

2019 Darts – TOC Qualifier Details

DRAFT: Updated: February 19, 2019

Qualifier Vouchers: Vouchers are available to PPD players in three ways:

1) A Qualifier voucher may be earned from a PPD member who owns vouchers. Many North American vendors purchase PPD Qualifier vouchers to award to their most avid and skilled players. A complete list of PPD Vendors and their Qualifier voucher inventory can be viewed at www.dartstoc.com.

2) By competing in PPD remote leagues. 192 of the most avid PPD remote league players are awarded a Qualifier voucher as seen on the All-Star rank list at www.dartstoc.com. These Qualifier vouchers are awarded to highest points ranked 128 men and 64 women on this list.

3) By competing at any of the BullShooter Tour stops during the preceding TOC-year (July 15 – July 14 year-to-year). Find specific rules for BullShooter Tour Qualifier vouchers at www.dartstoc.com.

TOC Qualifier vouchers are earned by players who meet eligibility requirements, i.e. minimum game counts @ 350 prior to July 15, 2018 and whom maintain established minimum skill standards for each gender.

Each PPD Vendor may set their own minimum standards, which may be higher than those established by the PPD. And each PPD Vendor may set other requirements specific to the locations that are selected to participate in the remote Qualifier tournaments.

2019 Qualifier Schedule. Two-week intervals across 5 Saturdays:

- June 29, 2019
- July 13, 2019
- July 27, 2019
- August 10, 2019
- August 24, 2019

The top 4 Women from each Qualifier bracket advance directly into the Women's Elite Finale at TOC on October 16, 2019 along with the next highest finishing women across all brackets to achieve 64 women needed to complete the Women's Elite Finale field. Ties are broken by highest Player Rating of all those tied. Depending on where All other women place in their qualifier will determine which Finale, they can participate in on October 16th, 2019. Any women known to have advanced to the Women's Elite Finale is not allowed to register for a subsequent Qualifier tournament.

The top 4 men from each Qualifier bracket advance directly into the 2019 Men's Elite Finale at TOC on October 16, 2019 along with the next highest finishing men across all brackets to achieve 128 men needed to complete the Men's Elite Finale field. Ties are broken by highest Player Rating of all those tied. Depending on where all other men place in their qualifier will determine which Finale, they can participate in on October 16th, 2019. Any men known to have advanced to the Men's Elite Finale is not allowed to register for a subsequent Qualifier tournament.

- All Qualifiers are remote tournaments,
- Restricted to players who've earned (a) Qualifier voucher(s),
- A player that earns additional vouchers may compete in as many as five (5) Qualifiers,
- Start time is 1:30 pm Central Standard Time on each of the Saturdays,
- Entry Fee is \$50 per player required at time of registration,

- Singles competition,
- 32 per bracket,
- Triple Elimination,
- **100% payback. Payouts per bracket for both Men and Women as follows:**
 - 1st Place - \$300
 - 2nd Place - \$250
 - 3rd Place - \$150
 - 4th Place - \$100
 - 5th - 8th - \$50
 - 9th – 32nd -\$25
- Registration opens June 3, 2019 at 10am, CST and runs through 9 pm, CST on each Thursday preceding a Qualifier Saturday, except that registration is closed anytime within four (4) hours of closing when brackets are full.
- Registration is restricted to full brackets only. No planned byes during registration process. Byes may occur due to no-shows.
- Registered players who become a no-show, forfeit entry fee and result in TOC suspension unless due to a verifiable emergency.

All-Star rank list vouchers are awarded July 15, 2019. All-Star Voucher holders that fail to register for the August 24th Qualifier by **August 14, 2019** forfeit their voucher which is passed to the next person, of that gender, on the All-Star Rank list by points.

Men who do not place in the top 4 and Women who do not place in the top 4 of a Qualifier may register for the next Qualifier, up to 5 in all, if they've earned additional vouchers.

Tournament Rules:

1. Finding your bracket and advancing on the bracket: Live brackets are found at www.compusport.ca by clicking on the PPD – 2018 – 2019 PPD Events icon, then by typing your name in the search box from a mobile device, pc, or tablet. Each team/location must have a handheld internet access device during the tournament (I-phone, I-pad laptop, pc, etc.) to enable live viewing of tournament bracket. PPD staff provides bracket info, league codes and a phone list in each players player account. Each player must do the following:
 - a. Establish a CompuSport Player Account
 - b. Turn on “NOTIFICATIONS: to receive an alert each time a new match is posted on the bracket
 - c. Enable “Scorekeeper” to enable them to score the matches which moves the team on the bracket throughout the tournament.
3. Players are expected to arrive, at their selected location, at least 30 minutes prior to start time (1pm CST), to check board connectivity. Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. Tournament competition is not held up for machine or internet connection issues. When problems are discovered prior to 1:30pm CST start time, staff will work with a team to move to their previously chosen secondary location – if time allows prior to forfeit time of 2pm CST. If time does not allow, the team will forfeit first match at 2pm CST and 2nd match if the 2nd match is waiting at 2pm CST. Or the team may choose to be turned into a bye and refunded entry fee via PayPal after the tournament ends.
4. Pre-Match Contact: All Teams must engage in pre-match contact before EVERY match of the entire remote tournament. Failure to do so is cause for TOC suspension at discretion of PPD Staff.
 - a. Captain’s phone number and lists: Simultaneous to bracket/division posting on CompuSport, PPD Staff load a Captain’s phone list in every participating player’s Player Account. This Captain’s list contains the correct

contact number for every team in each player's division. The phone numbers on this list are extrapolated from the Player Account information of the person designated as Team Captain during the Team's registration. At least two hours prior to start time, every player must ensure that their Team Captain's phone number is correct. It is critical to ensure the Captain's phone number is correct to avoid penalties for missed-pre-match contact violations during the tournament. When a phone number is found to be incorrect, more than two hours prior to start time, PPD Staff will update the bracket/division's Captains list upon receipt of the proper phone number from the team. The team must notify tournament staff more than two hours prior to start time to avoid penalties.

- b. When a Captain's phone number is found inaccurate, at any time after two hours prior to tournament start time, it is the Team's responsibility to contact every other team in their division with the correct Captain's phone number. Text and or call every team to avoid penalties for missed-pre-match contact violations during the tournament. It is also advised that this Team make every effort to then initiate every pre-match contact during the entire tournament instead of waiting for a competitor to do so.
5. All teams must start competition at 1:30 pm CST. Failure to start at 1:30 pm CST or immediately upon receipt of contact from opponent at any time between 1:30 pm CST and 1:45 pm CST. Failure to do so is cause for TOC suspension at discretion of PPD Staff. Note: Do not report this rule violation unless opponent fails to reply to pre-match contact, or to start match, by 1:45 pm CST; at which time forfeit processing begins. Reporting an opponents missed-pre-match contact or failure to start competition violation prior to 1:45 pm CST is cause for same penalty for those doing the pre-1:45 reporting.
- a. Forfeit process begins at 1:45pm CST. Any team not competing at 1:45pm CST whose opponent missed pre-match contact must post on our FB page at that time – to enable PPD staff to begin the process of monitoring all missed-pre-match contacts that may be occurring as the 2pm CST forfeit time approaches. All missed-pre-match contacts must be reported for forfeit processing, beginning at 1:45 pm CST. Failure to have reported a missed-pre-match contact at 1:45 and through the 2 pm CST forfeit time is cause for TOC suspension, at discretion of PPD Staff, for the team that did not properly report a forfeitable team. And the team may be expelled from the existing tournament.
 - b. Forfeit time: 2:00 pm CST SHARP. Teams unable to start competition at 2pm will forfeit first match and 2nd match if the 2nd match is waiting. First forfeited match is scored by the first-match-opponent. Second match, if waiting at 2pm, is scored by the second-match opponent.
 - c. Delay of match after 2 pm CST forfeit time – All matches are expected to start immediately following post time on bracket. Except for verifiable emergencies, all other match delays is cause for TOC suspension, at discretion of PPD Staff, for the team that caused the unnecessary delay. Any situation that causes a match delay, after 2 pm CST Forfeit time, must be reported by posting on the Facebook page to enable PPD staff to intervene and resolve the delay. Any delay found caused by lack of knowledge of rules and/or information as described is cause for TOC suspension, at discretion of PPD Staff, for each player on the team and/or is cause for TOC suspension, at discretion of PPD Staff, for the team that caused the delay. Failure to report a match delay after 2 pm CST is cause for TOC suspension, at discretion of PPD Staff, for each player on the team for the team that did not report the match delay.
 - d. Note 2: PPD may request screenshots of both, call and text logs for random or specific matches following a tournament to ensure pre-match contact.
6. Staff will monitor PPD's "Dart Leagues - PPD North America" Face Book group page throughout the tournament. PPD Staff will assist with problems to help move all matches and brackets along as smoothly and timely as possible. DO NOT call, text or email tournament staff with questions, concerns, match problems or board problems during the tournament. [Post on this FB group page ONLY.](#)

7. Private messages (pms) and posting on FB group page is restricted to ONLY those players still in the tournament. Once eliminated from the tournament DO NOT post or pm Staff about anything during the remainder of the tournament. This includes: protests, suggestions, questions, comments or league issues. All comments are restricted during the tournament to ONLY those things involving an active tournament match and ONLY for players who are STILL in the tournament. Play at your own risk. Violating this rule is cause for TOC suspension, at discretion of PPD Staff. Posts from eliminated tournament-players are deleted. Following the tournament – after all competition in all bracket-divisions has ended, reporting of rule violations and other messages may be sent to PPD Staff members via Facebook private messaging, email or texts.
8. Player/team shooting order can be changed from match to match.
9. When to cork: Corking is provided within each match and is done to determine Home Team. Winner of cork game then automatically throws first in the 2nd game (1st game of match). Corking is also done within each match when a tie breaker is needed.
 - a. 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.
 - b. How to cork: The cork is a three-round game of 501 with a double bull and found within each league. The player will throw all three darts. The LOWEST score after three darts for each team wins the cork unless there is a tie, in which case, the two players cork again in attempt to break the tie – the lowest score wins the cork. If not a tie, someone from each team merely clears the game out by manually hitting any target through the second round. Corking game data is deleted from player details. If, in extraordinary circumstances, there is still a tie, then repeat the process until the tie is broken.
 - c. No re-corking or re-starts. It is both team's responsibility to know all the rules 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 in 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 to the correct format in subsequent games of the match
10. IMPORTANT for “King Seat” teams – You are expected to use the final-match wait-time to read the format directions provided on the bracket pertaining to the Final match(es). Do this while you are waiting for the other team to make it to the Final. King seat teams are expected to be ready to play the Final and to assist the other team to ensure there are no delays and no questions during the Final match(es). Text team photo to 573-205-2601 while waiting for Final to begin.
11. Expected etiquette: All PPD remote league and tournament rules regarding good sportsmanship apply. For example: do NOT stand at the throw line during your opponent's turn. PPD does not tolerate poor sportsmanship or unethical conduct and will act wherever appropriate. Negative, aggressive or abusive behavior of any kind will result in penalty. Disciplinary actions including expulsion from tournament and league play privileges may be applied at sole discretion of the PPD.

The Shooter's Advantage

The Shooter's Advantage during remote tournament competition and league play is applied the same as onsite at the TOC. The Shooter's Advantage = backing up darts to correct a beneficial, but, miss-scored or non-scoring dart.

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

Detailed scenarios:

1. A dart that beneficially flights another dart as it sticks into a non-beneficial target remains, as scored by the machine, to the advantage of the shooter. No interaction between teams is needed. Just continue game.
2. A dart that sticks in a target that is beneficial to the shooter but did not register that target because it flighted a non-beneficial dart on the way in, or did not score at all, for any reason; may be manually scored to the advantage of the shooter. Communication with the opposing team is required. Leave the darts in the board and contact the opposing team. Stop the match by pressing the back-up button and continue to press the back-up button until contact is established with the other team. Then explain that the dart needs to be scored or re-scored. Send a photo, if necessary, to show the beneficial dart that is needed to be manually scored or re-scored. Communicate with the other team until the back-up and/or scoring issue is approved and resolved to complete the turn. Then, complete the turn and continue on to the next team’s turn. Notice: Withholding agreement to allow manual re-scoring of a beneficial dart as described in this Shooter’s Advantage rule is cause for penalty when reported and verified by Administrative review of match video.
3. When a miss-scored dart is the third dart, stop the match by pressing the back-up button when the machine comes back to your team’s next turn. On a third-dart miss-score, the opponent will most likely have thrown their next turn as communication is being established. Continue to press the back-up button until contact is established with the other team. When a miss-scored dart is the third dart, backing up through the entire turn will be required. Arachnid G3’s allows for multiple rounds of backing up darts when needed. Send a photo, if necessary, to show the beneficial dart that is needed to be manually scored or re-scored. Explain to the opponent that they need to approve the back-up to allow re-scoring of the third dart of your team’s previous turn – and – discuss the fact that the re-scored third dart for your team might have changed the strategy of the opposing team had they known the actual score of that third dart. You and the opponent must discuss and decide if they would rather re-throw their darts or have them simply 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-score third-dart would have won the game for your team, the game is over. This miss-scored dart is moot. There is no need to contact the other team in this instance. Continue on to the next game in the match.
5. When the miss-scored dart is the third dart, a winning dart for your team, and the opposing team’s darts are thrown scoring winning darts for the opposing team, causing a false-scored game-win – in this scenario the machine will score the game-win for the other team before communication could be established. Leave the darts in the board and contact the opposing team. Do not start the next game of the match until communication is

established and the miss-scored third-dart, winning dart, for your team is understood by the opponent. Send a photo, if necessary, to show your team's winning miss-scored third-dart. Then continue the match as normal. After the match is complete, both teams must notify PPD Administrators to record the proper match-score (for league play).

- During remote tournament competition simply score the over-all match properly and move the correct match winner forward on the division.

IMPORTANT: All other PPD remote league and tournament participation rules and Code of Conduct apply. See all other PPD Remote league or tournament documents for other details. All other TOC Qualifier rules apply; see all other TOC documents for other details.