



# All-Star Triples Details

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2021 All-Star Triples  
Up to \$34,000 in payouts for each monthly All-Star Triples  
= \$408,000 total payouts for 2021.

Main Event Information:

- Up to 20, 16 team flighted triples brackets each event.
- Triple Elimination.
- 3-person (triples) team cap is 210 CPR.
- 3<sup>rd</sup> Saturday of every month
- \$75 entry fee per team with 100% payback.
- Added money: \$500 added to each FULL 16 team bracket. If less than full bracket, added money is prorated proportionate to the number of teams in the bracket.
  - Positional Prize Money Example – Full 16 team bracket with \$500 added
    - 1<sup>st</sup> Place - \$642
    - 2<sup>nd</sup> Place - \$483
    - 3<sup>rd</sup> Place - \$321
    - 4<sup>th</sup> Place - \$254
- Entries restricted to eligible PPD Remote leagues players. An eligible player is:
  - A player who has an established player rating (PR) on dartstoc.com.
  - A player who has played 3 PPD Remote league matches or 2 PPD Remote league matches and 1 Daily Remote Tournaments within the preceding 30 days of registration.
    - NOTE: Eligibility changes daily as new matches come in & old matches fall out of the 30-day window. Eligibility is based on participation within 30 days of registration.
    - NOTE: Makeup matches out of the 30-day range do not count towards eligibility
    - NOTE: Played ahead matches do count towards eligibility.
  - A player who has established a User Account with a W9 form filed for the current calendar year.
  - An eligible player must previously establish a PPD Tournament Stat. PPD Admins may adjust non-tournament player's PR by adding 15% to generate a temporary flighting PR at the time of flighting based on discretion of PPD Admins.
  - Check eligibility here: [Tournament Eligibility Tool](#)
- Registration info:
  - Registration is completed by players using their PPD User Account. The team captain logs into their account and clicks, "Register for a Major Tournament". Team captain follows pages to register for the event & is then directed to PayPal to pay for the event entry (\$75 per team).

- Registration typically opens the 5th Wednesday prior to each All-Star unless circumstances dictate a delay, in which case registration will open as soon thereafter as possible. Players should join and use the PPD's Facebook group page for updates and information about each tournament.  
Facebook: [Dart Leagues - PPD North America](#)
- To ensure full divisions and payouts, registration can close as early as 5pm CST the Thursday prior to each All-Star Event when the number of teams registered is divisible by 16. Otherwise, registration closes at 9pm CST on the Thursday prior to All-Star event.
- PPD tracks all Tournament data to run in breakout report to ensure players do not outperform registration stats more than an ordinarily expected amount. Data for each individual player is tested when at least 120 darts is thrown in X01 games or 120 darts is thrown in cricket games during tournament competition.
  - Breakout penalties applied at PPD Staff discretion.
- Format for All-Star Triples – Triple Elimination (Race to two, unless posted otherwise):
  - Winner's side of bracket for first three rounds and Final round:
    - Race to 2 – All Cricket. Winner of cork starts first cricket game. Loser of first cricket game starts second cricket game.
      - Select "WIN" league code on machine.  
501 for cork  
Cricket  
Cricket  
If needed:  
501 for tiebreaker cork  
Cricket
    - Race to 4 – All Cricket, Winner of cork starts first cricket game. Loser of first cricket game starts second cricket game and so on.
      - Select "WIN4" league code on machine.  
501 for cork  
Cricket  
Cricket  
Cricket  
Cricket  
Cricket  
Cricket  
Cricket  
Cricket  
If needed:  
501 for tiebreaker cork  
Cricket
  - Loser's side:

- Race to 2 – Cricket, 701. Tiebreaker – Cricket. Winner of cork starts first cricket game. Loser of first cricket game starts second game 701.
      - Select “LOSER” league code on machine.
        - 501 for cork
        - Cricket
        - 701
        - If needed:
        - 501 for tiebreaker cork
        - Cricket
    - Last Chance side:
      - ONE (1) game of Cricket. Winner of cork starts cricket game.
        - Select “LAST” league code on machine.
          - 501 for cork
          - Cricket
- Note: Cricket games are set to cut off at 20 rounds. 701 games are stacked score open in/open out with a full (50 point) bull. Cork is three-round 501 open in/double out with double bull (25 red/50 black point).

### Tournament Rules:

- Player Substitutions - Substitution is allowed up to 2 hours prior to start time. If substituting a player in a capped event the subs PR must be equal to or less than the PR of the person being replaced. Subs must meet all eligibility requirements.
- Finding your division and advancing on the bracket: Divisions are found at [www.compusport.ca](http://www.compusport.ca) by clicking on the “PPD 2019 – 2020 Events” icon, then by typing your name in the search box. Each team/location must have a device with internet access during the tournament (I-phone, I-pad laptop, pc, etc.) to enable live viewing of tournament division. PPD staff provides division info, league codes and a phone list in each players user account. Each team must have at least one player establish a CompuSport account & be prepared to score matches in the app.
- Players are expected to arrive AT LEAST 30 minutes prior to start time (1pm CST). During this time, it is the team’s responsibility to:
  - Check board connectivity- Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. Tournament competition is not held up for machine or internet connection issues. When problems are discovered prior to 1:30pm CST start time the team has 2 options.

- Staff will work with a team to move to their previously chosen secondary location – if time allows prior to forfeit time of 2pm CST. If time does not allow, the team will forfeit first match at 2pm CST and 2nd match if the 2nd match is waiting at 2pm CST.
  - The team can choose to be turned into a bye and refunded entry fee via PayPal.
- Captain's List: Participants can find the Captain's List in their User Account. This Captain's list will contain the correct contact number for every team. The phone numbers on this list are pulled from the User Account of each Team Captain. At least two hours prior to start time, every player must ensure that their Team Captain's phone number is correct. When a phone number is found to be incorrect participants can correct the number by editing the User Account information for the captain. Once the change is made in the User Account, the changed number will reflect on the captains list. If the wrong captain is showing for the team, players must notify PPD Staff immediately & reach out to every opponent prior to each match to ensure they have the correct contact information. Failure to do so results in penalty of All-Star Rank List point deduction for each player on the team and/or a one-month suspension from PPD remote tournaments when reported and proven following the tournament. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter.
- Pre-Match Contact: All Teams MUST engage in pre-match contact before EVERY match of the entire tournament. Failure to do so results in penalty of All-Star Rank List point deduction for each player on the team and/or a one-month suspension from PPD remote tournaments when reported and proven following the tournament. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter.
- All teams must start competition at 1:30 pm CST. Failure to start at 1:30 pm CST or immediately upon receipt of contact from opponent at any time between 1:30 pm CST and 1:45 pm CST results in automatic penalty of All-Star Rank List point deduction for each player on the team and/or a one-month suspension from PPD remote tournaments. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter thereafter.
- Forfeit processing begins at 1:45pm CST. Any team not competing at 1:45pm CST whose opponent missed pre-match contact must post on our FB page at that time. Missed-pre-match contacts must be reported for forfeit processing, beginning at 1:45 pm CST.

Failure to have reported a missed-pre-match contact at 1:45 and through the 2 pm CST forfeit time results in automatic one-month suspension from PPD remote tournaments for the team that did not properly report a forfeitable team. In addition, the team may be forfeited from the existing tournament.

- Forfeit time: 2:00 pm CST SHARP. Teams not playing at 2pm forfeit 1<sup>st</sup> match and 2<sup>nd</sup> match if the 2<sup>nd</sup> match is waiting. First forfeited match is scored by the first match opponent. Second match is scored by the second match opponent.
- Delay of match after forfeit time – All matches are expected to start immediately following post time on bracket. Any situation that causes a match delay, after 2 pm CST Forfeit time, must be reported by posting on the Facebook page to enable PPD staff to intervene and resolve the delay. Any match not started within 10 minutes of match post time is subject to forfeiture. Except for verifiable emergencies, all other match delays will result in automatic penalty of All-Star Rank List point deduction for each player on the team and/or a one-month suspension from PPD remote tournaments for the team that caused the unnecessary delay. Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter thereafter. Any delay found caused by lack of knowledge of rules and/or information as described garners the same penalty. Failure to report match delay caused by opponents garners the same penalty.
- Note 2: PPD can request screenshots of both, call and text logs for random or specific matches following a tournament to ensure pre-match contact.
- Most importantly – DO NOT CALL/TEXT THE PPD LEAGUE ASSISTANCE LINE FOR HELP DURING THE TOURNAMENT. Do not send Admins private messages on Facebook. All tournament questions should be posted to our Facebook Page: [Dart Leagues - PPD North America](#) . If you are not part of this group- JOIN NOW. It is crucial for your success during any PPD Major Remote Tournament. Without being a member of this group, you will have no form of communication with PPD Admins on tournament day.
- Communicating with PPD Admins is ONLY for those players still in the tournament. Once eliminated from the tournament DO NOT post or pm Staff about anything during the remainder of the tournament. This includes protests, suggestions, questions, comments or league issues. Please send any comments or concerns- good, bad or ugly - via email to [cgriggs@playmor.com](mailto:cgriggs@playmor.com). **Play at your own risk.** Violating this rule is cause for a penalty of All-Star Rank List point deduction for each player on the team and/or a one-month minimum suspension from PPD remote tournament(s). Point deduction amount is 50 points during the first quarter of the TOC-year then doubled each quarter.

- Player/team shooting order can be changed from match to match.
- Corking is done before each match to determine which team will throw first in the first game of the match. The winner of the cork is automatically set to start the first game of the match. After the first game of the match, the software automatically sets the loser of the previous game to start the next game, unless and until a tiebreaker becomes needed. Corking is also done when a tie breaker is needed.
  - The team found on the top of the match, as seen on the bracket is the home team and will cork first in all corking scenarios of a match.
  - How to cork:
    - Select the appropriate match format from the remote league menu.
    - Corking is facilitated during the first game of each match. Corking in PPD remote tournaments uses a three-round game of 501 Open-in/Double-out with a Double-Bull.
    - Establish your team's desired shooting order and set-up the match accordingly.
    - The selected first player on each team will throw all three of their darts (the first round). Usually these darts will be thrown at the triples 20s, but each player may choose to throw any target. The team with the lowest remaining 501 score after one round of darts thrown for each team wins the cork unless there is a tie. If there is no tie after the first round of corking, press the red button to skip the remaining players on each team to score the win for the cork-winning team. Then, proceed to the next game where the cork-winning team will automatically be set to throw first to start the match.
    - If there is a tie after each of the team's first players have thrown their darts (the first round), the next two players on each team will each throw their three darts to attempt to break the tie. The lowest remaining score after this second round of darts thrown for each team wins the cork unless there is a tie. If there is no tie after this second round of corking, press the red button to skip remaining players on each team to score the win for the cork-winning team. Then, proceed to the next game where

the cork-winning team will automatically be set to throw first to start the match.

- If there is a tie after each of the team's second players have thrown their darts (the second round), both teams must exit the match, exit the league menu and repeat corking process until there is no longer a tie.\
- Note: Corking-game data is deleted. Corking data is not retained for any player statistical records.
- IMPORTANT for "King Seat" teams – You are expected to use the final-match wait time to read the format directions provided on the bracket pertaining to the Final matches. King seat teams are expected to be ready to play the Final and to assist the other team to ensure there are no delays and no questions during the Finals matches. Send a team photo to 573-205-2601 while waiting for Finals to begin.
- Expected etiquette: All PPD remote league and tournament rules regarding good sportsmanship apply. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. Disciplinary actions including expulsion from tournament and league play privileges may be applied at sole discretion of the PPD.
  - All Rules are meant to provide a foundation for an enjoyable experience playing darts. Never use a rule out of the context for which it was written, in doing so you may cause more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to overshadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!! All rule violation penalties applied at PPD Staff Discretion.
- Payouts: A Team Photo is required from the top two (2) teams in every bracket/division - prior to prize-money payout. Photos are to be sent via text to 573-205-2601 within 10 minutes of the tournament conclusion. All payouts are sent via PayPal to the address listed in each winning player's User Account. Failure to maintain User Account with correct PayPal account info or to send an appropriate team photo results in prize payout delay until Thursday following tournament. Photo must EXCLUDE the appearance of any brand/logo not approved by the current PPD TOC Dress Code.
- The Shooters Advantage during remote tournament and league play is applied the same as onsite at the TOC. The Shooter's Advantage = backing up darts to correct a beneficial,



but, miss-scored dart or non-scoring dart. Short form: “A dart that sticks in a target but does not register that target, can be manually scored. A dart that flights a beneficial target on the way in, but sticks elsewhere, is not manually unscored.”

- If this happens – do not remove darts from the board. If the dart falls out of the board, 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 the game paused & post on the Facebook page for Admin Assistance. If you want to fix the dart, do not continue to throw until this is resolved.
  - If you cannot pause the game because the board switches to the other team, wait for the other team to throw. When it comes back to your teams turn, pause the match. They will have to back up their turn to get to your previous turn. Once you re-score your miss-registered dart(s), your opponents have the option to manually punch in what they hit before backing up OR they can re-throw.