match delay and not informing admins makes your team equally as guilty and penalties will be applied at PPD Staff discretion. This includes possible forfeiture of BOTH TEAMS INVOLVED.

Leaving a board during a match will result in 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.

When a game ends with a missing player, the next game starts 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.

Breakout Rule: Any player whose tournament performance MPR exceeds registration MPR by 25% or more.

PPD tracks all TOC and Remote Tournament data to run in breakout program to ensure players do not outperform registration stats more than an ordinarily expected amount. Data for each individual player is tested when at least 120 darts is thrown in X01 games or 120 darts is thrown in cricket games during tournament competition.

Breakout penalties: loss of All-Star Rank List Points and/or Tournament Suspension. Penalties applied at PPD Staff discretion.

Shooters 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 a 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 admins immediately at 573-468-5347 for assistance to enable them to enforce the rule on your behalf. Only after approval is given by the opposing team or 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 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. Admins will direct teams on how to proceed.

PPD tournaments 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 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 4: Player Etiquette, Good Sportsmanship and Ethics:

Before and during the tournaments contact is conducted exclusively through text message with the PPD assistance line. Players should text admins at 573-468-5347 for assistance. Admins do not answer phone calls, so be sure to text.

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 tournament, 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 admin's sole priority is monitoring brackets and keeping the active events running smoothly. Once eliminated from the tournament, players 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 the tournaments and you believe you witnessed a rule violation, please notify admins immediately by texting the assistance line at 573-468-5347. Once notified of an issue or violation, the admin will take the necessary steps to proceed in accordance with the 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 result 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!!!