

2018 All-Star Series: Last update 1/22/18

Definitions and acronyms:

Partners Promoting Darts (PPD) sanctioning body.

The PPD hosts an annual tournament named the Tournament of Champions (TOC) in Kansas City each October.

A TOC statistical league-year is July 15th- July 14th year-to-year.

Points-per-dart (ppd) is an average from X01 games.

Marks-per-round (mpr) is an average from cricket games.

"Best Known" (bk).

A "Player Rating" (PR) is determined by:

Multiplying a player's bk mpr by ten (10) then, add the sum to their best bk ppd. $(bk\ mpr \times 10) + bk\ ppd$

Additionally, the PPD requires everyone's mpr and ppd to be within 13% of each other. Adjustment are automatically made to mpr or ppd, when necessary, to ensure this outcome for each PR. A team of multiple player PRs added together form a "Combined Player Rating" (CPR).

A player's bk ppd or bk mpr can come from league or tournament competition:

- 1) **LEAGUE:** To establish a league ppd or mpr a player must compete in at least 24 games of X01 (with full bull) and/or 24 games of cricket in a league. Then, the player must compete in at least six (6) matches of that league for the league to remain an "eligible league" for statistical retention for that player beyond the league's ending date. And finally, a player's bk ppd and bk mpr is 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. Or,
- 2) **TOURNAMENT:** A tournament ppd or mpr average is established when a player has thrown a minimum of 120 darts and then up to their last 500 darts in X01 or cricket during any PPD tournament competition, including a combination of TOC and/or remote tournaments. Tournament statistics for each player is the last 500 darts thrown of each game type with the older thrown-darts purged from the average.

Player Ratings are retained for as much as three (3) years from any date and based upon bk stats of a player during all that time. The PPD's annual statistical year (aka TOC-league-data-year) runs July 15 – July 14 year-to-year. An “Annual PR Reset” is done each year on, or about, November 1, following the annual TOC, i.e the "Annual PR Reset date". This Annual PR Reset is done to purge data from players whose activities and data ended more than three years prior to the current statistical year, which began on the previous July 15th. Additionally, data is purged for any player who did not participate in at least 6 matches in any of the leagues that ended during the interim of the July 15 start of the current statistical year and the Annual PR Reset date. However, data is retained for players involved in leagues that started, but did not end during this interim, who may not yet have participated in six matches as of the Annual PR Rest date.

PR for players not currently participating in league during any TOC league-year is retained from the last TOC league-year the player participated in.

100% payback plus \$500 added money to each bracket/division (based on full bracket of 16 teams) - payout to 25% of field.

- Third Saturday of each month (except October). **August 2017 – June 2018**. 1:30 pm Central Standard Time.
- 3person teams – Capped at 210 CPR*.
- Flighted - 16 teams per division, unlimited number of divisions.
- Triple Elimination.
- Boards are limited to one team per board.
- Tournament games count toward TOC eligibility.

***CPR FOR CAPPED EVENTS:** All teams must fit under the cap at time of flighting. As team's register for an upcoming All-Star Triples event, and for those that register very close to the CPR cap, it is incumbent upon this type of team to ensure the team is comprised of players that remain under the CPR cap at the time of flighting, which occurs at close of registration. Keep in mind other tournament and league data accrues during the interim, which may cause an individual PR on a team to increase. Substituting is allowed. Those close to the CPR cap at registration should check individual PRs throughout registration and plan for a substitute when necessary. Teams found over the cap on Friday before the tournament are given an option to modify their team or to be refunded entry fee and removed from the tournament.

Entries restricted to eligible PPD Remote league players. An eligible player is:

- A player who is currently playing on a remote PPD league, who has participated in at least 24 games of 01 and 24 games of cricket to date after **July 15, 2017** and has other significant and verifiable traditional league data to establish an accurate ppd and mpr*.
- Has played TWO (2) scheduled remote league matches within the preceding thirty (30) days of the date of registration,
- Who has established a Player Account with a current W9.

* Players with only the minimal PPD league games played, meaning less than, at least three (3) times, the minimum required games for eligibility; must provide access to additional, verifiable, league or tournament data adequate for use in determining a PPD PR. Adequacy of data is determined at PPD staff discretion. PPD staff will apply a fifteen percent (15%) adjustment to stats of players using non-PPD generated data to ensure a fair PR is established. ppd and mpr must come from O/I O/O and Cricket 200 games. Additionally, the PPD requires everyone's mpr and ppd to be within 13% of each other. Adjustments are automatically made to mpr or ppd, when necessary, to ensure this outcome for each PR.

To Register: A player must establish a Player Account under the "Login" icon at www.dartstoc.com. Entry fees and prizes are paid via PayPal.

Registration begins at 10 am CST on Wednesday following each All-Star Saturday or as soon as practicable when delayed. Players should join and use PPD's Facebook group page for updates and information about each tournament. Dart Leagues - PPD North America - supported by: Horizon Dart Co.

<https://www.facebook.com/groups/HorizonDartsExtremeTeam/?ref=bookmarks>

Registration deadline is 9 pm CST on the Thursday prior to 3rd Saturday. Note: to ensure full divisions and payouts, registration is closed anytime within four (4) hours prior to 9 pm deadline when an even number of teams divisible by 16 is registered.

Entry fee: \$75 per team, required at time of sign-up. When payment is cleared, via PayPal, a confirmation email is sent to the person who registered a team. If payment process is not completed at time of registration an entry is automatically deleted after one hour.

100% payback plus \$500 added money to each full bracket/division, payout to 25% of field.

Payout example, based on full division of 16 teams, to 25% of field:

- 1st Place - \$642 to team (\$214 per player)
- 2nd Place - \$483 to team (\$161 per player)
- 3rd Place - \$321 to team (\$107 per player)
- 4th Place - \$257 to team (\$84.66 per player)

Plus, each participating player earns All Star points depending upon how their team performs in their bracket/division. Throughout the year, the top 3 All Star Tournament scores are multiplied by league points for all players. Points position on the All-Star rank list determines who is eligible for each of the Super Saturday Bonus Pools.

- 1st-2nd Place- 50 Points
- 3rd Place- 48 Points
- 4th Place- 46 Points
- 5th Place- 44 Points
- 6th Place- 42 Points

- 7th Place- 40 Points
- 8th Place- 38 Points
- 9th Place- 36 Points
- 10th Place- 34 Points
- 11th-12th Place- 32 Points
- 13th-14th Place- 30 Points
- 15th-16th Place- 28 Points

Tournament Breakout rule and penalty: Players on a team that contain any player whose tournament performance PR exceeds registration PR by 25% or more, will not receive points from the tournament.

Each player who has exceeded 120 darts thrown in X01 games or 120 darts thrown in cricket games during any of our tournaments (remote and/or on-site) establish a “tournament statistic” (stat). When a tournament stat is better than league stats it becomes a player’s new best-known stat.

PPD tracks all TOC and Remote Tournament data to run in breakout program 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. For many players, it takes multiple tournaments to gather enough data to establish a tournament stat in each type of game.

Tournament Rules:

1. Player Substitutions - Substitution is allowed up to two (2) hours prior to start time. If substituting a player in a capped event the sub’s Player Rating must be equal to, or less than, the Player Rating of the person being replaced, and the substitute must meet eligibility requirements specific to the event.
2. Finding your division and advancing on the bracket: Live divisions are found at www.compusport.ca by clicking on the “PPD All Star Triples” icon, then by typing your name in the search box from a mobile device, pc, or tablet. Each team/location must have a handheld internet access device 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 player account. Each team must have at least one players do the following:
 - a. Establish a CompuSport Player Account
 - b. Turn on “NOTIFICATIONS” to receive an alert each time a new match for the team is posted on the bracket
 - c. Enable “Scorekeeper” to enable them to score the team’s matches which moves the team on the bracket throughout the tournament.

3. Players are expected to arrive, at their selected location, at 1 pm CST, 30 minutes prior to start time. 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, 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. Or the team may choose to be turned into a bye and refunded entry fee via PayPal after the tournament ends.
4. Pre-Match Contact: All Teams must engage in pre-match contact before EVERY match of the entire remote tournament. Failure to do so is cause for loss of best All-Star tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) when reported and proven following the tournament.
 - a. Captain's phone number and lists: Simultaneous to bracket/division posting on CompuSport, PPD Staff load a Captain's phone list in every participating player's Player Account. This Captain's list will contain the correct contact number for every team in each player's division. The phone numbers on this list are extrapolated from the Player Account information of the person designated as Team Captain during the Team's registration. At least two hours prior to start time, every player must ensure that their Team Captain's phone number is correct. It is critical to ensure the Captain's phone number is correct to avoid penalties for missed-pre-match contact violations during the tournament. When a phone number is found to be incorrect, more than two hours prior to start time, PPD Staff will update the bracket/division's Captains list upon receipt of the proper phone number from the team. The team must notify tournament staff more than two hours prior to start time to avoid penalties.
 - b. When a Captain's phone number is found inaccurate, at any time after two hours prior to tournament start time, it is the Team's responsibility to contact every other team in their division with the correct Captain's phone number. Text and or call every team to avoid penalties for missed-pre-match contact violations during the tournament. It is also advised that this Team make every effort to then initiate every pre-match contact during the entire tournament instead of waiting for a competitor to do so.
5. 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 will result in automatic loss of the "best All-Star tournament score", year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) when reported and proven following tournament. Note: Do not report this rule violation unless opponent fails to reply to pre-match contact, or to start match, by 1:45 pm CST; at which time forfeit processing begins. Reporting an

opponents missed-pre-match contact or failure to start competition violation prior to 1:45 pm CST is cause for same penalty for those doing the pre-1:45 reporting.

- a. Forfeit process 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 – to enable PPD staff to begin the process of monitoring all missed-pre-match contacts that may be occurring as the 2pm CST forfeit time approaches. All 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 will result in automatic one-month suspension from PPD remote tournament(s) for the team that did not properly report a forfeitable team. And the team may be expelled from the existing tournament.
 - b. Forfeit time: 2:00 pm CST SHARP. Teams unable to start competition at 2pm will forfeit first match and 2nd match if the 2nd match is waiting. First forfeited match is scored by the first-match-opponent. Second match, if waiting at 2pm, is scored by the second-match opponent.
 - c. Delay of match after 2 pm CST forfeit time – i.e. during a remote tournament. All matches are expected to start immediately following post time on bracket. Except for verifiable emergencies, all other match delays will result in loss of “best All-Star tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) for the team that caused the unnecessary delay. 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 delay found caused by lack of knowledge of rules and/or information as described will result in loss of “best All-Star tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) for the team that caused the delay. Failure to report a match delay after 2 pm CST will result in loss of “best All-Star tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s) for the team that did not report the match delay.
 - d. Note 2: PPD may requests screenshots of both, call and text logs for random or specific matches following a tournament to ensure pre-match contact.
6. Staff will monitor PPD’s “Dart Leagues - PPD North America – supported by: Horizon Dart Co” Face Book group page throughout the tournament. PPD Staff will assist with problems to help move all matches and brackets along as smoothly and timely as possible. DO NOT call, text or email tournament staff with questions, concerns, match problems or board problems during the tournament. Post on this FB group page ONLY.

<https://www.facebook.com/groups/HorizonDartsExtremeTeam/?ref=bookmarks>

7. Private messages (pms) and posting on FB group page is restricted to ONLY those players still in the tournament. Once eliminated from the tournament DO NOT post or

pm Staff about anything during the remainder of the tournament. This includes: protests, suggestions, questions, comments or league issues. All comments are restricted during the tournament to ONLY those things involving an active tournament match and ONLY for players who are STILL in the tournament. Play at your own risk. Violating this rule is cause for, at minimum, automatic loss of “best All-Star tournament score, year to date, for each player on the team and/or a one-month suspension from PPD remote tournament(s). Posts from eliminated tournament-players are deleted. Following the tournament – after all competition in all bracket-divisions has ended, reporting of rule violations and other messages may be sent to PPD Staff members via Facebook private messaging, email or texts.

8. Player/team shooting order can be changed from match to match.
9. 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 in the next game, unless and until a tiebreaker becomes needed. Corking is also done when a tiebreaker is needed.
 - a. Who corks first when corking: The team on the top of any match, as seen on the bracket, is the home team and will cork first in all corking scenarios of a match. In corking remotely, who throws first has no material influence on the corking outcome or the eventual game outcome because there are no darts in the board.
 - b. 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 player shooting order and set-up the match accordingly.
 - The selected first player, on each team, will each throw all three of their darts (the first round). Usually these darts will be thrown at the 20s but each player may choose to throw any target. The team with the lowest remaining 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 through 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) then the next two players on each team will each throw their own 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 through any

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) then the next two players on each team will each throw their three darts to again attempt to break the tie. The lowest remaining score after this third round of darts thrown for each team wins the cork unless there is a tie. If there is no tie after this third round of corking, the machine will score the win for the cork-winning team. Proceed to the next game where the cork-winning team will automatically be set to throw first to start the match.
- If, in extraordinary circumstances, there is still a tie after all three rounds, both teams need to exit the match, exit the league menu and repeat above steps to complete the corking process.

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

- c. No re-corking or re-starts. Unless required as described above for tie during corking process. It is both team's responsibility to know all the rules, ALL of the formats used during the tournament and to ensure they have their players in their desired order when they begin each cork game. A game played - counts. A match once started is not restarted for any reason. A set-up in error is not restarted after the match has begun. A match has begun when a dart has been thrown by either team in the game.
10. **IMPORTANT** for "King Seat" teams – You are expected to use the final-match wait-time to re-read the Finals format directions provided on the bracket. Read each Finals format scenario again while you are waiting for the other team to make it to the Final. King seat teams are expected to be ready to play the Finals match(es) and to assist the other team to ensure there are no delays and no unanswerable questions during the Finals match(es). Finals-match delays caused by failure of either team to implement correct Finals-match format is a violation that will result in loss of existing tournament points for each player on the team found at fault, as determined by PPD Staff and at PPD Staff discretion.
 - Text team photo to 573-205-2601 while waiting for Final to begin.
 11. Expected etiquette: All PPD remote league and tournament rules regarding good sportsmanship apply. For example: do NOT stand at the throw line during your opponent's turn. PPD does not tolerate poor sportsmanship or unethical conduct and will take action whenever 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.
 12. 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 ten

(10) minutes of the Final-match conclusion. All payouts are sent via PayPal to the address listed in each winning player's Player Account. Failure to maintain Player Account with correct PayPal account info or to send an appropriate team photo within ten (10) minutes of Final-match conclusion will result 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. PPD Staff will verify each team photo is appropriate before prize-payout is sent.

Format for All-Star Triples Events – Triple Elimination (Race to two, unless posted otherwise):

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 in the next game, unless and until a tiebreaker becomes needed. Corking is also done when a tiebreaker is needed.

- 1) First round and Winner's side of division for first three rounds and Final round –
 - Race to 2 –Cricket with Cricket tiebreaker on winner's side.
 - o ADDED GAMES - Winners side round four (4):
 - Race to 4 with same game order through tiebreaker, loser starts each game until tiebreaker (if needed) ... Cricket tiebreaker if needed.
- 2) Loser's Side – Race to 2 – Cricket, 701. Tiebreaker - Cricket.
- 3) Last Chance side – ONE game of 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 501 open-in/double-out with double (25 red/50 black point) bull.

The Shooter's Advantage

The Shooter's Advantage during remote tournament competition 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 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."

Detailed scenarios:

1. A dart that beneficially flights another dart as it sticks into a non-beneficial target remains, as scored by the machine, to the advantage of the shooter. No interaction between teams is needed. Just continue game.
2. A dart that sticks in a target that is beneficial to the shooter but did not register that target because it flighted a non-beneficial dart on the way in, or did not score at all, for any reason; may be manually scored to the advantage of the shooter. Communication with the opposing team is required. 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. Then explain that the dart needs to be scored or re-scored. 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. Then, complete the turn and continue on to the next team's turn. Notice: 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.
3. 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. On a third-dart miss-score, the opponent will most likely have thrown their next turn as communication is being established. 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 the entire turn will be required. Arachnid G3's allows for multiple rounds of backing up darts when needed. Send a photo, if necessary, 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 simply rescored as thrown. Either choice is fine depending upon what the opponent wants to do.
 - If the opponent decides to re-score the darts as thrown, simply continue to work with the other team to approve each dart to be re-scored as thrown.
 - Sometimes the other team may have noticed the miss-scored third dart and they may hold their darts as communication is being established. If so, they may still have, all of their, darts to throw to complete that turn. Do whatever is best to be fair and keep in mind the opponent is doing the same by working with you to resolve your miss-scored third-dart. Always work with an opponent to back-up and re-score all thrown darts until a game is brought back to where it naturally belongs for the next player's proper turn. Notice: 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.

4. When a miss-scored dart is the third dart and the opposing team wins the game before communication can be established, unless the miss-score third-dart would have won the game for your team, the game is over. This miss-scored dart is moot. There is no need to contact the other team in this instance. Continue on to the next game in the match.
 5. 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 and the miss-scored third-dart, winning dart, for your team is understood by the opponent. Send a photo, if necessary, 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 (for league play).
- During remote tournament competition simply score the over-all match properly and move the correct match winner forward on the division.