

All-Star Triples

DETAILS and RULES

Section 1: Basic Event Information

Eligibility: All-Star Triples can be played on any PPD Partner Vendors Arachnid G3 dartboards.

See boards within the PPD System on the ["Where Can I Play" map](#)

To check a players eligibility, see [Player Eligibility Status](#)

4 requirements needed on www.dartstoc.com to register:

1. Established Stats/Average from eligible Leagues and/or Tournaments
2. PPD Player Account
3. Form W-9 or BEN filed

Any player exceeding \$599.99 for a calendar year receives a 1099 for tax purposes.

4. Meet minimum match requirements

PPD Remote League Play – 3 PPD Remote League Matches within 30 days of registering for the event. (A player can substitute up to 1 DRT for 1 of the 3 league matches needed.)

Example: A player can be eligible by using 2 league matches and 1 DRT.

Note: Eligibility changes daily as new matches come in and old matches fall out of the 30-day window.

Schedule: 3rd Saturday of January, February, April, May, September, and November

September 21, 2024 – 25 Points

November 16, 2024 – 50 Points

January 18, 2025 – 75 Points

February 15, 2025 – 75 Points

April 19, 2025 – 100 Points

May 17, 2025 – 100 Points

Registration: Completed and paid by the team captain from their PPD Player Account.

\$75/Team entry fee due at time of registration – 100% Payback + Nonrefundable PayPal fee.

Coin Drop \$1/Game at the board.

Registration Opens: at 10:00am CT on the following dates:

September 21, 2024 Event: Registration Opens August 21, 2024

November 16, 2024 Event: Registration Opens October 16, 2024

January 18, 2025 Event: Registration Opens December 18, 2024

February 15, 2025 Event: Registration Opens January 22, 2025

April 19, 2025 Event: Registration Opens March 19, 2025

May 17, 2025 Event: Registration Opens April 23, 2025

Registration Closes as early as 5:00pm CT on the following dates:

September 21, 2024 Event: Registration Closes September 18, 2024

Last day to play matches: September 17, 2024

November 16, 2024 Event: Registration Closes November 13, 2024

Last day to play matches: November 12, 2024

January 18, 2025 Event: Registration Closes January 15, 2025

Last day to play matches: January 14, 2025

February 15, 2025 Event: Registration Closes February 12, 2025

Last day to play matches: February 11, 2025

April 19, 2025 Event: Registration Closes April 16, 2025

Last day to play matches: April 15, 2025

May 17, 2025 Event: Registration Closes May 14, 2025

Last day to play matches: May 13, 2025

Registration Refunds: No Refunds are given after teams are flighted into divisions. To drop and receive a refund, players must text 573-468-5347 by 9am CT the Thursday prior to the tournament.

Prize Money: Paid via PayPal following the tournament.

100% Payback of entry fees PLUS \$600 Added to Each 16-Team Flighted Bracket (Prorated if less than 16-teams)

Prize Money for Brackets with 16 Teams

1st Place: \$750

2nd Place: \$525

3rd Place: \$315

4th Place: \$210

Prize Money for Brackets with 15 Teams

1st Place: \$720

2nd Place: \$507

3rd Place: \$285

4th Place: \$176

Format: Triple Elimination – 16-Team Brackets

Triples – 3 Players per Team

12.0 MPR Team Cap (CMPRs based on time of flighting)

Brackets flighted the Thursday prior to each event

Winner's Side (No Loss) – Rounds 0 to 2 on Bracket -

Race to 2 Wins (Best of 3) - All Cricket
Choose Code WIN at the machine

Loser's Side (One Loss) – Rounds -1 to -6 on Bracket - Race to 2 -

Race to 2 Wins (Best of 3) – Cricket, 701. Tiebreaker Cricket.
Choose Code LOSE at the machine

Last Chance Side (Two Losses) – Rounds 8 to 18 on Bracket - Race to 1 -

Race to 1 Win (Best of 1) – Cricket.
Choose Code LAST at the machine

Winner's Side Race to 4 – Round 3 on Bracket - Race to 4 -

Race to 4 Wins (Best of 7) - All Cricket
Choose Code WIN4 at the machine

Notes: Cork for start of 1st and Tiebreaker (if needed) games.

(See Gameplay Section)

Cricket Games are limited to 20 rounds.

701 Games are oi/oo full bull.

Championship and 3rd Place Matches –

The brackets are triple elimination, this means every team must be beat 3 matches (not games) throughout the day to be eliminated from the tournament.

Breaks are not to be taken in the middle of the 3rd Place Match(es) or Finals.

3rd Place Match: When playing the 3rd Place match, the team on the top of the match has 1 Loss – the team on the bottom of the match has 2 Losses.

1. First Match – Play Loser's Side Format.

a. If the team on the top of the match wins, that is their opponents 3rd loss and they advance to the Championship match.

b. If the team on the bottom of the match wins the first match, that is their opponents second loss and another match is required. WAIT UNTIL THE COMPLETION OF THE SECOND MATCH TO SCORE THE MATCH IN COMPUSPORT.

2. Second Match –Last Chance Format.

a. The team that wins that match advances to the championship match.

Championship Match: When playing the Championship, the team on the top of the match has ZERO losses. This means a team must beat them 3 MATCHES (not games) to eliminate them from the tournament. The team on the bottom of the match could have One or Two match losses for the day. If you are the King Seat team and unsure how many losses your opponent has, text 573-468-5347 for assistance from admins.

1. First Match – Winner’s Side Format

2. All other matches use the format of the team with the fewest match losses. If you are unsure which format to use – text 573-468-5347 for assistance from admins.

Section 2: Game Play

Getting Assistance and Contacting Admins:

[Contact PPD Admins by TEXTING 573-468-5347](tel:573-468-5347)

During the tournament: For assistance TEXT 573-468-5347. Admins DO NOT answer phone calls during the tournament. Do not text the number asking to be called. If you do, you will get a reply asking what we can help with.

After your team is eliminated from the tournament: The Admins running the tournament’s sole purpose is to monitor brackets and keep the tournaments running smoothly. Once eliminated from the tournament DO NOT pm or text Staff any protests, suggestions, questions, or comments about that tournament. Please submit any comments or concerns good, bad or ugly – to the player Contact Us page on DartsTOC.com. These submissions will be reviewed the next business day at the earliest and will NOT affect the outcome of the tournament, as all PPD Remote Tournaments are PLAY AT YOUR OWN RISK. Penalties are applied to any teams breaking rules. Most importantly, be respectful and don’t be a jerk! All penalties are applied at PPD Staff discretion.

PLAY AT YOUR RISK. Teams involved in PPD Tournaments should not post negatively on social media about opponents, text opponents or post on social media to accuse opponents of sandbagging, or of throwing higher/lower than you believe they should. For these claims to be reviewed and taken seriously, they must be submitted to the DartsTOC Player Contact Us page.

If things get ugly: Our goal is for everyone to have the best experience possible! Some situations are out of our control during the tournament and must be dealt with after. If things are not going your way keep in mind that PPD Staff are not your personal punching bag. PPD reserves the right to expel/forfeit any person who is mean, aggressive, rude, and/or speaks/writes negatively about Partners Promoting Darts, Darts TOC or PPD staff. (See Section 4: Player Etiquette, Good Sportsmanship & Ethics)

Start Time and Forfeit Time:

Start Time is 1:30pm CT.

Forfeit Processing Starts at 1:45pm CT. Teams not starting by 1:45pm CT are not forfeited but can face penalties after the tournament is complete if the teams involved in the late start match are not communicating with PPD Admins.

Forfeit Time for first round matches is 2pm CT. Any matches not started by 2pm CT are forfeited.

All other matches should be started within 10 minutes of the match post time (MPT) on the bracket.

If darts are not in the air at 10-minutes past match post time or you have not heard from your opponents, immediately text 573-468-5347 to make PPD admins aware.

When PPD Admins are notified of an absent team at the 10-minute mark, they will contact opponents in hopes of getting the match started. Any teams reported and found guilty of not starting their match by 10-minutes past match post time face a 30-day tournament suspension following the tournament.

If a team waits 15 minutes or more past match post time to notify PPD Staff of an absent opposing team, both teams are subject to forfeiture of the match and a 30-day tournament suspension to be applied after the tournament for allowing the delay to occur.

Captains List and Pre-Match Contact (PMC):

The Captains Lists are live in player accounts by the Friday evening prior to each event. Teams use their captains list for:

Finding which codes/format to use at the board.

Finding each team captains phone number.

PMC: The team captain should be contacting the opposing team captain prior to EVERY match played throughout the tournament. Penalties are applied to teams that do not contact opponents prior to starting each match when proven.

Note: Penalties are applied to teams that argue with opponents, disrespect opponents, and/or comment on opponents' skill/strategy/pointing. Instead, teams should get assistance from admins to resolve issues.

Setting Up the Machine: All-Star Tournaments utilize the remote league play features of the Arachnid G3 for each tournament match. Each format is set-up as a separate league match on the machine's 'League' menu.

'League Mode'

'Play League'

Choose correct League Code (See captains list for which league code to use)

Select 'Yes, both cameras work'.

If cameras are not working, exit league mode and update the board, then return to setup. See Section 3: Cameras for details.

Choose your team

Choose whether you are Home or Away (Look at the bracket on CompuSport, the team on the top of the match is the Home Team.)

Choose Opponent Team

Choose 'Local' if your opponent is with you at your location, playing on the same board.

Choose 'Remote' if your opponent is at a different location

While the board is “waiting for opponents” it is a great time to text your opponents to let them know you are ready if you have not previously done so. Do not hit start a match until you have communication to and from opponents.

Tournament staff automatically set up the board with the highest MPR shooter throwing first. Player/team shooting order can be manually changed from match to match if the team wishes to do so.

Corking Procedures: Corking is done before each match to determine who shoots first. Corking is also done when a tiebreaker is needed. Corking game data is not retained for statistical purposes. Once you hit “Start” on a match, a 501 game will pop up – this is the cork.

How to Cork:

The cork is a two-round game of 501 with a double bull and is the first game of each match’s league code. After the first player on each team throws, the 501 game will show the second player on each team. The second players only throw if there is a tie.

The first player of the home team will throw all three darts, followed by the first player of the away team. The LOWEST 501 score after three darts for each team are thrown, wins the cork unless there is a tie. If not a tie, press the red button to manually skip the second player round.

In the event of a tie after the first players of each team shoot, the 2nd players on each team also throw three darts to attempt to break the tie – the lowest 501 score after the 2nd players throw wins the cork. If, in extraordinary circumstances, there is still a tie after both people on each team have thrown three darts, then cancel the match, and repeat the process until the tie is broken.

Note: If there is no tie and a second player throws, back up game and remove second players scored darts. If both team’s 2nd players throw use this score to determine who goes first in game – no need for re-corking.

Note: Players should only cork under their own name. Post-tournament penalties are applied to players who cork under anyone’s name but their own.

CompuSport- Brackets and Advancing Matches:

Brackets are live on CompuSport by the Friday evening prior to each tournament weekend.

A member of each team should be prepared to score matches after the completion of each match to move them forward on the bracket.

This should be done IMMEDIATELY FOLLOWING match completion. BEFORE taking a break or leaving the immediate area of the dartboard. If teams are caught taking breaks prior to scoring matches it can result in forfeiture from the tournament and/or tournament suspension at PPD Staff discretion.

Any teams unsure of how to use CompuSport should educate themselves using [CompuSport Tutorials](#) PRIOR to the tournament.

Section 3: Other Details

Teams and Substitutions:

12.0 Team Combined MPR Cap – Best known stats are used at the time of flighting, the Thursday prior to the tournament. If teams go over the cap between registration and the time of flighting, they are given the option to adjust their team to fit the cap or drop from the tournament and be refunded entry fees.

Substitution is allowed up to 2 hours prior to start time. If substituting a player after flighting, the subs MPR must be equal to or less than the MPR of the person being replaced. Subs must meet all eligibility requirements. Text all substitutions to 573-468-5347. An admin will respond as soon as the change is confirmed and completed.

PPD automatically sets up the board with the highest MPR shooter throwing first. Player/team shooting order can be manually changed from match to match.

Registration Refunds: No Refunds are given after teams are flighted into divisions. To receive a refund, players text 573-468-5347 by 9am CT the Thursday prior to the tournament.

Boards and Locations:

Boards are limited to 1 team per board and are first come first served at the time of registering for the event. Upon registration, the captain will also choose a Secondary Location. Secondary locations are not guaranteed but will be loaded with the tournament codes should any emergencies arise.

When emergencies arise mid-tournament after the first round, teams are given 10 minutes to move to their secondary location. Any location moves that take more than 10-minutes to get darts in the air result in forfeiture. The 10 minutes start when admins direct the player(s) to start moving to their secondary location.

Tournament players are expected to arrive at least 30-minutes prior to start time. During this time, it is the team captains responsibility to:

Check for the Tournament Codes: WIN, LOSE, LAST, and WIN4

Check board connectivity: Play at least 1 casual remote game to ensure connectivity.

When problems are discovered prior to 1:30pm CT the team has 2 options-

- 1) Staff works with team to move to their previously chosen secondary location if time allows prior to 2pm CT. If time does not allow, the team forfeits their 1st match at 2pm CT and possibly 2nd match if 2nd match is waiting.**
- 2) The team can choose to not play, PPD staff turns team into a bye and entry fees are refunded.**

Throw Lines are positioned 8 feet from the board face. Players throw from behind the line.

Players can lean across the line during their throw as long as their foot does not touch the floor before the dart leaves their hand. All throw line “protests” are dealt with following the tournament and do not affect the outcome of the match or game.

It is discourteous to stand at the throw line while opponents are throwing. Some players will stand at the throw line to get ready for their next turn. Do not confuse this with a team being impolite, when they are actually just trying to keep the match moving along. Teams that are purposely waving arms around or trying to distract/disrespect teams can face a tournament suspension following the tournament if proven guilty.

These claims should all be submitted to the Player Contact form at DartsTOC.com to be reviewed following the tournament.

Cameras: Every team playing should have a working camera to continue participating.

If playing in the tournament and you notice a teams camera is not working:

Stop the match by pressing the back-up button to pause.

Call your opponents and let them know their camera is not working. (nicely because it is out of their control and most likely have no idea it was not working in the first place)

Work with opponents to reboot their board. The team with the working camera should stay in the match while opponents shut off power to boards, turn back on and hit the triple 20’s repeatedly to initiate the “update screen” on the board. The team will then go back into the League Menu and click “Continue Suspended Match”. Shortly after, the boards should connect.

In extraordinary circumstances, if the Suspended Match does not show on the board, the team with the non-working camera can try setting it up as a new match, it should then give the option to continue or start a new match. If it does not give that option, it means the team cancelled the match instead of cutting power to the board. Immediately text 573-468-5347 to get assistance from admins. If Admins follow all protocol and are still unable to fix the situation, it can lead to a match forfeit for the team without a working camera.

Match Delay: Tournament play must not be held up.

Once a match is started, players DO NOT LEAVE THE BOARD or delay starting each subsequent game of the match.

Breaks are not allowed during a match or during the entire duration of the 3rd Place match(es) or Championship match(es).

Replaying a match is not allowed unless approved by staff.

Shot Clock: The 30 second shot-clock is not to be paused other than to apply the “Shooters Advantage Rule”. (see below Section 3: Shooters Advantage Rule)

If the other team is the one holding up the match: text PPD Admins 573-468-5347 immediately.

PPD Staff MUST be made aware of match delay IMMEDIATELY! Allowing opponents to cause match delay and not informing admins makes your team equally as guilty and penalties will be applied at PPD Staff discretion. This includes possible forfeiture of BOTH TEAMS INVOLVED.

Leaving a board during a match will result in probable loss of the current game, possibly the match, because the shot-clock passes missing player(s) throughout the game. A missing player may rejoin the game upon their return to the board.

When a game ends with a missing player, the next game starts immediately and so on until the match is complete. DO NOT wait to hit start on the next game because one of the players is not present.

Breakout Rule: Any player whose tournament performance MPR exceeds registration MPR by 30% or more.

PPD tracks all TOC and Remote Tournament data to run in breakout program to ensure players do not outperform registration stats more than an ordinarily expected amount. Data for each individual player is tested when at least 120 darts is thrown in X01 games or 120 darts is thrown in cricket games during tournament competition.

Breakout penalties: loss of All-Star Rank List Points and/or Tournament Suspension at PPD Staff discretion.

All-Star Rank List Points: Each All-Star Triples participant is awarded points on the 2025 All-Star Rank List per event participated in.

September 21, 2024 – 25 Points

November 16, 2024 – 50 Points

January 18, 2025 – 75 Points

February 15, 2025 – 75 Points

April 19, 2025 – 100 Points

May 17, 2025 – 100 Points

Points are awarded the week following completion of the event.

Loss of All-Star points may occur due to rule violations during a PPD League or Tournament.

Shooters Advantage Rule: 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.

If playing in the tournament and wish to correct a miss-scored dart:

Do not remove darts from the board. If the dart falls out of the board or is removed, the shooters advantage rule CANNOT be used.

Pause the game – Call Opponents – Take Picture of Darts – Wait for approval – Backup and Re-score the mis-scored dart by tapping in by the flight.

If your opponents do not give approval, keep the game paused and text us at 573-468-5347 for Admin Assistance.

If you are unable to get your opponents attention before their turn, wait at the board to pause immediately when it comes back to you. (DO NOT THROW ANOTHER DART. If another round is thrown by the team with the miss-scored dart before fixing the miss-scoring, the rule cannot be used.) When the board comes back to you after opponents have thrown, follow steps to apply the rule for your miss-scored dart. This will require the other team backing up their 3 darts thrown. After the miss-scored dart is fixed, the other team can either manually score their darts from the round that had to be backed up OR they may choose to rethrow, as strategy may have changed.

Section 4: Player Etiquette, Good Sportsmanship and Ethics:

Each player signs a “Code of Conduct” during the registration process. In signing this document each player agrees to conduct themselves according to the Code. Penalties are applied for failure to uphold the Code of Conduct.

Misguided competitiveness is not an excuse. Drinking is not an excuse.

Negative, uncooperative, aggressive, or abusive behavior of any kind is penalized. PPD reserves the right to address misconduct once reported stemming from any PPD Event. Bad behavior results in disciplinary action and/or possible suspension from the PPD activities.

PLAY AT YOUR RISK. Penalties are applied to players who are found guilty of sending texts accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should. Penalties are applied to players who are found guilty of posting/commenting on social media about an opponent and/or accusing an opponent of sandbagging and/or throwing higher/lower than they believe they should.

For these claims to be reviewed by staff, they must be submitted to the DartsTOC Player [Contact Us Page](#).

Any player/team found guilty of not abiding by rules are subject to disciplinary actions including expulsion from tournament and league play privileges at sole discretion of the PPD. All Rules are meant to provide a foundation for an enjoyable experience playing darts. Never use a rule out of the context for which it was written, in doing so you may cause more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to overshadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!!