



Partners Promoting Darts (PPD)

League Details and Rules

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The Partners Promoting Darts (PPD) sanctioning body is comprised of amusement machine operating company (Vendor) Partners across North America. Our PPD Partners provide dart leagues and tournaments to their players with the goal of providing the greatest soft-tip darts experience possible. Participating in PPD Leagues enables players who meet certain standards an opportunity to compete in PPD Major Tournaments like All-Star Triples, PPD Nationals, and the Tournament of Champions (TOC).

League Assistance

Text 573-468-5347

9:00am – 9:00pm CT Daily

Section 1: Basic Information

Getting Started To get the most from PPD play, PPD Remote League play is where to start. Players become eligible for PPD Major Tournaments by participating in PPD Leagues. New Leagues are starting daily. Players can register for PPD Leagues directly on our website www.dartstoc.com on the League Sign Up Grid page.

Where to Play View a map of locations with boards owned by PPD Partners on www.dartstoc.com by clicking, "Where Can I Play". Clicking locations on the map will list the location name, address, vendor, and contact information for the vendor. Each individual PPD League is vendor specific, meaning that players are to complete every match for the entire league on the vendors boards that they originally registered for the league for.

The League Sign Up Grid and Registration The League Signup Grid shows available leagues for registration. Players can join existing pending league options already available or create and post customized league options of their own for other teams to join.

League Start Dates and League Starting Notification

A league needs at least 6 teams to start. If a league with 6 teams registered is set to start and 1 of the 6 teams drops from the league after the teams registered are notified of the league starting, then it will start with 5 teams and a bye. When leagues start with 5 teams and a bye, PPD does their best to fill the BYE within the first 2 weeks of the league. Leagues generally begin no less than 3 days following the date the 6th team (or more) is added to that league.

If a league shows a "Will Start No Sooner Than" date on the Sign Up Grid, it means the date listed is the earliest date that league will start. Leagues without a date listed to the right will start no less than 3 days following the date the 6th team (or more) is added to the league.

Team Captains are notified through email and text message 2 days prior to a league starting. The day the league starts, the Team Captains receive the league Schedule and Captains list by 2pm CT via email from PPD Admins. After the first night of league, the league Schedule, Roster, Standings, and Captains list become available within Player Accounts.

Teams that receive notification of leagues starting but wish to drop from the league notify PPD Admins by texting the PPD League Assistance line by 9:00am CT the day the league begins. Teams that drop from leagues after 9:00am CT the day the league begins are subject to being ineligible for PPD Tournaments at PPD Admins discretion.

Registration

Teams register for leagues by clicking the "Join this league" button from the Sign Up Grid.

By submitting a registration, the team captain confirms their understanding of the following:

By posting a team, we intend to participate in this PPD League.

My league starting date will depend upon how quickly the league reaches at least 6 teams.

I agree to text PPD Admins at 573-468-5347 should I need to withdraw or change my team.

I understand and agree that PPD Admins may use my provided contact information and distribute said information to teams in my league.

I will only use other player's contact information for communication regarding league. The messages sent to opponents will always be courteous and respectful.

I agree to hold Partners Promoting Darts (PPD) sanctioning body and all PPD Admins harmless for any communication I may receive or construe unnecessary from opponents, because of sharing of my contact information through PPD play.

I understand that once a PPD League begins, dropping from the league without providing a replacement team to finish out the commitment can result in all main players on the team being ineligible for PPD Tournaments for 90-days from the date of dropping.

The League Registration page gives the option to choose an existing player by clicking, "Existing Player Lookup". Only players who are actively playing for the Vendor chosen will be shown on this list. If the player you are looking for is not an active player for the Vendor or is not on the "Existing Player Lookup", instead of choosing a player from that dropdown you will manually type in the information for the player that is being registered.

Player Accounts A player account on the PPD website www.dartstoc.com is a player's portal to everything PPD related. A player does not need a player account to register for PPD Leagues, but a player does need a player account to be paid for PPD Leagues.

Names of any players that have previously played in their Vendors League Leader account are available on the dropdown to choose to create a player account. Players who have not played for the Vendor are added by PPD Admins after being notified. To add someone to the list of available players, text 573-468-5347 to notify PPD Admins. In that message include the players First Name, Last Name, and Vendor. It takes a minimum of 24 hours for a player to be added to that list after the request is sent.

Players who are unable to log into their account click "Forgot Password" on the player login page. Following the prompts on the page will result in the player receiving a text message with their username and a code to reset the password.

Within player accounts players have access to sections such as Daily Remote Tournaments, Major Tournaments, PPD Leagues, and Account Management and Reports. These sections give players the ability to register for tournaments, find details about tournaments and leagues, update/access account information, and more.

The Daily Remote Tournament section gives access to view registrations and current available events by date, create new events, register for events, view active registrations, access Captains List for active DRTs, view DRT Rules, and information on how to participate.

The Major Tournament section gives access to register for events, view active registrations, access Captains List for Major Tournaments, and view Major Tournament Rules.

The PPD Remote League section gives access to active and pending leagues. Active leagues can begin to show in player accounts as early as the evening the league starts. Because of this, each league schedule and captains list are emailed to team captains to use for the first night of league. After an active league shows in player accounts, team captains can edit payout features for a league by clicking “Change who receives sub payouts”. To view details on a league, click the league name. This will take the player to a page where they can view the leagues Schedule, Captains Phone Numbers, Roster, Standings, Missing Matches, and Matches Played Ahead. Pending leagues only show in player accounts for players whose registrations are linked to their account. Player registrations are linked to player accounts by selecting active players from the dropdown when registering for the league. Players who are not actively playing for the Vendor cannot be selected from the dropdown when registering for league. Team captains whose registrations are linked to their player account can edit or remove their registration from the Pending League section by clicking “Edit Registration”.

The Account Management and Reports section gives players options to edit their account, update password, update Form W-9, and view income/expense reports.

Age Requirements PPD does not have youth leagues, but youths are welcome to play in PPD Leagues, Daily Remote Tournaments, and Major Remote Tournaments with prior approval from the location and/or vendor. Additionally, minors should be under the supervision of a non-drinking adult. Players of all ages are required to file Form W-9 and are issued Form 1099-MISC for tax purposes if yearly earnings exceed \$599.99. All players must be at least 18 years of age upon date of registration to participate at the on-site Tournament of Champions (TOC).

Section 2: Statistical Retention and Player Ratings

Player Stats A Player Rating (PR) is calculated by multiplying a player’s MPR by 10, then adding their PPD. A team cap is based on the Combined Player Rating (CPR) of the players on a team.

$$\text{MPR} * 10 + \text{PPD} = \text{PR}$$

Any player with qualifying statistical data through either Partners Promoting Darts (PPD) or a PPD Partner can be found at www.dartstoc.com on the Best-Known stats page.

If a player only has data for one game type, they have a “10% conversion” for their PPD or MPR. A “conversion stat” is not considered an established stat and is to be used for league purposes only.

Player ratings for leagues are based on each player’s skill level at the time of registration. All teams must be under the league cap at the time of registration. Once a league starts, players use the league roster to determine team caps. If a player has statistical data and established stats for one game type only, they will have a 10% conversion stat for the other game type on the league roster.

A player’s Best-Known stat is their highest stat of the five sources:

- **League**

- A League PPD or MPR is established after playing at least 4 matches in 1 league with qualifying format. For a league to count towards statistical retention:
 - All Games must be Open In/Open Out.
 - Cricket Games must be Split (Double) Bull.
 - X01 Games must be Full (Single) Bull.
 - A player must play at least 3 games of one type within each match to count towards statistical retention for that game type.
 - Singles Leagues run by PPD Partners do not qualify for statistical retention.
- A player's Best-Known League PPD and 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.
 - The PPD statistical year begins July 15 and runs through July 14 year-to-year. For the purpose of retaining Best-Known stats from League through the annual Tournament of Champions (TOC) flighting process each year, Player Ratings are reset following each TOC, which is usually complete by November 1 each year.
- PPD retains league stats for 3 years from the date of play.
- If the only PPD or MPR stat we have for a player is from a league ran through a PPD Partner’s League Leader account, the players PPD and/or MPR is raised 10%, whichever stat type we do not have another data source for.

- **Major Tournaments – Up to last 1,000 darts thrown**

- A Major Tournament PPD or MPR stat 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/or cricket during any PPD major tournament competition. Major Tournament statistics for each player are

up to the last 1,000 darts thrown for each game type with the older darts thrown purged from their averages. PPD retains tournament stats for 3 years from the date of play.

- **Major Tournaments – Curve**

- A Major Tournament Curve stat is established when a player has thrown a minimum of 500 darts in cricket during any PPD Major Tournament competition. To calculate a Major Tournament Curve stat for a player, we take all qualifying games thrown in the last year to date, once a player reaches at least 500 darts thrown, and purge the stat of the lowest 10% and highest 3% of games by individual game average.

- **Daily Remote Tournaments – Up to last 1,000 darts thrown**

- A Daily Remote Tournament MPR stat is established when a player has thrown a minimum of 120 darts in cricket, then up to their last 1,000 darts in cricket during any PPD Daily Remote Tournament competition. Daily Remote Tournament statistics for each player are up to the last 1,000 darts thrown for each game type with the older darts thrown purged from their averages. PPD retains tournament stats for 3 years from the date of play.

- **Daily Remote Tournaments – Curve**

- A Daily Remote Tournament Curve stat is established when a player has thrown a minimum of 500 darts in cricket during any PPD Daily Remote Tournament competition. To calculate a Daily Remote Tournament Curve stat for a player, we take all qualifying games thrown in the last year to date and purge the stat of the lowest 10% and highest 3% of games by individual game average.

Handicaps/Caps/Stats for New (Pending/Upcoming) Leagues There are a few questions to ask when deciding what stats to use for players for registration for a new league:

1) Are stats available on the Best-Known stats page at www.dartstoc.com? If so, use the stats from the Best-Known stats page, as this means we have statistical data on this player from either PPD participation or participating in a PPD Partners Leagues. If not, move onto question #2.

2) Do you have any idea what this player throws in 01 or cricket? Are those stats higher than the new player minimum stats for capping and handicapping? If not, put them in as the new player minimum stats below to start the league.

Male: 23 PPD 2.5 MPR = 48 Player Rating (PR)

Female: 18 PPD and 1.75 MPR = 35.5 Player Rating (PR)

If a player knows they are higher skilled than the new player minimum stats that must be included when figuring caps/handicaps. Team captains should communicate with opponents about subs handicaps prior to starting your match.

During the first match within a league, players are handicapped based off the stats from the roster. After a player has played 1 night in a league, handicaps within that league change weekly based on how the player is performing in the league.

Handicaps/Caps/Stats for Active Leagues There are a few questions to ask when deciding what stats to use for players regarding caps and handicaps for active leagues:

1) Are there stats on the roster? If so, use the stats from the roster.

2) Are stats available on the Best-Known stats page at www.dartstoc.com? If so, use the stats from the Best-Known stats page, as this means we have statistical data on this player from either PPD participation or participating in a PPD Partners Leagues. If not, move onto question #3.

3) Do you have any idea what this player throws in 01 or cricket? Are those stats higher than the new player minimum stats for capping and handicapping? If not, put them in as the new player minimum stats below to start the league.

Male: 23 PPD 2.5 MPR = 48 Player Rating

Female: 18 PPD and 1.75 MPR = 35.5 Player Rating

If a player knows they are higher skilled than the new player minimum stats that must be included when figuring caps/handicaps. Team captains should communicate with opponents about subs handicaps prior to starting your match.

During the first match within a league, players are handicapped based off the stats from the roster. After a player has played 1 night in a league, handicaps within that league change as matches are played based on how the player is performing in the league.

Caps Team CPR in capped leagues must be below the league cap. Page 7 above “Stats/Handicaps for Active Leagues” to determine accurate stats to use for CPR calculations for active leagues. See above “Handicaps/Caps/Stats for New (Pending/Upcoming) Leagues” to determine accurate stats to use for CPR calculations for leagues a player is looking to register for that have not started yet.

Breakout Rule Break-Out Team = A team that performs 25% or more over the league cap. Additional penalties can be applied to breakout teams at PPD Admins discretion if foul play is involved. We expect players’ performance level to go up and sometimes down as they play leagues. A team can play in a league if they are under the cap at the time of registration. Following registration, the team must stay under the “Break-Out” to remain in the league. Any team found to “Break-Out” of a league cap is removed from the league. A break-out match is an illegal match. When a break-out match occurs, the non-offending team in the match has the choice to either replay the match or for the Forfeit Rule to be applied.

Section 3: Basic League Information

League Types Standard or Express. Both types range from 5 to 10 teams, playing each team twice, and running 10-20 weeks. If a league has 11 or more teams registered, it is split into 2 separate leagues.

Express Leagues

V14 updated 1/29/2025 | This version supersedes all previous

Schedule Play each team twice, plus a “Makeup Night” at the end of the schedule. No playoffs.

Payouts Payouts to all teams plus positional prize money to top 3 teams based on overall wins.

Ties in Express Leagues Express leagues do not have Playoffs. Ties in express leagues are broken by using the last match details from when the teams played each other. The team that won the previous match is awarded the higher position. When multiple teams are involved in ties, the highest position would be awarded to the team with the most overall wins from the matches played against the teams involved in the tie.

Limited holidays scheduled off Thanksgiving Eve, Thanksgiving Day, Christmas Eve, Christmas Day, New Year’s Eve, and New Year’s Day.

Standard Leagues

Schedule Play each team once, then “Mid-Season Freeze” night to play any missing matches from the 1st half. Admins post 1-3 Place teams for 1st Half, then wins are reset to zero. Then play each team a 2nd time, then “Makeup Night” for missing matches in the 2nd half. Then playoffs against 1-3 Place teams for each half. If no makeup matches affecting playoffs, playoffs are pushed up 1 week.

Payouts Payouts to all teams plus positional prize money to top 3 teams based on Playoffs.

Mid-Season Freeze and End-of-Season Standard League Schedules consist of playing each team twice, once in the first half and once in the second half. Mid-Season Freeze is a “makeup night” following the first half of the schedule. After the Mid-Season Freeze date, any unplayed matches are forfeited and 1-3 place are posted for the 1st half of the league. Then, all teams play each other a second time for the second half of the league. End-Of-Season is a “makeup night” following the second half of the schedule. After the End-Of-Season date, any unplayed matches are forfeited and 1-3 place are posted for the 2nd half of the league.

Playoffs Overall playoffs are on or following the end of season night, depending on if there are any makeup matches in the league effecting playoffs. Playoffs are scheduled for ties in each half. For example, the two 1st place teams from both halves of the league compete with the loser being awarded 2nd place overall. The two 2nd Place teams would compete for 3rd place and so on. If two teams are tied for a position at mid-season or end of season, the position is awarded to the team who won the last match played between those two teams. 4-10th Place positions are awarded by overall wins. Subs are not allowed in playoffs unless they have played at least 6 matches on the team.

Home team for playoffs The home team is determined by the team with the most overall wins from the entire league. Team fees are required to start Playoff matches. Administration fees are refunded following the playoffs.

Holidays scheduled off: Easter, Memorial Day, Independence Day, Labor Day, Thanksgiving Eve, Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Eve, and New Year's Day.

League Options for both types

Team Sizes 2-Person, 3-Person, or 4-Person

Team Types Open, Mixed, Women's, or Men's **Caps:** Capped or No Cap

Floor Minimum Team Rating to be in a league.

Effective for leagues starting 3/28/2024 or later - No Cap/No Handicap Leagues: 120 CPR Floor. Teams under 120 CPR cannot participate in no cap no handicap leagues.

NDA All teams in an NDA league must be from an NDA Member PPD Partner. View player NDA details by clicking a player's name on the current year's All-Star Rank List.

Handicap No Handicap, Spot Points/Marks Handicap, or Spot Points/Marks Reverse Handicap. Player handicaps are based on Best-Known stats for the first match of each handicapped league. After that, they are handicapped based on their performance so far in the league.

Formats PPD League format options are Regular or With Singles Games. Regular Leagues have more X01 games. Leagues with Singles have more Cricket games.

Leagues 100 Cap and below are set to a 20-round limit for cricket.

110 Cap Leagues and above do not have a round limit set.

For PPD Leagues, all games are open in/open out, cricket games are split (double) bull, all cricket games are cricket 200, and all X01 games are full (single) bull unless it is a vendor/location specific league with prior approval for special format.

PPD Admins discretion is used when approving special formats for game counts played in Vendor/Location specific PPD Leagues.

| Doubles | | |
|---|-------------------|------|
| Each player will play in 15 of the 15 games as follows: | | |
| Game 1 | 501 Freeze oi/oo | Team |
| Game 2 | 501 Freeze oi/oo | Team |
| Game 3 | 501 Freeze oi/oo | Team |
| Game 4 | 501 Freeze oi/oo | Team |
| Game 5 | Cricket | Team |
| Game 6 | Cricket | Team |
| Game 7 | Cricket | Team |
| Game 8 | Cricket | Team |
| Game 9 | Cricket | Team |
| Game 10 | Cricket | Team |
| Game 11 | 501 Stacked oi/oo | Team |
| Game 12 | 501 Stacked oi/oo | Team |
| Game 13 | 501 Stacked oi/oo | Team |
| Game 14 | 501 Stacked oi/oo | Team |
| Game 15 | 501 Stacked oi/oo | Team |

| Doubles with Singles | | |
|---|------------------|----------|
| Each player will play in 12 of the 15 games as follows: | | |
| Game 1 | Cricket | Team |
| Game 2 | Cricket | Player 1 |
| Game 3 | Cricket | Team |
| Game 4 | Cricket | Player 2 |
| Game 5 | Cricket | Team |
| Game 6 | 501 Freeze oi/oo | Team |
| Game 7 | 501 oi/oo | Player 1 |
| Game 8 | 501 Freeze oi/oo | Team |
| Game 9 | 501 oi/oo | Player 2 |
| Game 10 | 501 Freeze oi/oo | Team |
| Game 11 | Cricket | Team |
| Game 12 | Cricket | Player 1 |
| Game 13 | Cricket | Team |
| Game 14 | Cricket | Player 2 |
| Game 15 | Cricket | Team |

| Doubles No Cap No HCP | | |
|---|-------------------|------|
| Each player will play in 19 of the 19 games as follows: | | |
| Game 1 | 501 Freeze oi/oo | Team |
| Game 2 | 501 Freeze oi/oo | Team |
| Game 3 | 501 Freeze oi/oo | Team |
| Game 4 | 501 Freeze oi/oo | Team |
| Game 5 | Cricket | Team |
| Game 6 | Cricket | Team |
| Game 7 | Cricket | Team |
| Game 8 | Cricket | Team |
| Game 9 | Cricket | Team |
| Game 10 | Cricket | Team |
| Game 11 | 701 Stacked oi/oo | Team |
| Game 12 | 701 Stacked oi/oo | Team |
| Game 13 | 701 Stacked oi/oo | Team |
| Game 14 | 701 Stacked oi/oo | Team |
| Game 15 | 701 Stacked oi/oo | Team |
| Game 16 | Cricket | Team |
| Game 17 | Cricket | Team |
| Game 18 | Cricket | Team |
| Game 19 | Cricket | Team |

| Doubles No Cap No HCP with Singles | | |
|---|-------------------|----------|
| Each player will play in 15 of the 19 games as follows: | | |
| Game 1 | Cricket | Team |
| Game 2 | Cricket | Player 1 |
| Game 3 | Cricket | Team |
| Game 4 | Cricket | Player 2 |
| Game 5 | Cricket | Team |
| Game 6 | 701 Stacked oi/oo | Team |
| Game 7 | 701 oi/oo | Player 1 |
| Game 8 | 701 Stacked oi/oo | Team |
| Game 9 | 701 oi/oo | Player 2 |
| Game 10 | 701 Stacked oi/oo | Team |
| Game 11 | Cricket | Team |
| Game 12 | Cricket | Player 1 |
| Game 13 | Cricket | Team |
| Game 14 | Cricket | Player 2 |
| Game 15 | Cricket | Team |
| Game 16 | Cricket | Player 1 |
| Game 17 | Cricket | Team |
| Game 18 | Cricket | Player 2 |
| Game 19 | Cricket | Team |

| Triples | | |
|---|-------------------|--------------|
| Each player will play in 12 of the 15 games as follows: | | |
| Game 1 | 701 Stacked oi/oo | Team |
| Game 2 | 501 Freeze oi/oo | Players 1, 2 |
| Game 3 | 501 Freeze oi/oo | Players 1, 3 |
| Game 4 | 501 Freeze oi/oo | Players 2, 3 |
| Game 5 | 701 Stacked oi/oo | Team |
| Game 6 | Cricket | Team |
| Game 7 | Cricket | Players 1, 2 |
| Game 8 | Cricket | Players 1, 3 |
| Game 9 | Cricket | Players 2, 3 |
| Game 10 | Cricket | Team |
| Game 11 | 701 Stacked oi/oo | Team |
| Game 12 | 501 Stacked oi/oo | Players 1, 2 |
| Game 13 | 501 Stacked oi/oo | Players 1, 3 |
| Game 14 | 501 Stacked oi/oo | Players 2, 3 |
| Game 15 | Cricket | Team |

| Triples with Singles | | |
|---|-------------------|--------------|
| Each player will play in 10 of the 15 games as follows: | | |
| Game 1 | Cricket | Team |
| Game 2 | Cricket | Player 1 |
| Game 3 | Cricket | Player 2 |
| Game 4 | Cricket | Player 3 |
| Game 5 | Cricket | Team |
| Game 6 | 701 Stacked oi/oo | Team |
| Game 7 | 501 oi/oo | Player 1 |
| Game 8 | 501 oi/oo | Player 2 |
| Game 9 | 501 oi/oo | Player 3 |
| Game 10 | 701 Stacked oi/oo | Team |
| Game 11 | Cricket | Team |
| Game 12 | Cricket | Players 1, 2 |
| Game 13 | Cricket | Players 2, 3 |
| Game 14 | Cricket | Players 1, 3 |
| Game 15 | Cricket | Team |

| 4 Person Team Match Format | | |
|---|-------------------|--------------|
| Each player will play in 9 of the 15 games as follows | | |
| Game 1 | 501 Freeze oi/oo | Players 1, 2 |
| Game 2 | 501 Freeze oi/oo | Players 1, 3 |
| Game 3 | 501 Freeze oi/oo | Players 2, 4 |
| Game 4 | 501 Freeze oi/oo | Players 3, 4 |
| Game 5 | Cricket | Team |
| Game 6 | Cricket | Players 1, 2 |
| Game 7 | Cricket | Players 1, 3 |
| Game 8 | Cricket | Players 2, 4 |
| Game 9 | Cricket | Players 3, 4 |
| Game 10 | Cricket | Team |
| Game 11 | 501 Stacked oi/oo | Players 1, 2 |
| Game 12 | 501 Stacked oi/oo | Players 1, 3 |
| Game 13 | 501 Stacked oi/oo | Players 2, 4 |
| Game 14 | 501 Stacked oi/oo | Players 3, 4 |
| Game 15 | 701 Stacked oi/oo | Team |

Section 4: League Fees, Payouts

League Fees League fees must be added to the board before a match can start. Teams should not add league fees to the board until the board prompts the player for credits.

Doubles: \$28/Team = \$14/Player

Open Doubles (No Cap/HCP): \$32/Team = \$16/Player

V14 updated 1/29/2025 | This version supersedes all previous

Triples: \$33/Team = \$11/Player

4-Person: \$40/Team = \$10/Player

Distributions

\$4/Player towards Prize Fund

\$3 towards per win and \$1 towards positional

\$2/Player towards PPD Remote Tournament Fund

The remaining league fees ranging from \$15-\$16 are the cost of the games played on the machine during each match. This portion of the money is split between the PPD Partner and the PPD. These funds are used to pay normal business operating costs, administration, promotions, advertising, and other Added-Money tournaments run by PPD.

Payouts

Regular players on each team are paid through PayPal using the PayPal email address provided in their PPD Player Account at time of payout creation.

Players without player accounts are not paid until a player account is created. Leagues for players who created player accounts after the league payout date are paid the Thursday following the date of player account creation.

All substitute payouts are sent to the captain unless the captain chooses otherwise.

Captains can make sub money go directly to subs by changing the option in their PPD Player Account. This must be done prior to the league's "makeup night" date to go into effect before the league is paid.

All leagues are paid 1 week from the leagues scheduled "makeup night". Saturday and Sunday leagues are paid the following Monday.

Within 1 week of the league's scheduled "makeup night", payout details can be viewed on the "Payouts" page from the "League" section of the website.

PPD Leagues are hosted for players with the purpose of players earning eligibility for PPD Major Tournaments. When playing PPD Leagues, most of the League Fees go towards the Tournament Fund and Admin Fees, which are used to host PPD Major Tournaments. For each PPD league match played, \$4 of each player's league fees go towards the Prize Fund. \$3 goes towards the "per win" Prize Money and \$1 goes towards the positional prize money (1st-3rd Place). For no cap no handicap doubles, players play 4 extra games, pay \$4 extra league fees per match, and those \$4 extra go towards positional prize money (\$3 towards per win and \$5 towards positional).

Per Win Details: Doubles = \$.80/Win, Triples = \$1.20/Win, 4-Person = \$1.60/Win,
No Cap No Handicap Doubles = \$.63/Win

Section 5: League Play Details

Communicating with Opponents Pre-Match Contact is required between team captains for each league match. On the day the league starts, an email is sent to all team captains with the schedule and team captains phone numbers. After the first night of the league, this information is also available in player accounts at www.dartstoc.com.

Pre-Match Contact is to be initiated on or before the day of play, at least 2 hours prior to start time, and again within 15-minutes of starting the match to confirm that you are ready to play. Failure to engage in PMC garners penalties, starting with a 30-day tournament suspension and loss of points on the All-Star Rank List. Penalties are increased with each offense at PPD Admins discretion.

If the captain is not present at the location for a match, one of the players on the team should be the “acting captain” of that match and their contact information should be shared with the opponents of that match in advance.

Opponents should never argue. If conversations take a turn, get Admins involved immediately.

When a captain’s number has changed it is their responsibility to update their phone number in their PPD Player account. Failure to provide correct captain contact information results in penalties at PPD Admins discretion.

Before starting, team captains are responsible for confirming shooting order and handicaps are correct. If a team has questions about the players or subs used on an opposing team, they should be asked prior to starting the match to cut down on the number of issues that are dealt with mid or post-match that could result in the match needing to be replayed.

Breaks and Match Delay The only league format where scheduling breaks becomes necessary is a regular doubles league. For regular doubles leagues ONLY, communicate about when breaks will be taken and how long. Teams taking unscheduled breaks can face tournament suspension if actions continue after being warned about unscheduled breaks. All other league format types do not include breaks because each player sits out for 3 games each night. Players can take breaks during the games they are not playing in within the match. Keep breaks short, agreed-upon times. Taking an unscheduled break is considered an unnecessary match delay and results in penalties at PPD Admins discretion.

30-Second Shot Clock The shot clock allows up to 30-seconds per dart plus the player change over time of 6-seconds. Each player is expected to be at the throw line, ready to throw when it is their turn. If a player does not throw their first dart before the shot clock runs down, they lose their turn. DO NOT pause the shot clock to give a team more time. NOBODY other than the person whose turn it is should throw a dart towards the board, INCLUDING if a player cannot make it to the board on time and they are throwing a “miss” dart to extend the shot clock time. DO NOT pause the shot clock because you are playing another match and cannot keep up. If a player cannot make it to the board on time, they LOSE their turn!

When a miss-scored dart or any discrepancy occurs during a match, the shot clock may be stopped by pressing the backup button. Doing so will give both teams the opportunity to communicate and correct the problem.

Setting up the board PPD Leagues use the remote league play features of the Arachnid Bullshooter Galaxy 3 for each match. Players may set up the board before hearing back from opponents, but they should NOT add league fees to the board until AFTER the board connects with your opponents and pre-match contact has been initiated to confirm opponents are at their location and ready to play.

1. At the board select, “**LEAGUE MODE**”, then “**PLAY LEAGUE**”
2. Choose your league, then confirm and select “**YES, BOTH CAMERAS WORK**”.
 - a. If both cameras are not working, exit league mode, go to home screen. Tap the triple 20 segment repeatedly to initiate the update screen to show on the screen and completes loading. Then go back into “**LEAGUE MODE**” as described before.
3. Choose your team, Choose Home or Away (found on schedule)
4. Choose your opponent
5. Choose “**REMOTE**” if your opponent is playing at a different location than you. Choose “**LOCAL**” if your opponent is playing on the same board, at the same location as you.
6. Boards will then say they are waiting for your opponent. While waiting for opponents, this is a great time to text to communicate that you are ready and details of any subs that are being used in the match. DO NOT hit start on the match until you have communication to and from opponents. If the captain is not present at the location, one of the players on the team should be “acting captain” and their contact information should be shared with opponents.

Shooting Order Shooting order in capped or handicapped leagues is determined by league format type. No Cap No Handicap leagues may use any order the team chooses.

Regular Format Leagues have more 01 games, therefore shooting order should be by highest PPD.

Leagues with Singles have more cricket games, therefore shooting order should be by highest MPR.

When players start a match with incorrect shooting order, the match should be restarted if it is within the first 5 games. After 5 games are played in a match with incorrect shooting order, the match should only be restarted if both teams agree. Restarting requires additional league fees to be added to the machine. Players who must add extra league fees at the board can receive a match refund for the additional fees by texting PPD Admins at 573-468-5347. Match refunds are sent weekly on Thursday’s.

Throwing out of Turn When a team believes their opponent threw out of turn, the first step is to message PPD Admins at 573-468-5347 to have the match reviewed the following business day. If proof of a player throwing out of turn is found the win for the game(s) where the player threw out of turn is awarded to the non-offending team. Throwing out of turn is means for penalties at PPD Admins discretion.

Handicaps In PPD Leagues, handicap is based on PPD and MPR. The lower player/team receives marks on numbers at the start of each cricket game or less points at the start of each 01 game. The boards automatically calculate handicaps based on each player PPD and MPR.

Spot Points/Spot Marks Regular Handicap – In 501 games, the highest player/team starts at 501 and all others start lower than 501.

Spot Points/Spot Marks Reverse Handicap – In 501 games, the lowest player/team starts at 501 and all others start higher than 501.

Handicaps change weekly as new matches are played and more statistical data is collected.

Handicaps are input by league Admins on the first night of league. Any player that does not play the first night of league, regardless of reasoning, is responsible for manually adding handicaps at the board prior to starting their first match in the league. When teams are scheduled a bye the first night of league, they will not have stats in the board, which requires them being manually added.

Players should not play without handicaps in the board in a handicapped league. When players start a match with incorrect/missing handicaps, the match should be restarted. This requires additional league fees to be added to the machine. The only circumstance where matches with incorrect/missing handicaps should not be restarted is when both teams involved in the match agree to play the match out with incorrect/missing handicaps.

Players who must add extra league fees at the board can receive a match refund for the additional fees by texting PPD Admins at 573-468-5347. Match refunds are sent weekly on Thursday's.

Caps Team CPR in capped leagues must be below the league cap. See Page 7 “Stats/Handicaps for Active Leagues” to determine accurate stats to use for CPR calculations for active leagues. See Page 6 “Handicaps/Caps/Stats for New (Pending/Upcoming) Leagues” to determine accurate stats to use for CPR calculations for leagues a player is looking to register for that have not started yet.

Rescheduling Matches Sometimes rescheduling a match becomes necessary due to extenuating circumstances. Any teams that are unable to play at the scheduled date and/or time **MUST** give their opponents **AT LEAST 2 hours’ notice!** No Call No Show penalties are applied to teams canceling or rescheduling matches with less than 2 hours’ notice unless there is a verifiable emergency involved.

It is every team’s responsibility to plan to play and schedule missing matches, regardless of why the match was rescheduled in the first place.

Reschedules in Standard Leagues: Rescheduled matches from the 1st Half of a Standard League must be played by the leagues “Mid-Season Freeze” date on the schedule. Rescheduled matches from the 2nd Half of a Standard League must be played by the leagues “Makeup Night” date on the Schedule. Matches not played by those dates are closed out using our “Forfeit Rule”.

Reschedules in Express Leagues: Rescheduled matches in an Express League must be played by the leagues “Makeup Night” date on the Schedule. Matches not played by those dates are closed out using our “Forfeit Rule”.

Teams with 3 or more rescheduled matches are subject to removal from the league at PPD Admins discretion. There are limited reasons why a team would have 3 missing matches at once. PPD Admins discretion is used based on each situation. Emergencies and unforeseen

circumstances give leniency, but teams must show PPD they are making an effort to make up matches quickly to remain in the league.

Once a team has 3 makeup matches in 1 league, all main players on the team are placed on a tournament suspension until the team has 2 or fewer missing matches in the league. Tournament Suspension includes Major Tournaments and DRTs.

PPD Admins Discretion is used when applying tournament suspensions for makeup matches. Teams that are not at fault for multiple reschedules are removed from the suspension list once the proof (screenshots of communication with opponents) is sent to PPD Admins via text at 573-468-5347 and reviewed. Teams who send proof of not being at fault on the weekend are not removed from the suspension list until the following Monday unless a Monday holiday dictates delay.

DO NOT RESCHEDULE A LEAGUE MATCH TO PLAY A DRT. Players found guilty of canceling a league match and playing a DRT instead are placed on a 30-day suspension from PPD Tournaments.

No Call No Shows (NCNS) When an attempt to contact an opposing team result in no reply, the next step is to message PPD Admins at 573-468-5347. The person on call will work to contact the team captain and partner(s). When contact remains unobtainable and the match is not played, a No Call No Show is applied.

NCNS are applied to any team that gives less than 2 hours of advanced notice of a reschedule unless an emergency is involved.

Teams involved in NCNS should send all efforts to contact via text message to 573-468-5347, to enable penalties to be applied to the offending team.

NCNS Penalties: 30-day tournament suspension and loss of 4 match point totals – penalties doubled for each offense. Any team with 3 NCNS is removed from the league and placed on a 1-year suspension from all PPD activity including the TOC.

Substitutes When substitutes are used, captains need to be aware of the following rules.

When using a sub in capped leagues, the captain is responsible for confirming the team fits under the cap with the sub used. When deciding caps for active leagues, use player stats from the league roster. If players are not listed on the roster, use the stats from the Best-Known stats page. If the player is not on the roster and is also not on the Best-Known stats page, see Page 7 “Handicaps/Caps/Stats for Active Leagues”.

Team captains should communicate with opponents about subs name and stats prior to starting the match.

Substitutes first and last name must be manually added to the board prior to starting the match. In handicapped leagues, substitutes stats must also be manually added to the board for handicapping when adding their name.

If the captain is not present at the location for a match, one of the players on the team should be the “acting captain” of that match and their contact information should be shared with the opponents of that match in advance.

New substitutes that have not yet played in the league cannot be used during the last 3 weeks of the league unless approved by match opponents. The last 3 weeks of the league include the last 2 scheduled matches along with any matches played during Makeup Night/Playoffs.

The main players on a team cannot substitute for another team within the same league.

A player cannot play on two teams within the same match.

No Cap No Handicap league matches may be played out with mistakes on subbing ONLY IF opponents are communicated with about the mistake and PPD Admins are texted at 573-468-5347 to fix the names within the match for proper statistical retention and match assignment.

Restarting Matches and Match Refunds Once a match is started, boards do not give the ability to make changes, which requires a match to be restarted and additional league fees to be added to boards. Match refunds are issued to team captains via PayPal when matches are restarted.

Players who must add extra league fees at the board can receive a match refund for the additional fees by texting PPD Admins at 573-468-5347. Match refunds are sent weekly on Thursday's.

When players start a match with incorrect handicaps the match should be restarted. This requires additional league fees to be added to the machine. The only circumstance where matches with incorrect handicaps should not be restarted is if both teams involved in the match agree to play the match out with incorrect handicaps.

When players start a match with incorrect shooting order, the match should be restarted if it is within the first 5 games. After 5 games are played in a match with incorrect shooting order, the match should only be restarted if both teams agree.

Ghosting League matches may be started or finished with a missing player by pressing the “player change” button to advance the game past the missing player. This can be done when a player has experienced an emergency and must leave during a match. When both teams are aware of a player that is late, but agree to start a match, ghosting may be done for the missing player until the player arrives, at which time the player may resume play. Ghosting may only be done for a maximum of 5 games within a match.

Shooters Advantage Rule = Backing up darts to correct a beneficial but miss-scored dart that is still in the board. Some programs use “the board never lies” rule. PPD DOES NOT USE BOARD NEVER LIES RULE. Refusal for an opponent to correct a dart when proper procedure is followed is means for penalties at PPD Admins discretion, including possible loss of game after being reviewed by PPD Admins.

If playing in league and wish to correct a miss-scored dart:

Leave the darts in the board and contact the opposing team. Stop the match by pressing the back-up button and continue to press the back-up button until contact is established with the other team. Send a photo, if necessary, to show the beneficial dart that is needed to be manually scored or re-scored. Communicate with the other team until the back-up and or scoring issue is approved and resolved to complete the turn.

When a miss-scored dart is the third dart, stop the match by pressing the back-up button when the machine comes back to your team's next turn. Continue to press the back-up button until contact is established with the other team. When a miss-scored dart is the third dart, backing up through that entire turn will be required. Arachnid G3s allows for multiple rounds of backing up darts when needed. Send a photo to show the beneficial dart that is needed to be manually scored or re-scored. Explain to the opponent that they need to approve the back-up to allow re-scoring of the third dart of your team's previous turn – and – discuss the fact that the re-scored third dart for your team might have changed the strategy of the opposing team had they known the actual score of that third dart. You and the opponent must discuss and decide if they would rather re-throw their darts or have them re-scored as thrown. Either choice is fine depending upon what the opponent wants to do.

When a miss-scored dart is the third dart, and the opposing team wins the game before communication can be established. Unless the miss-scored third dart would have won the game for your team, the game is over. This miss-scored third dart is moot. When the miss-scored dart is the third dart, a winning dart for your team, and the opposing team's darts are thrown scoring winning darts for the opposing team, causing a false-scored game-win. In this scenario, the machine will score the game-win for the other team before communication could be established. Leave the darts in the board and contact the opposing team. Do not start the next game, of the match, until communication is established. Send a photo to show your team's winning miss-scored third dart. Then, continue the match as normal. After the match is complete, both teams must notify PPD Administrators to record the proper match-score.

Withholding agreement to allow manual re-scoring of a beneficial dart as described in this Shooter's advantage rule is cause for penalty when reported and verified by administrative review of match video.

Forfeit Rule When a rescheduled match is not completed, a match forfeit is applied to close the match out. Each team's win percentage in the league is used in deciding the wins and losses for the missing match, an extra win can be awarded for teams that are actively making an effort to reschedule the match. When a match is forfeited, league fees are deducted from both teams' league payouts. PPD discretion in enforcing rules related to rescheduled matches is based on both teams' willingness to resolve the situation and reschedule the match.

Forfeit Application in Standard Leagues: Rescheduled matches from the 1st Half of a Standard League must be played by the leagues "Mid-Season Freeze" date on the schedule. Matches not

played by “Mid-Season Freeze” are closed out using our forfeit rule on the following business day. Rescheduled matches from the 2nd Half of a Standard League must be played by the leagues “Makeup Night” date on the schedule. Matches not played by “Makeup Night” are closed out using our forfeit rule.

Forfeit Application in Express Leagues: Rescheduled matches in Express Leagues must be played by the leagues “Makeup Night” date on the Schedule. Matches not played by those dates are closed out using our “Forfeit Rule”. All forfeit scores in Express Leagues are applied following the leagues scheduled “Makeup Night”.

A team can forfeit a maximum of 3 matches in a PPD Remote League. Captains in charge of teams with 3 forfeits are subject to Major Tournament suspension at PPD Admins Discretion.

Forfeited matches and games count towards games/matches/points at www.dartstoc.com.

Doubles Forfeit: \$20.50

Triples Forfeit: \$25.50

4-Person Forfeit: \$32.50

Doubles No C/No HCP Forfeit: \$24.50

When a forfeit is due to NCNS, the offending team pays \$7.50 more and the non-offending team pays \$7.50 less.

Dropped Teams When a team drops from a league without being replaced, PPD uses their best judgement on how to move forward based on the details of the league. In most cases, the teams involved in matches against the dropped team are refunded the Prize Money and Tournament Fund \$6/Player. Teams still receive credit for the matches played against these dropped teams. In other circumstances, full match refunds are given, and matches are deleted.

NOTE: Teams that are removed from leagues, for any reason, forfeit all entry fees and prize money paid into the league. This includes teams that are removed due to suspension.

NOTE: Dropping from a PPD Remote League without a replacement team results in penalties. At minimum, 90-day tournament suspension.

Section 5: Machine Errors, Cameras, Throw Lines

Machine Errors and Cameras When a board is not working properly, players must communicate to resolve issues. If you are playing in a league match and notice a machine issue, stop the match, and contact opponents to discuss options.

Cameras Every team playing should have a working camera to continue participating. If playing in a PPD league and notice a team’s camera is not working:

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

Take a picture of the camera outage for proof.

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

Most camera issues are fixed with a simple board update. Work with opponents to reboot their board. The team with the working camera should stay in the match while opponents cut power to boards, wait 30 seconds, turn the board back on and hit the triple 20's repeatedly to initiate the "update screen" on the board. After the update completes, 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 the board up as a new match, it should then give the option to continue the suspended match 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.

Continuing to play a match without working cameras is agreeing that you are ok with playing that way. Matches are not replayed due to non-working cameras after completed. Resolve camera issues right in the moment by stopping the match and not continuing to throw another dart until it is resolved. Players should never argue with each other. Get Admins involved when situations become difficult by texting 573-468-5347. The admin on-call will step in to resolve the situation.

Other Machine Errors, Suspending and Cancelling Matches

When Machine errors occur that are out of players and PPD Admins control, it can cause a match to need to be suspended or cancelled.

Suspending a match Suspending a match is like pausing a match to be picked up at another time. Players can achieve this by cutting power to a board. Cutting power to the board will keep the match on the board to be continued at another time. Suspending a match becomes necessary anytime a match cannot be completed on the same day, and the teams wish to finish it at another time. Suspending a match is also how players can "pause matches" to deal with board issues, like connectivity or camera issues.

Cancelling a match Canceling a match is completely ending a match, which removes the match from boards, and makes it unable to be finished where the teams left off. If a match is cancelled by mistake, the boards will require additional league fees to "restart" the match. Instead of picking up where the match left off, it would start at the beginning. At that point, the match can be completely replayed, OR teams can manually skip through the games already played and pick up where they left off. When games are manually skipped, teams **MUST** notify PPD Admins via text messaging 573-468-5347 so we can purge those "skipped" games from the statistical data. More information on adding additional fees, see Page 17, "Restarting Matches and Match Refunds".

To cancel a suspended match, both "teams" need to be in the board, however, this can be completed by 1 team using 2 boards at their location.

First: 1 of the boards must be a board used in the original match. On that board, set up the match like you want to continue where you left off by selecting, **“LEAGUE MODE”**, then **“PLAY LEAGUE”**. An option to continue the suspended match should show.

Next: On another board, set up the match like you want to start a new match by selecting, **“LEAGUE MODE”**, then **“PLAY LEAGUE”** and setting the match up like it’s the original match. It should then ask if you want to continue the interrupted match or start a new match. You want to Continue the interrupted or suspended match. Once the boards connect and get to the main screen, you will cancel the match by pausing the game and choosing **“Exit League”** or **“Cancel Match”**.

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 post-match. The footage provided by the dartboards is low quality, which makes it very hard in some circumstances to prove throw line violations.

Teams that purposely wave arms around or try to distract/disrespect teams can face a tournament suspension following the match if proven guilty. Throw line claims must be sent to PPD Admins within 48 hours of the match. Once a throw line is submitted, Admins will review, investigate the issue and be in contact with the person who made the dispute.

Players should not throw darts at the board the match is being played on during their opponents turn.

Text: 573-468-5347

PPD Contact Submission: https://www.dartstoc.com/RWDTOC/CU/CU_Player.aspx

Section 6: Player Etiquette, Good Sportsmanship, Ethics

Respectful Conversation

A player who registers for, and or participates in, any PPD activity accepts and agrees to abide by the PPD Code of Conduct and agrees to accept the consequences for failing to uphold the following Standards:

PPD players shall exhibit high ethical standards at all times when engaged in any activity involving* the sport of darts. Failure to maintain this Code is deemed “Actions Detrimental to the Sport” and cause for penalty.

PPD players are required to exhibit leadership and good sportsmanship at all times, to assist others whenever possible and share information about darts without animosity, complaint or sarcasm. PPD players shall refrain from derogatory, comments intended as humor because humor is often misunderstood, especially in the context of a written comment. Confrontational behavior (physical or verbal), insulting, demeaning, rude, argumentative or arrogant comments are never acceptable. **All persons involved in any darting activity and interaction are to be treated with utmost respect at all times.**

Drinking alcohol, competitive outburst or any other loss of emotional control is not an excuse for any misbehavior or nefarious comment. “Involvement”* in darts extends beyond actual darting activities such as league or tournament competition. “Involved” also includes interactions and discussions of any kind relating to darts, or because of darts, including personal interactions and within the context of social media, electronic messaging, texting and every other interactive scenario.

By participating in PPD Events, players concurrently pledge to the following:

“I pledge to exhibit leadership at every opportunity. I will represent the sport of darts in a positive manner at all times and in all my darting activities, both public and private. Should I make a mistake, I will not defend it but instead take immediate action to correct my mistake without hesitation. I understand that anything less is detrimental to the sport of darts.”

Match Protests When a protest is made, PPD Admins refer to the rules to make sure there is a reasonable dispute, then apply the appropriate rule to address the dispute. Match protests must be sent to PPD Admins within 48 hours of the dispute. Once a protest is submitted, Admins will review, investigate the issue and be in contact with the person who made the dispute.

Text: 573-468-5347

PPD Contact Submission: https://www.dartstoc.com/RWDTOC/CU/CU_Player.aspx

PPD reserves the right to address misconduct once reported stemming from any PPD Event. Bad behavior results in disciplinary action and/or possible suspension from the PPD activities. PPD players should treat others how they wish to be treated.

Always work with the opposing team to resolve a problem as quickly and reasonably as possible. PPD DOES NOT TOLERATE poor sportsmanship or unethical conduct! Any negative, aggressive, or abusive behavior of any kind results in penalties. PPD reserves the right to address any misconduct once reported stemming from any darting activity including but not limited to: PPD sanctioned league match play, or any other darts activity, whether PPD sanctioned league function or not. Bad behavior will result in disciplinary action and/or expulsion from the PPD program at sole discretion of the PPD.

Ethics...Unethical conduct such as but not limited to abuse of equipment, poor sportsmanship, unwillingness to make up a scheduled match or any attempt to manipulate league standings is unethical and cause for penalty at PPD discretion. Violations may be cause for forfeiture of a match, probation, expulsion from league including forfeiture of all league prize monies, a tournament suspension or suspension from all tournaments. The degree of the penalty assessed by the PPD is above the local PPD Partner and at the PPD’s sole discretion. A team that is expelled from a PPD league may be expelled for any amount of time deemed appropriate by PPD Administrators. An expelled team or player forfeits all PPD privileges.

These rules are meant to provide a foundation for an enjoyable dart playing experience. Never use any rule out of the context for which it was written. In doing so you may be causing more problems than the rule was originally meant to help or prevent. Never allow misplaced competitiveness to overshadow the real purpose of the dart leagues, which is to have FUN.