



PPD League

DETAILS & 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 sanctioned PPD leagues enables players, who meet certain standards, an opportunity to compete in PPD Major Tournaments like All-Star Triples, PPD Nationals & the Tournament of Champions (TOC).

League Assistance 9am-9pm CST Daily: Text 573-468-5347

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Section 1: Basic Information

Age Requirements: PPD does not have youth leagues, but youths are welcome to play in leagues with prior approval from the location. Additionally, minors should be under supervision of a non-drinking adult. Players of any & all ages are required to file form W9 & will receive a 1099 for tax purposes if yearly earnings exceed \$599. Must be at least 18 years of age upon date of registration to participate at the On-Site TOC.

League Types: Standard or Express. Both 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:

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

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

Limited holidays scheduled off: Thanksgiving Eve, Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Eve & New Year's Day.

Standard Leagues:

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 effecting playoffs, playoffs are pushed up 1 week.

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

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

League Options for both types:

Team Sizes: 2-Person, 3-Person & 4-Person

Team Types: Open, Mixed, Women's, Men's

Caps: Capped or No Cap: Teams must be under league cap at the time of registration

NDA: All teams in an NDA league must be from an NDA member vendor. View player NDA details on the details page of the current year's All-Star Rank List.

Handicap: No Handicap, Spot Points/Marks Handicap, Spot Points/Marks Reverse Handicap. Players 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: Regular (without Singles Games), or Regular with Singles Games.

No Cap/No Handicap Leagues: 4 Extra Games + All 01 Games are changed to 701

100 Cap Leagues & Below are set to 20-round limit for cricket. 110 Cap Leagues & Above have no round limit.

Doubles Match Format		
Each player will play in 15 of the 15 games as follows:		
Game 1	501 Freeze -	Team
Game 2	501 Freeze -	Team
Game 3	501 Freeze -	Team
Game 4	501 Freeze -	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 oi/oo Stacked -	Team
Game 12	501 oi/oo Stacked -	Team
Game 13	501 oi/oo Stacked -	Team
Game 14	501 oi/oo Stacked -	Team
Game 15	501 oi/oo Stacked -	Team

Doubles Match Format with Singles Games		
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 -	Team
Game 7	501 oi/oo -	Player 1
Game 8	501 Freeze -	Team
Game 9	501 oi/oo -	Player 2
Game 10	501 Freeze -	Team
Game 11	Cricket -	Team
Game 12	Cricket -	Player 1
Game 13	Cricket -	Team
Game 14	Cricket -	Player 2
Game 15	Cricket -	Team

Triples Match Format		
Each player will play in 12 of the 15 games as follows:		
Game 1	701 oi/oo Stacked -	Team
Game 2	501 Freeze -	Players 1, 2
Game 3	501 Freeze -	Players 1, 3
Game 4	501 Freeze -	Players 2, 3
Game 5	701 oi/oo Stacked -	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 oi/oo Stacked -	Team
Game 12	501 oi/oo Stacked -	Players 1, 2
Game 13	501 oi/oo Stacked -	Players 1, 3
Game 14	501 oi/oo Stacked -	Players 2, 3
Game 15	Cricket -	Team

Triples Match Format with Singles Games		
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 oi/oo Stacked -	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 oi/oo Stacked -	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 -	Players 1, 2
Game 2	501 Freeze -	Players 1, 3
Game 3	501 Freeze -	Players 2, 4
Game 4	501 Freeze -	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 oi/oo Stacked -	Players 1, 2
Game 12	501 oi/oo Stacked -	Players 1, 3
Game 13	501 oi/oo Stacked -	Players 2, 4
Game 14	501 oi/oo Stacked -	Players 3, 4
Game 15	701 oi/oo Stacked -	Team

NOTES: There are only breaks in Regular Doubles leagues. All other Leagues do not have breaks. Players can take breaks without holding up the match during the games they are not playing in.

Match times are expected to run no more than 2 hours. PPD reserves the right to adjust match formats of any league to achieve 2-hour match times.

Player Ratings & Team Caps: A Player Rating (PR) is derived from a player's PPD & MPR.

A Player rating is calculated by multiplying the MPR by 10, then adding the PPD. A team cap is based on the combined PR (CPR) of the players on a team.

Player ratings for leagues are based on the skill level at the time of registration. All teams must be under the league cap at time of registration.

If a player only has data for either game type, they have a "10% Conversion" for their PPD or MPR.

Any player with statistical data through PPD or a PPD Vendor Member can be found at dartstoc.com on the Best-Known Stats Page.

New Players or those without stats: There are a few questions to ask when deciding what handicap to start a new player.

1) Are stats available on the Best-Known Stats page at dartstoc.com? If so, that means we have statistical data on this player from either PPD participation or participating in a PPD Vendor Members Leagues. When stats are found on this stats page, they should be used for capping & handicapping purposes. 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 & 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 & 1.75 MPR = 35.5 Player Rating

If a player knows they can throw higher than the new player minimum stats, they MUST put themselves in as so. Team captains should communicate with opponents about subs handicaps prior to starting your match.

New players play their first league match with either new player stats or higher. After they've played 1 match in the league, handicaps change weekly based on how the player is performing in the league.

Establishing Stats: After participating 4 matches in 1 league, a player establishes a league "Best-Known" stat.

For statistical retention, all games must be open in/open out. All cricket games must be Split (Double) Bull. All 01 games must be full (Single) Bull. A league must have at least 4 games of one type to count towards a "Best-Known" stat of that game type.

The statistical year begins July 15 and runs through July 14 year to year. To accurately/fairly flight for the Tournament of Champions (TOC). Stats from the previous year are not purged from a player Best-Known until after the On-Site TOC; on or about November 1 yearly. PPD keeps statistical data for up to 3 statistical years.

Capped Leagues Only: Breakout Rule: We expect players performance level to go up & sometimes down as they play in a league. A team can play in a league if they are under the cap at 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. Break-Out Team = A team that performs 25% or more over the league cap. Additional penalties can be applied to breakout teams at PPD Staff Discretion if foul play is involved.

Section 2: Team Captain Responsibilities

League Registration & Getting Started: The League Signup Grid shows available leagues for registration. Teams register for leagues of their choosing by clicking the “Join this league” button.

By submitting a registration, the team members confirm their understanding 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 & distribute said information to teams in my league.

I will only use another players contact information for communication regarding league. The messages sent to opponents will be always 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.

PPD Admins will give at least 2-days advanced notice of league starting. Team Captains are emailed and texted 2 days prior to a league starting. The day the league starts, PPD Admins email the league Schedule & Captains list to team captains by 2pm CST. After the first night of league, players can find their league Schedule, Roster, Stats, and Captains list in their PPD Player Account.

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

PMC is to be initiated on or before the day of play, by 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 is means for penalties, starting with 30-day tournament suspension and loss of points on the All-Star Rank List. Penalties are increased with each offense at PPD Staff discretion.

NOTE: Opponents should never argue. If conversations take a turn, get admins involved!

NOTE: 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 penalty at PPD Staff discretion.

Before starting, confirm Shooting Order & Handicaps are correct.

When subs are used, captains take on the following responsibilities:

Confirm sub fits under the cap.

Communicate with opponent about sub name & stats.

Manually add sub name & stats (if handicapped league) at the board.

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

New substitutes that have not yet played in the league cannot be used the last 2 weeks of league unless approved by match opponents.

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 cancelling or rescheduling matches with less than 2 hours' notice, unless there is a verifiable emergency involved. For details see, Section 5: Reschedules, No Call No Shows & Forfeits.

Collecting league fees for the team & setting up the board: **DO NOT ADD LEAGUE FEES** to the board until **AFTER** your board connects with your opponents & PMC has been initiated to confirm they are at their location and ready to play.

Breaks during a match: The only league format where scheduling breaks becomes necessary, is the regular doubles league. For regular doubles leagues **ONLY**, communicate about when breaks will be taken & how long. 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 unnecessary match delay and garners penalties at PPD Staff discretion.

Player Account Details: Player accounts are used for several things such as, registering for tournaments, viewing current league details & captains lists, find documents, find PPD Admin contact information, edit league registrations, and much more.

A player account is not required to register for league, but a player account is required before a player will be paid league prize money. A W9 form is not required for league play but is required for tournament play.

Names of any players that have previously played in their vendors league leader account will be available on the vendor 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 vendor list of available players, Message 573-468-5347 to notify PPD Admins. In that message include the players First Name, Last Name, and Vendor. It takes a minimum 24 hours for a player to be added to that list after request is sent.

Section 3: League Play

Setting up the machine:

1. At the board select, "*LEAGUE MODE*", then "*PLAY LEAGUE*"
2. Choose your league, then confirm & 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 & 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 & details of any subs that are being used in the match. **DO NOT** hit start on the match until you have communication to & from opponents. If the captain is not present at the location, one of the players on the team should be "acting captain" & their contact information should be shared with opponents.

Restarting Matches & Match Refunds Once a match is started, boards do not give the ability to make changes, which require 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, which requires additional league fees to be added to the machine – UNLESS both teams involved in the match agree to play the match out with incorrect or missing handicaps.

When players start a match with incorrect shooting order, the match should only be restarted within the first 5 games. After game 5 in a match with incorrect shooting order, matches should not be restarted unless both teams agree to restart.

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.

Team captains are responsible for confirming correct shooting order and handicaps prior to starting a match. Once a match is started, it is not restarted to fix shooting order unless BOTH teams agree. Matches started with incorrect handicaps are considered illegal matches & must be replayed or forfeited, unless both teams agree to play it out.

Players found to be playing under false name or stats are subject to penalties at PPD Staff discretion.

Handicap Details: In PPD Leagues, handicap is based on PPD & 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 & MPR. For additional details for calculating handicaps, please visit Arachnid360.com.

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 staff 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.

NOBODY should ever be playing without stats in the board in a handicapped league.

70% & 75% Rules: In handicapped leagues, when both teams in a match have completed at least 60 games & one team has a win percentage of 70% or higher, extra handicapping measures are put in place.

70% & 75% Rules: In handicapped leagues, when both teams in a match have completed at least 60 games & one team has a win percentage of 70% or higher, extra handicapping measures are put in place.

70% Rule is used by any team whose win percentage is between 70% - 74.9%, that played at least 60 games in the league. The highest player in each game (including singles) throws 2 darts and hits the red button to skip their 3rd dart on the first round of every game. (15 total darts given up in a match) 75% Rule is used by any team whose win percentage is 75% or higher, that played at least 60 games in the league. Every player in each game (including singles) throws 2 darts then hits the red button to skip their 3rd dart on the first round of every game.

Exceptions where 70% & 75% Rule is not used:

Either team involved in the match have less than 60 games.

If the opponents of the team that is 70% or above is within 5% points of the team above 70%.

Leagues with the start date of 1/1/2022 or later do not use 70% & 75% rule – being phased out.

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 team mates to correct a dart is means for penalties, including possible loss of game after being reviewed by PPD Admins.

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

Do not remove darts from the board. If the dart falls out of the board or is removed, it is too late - the shooters advantage rule CANNOT be used.

Pause the game – Call Opponents – Take Picture of Darts – Wait for approval – Backup & Re-score the mis-scored dart by tapping in by the flight.

If your opponents do not give approval, keep track of all communication along with picture proof of your darts. Text this information to 573-468-5347 for admins to review the following business day.

Section 4: League Fee Distributions & Payouts

League Fees: League fees must be added to the board before a match can start. Do not add league fees until you have confirmed with your opponents that they are at the location and ready to play.

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

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

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

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

Distributions:

\$4/Player towards Prize Money

\$3 towards per win Prize Money & \$1 towards positional Prize Money

\$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 money is split between the vendor & PPD. These funds are used to pay normal business operating costs, administration, promotions, advertising, and other Added-Money tournaments ran by PPD.

Dropped Teams: When a team drops from a league without being replaced, the teams involved in matches vs. the dropped team are refunded the Prize Money & Tournament Fund \$6/Player. Teams still receive credit for the matches played vs. these dropped teams. In other circumstances, full match refunds are given, and matches are deleted. It all depends on the circumstance of each league at PPD Staff Discretion.

Getting Paid:

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

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 to subs by changing the option in their PPD Player Account. This must be done prior to the leagues "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 & Sunday leagues are paid the following Monday.

League Winnings can be viewed on the "Payouts" page link under the Leagues tab
<https://www.dartstoc.com/RWDTOC/PayoutRW.aspx>

Section 5: Reschedules, Forfeit Rule, Match Delay

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 cancelling 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 league at PPD Staff discretion. There are very limited reasons why a team would have 3 missing matches at once. PPD Staff discretion is used based on each situation. Emergencies and unforeseen circumstance give leniency, but teams must make an effort to makeup matches quickly to remain in the league.

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

Forfeit Rule: When a rescheduled match is not completed, a match forfeit is applied to close the match out. Each teams win percentage in the league is used in deciding the wins & losses for the missing match, plus 1 win for a team that is active in efforts 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.

Forfeited matches & games count towards games/matches/points for PPD Tournament eligibility.

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 & the non-offending team pays \$7.50 less.

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

NCNS are applied to any team that gives less than 2-hours 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 & loss of 4 match point totals – penalties doubled for each offense. Any team with 3 NCNS is removed from the league & placed on a 1-year suspension from all PPD activity including the TOC.

Breaks and Match Delay: The only league format where scheduling breaks becomes necessary, is the regular doubles league. For regular doubles leagues ONLY, communicate about when breaks will be taken & 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 unnecessary match delay and garners penalties at PPD Staff 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 & they are throwing a "miss" dart to extend the shot clock time. DO NOT pause the shot clock because you are playing another match & 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.

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 & be in contact with you within 3-5 business days.

Text: 573-468-5347

Email: kspurgeon@playmor.com and/or cgriggs@playmor.com

Section 6: Extra League Details; Mid-Season Freeze & Playoffs

Mid-Season Freeze & 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 & 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 & 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.

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.

Section 7: Machine Errors, Cameras & Throw Lines

Machine Errors & Cameras: When a team is not working properly, players must communicate to resolve issues. If you are playing in a league match & 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 & notice a team’s camera is not working:

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

Call your opponents & let them know their camera is not working. (Nicely because it is out of their control & 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 & 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 & 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 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 & 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 & Cancelling Matches

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

Suspending a match is like pausing a match. 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 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 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 Staff via text messaging 573-468-5347 so we can purge those "skipped" games from the statistical data. More information on adding additional fees, see Section 3: Restarting Matches & 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 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*" & 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 & get to the main screen, you will cancel the match by pausing the game & 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 following the match.

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.

Send all throw line claims to cgriggs@playmor.com and/or kspurgeon@playmor.com within 48 hours of match completion.

Section 8: Player Etiquette, Good Sportsmanship & Ethics

Respectful Conversation: Do not argue or disrespect opponents. Opponents should NEVER argue. Get help from admins to resolve any issues. This includes negative comments about strategy. Unless a team is violating the rules – keep it to yourself. VIOLATIONS TO THIS RULE ARE MEANS FOR AT LEAST IMMEDIATE 30-DAY SUSPENSION.

PLAY AT YOUR RISK. At any time DO NOT post on Facebook about opponents to accuse someone of sandbagging or throwing higher/lower than you believe they should. These claims should all be emailed to kspurgeon@playmor.com and/or cgriggs@playmor.com to be reviewed with 1-5 business days.

Negative, uncooperative, aggressive, or abusive behavior of any kind is penalized. 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. Treat others how you wish to be treated.

Player Etiquette & Good Sportsmanship: Players are required to conduct themselves in a positive manner. Misguided competitiveness is not an excuse! Drinking is not an excuse! Always work with the other 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 will result in penalty. 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 penalty assessed by the PPD is above the local PPD vendor/member and at the PPD’s sole discretion. A team that is expelled from a PPD league may be expelled for any time frame 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. Common sense and good sportsmanship will