

The Shooter's Advantage

The Shooter's 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 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 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 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 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.