2018 $75,000 Guaranteed* Added - Super Saturday Details:

100% payback plus minimum $1,000 guaranteed added money to each Singles bracket (6 men's, 4 women's maximum) and $1,500 guaranteed added money to each Doubles bracket (20 maximum).

- 2nd Saturday of every third month.
  - o September 9, 2017
  - o December 9, 2017
  - o March 10, 2018
  - o June 9, 2018
- Flighted Capped Doubles – 140 CPR Cap - $50 entry fee.[1]
  - o 16 teams per bracket. 20 maximum brackets (320 teams).
- Men's and Women's Singles (not flighted) - $25 entry fee.[1]
  - o 16 teams per bracket. 6 men's, 4 women's maximum brackets (96 men, 64 women).
- Triple Elimination.
- Tournament games count toward Darts-Tournament of Champions eligibility.

Teams can only participate in ONE event, cannot play in both the doubles and the singles at the same time.

Entries restricted to eligible* Extreme-Team Remote league and Super 7k Pool invited players.

An *eligible player is defined as a player who is currently playing on a remote Extreme-Team league, who has participated in at least 24 games of 01 and cricket to date after July 15, 2017 and who has played SIX (6) scheduled remote league matches[2] within the preceding ninety (90) days of the date of registration and whom also has other significant and verifiable traditional league and or tournament data to establish a registration stat, as determined at PPD staff discretion. For players with no Extreme-Team league info as described they must play for a vendor who has qualifier vouchers to award during the 2018 TOC year and have earned an invite for having the most games played on their vendors standings page prior to registration opening – for complete details read Super Saturday Rules.

League match processing and point posting to website traditionally takes 48 hours or more and frequently takes 72 – 96 hours.   Matches are scored at the value at the time match was scheduled to be played.

NOTE #1: For players whom we can find no verifiable game details, they will not be allowed to participate in the Super Saturday event until or unless they can produce such information from current league data, etc. At such a time that players produce information on current league data, etc the tournament admin office will apply a 10% increase to stats to ensure an accurate cover over data in the event of double in / double out or any other combination of games played.

NOTE #2: Players whom we have significant league data but do not yet have tournament data are subject to a minimum player rating adjustment should their recorded league data be LESS than a new player rating for their first tournament registration and until they've achieved the minimum tournament darts thrown to establish their own tournament stat. For example – Bob Smith has a league player rating of 41 (a 2.1 mpr x 10 + 20 ppd), his tournament registration player rating becomes 48 (a 2.5 mpr x 10 + 23); Nan Smith has a league player rating of 29 (a 1.4 mpr x 10 + 15), her tournament registration player rating becomes 35.5 (1.75 mpr x 10 + 18).

==!!! *Please see important note below in regards to tournament breakout rule* !!!==

Registration begins at 10 am CST on 5th Wednesday prior to each Super Saturday event. Players will be kept apprised of registration opening guidelines via the Horizon Darts Extreme Team Dart Leagues FB page if there will be a postponement due to data transfer.

Registration deadline is 9 pm CST on the Thursday prior to the event. Note: to ensure full payouts, whenever necessary, registration will close anytime within four (4) hours prior to 9 pm deadline when an even number of teams divisible by 16 are registered equating to full brackets. For example, if at any time after 5 pm CST we achieve the 48th, 64th, 80th, or 96th team and so on - we'll close registration early to ensure full payouts in each flight.

100% payback plus minimum $1,000 added money to each Singles bracket (6 men's, 4 women's maximum) plus $1,500 added money to each Doubles bracket (20 maximum), even if not full bracket of 16!

Payout example for Doubles and Singles brackets – based on full bracket of 16 teams, $1,000 guaranteed added money for Singles and $1,500 added for Doubles – posted as follows:

Doubles –
- 1st Place - $900 to team ($450 per player)
- 2nd Place - $600 to team ($300 per player)
- 3rd Place - $400 to team ($200 per player)
- 4th Place - $200 to team ($1000 per player)
- 5th – 8th Place - $50 ($25 per player)

Singles –
- 1st Place - $600
- 2nd Place - $400
- 3rd Place - $200
- 4th Place - $100
- 5th – 8th Place - $25

In addition, $21,000[3] guaranteed added All Star Bonus Pool money will be paid as follows to the highest finishing top 600 players on the current All-Star rank list players in each tournament (doubles and singles):
- Top 100 All-Star rank position players – $6,000
- Top 101-200 All-Star rank position players – $5,000
- Top 201-300 All-Star rank position players – $4,000
- Top 301-400 All-Star rank position players – $3,000
- Top 401-500 All-Star rank position players – $2,000
- Top 501-600 All-Star rank position players – $1,000

In addition, a $14,000[3] guaranteed added Super Bonus Pool ($7k per gender) will be paid to the highest finishing men and women with a Super 7k Invite in each tournament (doubles and singles). For complete details read Super Saturday Rules.

Note 3: In the event of a tie, top winners will split Bonus pool in that level.

* Absolute guaranteed added money is $35,000 as follows: $21,000 All Star Bonus Pool and $14,000 Super Bonus Pool. $40,000 guaranteed added money is maximum added money upon all singles and doubles brackets being filled and is subject to a lesser added money amount dependent on total brackets, still guaranteed at $1,000 per singles and $1,500 per doubles.

IMPORTANT NOTE ABOUT PRIZE PAYOUTS: Player payouts for each Super Saturday Doubles and Singles event contingent upon team captain changing their FaceBook profile picture to a team pic utilizing the available Super Saturday Doubles or Singles frame, EXCLUDING the appearance of any brands/logos not approved by the PPD, and tagging each team mate and tournament staff. Once tournament staff verifies team picture is appropriate team payouts will be sent via PayPal to the email addresses provided in player accounts.

Cricket Singles Invitational and How Invitations Are Determined – Invitations are awarded to the Top finishing 32 Men and Top finishing 32 Women players from four *Super Saturday Singles* events.   In the event of a tie for the 32nd position, spot to be determined by the highest player rating. For complete registration and event information read the Cricket Singles Invitational Details. **Click Here to view current CSI list.**

IMPORTANT NOTE TO PLAYERS: Tournament breakout rule 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 to no 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 120). 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 120 darts thrown in X01 games or 120 darts thrown in cricket games during any combination of tournament contests (remote and/or on-site events) has established a "tournament statistic" (stat). NOTE: Each players X01 games and cricket games are recorded separately. Either game type must achieve 120 darts thrown before the stat is considered as a source to populate registration stat – if the stat is better than previous sources.

REMOTE TOURNAMENT RULES and General information:

In addition to posted prizes, all games from remote tournaments 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. 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.

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 consist 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. Each team member is provided a list of league codes along with a phone number list prior to the event which can be found in their player account.

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. If time does not allow, team will be turned in to a bye and a refund of their entry fee will be issued via PayPal.

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 provides a phone list via player account 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 provide an updated/corrected phone list to all participants.

    b. Every team must speak – or text, via phone, to the opposing team before each match cork. Make the call – or text – 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 – or text – 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: Super Saturday events allow for 1 ½ teams per board at locations with more than 2 boards therefore forfeit times are "soft" and dependent on location of match play. Tournament forfeit times are always Central Standard Time CST.

    a. DOUBLES START/FORFEIT TIME: Play may begin as early as you'd like but matches won't be moved on the bracket until 12:30pm cst. All doubles matches must be started by 1:00pm cst – dependent on location of match play.

    b. SINGLES START/FORFEIT TIME: Play may begin anything boards are available for both teams after 1:00pm cst. All singles matches must be started by 2:00pm cst – dependent on location of match play.

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 <u>delayed match is found to have not been reported,</u> <u>both teams will lose the first game of the next</u> <u>available match</u>. 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.   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.

5. Finding your bracket: Live brackets are found at www.compusport.ca by clicking on the "PPD All Star Triples" icon, then selecting your bracket from the list if from a pc or by typing your name in the search box from a mobile device 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 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 provides bracket info, league codes and a phone list via player account several hours prior to tournament forfeit time.

6. 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.

7. 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.

8. 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.

9. 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.

10. How to cork: The cork is a one round game of count up with a double bull as found on the league selection menu. The count up game will show the second player on each team. 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. 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 highest score of the 2nd players wins the cork. 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.

11. 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.

12. 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 restarted 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.

13.   Expected etiquette: All Extreme-Team league rules regarding good sportsmanship apply. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. 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.

Format for Super Saturday Singles and Doubles Events – Triple Elimination (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.
     o 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.

     o 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) Loser's Side – Race to 2 – Cricket, 501. Tiebreaker - Cricket.

3) Last Chance 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 thrown that sticks, but does not score or appear on the darts thrown count on the monitor **due to a game malfunction** may be scored manually by agreement of both teams… **only after the action is agreed upon.** A dart that "flights" another dart as it goes in is left scored as the board decides. If the dart counted on the monitor, then it is **not** to be manually scored. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by backing up the game and manually scoring - and then, only with both teams in agreement. Stop the match by pressing the back-up button, call the other team and explain what you need to do... this will stop the shot clock, if necessary you may continue to push the back-up button until the situation can be discussed in detail with opposing team.