



Daily Remote Tournaments

Details & Rules

UPDATED 6/22/2020

Section I: Basic Event Information – Daily Remote Tournaments (DRT's) are offered Tuesday – Sunday on both the hour & half hour starting at 4:30pm CST until 9:00pm CST. All DRT's are now “On Demand” which give the option for players to create their own DRT with the cap they desire within 5-point increments. PPD runs 2 doubles & 1 singles event per time slot.

- Format – Double Elimination Brackets – Up to 16 teams per bracket
 - Winner's Side (No Loss) – Race to 2 – Cricket. Tiebreaker, Cricket
 - Loser's Side (1 loss) – Race to 2 – Cricket. Tiebreaker, Cricket
 - Added games to Winner Side Pre-King Seat matches
 - Note: Cricket games are limited to 20 rounds.
 - Note: Cork for start of 1st and Tiebreaker (if needed) games. Corking details in Section III.
 - Note: Format subject to change to meet desired event times at PPD Staff discretion.

- Regular DRT Fees: \$23.00 per player entry fee plus \$0.50 per game coin-drop at the board.
 - \$17 towards event payout – payout to top 25% of the field.
 - \$3 Admin Fees
 - \$3 Production/Greens Fee

- Double Entry & Prize DRT Fees: \$46.00 per player entry fee plus \$0.50 per game coin-drop at the board.
 - \$40 towards event payout – payout to top 25% of the field.
 - \$3 Admin Fees
 - \$3 Production/Greens Fee

- Eligibility Requirements:
 - For Capped events players must have an established player rating (PR) on dartstoc.com.
 - Each teams Combined Player Rating (CPR) must be at or below event cap. See Section III for more information regarding how Player Ratings are determined.
 - Players without an established average on the dartstoc.com website are eligible for no cap events until enough data is acquired for the player to have an established PPD & MPR.
 - Players must have an established a User Account with a W9 form filed for the current calendar year on dartstoc.com. Entry fees are paid in full during the registration process via PayPal. Prize money is paid via PayPal at the end of each event. Any player exceeding \$599 for a calendar year receives a 1099 for tax purposes.
 - Note: Any participant found to be playing under a false name or shooting as anyone else is subject to immediate suspension, at least 1 year at the discretion of PPD Staff.

- How to Register:
 - Registration is completed by players using their PPD User Account.
 - The team captain logs into their account and clicks, “[Daily Remote Tournaments](#)”. Team captain follows pages to register for the event & is then directed to PayPal to pay for the event entry. If you do not complete payment

you will not be registered for the tournament. If you are having issues please contact us on the [DRT Facebook Page](#).

- **Please check to see if events are created before creating a new event of that type.**
- If a Tournament is not created, you can create your own going to , “[Daily Remote Tournaments](#)” in your player account and selecting the event type you desire from the dropdown under “Create a DRT”. You are then directed to select the desired format options on the following page to create the event.
 - Creating an event does not register the team. You will still need to register your team after creating the event.
- Daily Registration: Registration closes 15 mins prior to bracket start time. Event registration CAN ONLY be delayed because of last minute entries IF DRT STAFF HAS TIME. To guarantee your spot in a bracket, register as early as possible.

Note: A cap does not use decimal points the maximum “Rating” or “CPR” allowed is the number nothing over.

Ex. Singles 45 Cap “Rating” stops at 45.000

Ex. Doubles 120 Cap “CPR” stops at 120.000

- DRT games count towards Tournament of Champions (TOC) eligibility.
- DRT can be used for no more than 1/3 of Major tournament eligibility.
 - For example: For the All-Star Triples, match requirements are 3 matches within 30 days of registration. Players can use 1 DRT along with 2 PPD remote league matches. For Super Saturday, eligibility requirement is 9 matches within 90 days of registration. A player can use as many as 3 DRT’s combined with 6 league matches for eligibility.
- Players earn points for participation on the All-Star Rank list and their vendor’s TOC Standings page. On the All-Star Rank list, point value mirrors point value for leagues. On vendor’s TOC standings page, each DRT point value is set by the vendor.
- Boards are limited to 1 team per board. Regularly scheduled league matches take precedence over DRT. Do not cancel a league match to participate in a DRT. Teams that cancel league matches to participate in DRT face automatic 30-day suspension from PPD Remote Tournament activity and forfeiture of league match at PPD Staff discretion.

DRT’s 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 “remote league menu”. Remote tournament matches consist of combinations of game-types. Each team member is provided a list of

league codes to use along with a phone number list prior to the event which can be found in their player account.

Section II: Match Procedures and Rules

1. Use of CompuSport "Scorekeeper" feature is mandatory in all PPD tournaments.
 - a. Players load the CompuSport app on their device.
 - b. Each team must have at least 1 player establish a CompuSport account, turn on "Notifications" and "Scorekeeper" features.
 - c. The winning team of each match uses Scorekeeper to score the match win. To enable Tournament Staff to easily monitor scoring timeliness, the match is to be scored:
 - i. Within 90 seconds of a match win
 - ii. Before the machine automatically cycles out of the "match-ending game's win screen"
 - iii. Before manually exiting out of the "match-ending game's win screen"
 - d. This scoring rule applies to all matches. Failure to score a match win, as described herein, will result in penalties when delay of bracket occurs.
 - e. If you are having trouble scoring your match, post on [DRTs Daily Remote Tournaments by PPD](#) Facebook page and we will assist you in scoring and your ability to score matches.
2. Player Substitutions - Substitution is allowed up to 15 minutes before competition begins.
3. Prior to every match, players add full names (first & last) to their team as "New Substitute". A hot button can be used to more conveniently add names at the board. If any player on any team is not showing their first & last name in the board, please contact DRT staff and inform them.
4. Players are expected to arrive early at their location to check board connectivity. Play at least one casual remote game to ensure board is working and connectivity to internet is trouble-free. **Tournament play is not held up for machine or internet connection issues.** When problems are discovered prior to start time, staff works with the team as they move another location – if time allows prior to forfeit time. If time does not allow, the team has 2 options. 1) Forfeit first match if they wish to pick up the tournament once they arrive to the secondary location 2) The team may choose to drop from the event and is refunded entry fee via PayPal.
5. Pre-Match Contact: All teams must speak – or text - via phone before EVERY match. Make the call – or text – to 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. Pre-Match contact MUST occur. Those who do not engage in pre-match-contact will be penalized when reported and proved following the tournament. Missed pre-match contact will result in an automatic one-month suspension from remote tournaments for each reported, and proven, missed pre-match contact. Missed pre-match contact reports are to be made after the tournament ends and no later than 24 hours from the time of the missed pre-match contact. Falsely reported and or unproved missed pre-match contact is cause for equal penalty.

- a. Failure to answer a call – or text – from an opposing team prior to any match will result in forfeiture of the match when, once reported to staff, the phone remains unanswered. When a PPD staff call goes unanswered the team immediately loses the match.
6. First Match Forfeit Time is 10 minutes after Start time.
- a. If you are not playing or have not heard from your opponents at 8 minutes past start time for any reason, contact us on DRTs Daily Remote Tournaments by PPD Facebook Page to notify PPD Staff to contact missing opponents.

Note: Staff will try to contact the missing team as soon as possible after receiving notification of a missing team. If the call is unanswered for any reason, the match is forfeit at 10 minutes past post time.

7. All other matches: Forfeit Time is 10 minutes past Match Post Time.
- a. If you are not playing or have not heard from your opponent at 8 minutes past the Match Post Time, please contact us at DRTs Daily Remote Tournaments by PPD Facebook page so staff know of the missed Pre-Match contact & can contact teams to either get the match going or apply the forfeit rule if the phone remains unanswered. If opponents have not contacted you at 8 minutes past Match Post Time, the DRT staff will contact the other opponent. At 10 mins past Match Post Time, if the match is not started, it is a forfeit & PPD Staff awards the win to team ready to play.
8. Boards are limited to 1 team per board. DRT play is not held up for any reason, especially board availability. League matches take precedence over DRT. If a DRT player/team refuses to give up board for scheduled league match, DRT team does not get credit or points for participation along possible tournament forfeiture at PPD staff discretion. If no machines are available at chosen location for DRT or all boards are taken, there are a few different scenarios:
- a. If before start time-
 - i. Team can choose not to play, and entry fees are refunded.
 - ii. Team can choose to switch locations. If they can make it by start time, play continues like normal. If the team does not make it by start time, 1st match is forfeited. If 2nd match is waiting, it is forfeited as well.
 - b. If at start time-
 - i. Team can choose to not play, and entry fees are refunded.
 - ii. Team can choose to move locations if they can make it by the time the 2nd match is posted. If team is not available when 2nd match is posted, 2nd match is forfeited.
 - c. If after start time-
 - i. Team forfeits, at least, the 1st match with the option to move locations. If the team is not ready by 2nd match post time, 2nd match is forfeited.

- d. If a team shows up at their location to throw and the DRT codes are not loaded on the board:
 - i. The team has the option to not play and entry fees are refunded.
 - ii. If before start time and time allows – the team can switch locations. If team is not ready at start time, 1st match is forfeited. If 2nd match is waiting, 2nd match is forfeited.
 - iii. If after start time – team forfeits, at least, 1st match and switches locations. If 2nd match is waiting, 2nd match is forfeited.

- e. If a team shows up at their location to throw and the DRT codes are not loaded on the board:
 - i. The team has the option to not play and entry fees are refunded.
 - ii. If before start time and time allows – the team can switch locations. If team is not ready at start time, 1st match is forfeited. If 2nd match is waiting, 2nd match is forfeited.
 - iii. If after start time – team forfeits, at least, 1st match and switches locations. If 2nd match is waiting, 2nd match is forfeited.

NOTE: Refunds are made automatically when players have not played any matches and above situations take place. Refunds after 1 or more matches have been played are sent at PPD Staff discretion.

NOTE: Due to file generation times, locations cannot be added the day of the tournament. If any player knows of a location/machine that does not have DRT codes, notify PPD Staff for the location to be added.

- 9. DRT play is not held up for any reason.
 - a. Once a match has started, players are NOT TO LEAVE THE BOARD or delay starting each subsequent game of the match.
 - b. Breaks are not allowed during a match.
 - c. Leaving the board during a match will result in probable loss of the current game, and possibly the match, because the shot-clock passes missing player(s) throughout the game and, when necessary, during each game of the remainder of the match. A missing player may rejoin a game upon their return to the board.
 - d. When a game ends with a missing player, the next game is to start immediately and so on until the match is complete.

- 10. The 30 second shot-clock is not to be paused for any reason other than to apply the “Shooters Advantage” to resolve a miss-scored dart. You can only pause it on your turn to apply this rule. Please make sure you have read the shooters advantage rule before trying to fix a dart and know the procedure. Not following the procedure or delaying the game longer than to fix a dart can end up in match forfeiture.
 - a. See Section III for more information on “Shooters Advantage”.

- 11. Backing out of a game is considered a match forfeiture when game can not be resumed.

12. A game played counts.

- a. Player/team shooting order can be changed from match to match.
 - i. A match once started is not restarted for any reason. A match has begun when a dart has been thrown by either team.
 - ii. If a set-up error (shooting order, player name) has been discovered after the match has started – continue the match as is. Notify a DRT official after the match is completed to correct errors on the back end.

13. Problem Resolution During a Match:

- a. Staff monitors the DRT FB group page throughout the tournament. PPD Staff will assist with problems to move all matches and brackets along as smoothly as possible. In the event of a problem/issue that requires assistance to move the game or match forward, ONE person from each team should contact Staff on DRTs Daily Remote Tournaments by PPD Facebook page using the same post so both teams can see a response from staff Please determine who will post on page prior to post.
<https://www.facebook.com/groups/286645012048290/>

NOTE: DO NOT CALL DRT PHONE. Staff will not answer during matches. If you are having an issue that needs phone communication, staff will contact you after receiving notification on Facebook.

14. Protests, Complaints, Comments:

DRT Officials are primarily engaged in the business of keeping matches moving forward. Once eliminated from a tournament bracket, do not post on the DRT Facebook page.

Note: The DRT Facebook page is not a place for protests, complaints, or negative comments regarding the DRT events. Negative posts are removed.

- a. Once eliminated, players who would like to share their thoughts, good bad or ugly, may send email to Carly Griggs – cgriggs@playmor.com.

Section III: Additional Information

CORK PROCEDURES:

Corking is done before each match to determine who shoots first. Corking is also done when a tie breaker is needed. Corking game data is deleted from player details.

- Who corks first when corking: The team on the top of any match (home team) as seen on the bracket corks first. Correct shooting order is REQUIRED for corking – corking under another player's name is grounds for penalties.
- 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 visiting 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 teams 2nd players throw use this score to determine who goes first in game - no need for re-corking.

THE SHOOTERS ADVANTAGE:

A dart that sticks in a mark, but does not register that mark, can be manually scored. A dart that “flights” a beneficial mark on the way in, but sticks elsewhere, is not manually unscored. To correct a dart, press the back-up arrow button as needed. This rule can be applied by the players involved when both teams agree. If there’s a disagreement about what to do, stop the match, leave all darts exactly as thrown and summon an official. An official will verify the score and or re-score a dart. This rule is not to be hyper-technically applied. Meaning, if, for any reason, a player inadvertently pulls a miss-scored dart prior to having noticed a scoring problem, but players on both teams agree a dart should be re-scored, the score can still be corrected when both teams agree.

PLAYER RATING DETAILS:

- Player Rating is derived by multiplying a player's best-known mpr by 10 and adding their best best-known ppd.
[(mpr x 10) + ppd = PR]
- Additionally, a comparison of PPD and MPR are done to ensure both numbers are within a normally expected percentile of each other. If PPD and MPR are not within 13%, that players lower # is raised to be within 13% of the higher number. A new calculation for PR is done with the adjustment. This new PR becomes the players best known stat to use.
- To ensure the fairest competition, PPD keeps record of all tournament data. Each player who has exceeded 120 darts thrown in cricket games during any combination of tournament has established a “Daily Remote Tournament Stat”.

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, aggressive or abusive behavior, of any kind, is penalized. PPD reserves the right to address misconduct once reported stemming from any darting activity including but not limited to - tournament play, league match play or any other sanctioned league function. Bad behavior results in disciplinary action and/or expulsion from 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!!!!

APPLICABLE PENALTIES:

- PLAYING UNDER A FALSE NAME:
 - Any participant found to be playing under a false name or shooting as anyone else is subject to immediate suspension, at least 1 year, at the discretion of PPD Staff.
- FAILURE TO REPORT MATCH DELAYS or MISSING TEAMS:
 - Failure to report a team that is not present at Forfeit Time (or any other delay of match) results in immediate 30-day suspension from PPD remote tournament activity.
- CIRCUMVENTING THE SHOT CLOCK:
 - Any use of the back-up button during a match unrelated to applying the Shooters Advantage (correcting a mis-scored dart) is considered circumventing the shot-clock. Doing so is an illegal match-delay and results in forfeit of game or match penalty for the offending team.
- OTHER PENALTIES MAY APPLY AT PPD STAFF DESCRETION:
 - Don't make matters worse – if you find yourself on the wrong end of a penalty being applied, know that the PPD Player Code of Conduct is in effect and handle yourself accordingly to avoid adding additional penalties to your day.