2020 QUALIFIER RULES

Presented by Partners Promoting Darts
June 27, 2020
July 11, 2020
July 25, 2020
August 8, 2020
August 22, 2020

Provided by: Partners Promoting Darts (PPD) member operating companies. The PPD is comprised of progressive dart league and amusement machine operating companies nationwide.

Players are awarded Qualifier Vouchers from Operator and/or PPD participation. Players with Vouchers participate in Qualifier Events Summer of 2020 & earn placement in TOC Finale based on their best Qualifier finish. Players can participate in 1 Qualifier Event for each Voucher awarded. Qualifier participation required for Finale eligibility.

Qualifier Vouchers: Vouchers are available to players in two ways:

1) A Qualifier voucher may be earned from a PPD member who owns vouchers. Many North American vendors purchase PPD Qualifier vouchers to award to their most avid and skilled players. A complete list of PPD Vendors and their Qualifier voucher inventory can be viewed at www.dartstoc.com.

2) By competing in PPD remote leagues. 120 of the most avid PPD remote players are awarded a Qualifier voucher as seen on the All-Star rank list at www.dartstoc.com. These Qualifier vouchers are awarded to highest points ranked 80 men and 40 women on this list.

All-Star Vouchers awarded to players in positions at the completion of the 2020 TOC Year. Any PPD matches played July 15, 2019 – July 14, 2020 go towards this list.

Eligibility Requirements:

Required 350 Games Played.

If Paid PPD Partner, these games can be PPD remote or vendor leagues.

If Participation Based PPD Partner, games must be from PPD Remote Participation.

Minimum Skill Level Required

Men – 25 or 2.5

Women – 16 or 1.65

Each PPD Vendor may set their own minimum standards, which may be higher than those established by the PPD. PPD Vendor may set other requirements specific to the locations that are selected to participate in the remote Qualifier.

Schedule of Events: Qualifier events are scheduled in two-week intervals across 5 Saturdays.

June 27, 2020

July 11, 2020

July 25, 2020

August 8, 2020

August 22, 2020

Start Time 1:30pmCST – Forfeit Time 2:00pm CST

Registration:

After being awarded a voucher, players register in their user account at www.dartstoc.com.

$50 Entry Fee due at registration.

SIGN UP EARLY!!! Registration is restricted to full brackets only. No planned byes during registration process. If you wait until the last couple days of registration to sign up, you may not make it into a full bracket. If you do not make it into a full bracket you will be refunded & eligible to register for a different Qualifier event. Byes may occur due to no-shows.

Registered players who become a no-show, forfeit entry fee and result in TOC suspension unless due to a verifiable emergency.

Registration opens for 1 Qualifier Event at a time.

June 27 Event –

Registration opens June 1, 2020 @ 10:30am CST
Registration closes June 25, 2020 as early as 5pm CST

July 11 Event –

Registration opens June 29, 2020 @ 10:30am CST
Registration closes July 9, 2020 as early as 5pm CST

July 25 Event –

Registration opens July 13, 2020 @ 10:30am CST
Registration closes July 23, 2020 as early as 5pm CST

August 8 Event –

Registration opens July 27, 2020 @ 10:30am CST
Registration closes August 6, 2020 as early as 5pm CST

August 22 Event –

Registration opens August 10, 2020 @ 10:30am CST
Registration closes August 20, 2020 as early as 5pm CST

Payouts: 100% payback.

1st Place: $300
2nd Place: $250
3rd Place: $150
4th Place: $100
5th – 8th: $50
9th – 32nd: $25

Format: Triple Elimination – 32 Players per Bracket

Men's Format

1. Winner's Side (No Loss): Race to two – Cricket. Use MWIN Code at the board.
2. Loser's Side (One Loss): Race to two – Cricket – Tiebreaker – 501. Use MLOSE code at the board.
3. Last Chance Side (Two Loss): One game of Cricket. Use MLAST code at the board.
4. Pre-King Seat match: Race to three – Cricket. Use MWIN3 code at the board.
5. King Seat match: Race to four – Cricket. Use MWIN4 code at the board.

Women's Format

1. Winner's Side (No Loss): Race to two – Cricket. Use WWIN Code at the board.
2. Loser's Side (One Loss): Race to two – Cricket, 501 – Tiebreaker – 501. Use WLOSE code at the board.
3. Last Chance Side (Two Loss): One game of Cricket. Use WLAST code at the board.
4. Pre-King Seat match: Race to three – Cricket. Use WWIN3 code at the board.
5. King Seat match: Race to four – Cricket. Use WWIN4 code at the board.

Note: Cricket games are set to cut off at 20 rounds. 501 games are stacked score open in/open out with a full (50 point) bull.

Finale Placement:

The top 5 men from each Qualifier bracket advance directly into the 2020 Men's Elite Finale at TOC on October 7, 2020 along with the next highest finishing men across all brackets to achieve 128 men needed to complete the Men's Elite Finale field. Ties are broken by highest Player Rating of all those tied. Depending on where all other men place in their qualifier will determine which Finale they qualify for. Any men known to have advanced to the Men's Elite Finale is not allowed to register for a subsequent Qualifier tournament.

The top 5 Women from each Qualifier bracket advance directly into the Women's Elite Finale at TOC on October 7, 2020 along with the next highest finishing women across all brackets to achieve 64 women needed to complete the Women's Elite Finale field. Ties are broken by highest Player Rating of all those tied. Depending on where all other women place in their qualifier will determine which Finale they qualify for. Any women known to have advanced to the Women's Elite Finale is not allowed to register for a subsequent Qualifier tournament.

Players who do not place within the top 5 in their Qualifier bracket may register for one of the other Qualifier Events if they have additional vouchers.

Rules for Participation:

• Finding your division and advancing on the bracket: Divisions are found at www.compusport.ca by clicking on the "PPD 2019 – 2020 Events" icon, then by typing your name in the search box. Each player/location must have a device with internet access during the tournament (I-phone, I-pad laptop, pc, etc.) to enable live viewing of tournament division. PPD staff provides division info, league codes and a phone list in each players user account. Each player must have at least one player do the following: o Establish a CompuSport Account. ▪ Turn on notifications to receive an alert each time a new match for the player is posted on the bracket. ▪ Use "Scorekeeper" to enable match scoring, which moves the player on the bracket throughout the tournament.

• Players are expected to arrive AT LEAST 30 minutes prior to start time (1pm CST). During this time, it is their responsibility to:

    o Check board connectivity- Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. Tournament competition is not held up for machine or internet connection issues. When problems are discovered prior to 1:30pm CST start time the player has 2 options.

        ▪ Staff will work with a player to move to their previously chosen secondary location – if time allows prior to forfeit time of 2pm CST. If time does not allow, the player forfeits first match at 2pm CST and 2nd match if the 2nd match is waiting at 2pm CST.

        ▪ The player can choose to be turned into a bye and refunded entry fee via PayPal.

• Captain's List: Participants can find the Captain's List in their User Account. This Captain's list will contain the correct contact number for every player. The phone numbers on this list are pulled from the User Account information of each Player Captain. At least two hours prior to start time, every player must ensure that their Player Captain's phone number is correct. When a phone number is found to be incorrect participants can correct the number by editing the User Account information for the captain. Once the change is made in the User Account, the changed number will reflect on the captains list. If the wrong captain is showing for the player, players must notify PPD Staff immediately & reach out to every opponent prior to each match to ensure they have the correct contact information. Failure to do so results in penalty of All-Star Rank List point deduction for each player on the player and/or a one-month suspension from PPD remote tournaments when reported and proven following the tournament. Point deduction amount is 50 points during the first quarter of the TOC year then doubled each quarter.

• Pre-Match Contact: Everyone MUST engage in pre-match contact before EVERY match of the entire tournament. Failure to do so results in penalty of All-Star Rank List point deduction for each player on the player and/or a one-month suspension from PPD remote tournaments when reported and proven following the tournament. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter.

• All players must start competition at 1:30 pm CST. Failure to start at 1:30 pm CST or immediately upon receipt of contact from opponent at any time between 1:30 pm CST and 1:45 pm CST results in automatic penalty of All-Star Rank List point deduction for each player on the player and/or a one-month suspension from PPD remote tournaments. Point deduction amount is 50 points during the first quarter of the TOC year then doubled each quarter thereafter.

• Forfeit processing begins at 1:45pm CST. Any player not competing at 1:45pm CST whose opponent missed pre-match contact must post on our FB page at that time. Missed-prematch contacts must be reported for forfeit processing, beginning at 1:45 pm CST. Failure to have reported a missed-pre-match contact at 1:45 and through the 2 pm CST forfeit time results in automatic one-month suspension from PPD remote tournaments Updated 12.2.2019 for the player that did not properly report a forfeitable player. In addition, the player may be forfeited from the existing tournament.

• Forfeit time: 2:00 pm CST SHARP. Players not playing at 2pm forfeit 1st match and 2nd match if the 2nd match is waiting. First forfeited match is scored by the first match opponent. Second match is scored by the second match opponent.

• Delay of match after forfeit time – All matches are expected to start immediately following post time on bracket. Any situation that causes a match delay, after 2 pm CST Forfeit time, must be reported by posting on the Facebook page to enable PPD staff to intervene and resolve the delay. Any match not started within 10 minutes of match post time is subject to forfeiture. Except for verifiable emergencies, all other match delays will result in automatic penalty of All-Star Rank List point deduction for each player on the player and/or a one-month suspension from PPD remote tournaments for the player that caused the unnecessary delay. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter thereafter. Any delay found caused by lack of knowledge of rules and/or information as described garners the same penalty. Failure to report match delay caused by opponents garners the same penalty.

• Note 2: PPD can request screenshots of both, call and text logs for random or specific matches following a tournament to ensure pre-match contact.

• Staff monitors PPD's "Dart Leagues - PPD North America" Facebook group page throughout the tournament. PPD Staff will assist with problems to help move all matches and brackets along as smoothly and timely as possible.

 o DO NOT call, text or email tournament staff with questions, concerns, match problems or board problems during the tournament. Post on this FB group page ONLY.
https://www.facebook.com/groups/HorizonDartsExtremePlayer/

• Communicating with PPD Admins is ONLY for those players still in the tournament. Once eliminated from the tournament DO NOT post or pm Staff about anything during the remainder of the tournament. This includes protests, suggestions, questions, comments or league issues. All comments are restricted during the tournament to ONLY those things involving an active tournament match and ONLY for players who are STILL in the tournament. 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 player 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.

  o Following the tournament – after all competition in all divisions has ended, reporting of rule violations and other messages may be sent to PPD Staff members via Facebook private messaging, email or texts.

• Corking is done before each match to determine which player will throw first in the first game of the match. The winner of the cork is automatically set to start the first game of the match. After the first game of the match, the software automatically sets the loser of the previous game to start the next game, unless and until a tiebreaker becomes needed. Corking is also done when a tie breaker is needed.

 o the player found on the top of the match, as seen on the bracket is the home player and will cork first in all corking scenarios of a match.

 o How to cork: ▪ Select the appropriate match format from the remote league menu.

  ▪ Corking is facilitated during the first game of each match. Corking in PPD remote tournaments uses a three-round game of 501 Open-in/Doubleout with a Double-Bull.

▪ Each player will throw all three of their darts (the first round). Usually these darts will be thrown at the triples 20s, but each player may choose to throw any target. The player with the lowest remaining 501 score after one round of darts thrown for each player wins the cork unless there is a tie. If there is no tie after the first round of corking, press the red button to skip the remaining round on the game to score the win for the cork-winning player. Then, proceed to the next game where the cork-winning player will automatically be set to throw first to start the match.

▪ If there is a tie after each player has thrown the first round, each player will throw a second round – where each throw their three darts to attempt to break the tie. The lowest remaining score after this second round of darts thrown for each player wins the cork unless there is a tie. Then, proceed to the next game where the cork-winning player will automatically be set to throw first to start the match.

▪ If there is a tie after both players have thrown 2 rounds, both players must exit the match, exit the league menu and repeat corking process until there is no longer a tie.

o Note: Corking-game data is deleted. Corking data is not retained for any player statistical records.

• IMPORTANT for "King Seat" players – You are expected to use the final-match wait time to read the format directions provided on the bracket pertaining to the Final matches. King seat players are expected to be ready to play the Final and to assist the other player to ensure there are no delays and no questions during the Finals matches. Send a player photo to 573-205-2601 while waiting for Finals to begin.

• Expected etiquette: All PPD remote league and tournament rules regarding good sportsmanship apply. For example: do NOT stand at the throw line during your opponent's turn. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. Disciplinary actions including expulsion from tournament and league play privileges. All rules & penalties may be applied at sole discretion of the PPD.

• Payouts: A Player Photo is required from the top FIVE (5) players in every bracket/division - prior to prize-money payout. Photos are to be sent via text to 573-205-2601 within 10 minutes of the tournament conclusion. All payouts are sent via PayPal to the address listed in each winning player's User Account. Failure to maintain User Account with correct PayPal account info or to send an appropriate player photo results in prize payout delay until Thursday following tournament. Photo must EXCLUDE the appearance of any brand/logo not approved by the current PPD TOC Dress Code.

• 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. Short form: "A dart that sticks in a target but does not register that target, can be manually scored. A dart that flights a beneficial target on the way in, but sticks elsewhere, is not manually unscored."