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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 at the Darts - Tournament of Champions and the PPD Remote Dart Tournaments offered by the PPD.

PPD Assistance Line -573-205-2601

PPD League Administrators monitor a “PPD Assistance” phone dedicated to helping players through situations that require immediate assistance. This service is available daily between 9 am CST and 9 pm CST. This service is available for use when both teams, in a match, have exhausted all other possibilities as laid out in the following rules to resolve the problem.

Section A – League Schedule Types (Standard & Express), Individual Player Ratings, League Caps, Break-Out Rule

PPD remote leagues are leagues in multi-vendor territories or a single-vendor territory with two schedule types to choose from – Standard or Express. Both league types allow for a minimum of 6 teams to a maximum of 10 teams. **Standard Leagues:** Standard league schedules consist of 18 to 21 weeks playing each team in the league a minimum of 2 times. Standard leagues also consist of make-up/freeze/position nights and an overall play-off. Standard leagues provide “off dates” for the following major holidays: New Year’s Day, Easter, Memorial Day, July 4th, Labor Day, Thanksgiving Day, Christmas Day. Standard league schedules do not provide “off dates” for any other holiday including but not limited to: New Year’s Eve, Valentine’s Day, St. Patrick’s Day, Good Friday, Halloween, Thanksgiving Eve and Christmas Eve.

Express Leagues: Express league schedules consist of playing all other teams in the league twice = 10 to 18 weeks in total league play, plus a makeup date. Express Leagues have no freeze/position nights, no overall play-off and no “off dates” for any holiday.

Choices for both Standard and Express leagues are:

- | | | |
|--|---|--|
| ♣ Team Size Choices: <ul style="list-style-type: none">• 2 Person• 3 Person• 4 Person | ♣ Payout Choices: <ul style="list-style-type: none">• Payout Top 25% of Teams ONLY• Payout all teams based upon wins | ♣ NDA Specific: games count for Team Dart |
| ♣ Gender Choices: <ul style="list-style-type: none">• Open• Men’s• Women’s• Mixed | ♣ Handicap Choices: <ul style="list-style-type: none">• Capped & Handicapped• Capped - No Handicap• No Cap with Handicap• No Cap - No Handicap | ♣ Format Choices: <ul style="list-style-type: none">• Regular game format• Doubles or Triples with some Singles games |

Player Ratings (PRs) and Combined Player Rating (CPRs) aka Team Caps: A Player Rating is derived from a player’s cricket, marks per round average (mpr) and 01 games, point per dart average (ppd). Each player’s mpr is multiplied by 10 and added to their ppd. PRs are used in assembling teams at time of sign up. A team cap is based upon the combined PR (CPR) of the players on a team. Capped and Handicapped PPD remote leagues use handicapping for both X01 and Cricket games.

First time players, those without previous data for establishing a PR: New players who have not previously competed in a league system are assigned a starting PR. When no known data exists, “new player” PR can be used. All new players are expected to provide access to any known data at time of league sign-up. When access to data from another league shows a new player has above average skills, that data is to be used to establish a PPD PR. A player who knows they have better than average skills is required to contact PPD administrators to request an adjustment to starting their PR to avoid “break out” penalties to the team after league begins. To provide additional security, PPD Administrators may add 15% to ensure against a break out.

A new male player, who’s never played darts, starts with a 48 PR by using 2.5 for mpr and 23 for ppd.

A new female player, who’s never played darts, starts with a 35.5 PR by using 1.75 for mpr and 18 for ppd.

New players establish their own PR after their first league match, for week-to-week handicapping and for tournaments after 24 games of Cricket and 24 games of X01 (with full bull) is played. A new player’s best-known stat is retained from a league after the player participates in at least 6 matches unless better league or tournament data has been established* When a player does not participate in at least six (6) matches in a league, the stats from that league are not retained for consideration as a best-known stat.

*The PPD statistical year begins at 12 am CST on July 15 and runs through July 14 at 11:59 CST year-to-year. For the purpose of retaining PRs through the annual Tournament of Champions (TOC) registration process (a summertime registration period), each year, PRs are reset following each TOC to establish the, then current, PPD statistical-year’s PR list.

An annual PR reset is done on or about November 1st each year (Stats Reset Date). On Stats Reset Date, PRs for a player who participated in leagues that were running on July 15 or started after July 15 but where the player did not participate in at least six matches; is deleted. A PR for a player who participated in any league for at least six (6) matches is retained for three statistical years. A PR for a player involved in an active league, on Stats Reset Date, is retained until the end of that league schedule, then retained or deleted depending upon how many matches the player participated in within that league.

The PR list is found at www.dartstoc.com under the current year's link - titled "Player Rating List"

CPR Team Caps for Standard and Express Leagues: A league with a cap is based on the CPR of the players on a team. The PPD provides various options. Players can create and promote a cap at the total CPR of their choosing. In a league with a cap, the cap applies at time of registration, first match played, when replacing a permanent player and when using substitutes (Subs). PRs vary week-to-week during the course of a league. The PPD's "Break-out" rule ensures fairness in capped leagues.

Capped League Break-Out Rule: To ensure the fairest competition, a fail-safe measure exists to add integrity and prevent activity that causes damage to capped league competition. "Break-out" penalties apply to a team of players whose CPR exceeds the original league cap by 25% or more after any combination of players fielded on the team has thrown a minimum of 120 darts in X01 or 120 darts in Cricket games each. Players are advised to review their CPR to ensure their league-starting PRs accurately reflect the true skill and ability of each player on the team. This is necessary to avoid the team "breaking out" during the course of a capped league.

A break out match is disqualified. When a break out occurs, the match must be replayed, or it may be scored as a forfeit at the discretion of PPD Administrators. When scoring a forfeit, PPD Administrators determine a match score by adding one to the win-percent average of the non-break-out team.

A "break out" team is required to modify the team roster to field a combination of existing team players under the league cap plus 25% (the break out cap). If no combination of existing players fits under the break-out cap, a new player must be added to the roster to enable the fielded team to fit under the original league cap.

Section B – League Fees

League Fees... Are determined by the type of league. Each player will pay between \$10 and \$16 per match. Match play cannot begin until all team fees are paid at the machine during match set-up.

League fee as follows:

- **4-Person Team – 15 games** – \$10.00 per player, \$40 per team.
- **Triples – 15 games** – \$11 per player, \$33 per team
- **Doubles – 15 games** – \$14 per player, \$28 per team
- **Doubles No cap, no handicap – 19 games** – \$16 per player, \$32 per team**

League fee distributions:

- \$3.00 from each player is returned to the teams in league-ending payouts (the general league prize fund). This amount is paid at the end of the league, to each team in the league, based on the number of wins earned by each team.¹
- \$1.00 from each player is returned to the teams in "positional prize money". This portion of prize money is paid at the end of the league as follows:¹
 - ◆ 50% is added to the win money for 1st Place
 - ◆ 30% is added to the win money for 2nd Place
 - ◆ 20% is added to the win money for 3rd Place
- \$2.00 from each player is returned to the teams in the PPD Tournament Fund during monthly and Quarterly added-money tournaments.

- The remaining portion of the fee from each player attributes to the costs of games played on the machine during each match (aka “coin-drop”). This coin-drop portion of the money is split between the local PPD vendor and the PPD organization. The vendor’s portion of coin-drop is used to help pay for the dart machine, machine maintenance, upgrades, other normal business operating costs and a sub-portion (the difference between the PPD’s pricing per league game and what the Vendor charges for the same league or casual game) is used to sponsor TOC or remote tournament enhancements and/or may be used to pay designated League Coordinators a League Promotor fee. The PPD’s portion is used for administration including league and tournament operating costs like labor, office overhead, insurance(s), program engineering, technical equipment, other darts promotions, advertising, and added-money to PPD events and tournaments (remote and at TOC).

¹ and ** Leagues designated as either A) “Payout Top 25% of Teams” or B) those with 19-game formats: A) those in the “Payout Top 25% of Teams”, the \$3.00 and \$1.00 portions from each player is paid to players on the teams that win the top 25% positions. For example, a 10-team league is as follows: 50% to 1st Place, 30% to 2nd Place and 20% to 3rd Place. For further example, in an 8-team league 60% is paid to 1st and 40% is paid to 2nd. B) In leagues with 19-game formats, \$8.00 from each player is paid to players on the winning teams accordingly.

IMPORTANT: When a team drops out of a league without replacing themselves, creating a bye, the other teams that were involved in matches with that team receive credit for the games played, the league points for the match played and the portion of their league fee attributed to the league prize money. The team is not refunded the portion of the league match fee attributed to the coin-drop because the games were played and all the other things necessary to support the match and associated benefits of participating in the match still happen. Consequently, the team is issued a refund for the league prize money portion of the total league match fee, in the following amounts: a 4-person team is refunded \$24, a Triples team is refunded \$16 and a Doubles team is refunded \$12. Penalties apply for a player and/or team turned into a bye.

Byes: When a league has a BYE, a team with a bye receives 0 wins and there are no team fees.

Custom Payout features: Team prize money default setting is to distribute prize money to individual players on a team, proportionate to the games that each player participated in. Payouts are paid via PayPal and at the email address listed in each player’s Player Account.

Or, each team Captain may customize the team’s desired arrangement for league payouts from one of the following choices within their player account:

1. None: This is the default. This option causes sub winnings sent to a sub’s PayPal address – this is the default choice.
2. Captain: for teams whose Captain pays the match fees for the team’s subs. This choice ensures all sub winnings are sent to the team Captain.
3. Special Designee: This option causes all sub winnings to be paid to a selected player, other than the team’s Captain.
4. Vendor: This choice will cause Team’s winnings to be sent to the local PPD league vendor.

Team winnings and league payout reports can be viewed on the “Stats and Schedules” page link online at www.dartstoc.com under the Remote Leagues and Tournaments tab.

Section C – League Match Player/Game formats

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	501 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	501 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	501 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

NOTE: X01 Freeze is individual scores while X01 oi/oo is stacked scores.

In No Cap, No handicap Leagues - all stacked X01 games are changed to 701.

In 100 Cap and 80 Cap leagues, cricket has 20 round limits set.

IMPORTANT NOTE: Match times are expected to run no longer than 2 hours. PPD reserves the right to adjust match formats of any league to achieve 2 hour match times.

Section D – Handicap League Details

Handicap for Spot Dart league: Player handicaps range from 0 to 4 darts and in some leagues 5 darts as found on the weekly league stats. For the first night of all new handicapped leagues, handicaps are assigned. After the first night's match, player handicaps are as found on the current weekly stat screen, on the dart board and online.

IMPORTANT: If using a player who was not on the original roster, please visit the current stats as found on the dart machine or online. If using a new sub on the first night of a league visit www.dartstoc.com to view the starting handicap thresholds, for ppd and mpr to properly handicap the new player by finding where their statistics would have placed them among those who are on the list.

Team captains must adjust player throwing order and handicap as found on the machine league screen during match set-up prior to the start of each match. The dart board will then automatically calculate how many darts each player will throw during the handicap round of each game, during the match, by determining the mathematical difference between the lowest player and the highest player involved in each game. The dart board will always give the weakest player in any game a full set of darts and the best player in that game the difference. **EXAMPLE:** if Joe is a 0 and Cindy is a 4, Cindy will throw 6 darts total in the first 2 rounds while Joe will only throw 2 darts in the 2nd round.

Shooting order and handicaps change weekly, depending upon how each player performs during the ongoing league. Handicaps are set by league administrators for 1st night of league only. If teams do not play on the first night of a league they must **MANUALLY** input their handicaps for the first match whenever it occurs.

70% and 75% rule for Spot Darts/Points/Marks Handicap Leagues: Beginning on the third match of a league, for any team, in a handicapped league: when a team's win percentage is more than 70%, it is usually because the team has a player, or players, whose skill has improved in comparison to the other teams in the league; beyond the ability of the standard handicapping to properly ensure the desired parity of handicapping. This is due to natural ability, strategy improvement or simply because they were better than average players and this was unknown prior to league startup. When this happens, it is necessary to add extra handicapping to: A) ensure that the improved players continue to be challenged, to continue to improve their game. B) to ensure the other teams do not become discouraged and quit, which can be devastating to any league.

The 70% rule for Spot Darts/Points/Marks: is applied to any team whose win % (as found on the weekly stat screen) is 70% and up to 74.99% at any time after the team has played two full matches. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 70% (up to 74.99%), the highest ranked player in every game of the match will give up an additional dart after the automatic handicapping round(s). In Spot Points/Marks Leagues, the highest ranked player will throw just two darts in the first round. After throwing their 2 darts, the "player change" button must be pressed to advance to the next player to continue the game.

The 75% rule for Spot Darts/Points/Marks: is applied to any team whose win % (as found on the weekly stat screen) is above 75% at any time after the team has played two full matches. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 75%, every player must give up an additional dart after the automatic handicapping round(s). On Spot Points/Marks Leagues, every player will throw just two darts in the first round. After throwing their 2 darts, the "player change" button must be pressed to advance to the next player to continue the game.

The 70% and 75% rules apply to ALL games played in a match. The 70% or 75% rule still applies when an opposing team has not yet completed two matches.

Exception to the 70% and 75% Rule: The 70% and 75% rule is excluded from use whenever two teams in a match are within 5% (total league win percent). Neither the 70% nor 75% rule, as explained above, is used. No additional handicapping is applied. Example: Joe's team is at 73.5% and the opponent is at 68.6% - the difference is 4.9%, which is less than 5%. Thus, the match is exempt from the 70% / 75% rule and the match is played using the normal league handicaps as found in the current league stat screen.

Section E – Team Captain Responsibilities & Player Accounts

Team Captain Responsibilities: Captains are responsible for their team adhering to all league rules. Captains must provide contact information to league officials and agree to allow the information to be distributed among the other team Captains in a league. Contact info is used for assisting in rescheduling missed matches and for Pre-Match contact. When entering a team in a league, Captains must assess all potential players for skill, dedication to play and pay. By submitting a team, Captain's accept responsibility for collecting team fees, setting up each league match and resolving league issues of any kind. A League Captain's contact list is provided by email and placed in each team member's player account the day the league starts.

When a Captain's number has changed, it is the Captain's responsibility to update their number in their Player Account. Failure to update Captain's phone number is subject to penalties including but not limited to the following options:

1. First offense: \$10 penalty assessed against league winnings and depending upon circumstances, match league-point deduction on the All-Star rank list for team Captain and/or entire team equating to one (1) – five (5) matches at the current and immediately following, scheduled, weeks match value(s) at PPD discretion.
2. Second offense: The above penalty options plus suspension from pending league and tournament registration for an appropriate probationary period at PPD discretion.

Player Account: Player Accounts are provided to all players in the PPD league and tournament sanctioning system. In a player account the player will find:

- a. A Link list which includes Stats, Schedules, and Captain's lists w/phone numbers for each team in every league the player participates in.
- b. Access to financial reports for annual tournament and league expenses as well as earnings.
- c. Access to tournament registration. Each player can access entry options for Monthly All Star, Quarterly Super Saturday and annual TOC tournament entry.
- d. Tools to find another player's tournament eligibility status.
- e. PayPal connectivity for receiving tournament prize money and for paying entry fees for PPD tournaments.
- f. Team Captain's options. For selecting league payout method for subs.
- g. A list of PPD administrators and contact information for each.

To establish a Player Account, a new player must first compete in a PPD sanctioned league for at least two weeks. After the player has participated in local or national PPD league matches, they produce data that leads to Player Account establishment.

- a. In local league matches, the player is entered into the local Vendor's League Leader account which assigns a unique operator/player identification number. This is required and enables the player to begin to appear on the PPD website with league points and games played/counts on the Vendor's TOC Standings page on the PPD website.
- b. Or, for PPD remote leagues, after a player competes in two or more PPD remote matches they will appear on the All-Star rank list, on the PPD website, which enables the player to establish a Player Account.

Establishing a Player Account requires:

1. A complete and full name, address, date of birth, (as found on tax forms).
2. A working cell phone number. (used for contact list for leagues and tournaments).
3. A working Facebook account link (used for alternate form of communication and identification)
4. A PayPal email address (used for league and tournament payouts).

Section F– Playing Order, Roster & Substitutes

Player Shooting Order: Shooting order in handicapped and/or capped leagues is determined by league type, Regular or with Singles. No Cap, No-handicap leagues may use any order the team chooses.

For Regular Handicapped or Capped leagues: Shooting order is determined by X01 standings. However individual game-type handicaps are determined by each player's ppd for 01 games and mpr for cricket games. Shooting Order:

- The first player is the player with the highest ppd, as found on the weekly league stat sheet, regardless of their mpr for the cricket games.
- The second player is the player with the next highest 01 stats as found in the weekly league stat sheet.
- And so on until all players on the team are in order.

Each player throws when their name is displayed on the machine monitor.

For handicapped or capped leagues WITH Singles games: Shooting order is determined by CRICKET standings. However, individual game-type handicaps are determined by each player's ppd for 01 games and mpr for cricket games. Shooting order:

- The first player is the player with the highest mpr, as found on the weekly league stat sheet, regardless of their ppd for the 01 games.
- The second player is the player with the next highest mpr, as found on the weekly league stat sheet.
- And so on until all players on the team are in order.

Each player throws when their name is displayed on the machine monitor.

Using Substitutes on Handicapped or Capped Leagues: Subs are limited to 2 subs per team, per match – regardless of team size. New subs may not be used during the last two scheduled matches of a league or in play-off matches.

1. When using sub(s) a team must not use any combination of substitutes and established players exceeding the league CPR cap.
2. When using new substitutes, use the PR found on the PPD website www.dartstoc.com, PR list, to ensure the team does not exceed league cap and for handicapping.
3. When using a substitute not listed on the PPD website, use one of the following methods for determining the new substitutes PR and handicap.
 - a. When a sub has known data available from another league, that data is used by applying the ppd and mpr to the weekly league stats of league to calculate a PR for use in ensuring the team does not exceed the league cap and to determine handicap.
 - b. When a sub has data in more than one other league use the highest known ppd and mpr from all leagues to calculate a PR for use in ensuring the team does not exceed the league cap and to determine handicap.
 - c. When a new substitute is an entirely new player to darts, use new-player PRs for determining handicap in the league to ensure the team does not exceed the league cap and to determine handicap.

A new male player, who's never played darts, starts with a 48 PR using 2.5 for mpr and 23 for ppd.

A new female player, who's never played darts, starts with a 35.5 PR using 1.75 for mpr and 18 for ppd.

Any person may substitute for any team in a league. A player cannot sub for both teams in a match.

Ghosting: League matches may be played 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.

Age Requirements: If under 21, players must have approval from the location involved in the league.

Section G – Pre-Match Contact, Start Times and Protest Procedures

Pre-Match Contact: Pre-Match Contact (PMC) is required for all league matches. All Teams must engage in pre-match contact before EVERY match using the Captains list as found in every Player's Player Account and in email sent to every Team Captain in a league. PMC is required to ensure all players are present, placed in correct throwing-order and handicapped properly before putting money in the dart machine. PMC is necessary to enable teams to quickly communicate during a match whenever a problem occurs. PMC is necessary to discuss and agree on desired breaks in leagues that do not include Singles games. PMC is to be initiated within 15 minutes of the scheduled start time of a match.

- a. 1st Offence: for failure to engage in PMC is loss of match league-points and match-credit toward tournament eligibility for each player on the team when reported or discovered following a match. Penalty application at PPD discretion.
- b. 2nd Offence: loss of two (2) matches league-points and match credits toward PPD remote tournaments for each player on the team when reported or discovered following a match or multiple league matches. Match values are the current and, where applicable, immediately following, scheduled, weeks. Penalty application at PPD discretion.
- c. 3rd Offence: loss of three (3) matches league-points and a 90-day suspension from PPD remote tournaments for each player on the team when reported or discovered following a match or multiple league matches. Match values are the current and, where applicable, immediately following, scheduled, weeks. Penalty application at PPD discretion.

Contact information: is provided for the express purpose of PMC as uniquely necessary to support remote league play. Communication is necessary. Contact information is NEVER to be used for any purpose, other than PMC and resolving a league match problem.

Abuse of contact information: will result in penalty. Abuses including, but not limited to, comments that are abusive, negative or anything that could be deemed derogatory. Misuse of contact information will result in penalties to the sender and/or team of the sender, depending upon circumstances. Penalties, including, but not limited to: loss of league points and wins, removal from league, loss of all privileges; including tournament participation – in any combination, at PPD discretion.

Positive post-match communication is encouraged: such as a congratulatory call or texts for “great darts”, “good games”.

False Start Matches, matches started with incorrect throwing-order or incorrect handicaps (False Start): Matches, once started (after one dart has been thrown) cannot be restarted due to programming constraints. Teams involved in a “false start” match due to failed match set up must cancel the false start match and restart an entirely new match with the proper team set ups. This requires re-paying all of the match fees for both teams because programming does not allow otherwise. A refund is achieved by contacting PPD Administrators.

Start Times... League start time is stated on league schedule. League matches may start at any time or day provided that both teams agree and prior to the originally scheduled date and time of the match.

Postponing start of a match and rescheduling a match: Rescheduling sometimes becomes necessary due to extenuating circumstances such as extreme weather, power outages or other verifiable emergencies. When things like this occur, a match must be rescheduled. A match may be postponed or rescheduled when both teams have agreed to do so more than two hours prior to the scheduled start time. When a team requests to postpone or reschedule a match less than two hours prior to the scheduled start time, except in cases of a verifiable emergency, penalties are issued to that team when reported. Penalties include loss of league match points and game counts for the league match, including match-credit toward tournament eligibility for every player on the team when reported. Note: penalty at discretion of PPD Administrators, dependent upon circumstances and or frequency of violations involving the team.

Cooperation is required in completing a match - regardless of circumstances: Improper notice of match postponement, or conflict that may arise, is not cause for refusing to start or complete a match. All effort must be made to start matches and to complete a match, even when it is started late due to a late notice of postponement. Failure to cooperate in completing a match is cause for penalty depending upon circumstances and at PPD discretion. Penalties include loss of league match

points and game counts for the league match, including match-credit toward tournament eligibility, for every player on the team. When there is a problem, complete the match, report the incident to PPD Administrators, include all details and screenshots of call or text logs. When a team fails to engage in PMC or to start a match on time, the team, that is present, is to contact PPD Administrators via any of the contact information found in your Player Account to report the incident.

Section H – Reschedules, No Call/No Shows and Match Forfeits

Rescheduling Matches in Standard leagues: Matches in the 1st half of the season must be completed prior to the start of the 2nd half of the season to enable 1st half position standings. During the 2nd half of the season, matches must be complete on or before the final play-off night depending upon the position of the teams involved, if their match-score could impact the teams involved in play-offs. All teams must be prepared to reschedule on any available night. It is every teams' responsibility to reschedule a match, regardless of why the match needs rescheduled. The objective is to prevent a team from becoming a bye at mid-season or at the end of a season.

IMPORTANT: If/when a team has three (3) matches to reschedule, without having communicated with PPD Administrators, the team is expelled and turned into a bye, forfeiting all privileges at PPD discretion. A one-year PPD-program suspension is assessed against all players on the team. Teams that had played the offending team, prior to expulsion, receive a partial refund.

Match Forfeits: When a rescheduled match does not occur prior to the mid-season, end-of-season, or make-up night, a match forfeit score is awarded to both teams by determining their overall win percent at the time of the missing match, plus or minus one game for the team that was most and least cooperative in rescheduling the match. Match forfeits require league fees deducted from both teams' league payouts. The more-offending team paying one half of the match coin-drop of the least-offending team (\$7.50). PPD discretion in enforcing rules related to a no call/no show match, failed rescheduled match or match forfeit is based upon both teams' willingness to resolve and reschedule a match. In a situation that appears to be a manipulation of stats by a team, PPD Administrators give the most advantageous consideration to the more willing team.

No Call/No Shows: When an attempt to contact an opposing team results in a disconnected number, no answer, no voicemail, etc. the next step is to contact the PPD assistance line. When contact with a team remains unobtainable, – send all details including proof of all contact attempts (screen shots of text message and/or call log) to PPD administrators. PPD will determine the appropriate penalties for the team. Penalties for No Call, No Show teams include:

1. 1st Offence: loss of two (2) matches league-points and a 30-day suspension from PPD remote tournaments; for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, week.
2. 2nd Offence: loss of four (4) matches league-points and a 60-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.
3. 3rd Offence: loss of six (6) matches league-points and a 90-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.

Delay of Match Penalty – Unscheduled Breaks: For teams involved in leagues that do not have Singles games, that desire a break, during a match, for any reason, must discuss and achieve agreement with the opposing team during PMC. Breaks not arranged and agreed to, prior to match during PMC, are subject to penalty. Match delay of any kind, not caused by a verifiable emergency, is cause for penalty to the team that causes the delay. Delays including, but not limited to smoke breaks, are not allowed unless both teams agree to frequency and timing of the breaks during PMC. Teams are advised to document break terms in texts. When break terms have been agreed upon, teams must communicate prior to re-starting the match to avoid a shot clock penalty. If/when there is a match delay, complete the match, report the incident to PPD Administrators, include all details and screenshots of call or text logs. When a team fails to engage in PMC or to start a match on time, the team, that is present, is to contact PPD Administrators via any of the contact options found in Player Account to report the incident.

Delay of Match/ Abuse of Shot Clock Feature: The dart machine shot clock allows up to 30 seconds per dart plus a player change-over time of 6 seconds. The Match Clock is used for Doubles with Singles, Triples and 4-Person Leagues. This gives 30 seconds between each screen from game to game. Each player is expected to be at the throw line and ready to throw when it is their turn. The player change-over time of six seconds is ample time to get to the line. Simultaneous to the end of the player change over period, the 30 second shot clock begins. When a dart is thrown - the shot clock starts over at 30 seconds for each of the remaining darts during a player's turn. When, during a player's turn, a dart is not thrown prior to the shot clock reaching zero (0) the player loses all remaining darts in that turn. The shot clock feature is for the named player only. A missed dart sometimes does not register and won't stop the shot clock. When that happens, the next dart must be thrown before the shot clock gets to zero. Then, that player must press the player-change button at the end of the turn. Any circumvention of the shot clock by any other person is subject to penalty:

1. 1st Offence: loss of two (2) matches league-points and a 30-day suspension from PPD remote tournaments; for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, week.
2. 2nd Offence: loss of four (4) matches league-points and a 60-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.
3. 3rd Offence: loss of six (6) matches league-points and a 90-day suspension from PPD remote tournaments for all permanent team members. Match values are the current and, where applicable, immediately following, scheduled, weeks.

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 an opportunity to communicate and then correct the problem. If, after discussion, no correction is needed, simply continue the game.

Protesting a match: When a protest is made, PPD Admins will first 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 Administrators via contact information found in Player Account within 48 hours. Protest found to be made in error may result in penalty application to the team that filed the flawed protest.

Section I – Standard League Freeze Night, Play-Offs and Play-Off Handicapping

Express leagues are exempt from this section. Express League positions, 1st through last place are determined by total games won during the entire season. If two teams are tied at end of league, the league will award the higher position based on the score of the last match played between the two teams. All other standard league rules apply to Express Leagues.

Mid-Season and End-Of-Season: Standard League schedules consists of a number of matches necessary to play all other teams in the league at least twice, sometimes more. Mid-season is the last scheduled night at the middle of the total number of matches or after every team has played all others at least once and will be denoted on the schedule. Mid-season and End-of-season determines which team wins the 1st through last place positions during each half of the league. To win a Standard league "overall" a team must win one half of a league, or the other, to compete in the League's overall "Play-Off".

NOTE: All win and loss counts start over for the second half of each Standard league; the week following mid-season. However, to provide for the 70% and 75% rule, all team win percentages are carried over throughout the entire league.

Play-Offs: Overall play-offs determine League Champions, 2nd and 3rd Place. Play-offs immediately follow the end-of-season freeze night (also make up night for the 2nd half), after all scheduled and rescheduled matches have been played. The two 1st place teams, from both halves of the league compete on Play-off night for the league championship with the loser being awarded 2nd Place overall. The two 2nd place teams compete for 3rd place overall and so on. If two teams are tied for a position at mid-season or at the end-of-season, PPD Administrators will award the position based on the score of the last match played between the two teams. All other overall league positions, 5th place through last place is determined by total games won during the entire league.

Play-Off Handicapping: Teams are required to compete in Play-Off matches using their highest handicaps as established at mid-season or end-of-season. For example – a team finished 1st or 2nd with a higher win % and less handicap darts at mid-season than their current end-of-season win %, and handicap darts. The team will use the handicaps of the mid-season with higher win % and less handicap darts during the Play-Off match. Further example: Team A won 1st place at mid-season with 70.4%, then finished 3rd place at end-season freeze with 59.9%, they will use their higher win % of 70.4% to play the overall end-of-season playoff. The same is said for player handicaps.

Home Team for Play-Off match: The home team advantage for the championship match is determined by the team with the most overall wins from the entire league. Team fees are required during Play-Off matches, during match set-up, but administration fees are refunded to both teams. SUBS are not allowed in a Play-Off match unless the sub has played at least 6 matches with the team, thus considered a regular player on the team.

Section J – Machine Errors and Remote Camera Malfunctions

Dart machine errors, Suspending or Canceling a Match: When a machine is not operating correctly or when other conditions, such as adverse weather, electrical outages, internet issues, etc., team Captains must communicate to discuss the problem and decide what to do. Options include:

- a. You can use the back-up feature, of the machine, to resolve miss-scored darts by pressing the up arrow to pause the game. DO NOT remove your darts. Take a picture of the miss-scored dart and send it to the other team. Once they have confirmed you can simply tap your dart to register the miss-scored dart.
- b. To suspend the match while the team with a malfunctioning machine moves to another machine or location? When this option is chosen, both teams must carefully select “Suspend match”. Do not select “Cancel Match”. Cancelling a match discards all match data. If there is not an option to suspend the match simply unplug the board. The team on the good machine must finish the suspended match on the originally-selected machine used in the first match-effort. A suspended match can be completed at any time or date, if at least one team is using the original machine used in the first match-effort.
- c. To suspend the match and reschedule on a later date. When this option is chosen, both teams must carefully select “Suspend match”. Do not select “Cancel Match”. Cancelling a match discards all match data. When the match is rescheduled, at least one team must finish the suspended match on the originally-selected machine used in the first match-effort. A suspended match can be completed at any time or date, if at least one team is using the original machine used in the first match-effort.
- d. To “Cancel the Match”. When cancelling a match, teams must notify PPD Administrators if they desire to save and count any of the win/losses from the cancelled match. When this option is chosen, a refund is made upon request and details provided to PPD Administrators. The match can be re-played from the beginning or picked up where it was cancelled if the teams agree. Early match-games can be pressed through as long as details are reported to PPD to enable deletion of those stats. To “cancel a match” pause a game then follow instructions to cancel the match.

Remote Camera Malfunctions: When a camera fails, stop the match by pressing the back-up button. Initiate contact with the other team to let them know their camera is not working. Work with them to reboot their location’s router. Usually rebooting the router solves the problem. Most camera failures can also be the result of a location’s inadequate internet upload speed. A G3 dart board requires at least 3mb of Download/Upload speed. For example: 1 board = 3mb down/3mb up, 3 boards = 9mb down/9mb up, etc. When rebooting the location router does not solve the camera problem:

1. Suspend the match. The team must inform their vendor so that a speed test can be performed at the location with the defective camera. Players can also perform a speed test at a location by visiting www.speedtest.net on a smartphone, tablet or laptop. Then follow instructions. Knowing your locations speed is important in preventing future league and tournament problems for you and your team.
2. If the test produces greater than 3mb download/3mb upload speed per machine at the location, the malfunction is simply a faulty camera and the match can be:
 - a. Moved to another available dart board in that location, or

- b. moved to another available location, or
 - c. Suspend the match until the camera has been repaired by the local PPD vendor.
3. If the test produces less than 3mp download/upload speed, the location's internet access is not strong enough to provide camera functionality and the match must b:
 - d. Moved to another location, or
 - e. Suspended until the upload speed has been corrected by the location or local PPD vendor.

When evaluating download/upload speed for each dart board, you must also consider other equipment in the location that also uses internet, such as the jukebox, POS systems, public wi-fi, etc. In locations with numerous items on one internet connection and multiple teams participating in multiple leagues on multiple machines, the location may be required to provide a dedicated internet service for dart board connectivity.

Section K - The Shooter's Advantage

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."

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 the 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 teams 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 the dart that 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 that entire turn will be required. Arachnid G3s 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 re-scored 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-scored third-dart would have won the game for your team, the game is over. This miss-scored third-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 by moving the correct match winner forward on the bracket.

Section L – Fouls, Errors, Solutions

Throw Lines: Throw lines are to be positioned eight feet from board face. Players throw from behind the line. Players are allowed to lean across the line with their trail foot, as long as their trail foot does not touch the floor before the dart scores on the machine.

Throwing on A Teammates Turn: When a player throws while the machine is displaying the name of the player's partner:
A) If caught soon enough, contact the other team and back up the game to allow the correct player to throw. Or B) if not caught soon enough, contact the team to sort out how far to back up the game to make the score correct and allow the correct throwing order to resume. Press the back-up button and contact the other team to resolve the problem.

Throwing Order Error During Automatic Handicapping Round(s): The machine cannot be backed up during automatic handicapping round(s). When a player throws out of order during the automatic handicapping round(s), press the back-up button and contact the opposing team to discuss making sure all players throw the correct total-number of darts during the following non-automatic handicapping rounds to accommodate correction(s).

Throwing Too Many Darts...If a player mistakenly throws extra darts while throwing in a "manual handicap round" during the (70% or 75% rule) during the non-automatic handicapping rounds, press the back-up button and contact the opposing team to discuss and correct the score. Or you can agree to have that player lose that same number of darts during their next full turn.

Section M – Player Etiquette, Good Sportsmanship and Ethics

Player Etiquette & Good Sportsmanship...Players are required to conduct themselves in a positive manner always. 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.

- Throwing practice darts during your opponent's turn is considered poor darting etiquette. Do NOT stand at the throw line during your opponent's turn.

Ethics...Unethical conduct such as but not limited to: accepting or requesting gratuities from a Bar Owner, 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. For this rule "a gratuity" is considered to be anything of value including but not limited to: shirts, drinks, food and money. Violations may be cause for forfeiture of: a game, a match, probation, expulsion from league including forfeiture of all league prize monies, a tournament suspension or suspension from all tournaments; including forfeiture of any current position in any points standings and any and all other prizes and

monies earned. 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 from the league for any period of time deemed appropriate at PPD discretion. An expelled team or player forfeits all PPD privileges.

When an individual player drops off a team without replacing themselves OR if a team drops out of a league without replacing the team, thus creating a bye, the individual and ALL players on the team are expelled as described above in addition to fines. ALL players on a team are required to pay their portion of remaining outstanding league fees. Suspension for an expelled player from all PPD activities may be adjusted when outstanding league fees are paid in full.

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.

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 over shadow the real purpose of the dart leagues, which is to have FUN. Common sense and good sportsmanship will always solve a problem if you will allow it.

THROW DARTS, RELAX AND HAVE FUN!!!!