

REMOTE TOURNAMENT INSTRUCTIONS – RULES:

General information:

In addition to posted prizes, all sanctioned PPD players earn Extreme-Team points consistent with one similar Extreme-Team league match and all games from remote tournament are credited toward each player's game-count eligibility requirements for Kansas City, PPD tournaments.

To Register: A player must establish a PPD Player Account under the "Login" icon www.dartstoc.com . Entry fees and prizes are paid via PayPal. Prize winners must establish or designate a Player Account to receive a remote tournament prize. Players who do not have a PayPal account must direct PPD staff in writing to either 1, pay their prize to their teammate or 2,, send a check to their home address. Individual prizes or combined prizes exceeding \$599 during any one calendar year require a completed electronic W-9 on file with the PPD, via the PPD player account portal or other means.

IMPORTANT NOTE TO PLAYERS: Tournament Breakout rules as follows...

Tracking tournament data for "breakout" consideration during remote tournament play is different than on-site events. The PPD tracks all on-site event tournament data to run in a breakout program to ensure players do not outperform registration stats. To be fair to our players we do not test data unless or until we have many darts thrown by the player in tournament competition (at least 80). Participants in remote tournaments do not throw as many darts as they do at the TOC or other large on-site events where there are multiple contests to compete in and for us to gather data from. In fact, some players do not throw enough darts at on-site events for us to test for breakouts either. As a result, for many people, it takes multiple contests in a combination of on-site events or remote tournaments to gather enough data to test for breakouts.

To ensure the fairest competition we've recorded all remote tournament data and our large on-site events just like local league activity. Each player who has exceeded 80 darts thrown in 01 games or 80 darts thrown in cricket games during any combination of tournament contests (remote and/or on-site events) has established a "tournament statistic" (stat). If a player's tournament stat becomes the source for their future event registration – unless or until one of their other sources become better than tournament stats.

NOTE: Each players 01 games and cricket games are recorded separately. Either game type must achieve 80 darts thrown before the stat is considered as a source to populate registration stat – if the stat is better than previous sources.

PPD Remote tournaments utilize the remote league-play features of the Arachnid G3 for each tournament match. Each game type. i.e. cricket, 501 etc., may be set-up as a separate league match on the machine's "remote league menu". Remote tournament matches consists of combinations of game-types during a tournament. When multiple brackets are offered in a tournament each bracket is named for the league codes used in setting up the match games. For example: Capped brackets are denoted with a "C". Each team is provided a list of league codes along with a phone number list prior to the event.

Location and G3 machine selected by players when registering must be confirmed connected by the player prior to event forfeit time to ensure remote play is working.

Players are expected to arrive early and to play at least one casual remote game to ensure connectivity to internet is constant and trouble-free. Tournament play is not held up for machine internet connection issues. If problems are discovered prior to tournament forfeit time, PPD staff will work to move a team to another location/board if time allows and there are other nearby location/board options.

Rules:

1, Communication is required: Players must call opposing team prior to each tournament match cork and all players must confirm phone list prior to event forfeit time.

- a. PPD staff sends a phone list via email several hours prior to tournament forfeit time to each participant's email address as provided during the registration process. Players must review phone list to verify their team's listed phone number is correct. When a phone number is found to be incorrect the team must notify tournament staff prior to 30 minutes before forfeit time to enable staff to send an updated/corrected phone list to all participants.
- b. Every team must speak, via phone, to the opposing team before each match cork. Make the call to, or answer the call from, an opposing team before each match cork. This is required to ensure the proper game is selected per the event format and to prevent match delays or any other problem.
- c. Failure to answer a call from an opposing team prior to any match will result in forfeiture of the first game of the match when, once reported to staff, the phone remains unanswered. When a PPD staff call goes unanswered the team immediately loses the first game of the match. Staff will make an effort to contact the missing team as soon as possible after receiving notification of communication failure from an opposing team. If the phone does not work for any reason or the call is unanswered for any reason, the first game of the match is immediately lost. Then, after three minutes, if communication remains severed; the second game of the match is lost and so on every three minutes until the entire match is forfeited – for matches in excess of two games.

2, Forfeit time: Tournament forfeit times are always Central Standard Time CST.

3, When to start tournament play: Tournament matches may begin at any time after 30 minutes prior to posted forfeit time and must start prior to posted forfeit time.

- a) Delayed-start/ forfeit: Matches not started at or prior to forfeit time must be reported to PPD staff for forfeiting procedures to begin. Delayed-start team must report the no-show [team](#) on Facebook Extreme-Team Dart league group page to enable PPD staff to contact/confirm missing team status at posted forfeit time. Missing team must answer PPD call, explain a valid reason for the delay [and start the match](#) prior to 2:10 or forfeit first game of match, or entire match, depending upon circumstances at PPD staff discretion.
- b) Failure to report a delayed start: All delays, including first round delays, must be reported to PPD staff immediately. Match start times are recorded by the machine and monitored by PPD staff while processing the bracket. Staff is always alerted by a lagging match on the bracket. When a [delayed match is found to have not been reported, both teams will lose the first game of the next available match](#). PPD staff will notify all four teams, involved in the subsequent matches, of the first game loss as soon as possible. If a subsequent match has already begun (beyond the cork, with darts thrown in a match game) the penalty game-loss is carried to the next match-round for the yet to be applied [penalty](#).

4. Team names: No team names used on tournament bracket. PPD uses player names (first) and abbreviated state to identify each team on tournament bracket.

5. Updating machines/data transfer: Transferring data between dart machines and PPD office requires tripling the 20 segment six-seven times while machine is in non-remote league set-up screen. Players must manually load tournament data prior to forfeit time to begin the first match and then following each tournament match to send the data to PPD staff. The machine will indicate “data transfer” after tripling the 20s as described. Transferring data takes a few moments to update the servers for the next match to be posted to the live tournament bracket.

6. Finding your bracket: Live brackets are found at www.dartstoc.com by clicking on the “Remote Tournament” icon, then selecting your bracket from the list. 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 bracket. Bracket names match league code name used for the tournament matches. For example a capped and flighted team in the fourth flight is named C4. PPD staff sends an email with the bracket and league code for matches in that bracket to each team captain’s email address as provided during the registration process several hours prior to tournament forfeit time.

7. Advancing on the bracket: All teams must watch the web bracket and start matches within five minutes of the prior match end or sooner, if possible. This means, in most cases, prior to seeing the second team move up on the bracket.

- a) When your team advances and you can see the next team on the bracket waiting for your next match – call the team within five minutes and start the match. The bracket will catch up later. You must initiate the phone call to the opposing team because they will not know your team has advanced.

8. Match delays: PPD staff will monitor each bracket to react to delays and reports of delays. PPD staff can track match-end times on League-Leader as a benchmark to determine which team(s) is contributing to a delay.

- a) Failure to start a match = penalty: Failure to start a match within five minutes while holding up another team will result in a penalty loss of first game in subsequent match when another team is held waiting on the bracket. If, the delay is not discovered before that subsequent delayed match has begun (beyond the cork, with darts thrown in a match game) the penalty game-loss is carried to the next match-round for the yet to be applied team loss.

9. When to cork: Corking is done before each match to determine Home Team, which Home Team then throws first. Corking is also done when a tie breaker is needed.

10. Who corks first when corking: The team on the top of any match as seen on the bracket corks first. Who goes first in corking remotely has no material influence on the corking outcome or the eventual game outcome because there are no darts in the board, each player throws, as in a traditional cork. This method is merely used to keep things moving.

11. How to cork: The cork is a one round game of count up with a double bull as found on the league selection menu. Each team elects a player to cork. The selected player will throw all three darts. The highest score after three darts for each team wins the cork unless there is a tie, in which case, then the other two players on the teams also throw three darts to attempt to break the tie. The count up game will show the second player on each team stacked. The second players only throw if there is a tie. If there is no tie then corking is complete after the first player on each team has thrown three darts. If not a tie, someone from each team merely clears the game out by manually hitting any target through the second player round. Corking game data is deleted from player details. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then repeat the process until the tie is broken.

12. Player Substitutions. Substitution is allowed up 2 hours before competition begins. If substituting a player in a capped event the new player must be equal to or less than the person being replaced.

13. Protests: Tournament protest of player shooting out of order or etcetera. No protest allowed at this time. Play at own risk. PPD understands this is a serious concern. A process is being developed to deal with these sorts of concerns. Implementation will come when the process now being developed is complete.

- a) No re-corking or re-starts. It is both team's responsibility to know all the rules listed herein and to know the format of the event. A game played - counts. A match once started is not re-started for any reason. A game set-up error is not restarted after the game has begun. A game has begun when a dart has been thrown by either team in the game. If, after a game has started, it is discovered that the wrong game was selected, the game is played to its conclusion and counted for match scoring. Revert back to the correct format in subsequent games of the match.
- b) Failure to cork or cork properly is not cause for a re-start or re-cork after a match game has begun. A game has begun when a dart has been thrown by either team in the game. If the wrong game was selected during the set-up process or if the wrong team was selected for home team (first throw) – the game is played to its conclusion and counted for match scoring.

14. Expected etiquette: All Extreme-Team league rules regarding good sportsmanship apply. PPD does not tolerate poor sportsmanship or unethical conduct and will take action wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. PPD reserves the right to address misconduct once reported stemming from any darting activity including but not limited to remote tournament play or other darting activity whether sanctioned PPD activity or not. Bad behavior will result in disciplinary action and/or expulsion from the PPD and from PPD activities including tournament and league play privileges at sole discretion of the PPD.

VERY IMPORTANT NOTE:

FULL ACCESS IS REQUIRED ... All locations participating in PPD remote tournaments must have "FULL ACCESS" internet service during the entire tournament. Prior to every remote tournament PPD staff run a status report to verify full access in every location involved. When a location is found lacking full access the team(s) are contacted and moved to other locations where full access is available before the tournament starts. However, a location may lose full access without notice at any time and due to many causes such as, but not limited to: internet service provider (ISP) issues in a geographic area, any individual location can suffer intermittent hardware failures, dart machine connections can fail and factory server interruptions can occur. It is somewhat rare for a location to lose full access between the time PPD staff runs –pre-event status reports and the time the tournament starts, but it can happen. As long as at least one of any two locations involved in a match has full access there is no interruption to tournament competition whatsoever.

If there is an extended loss of full access in two locations involved in a match at during a remote tournament– PPD must implement procedures to ensure the tournament competition continues with reasonable consistency when the delayed match begins to delay other matches. In a scenario where two locations lose full access, preventing match play for an extended period of time, PPD staff will forfeit both teams to keep the event moving in a timely manner. PPD staff will not unnecessarily forfeit teams, but must take action when necessary to ensure a timely and fair resolution for everyone involved in the tournament including the teams in the locations that have lost full access. When more than a momentary loss of full access in two locations involved in a match occurs, and when another match is waiting for either of the teams involved in the loss of full access delayed match, then at that time, PPD staff implement the following pre-planned procedures:

The following procedures are implemented to resolve "loss of full access for both teams in a match" in various scenarios during a tournament:

1. "First round" and "Winner's bracket" "loss of full access for both teams in a match" ... The team on the bottom of the match as seen on the bracket will be scored the loss and moved to the "Survivor's bracket" to play their

next match. The team on the top of the match as seen on the bracket will be scored the win and moved to the “Winner’s bracket”, then automatically scored as a loss and moved to the “Survivor’s bracket” to then play their next match.

2. “Survivor’s bracket” “loss of full access for both teams in a match” ... The team on the bottom of the match as seen on the bracket will be scored the loss and moved to the “Loser’s bracket” to play their next match. The team on the top of the match as seen on the bracket will be scored the win and advanced on the “Survivor’s bracket”, then automatically scored as a loss and moved to the “Loser’s bracket” to then play their next match.
3. “Loser’s bracket” “loss of full access for both teams in a match” ... The team on the bottom of the match as seen on the bracket will be scored the loss and consequently will be out of the tournament taking that position as their final position of the tournament. The team on the top of the match as seen on the bracket will be scored the win and advanced on the “Loser’s bracket”, then automatically scored as a loss and consequently out of the tournament taking that position as their final position of the tournament. If this loss of full access match occurs in prize money paying position(s), the prize monies for both positions are divided equally between the two teams.

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

** Cork to determine Home Team for first game of each match and tie breaker games. Home team starts first game of first round. Loser of game one starts game two, tie breakers cork again to determine who is “Home team” to start the final game of a match.

1) First round and Winner’s side of bracket for first two rounds and Final round -

- Race to 2 –Cricket with Cricket tiebreaker on winner’s side.
 - ADDED GAMES - Winners side round three (3):
Race to 3 in round three with same game order through tiebreaker, loser starts each game until tiebreaker (if needed) - Cricket ... Cricket for tiebreaker if needed.
 - ADDED GAMES - Winners side round four (4):
Race to 5 in round four with same game order through tiebreaker, loser starts each game until tiebreaker (if needed)... Cricket ... Cricket tiebreaker if needed.

2) Survivor’s side – Race to 2 – 501/Cricket with Cricket tiebreaker.

3) Loser’s side – ONE game of Cricket.

Note: Cricket games are set to cut off at 20 rounds. 501 games are stacked score open in/open out with a full (50 point) bull. Cork is one round count-up with double (25 red/50 black point) bull.

The Shooters Advantage – used onsite at the TOC

A dart that sticks in a mark but does not register that mark, will be manually scored by an official.

A dart that “flights” a beneficial mark on the way in, but sticks elsewhere, will not be manually unscored.

The match must be stopped by pressing the backup arrow – if teams agree to the change, they can apply it themselves.