



2024 Darts Tournament of Champions

FINALE QUALIFIER RULES

THE 2024 TOC ELIGIBILITY YEAR IS JULY 15, 2023-JULY 14, 2024

Section 1: Qualifiers, Vouchers, Finale Day & How it works.

- In order to play in a Finale at the on-site TOC, Wednesday, October 9, 2024, a player must be awarded a Qualifier Voucher and compete in a Remote Qualifier prior to the on-site TOC. Each player's highest Qualifier finish decides if they earn a spot in 1 of the 4 Finale Level's at the on-site TOC in Kansas City.
 - **Finale Placement:** The highest placing 512 Men and 256 Women from the qualifiers earn a place in one of the 4 Finale Levels at the TOC.
 - **Elite Finale**
 - **Master Finale**
 - **Pro Finale**
 - **Semi-Pro Finale**
 - **The top 4 players from each qualifier bracket are guaranteed placement into the Elite Finale.**
 - Once a player places within the top 4, they may not compete in additional Qualifier Events.
 - Players who do not place in the top 4 of their bracket are welcome to play in multiple Qualifiers if they have the Vouchers to do so.
 - Players can register for 1 Qualifier at a time.
 - **Eligibility Requirements**
 - Vouchers can be earned in 2 different ways:
 - Awarded by a Voucher owning Vendor Member
 - Each PPD Vendor may set its 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.
 - PPD Remote Play on the All-Star Rank List
 - After the completion of the 2024 TOC Year. PPD awards Qualifier vouchers to the top 200 men and 100 women on the 2024 All-Star Rank List that meet the skill/game requirements.
 - All-Star Vouchers begin to be awarded by July 19, 2024. All-Star Voucher holders that fail to register for the August 17, 2024 Qualifier by August 9, 2024, forfeit their voucher which is passed to the next person of that gender on the All-Star Rank list by points. Contact attempts will be made using text messages to the phone number on file for each All-Star Voucher recipient. Responses must be received in a timely manner to allow staff to move down the list.

- If brackets do not fill by registration close morning for the final Qualifier, PPD Staff goes further down the All-Star Rank List to fill the last bracket. PPD Staff will award vouchers to players in line to receive a voucher from the All-Star Rank List who can guarantee they can register and play in the August 17, 2024 event.
- Once awarded a voucher, a player must compete in a Qualifier event. A player cannot play in a Qualifier event without a Voucher. A player cannot play in a Finale event without participating in a Qualifier. Each player's highest finish in a Qualifier decides if they place into a Finale at the on-site TOC and if so, which Finale level. Qualifier participation does not guarantee a spot in a Finale.
 - Each Voucher is good for 1 Qualifier Entry
 - Players who do not place in the top 4 of their brackets are welcome to play in additional Qualifiers if they have the vouchers to do so.
- To be eligible to receive a Qualifier Voucher a player must meet the following requirements:
 - Player Account & Form W-9 or BEN Filed at DartsTOC.com
 - Any player exceeding \$599.99 for a calendar year receives 1099-MISC for tax purposes.
 - Meet Minimum Skill Requirement
 - Men 25 PPD or 2.5 MPR
 - Women 16.5 PPD or 1.65 MPR
 - At least 500 Games played in the 2024 TOC Year
 - **Voucher Owning Vendors:** *Player's games for TOC eligibility can come from their vendor leagues, PPD Leagues & PPD Daily Remote Tournaments.*
 - You can see those player's game counts by looking at the vendors standings page.
 - Go to DartsTOC.com – Vendors Standings – 2024 – Choose your vendor – Search Player
 - **Participation Based Vendors:** *Player's games for TOC eligibility must come from PPD Leagues & PPD Daily Remote Tournaments.*
 - You can see those player's game counts by looking at the All-Star Rank List.
 - Go to DartsTOC.com – All-Star Rank List – 2024 – Search Player

- **Schedule Summer of 2024: All Remote Qualifiers**
 - 2:00 pm CST Forfeit Time
 - July 27, 2024
 - August 3, 2024
 - August 10, 2024
 - August 17, 2024
- \$50 Entry Fee/Player+ \$1/Game Coin Drop at the board
- **Registration**
 - Opens July 17, 2024 at 10am CT.
 - Registration is completed by each player in their PPD Player Account. A player must be awarded a voucher to be able to register for a Qualifier.
 - Closes the Tuesday prior to each Qualifier Event by 9pm CT and as early as 5pm CT if the number of players registered is divisible by 32.
 - Registration is restricted to full brackets only. No planned byes during registration.
 - Players are placed into brackets by order of registration.
 - Players who register but do not make it into a full bracket for the event they originally registered for are texted after registration close for that event to see which event they would like to participate in instead. Registrations for players who do not make it into a full bracket are then moved to the front of the list of registrations for the event date of their choosing of the Qualifier Event dates remaining.
 - Byes may occur due to no-shows on tournament day.
 - Registered players who become a no-show, forfeit their Voucher, forfeit entry fees, and face tournament suspension, including suspension from the on-site TOC unless the no-show is due to a verifiable emergency.
- **Prize Money:** All paid via PayPal after the completion of each Qualifier event.
 - 100% payback of Entry Fees
 - 1st Place: \$300
 - 2nd Place: \$250
 - 3rd Place: \$150
 - 4th Place: \$100
 - 5th-8th Place: \$50
 - 9th-32nd Place: \$25
- **Format**
 - Cork for the start of 1st & Tiebreaker (if needed) games. (See Gameplay Section 2)

- Cricket Games are limited to 20 rounds.
- Players are added to brackets by order of registration. Qualifier brackets are not flighted.
- **Men's Format:** Singles Triple Elimination 32 Player Bracket
 - Winner's Side, No Loss: Race to 2; Cricket
 - Loser's Side, 1 Loss: Race to 2; Cricket. Tiebreaker 501
 - Last Chance Side, 2 Loss: 1 Game of Cricket
 - Winner's Side Match for the Hill: Race to 4; Cricket
 - Winner's Side Match before the match for the Hill: Race to 3; Cricket
- **Women's Format:** Singles Triple Elimination 32 Player Bracket
 - Winner's Side, No Loss: Race to 2; Cricket
 - Loser's Side, 1 Loss: Race to 2; Cricket, 501 Tiebreaker 501
 - Last Chance Side, 2 Loss: 1 Game of Cricket
 - Winner's Side Match for the Hill: Race to 4; Cricket
 - Winner's Side Match before the match for the Hill: Race to 3; Cricket
- **Championship & 3rd Place Matches:** The brackets are triple elimination; this means every player must be beaten 3 matches (not games) throughout the day to be eliminated from the tournament.
 - **3rd Place Match:** When playing the 3rd Place match, the player on the top of the match has 1 Loss – the player on the bottom of the match has 2 Losses.
 - First Match – Play Loser's Side Format.
 - If the player on the top of the match wins, that is their opponents 3rd loss & they advance to the Championship match.
 - If the player on the bottom of the match wins the first match, that is their opponents second loss & another match is required. WAIT UNTIL THE COMPLETION OF THE SECOND MATCH TO SCORE THE MATCH IN COMPUSPORT.
 - Second Match –Last Chance Format.
 - The player that wins that match, advances to the championship match.
 - **Championship Match:** When playing the Championship, the player on the top of the match has ZERO losses. This means a player must beat them 3 MATCHES (not games) to eliminate them from the tournament. The player on the bottom of the match could have One or Two match losses for the day. If you

are the King Seat player & unsure how many losses your opponent has, text 573-468-5347 for assistance from admins.

- First Match – Winner’s Side Format
- All other matches use the format of the player with the fewest match losses. If you are unsure which format to use – text 573-468-5347 for assistance from admins.
- No breaks between championship matches. No breaks should be taken until all matches within the championship are finished and we have a bracket winner.

Section 2: Game Play

Getting Assistance & 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 on Major Tournament days. Players should not text the number asking to be called either. Players who text the number asking to be called delay assistance as they will get a reply asking what we can help with.

After being eliminated from the tournament: The Admins running the bracket’s sole purpose is to monitor brackets and keep the tournament running smoothly. Once eliminated from the tournament submit any comments or concerns good, bad or ugly – to the player Contact Us page on DartsTOC.com. These submissions are reviewed the next business day at the earliest and do not affect the outcome of the tournament. Penalties are applied to teams found guilty of rule violations. All penalties are applied at PPD Staff discretion.

PLAY AT YOUR OWN 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](#).**

If things get ugly: Our goal is for everyone to have the best experience possible! With technological limitations, 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 & Forfeit Time:

Start Time is 1:30pm CST.

Forfeit Processing Starts at 1:45pm CST. Teams not starting by 1:45pm CST 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 CST. Any matches not started by 2pm CST 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 & Pre-Match Contact (PMC):

The Captains List is 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: Qualifier 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 Mode' 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 & 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 & 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 each team throws one round, the 501 game will show a second round for each team. The second round is only thrown if there is a tie after both players have thrown their first round.

The home team player will throw all three darts, followed by the away team player. 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 round.

In the event of a tie after the first round, the second round should be played to attempt to break the tie – the lowest 501 score after the second round

wins the cork. If, in extraordinary circumstances, there is still a tie after both rounds, then cancel the match, and repeat the process until the tie is broken.

Note: If there is no tie and a player throws the 2nd round, back up game and remove second round scored darts. If both team's throw a 2nd round 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 & Advancing Matches:

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

Every participant 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

Registration Refunds: No Refunds are given after 9:00am CST the Wednesday prior to the tournament. To receive a refund, players must text 573-468-5347 by 9:00am CST the Wednesday prior to the tournament.

Boards & 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. Players are only given 10-minutes to switch locations mid-tournament.

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 (See Section 1: Format)

Check board connectivity: Play at least 1 casual remote game to ensure connectivity. When problems are discovered, there are a few different outcomes. Regardless of the reasoning for the boards not being usable, a player simply cannot play in the Qualifier tournament if their location does not have a working board or a board with Qualifier codes available.

If before start time:

Team can choose not to play. The player is given the option to move their registration to another Qualifier day for the qualifying year (if Qualifier events still remain).

Team can choose to switch locations to a location with the tournament codes loaded. If they can make it before forfeit time, play continues like normal. If the team does not make it before forfeit time, the 1st match is forfeited. If a second match is waiting and the team is still not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by forfeit time and have to forfeit both matches, meaning the team did not get to play any matches, time to play at least 1 match, entry fees are refunded (MINUS admin fees).

If at start time:

Team can choose to not play, and entry fees are refunded (MINUS admin fees).

Team can choose to switch locations. Players have 10-minutes from the match-post time (forfeit time) to load into the match at the new location. If they load in by forfeit time, play then continues like normal. If the team does not make it by forfeit time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by forfeit time and have to forfeit both matches, meaning the team did not get to play any matches, time to play at least 1 match, entry fees are refunded (minus admin fees).

If after start time:

If a match is not currently posted, or being played, the team can try to reboot their internet and/or switch locations. Once a match is posted, players have 10-minutes from match-post time (forfeit time) to load into the match, either at their original location with the board issues resolved or at a new location. If they load in by forfeit time, play then continues like normal. If the team does not make it by forfeit time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the

second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by forfeit time and have to forfeit two matches, entry fees are refunded (minus admin fees) unless the team places in prize money.

If a match is currently posted or being played, the team has 10-minutes from the time the match became unplayable to reboot their internet and/or switch locations. Once a match is posted, players have 10-minutes from match-post time (forfeit time) to load into the match, either at their original location with the board issues resolved or at a new location. If they load in by forfeit time, play then continues like normal. If the team does not make it by forfeit time, the first match is forfeited. If a second match is waiting and the team is not able to make it to a new location within 10 minutes of the match-post time, then the second match is forfeited as well. When teams try their best to switch locations but do not make it to their new location by forfeit time and have to forfeit two matches, entry fees are refunded (minus admin fees) unless the team places in prize money.

Note: In most circumstances, refunds are issued automatically when the above situations occur, and no matches have been played. Refunds after play begins are sent solely at PPD Staff discretion.

Throw Lines: 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 & 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 after 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 & let them know their camera is not working. (nicely because it is out of their control & 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 & hit the triple 20's repeatedly to initiate the "update screen" on the board. The team will then go back into the League Menu & 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 & 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 & not informing admins makes your team equally as guilty & 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 PR exceeds registration PR 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.

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 & 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 & Re-score the mis-scored dart by tapping in by the flight.

If your opponents do not give approval, keep the game paused & 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 & 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!!!!