The Shooter's Advantage

The Shooter's Advantage Rule The Shooter's Advantage Rule is the procedural correction/application of beneficial but miss-scored/non-scoring dart(s). It is applicable in all PPD tournaments and league play, including the on-site TOC. A dart that sticks in a board segment that is beneficial to the shooter but did not register that segment can be manually scored to the advantage of the shooter. Additionally, a dart that flights a beneficial dart (or segment) on the way in, but sticks elsewhere, is not manually unscored to the disadvantage of the shooter. A beneficial dart that is thrown and sticks in a board segment, but does not register, can be manually scored to the advantage of the shooter.

To use the Shooter's Advantage Rule during PPD play:

- Do not remove any darts from the board.
    - If the misregistered dart is removed (or falls out of the board), then the Shooter's Advantage Rule can no longer be applied.
- Pause the game by pressing and holding the down button. If your turn ends before you can pause the game to correct your dart(s), wait at the board to pause it immediately when it comes back to your team. (Do not throw another dart or remove darts from the board until the misregistered dart is corrected. If another round is thrown by the team trying to correct a misregistered dart before correcting it, The Shooter's Advantage Rule cannot be used).
- Take a clear photo of the board face with your darts still in it. More than one photo may be necessary to clearly show what segment a dart is stuck in. Send that photo to the other team's captain for confirmation.
- Call, or otherwise contact, your opponents immediately to let them know that you had a dart miss-register and that you need to back up the match. Let them know that you have sent a photo of your darts to them for confirmation.
    - In most cases, the opposing team will have thrown during their turn before communication can be established and the misregistered dart(s) corrected. This will require the opposing team to back up, or "unthrow", their 3 darts to return the game to your previous turn. After the misregistered dart is fixed, the opposing team can either manually rescore their previously unthrown darts or they may choose to rethrow the round completely.
- As long as the first steps are followed, the opposing team is not permitted to reject your application of the Shooter's Advantage Rule. If you encounter a team that refuses to back up the game after you send them a photo of your darts, players should text admins immediately for assistance to enable them to enforce the rule on your behalf. Only after approval is given by the opposing team or admins are you allowed to backup and re-score the dart(s).

    - Players correct the miss scored darts by pressing in on the flights of the dart. Player's hands/fingers should never make contact with the actual board segments.

It is important that players remember to watch and keep the game paused when contacting opponents or admins with regards to applying The Shooter's Advantage Rule. The game will not stay paused indefinitely so you must continue to re-pause. If the shot clock continues to count down during your turn because of failure to keep the game paused, it will most likely result in the inability to apply The Shooter's Advantage Rule, as well as the probable loss of your team's subsequent turn(s) to shoot.
When a dart miss-registers, but the opposing team wins the game before communication can be established to correct the misregistered dart, there are two possible outcomes depending on if the misregistered dart is a "winning" one or not:

- Unless the misregistered dart would have won your team the game had it been corrected before the other team's turn, then the dart is moot; the game outcome will stay as-is. Prolonging or tying the game does not equate to a game-winning dart, only a winning dart is relevant.
- If the misregistered dart is a game winning dart, but the opposing team takes their turn and "wins" the game before the misregistered dart can be corrected, this is considered a "false-scored game-win" for the opposing team.
    - Leave the darts in the board and contact the admins. If the misregistered dart is removed (or falls out of the board), The Shooter's Advantage Rule cannot be used. Do not start the next game of the match until communication can be established with admins and a photo of the misregistered game-winning dart can be sent to the admins and opposing team as proof. Admins will direct teams on how to proceed.

PPD events do not adhere to the "Board Never Lies" methodology of other dart platforms. Approval to correct a miss-scored/non-scoring dart is not at the discretion of the opposing team. If all conditions are met in accordance with PPD Rules and The Shooter's Advantage Rule guidelines available on www.dartstoc.com, the opposing team must allow the miss-scored/non-scoring dart(s) to be corrected. Any player found guilty of withholding agreement for the manual re-scoring of a beneficial dart as described in The Shooter's Advantage Rule are subject to penalty such as suspension when reported and verified by review of match footage.

Players should never score or fix a misregistered dart without sending a picture and receiving the opponent's approval first. When reported, admins review video footage post-match for any illegally scored darts or misuse of The Shooter's Advantage Rule. Because admins cannot review match footage during the match, it does not affect the outcome of the match or bracket but results in penalty such as suspension when reported and verified by review of match footage. All penalties applied at PPD Staff discretion.