

2017 Darts - Tournament of Champions (TOC)

Provided by: Partners Promoting Darts (PPD) member operating companies. The PPD is comprised of progressive dart league and amusement machine operating companies nationwide. www.dartstoc.com

Updated: May 8, 2017

Addendum: Age requirements for participants and guests, page 17.

What, when, and where:

What: A five-day, up to \$466,300 ADDED darting event with:

- **\$175,300 sponsor added Men's and Women's ELITE Finales:** *\$100,000 Added Men's Elite and \$75,300 Added Women's Elite Finale.* Elite Finales are 100% sponsor added money provided by the PPD. Elite Finale payouts range from \$20,000 to the 1st place team and include the entire Finale field to last place (64th for men, 48th for women) place @ \$800 to the 2-person team. Elite Finales are NO ENTRY FEE. All Elite Finale entries are earned by advancing from Qualifier events. See: "General Information about voucher system, registration and special Invitational events" on page 3 below and "Earning a Qualifier voucher" on pages 4-5 below and Men's and Women's Elite and Gold Finales on pages 7-8 below.
- **\$81,000 sponsor added Men's and Women's Gold Finales:** *\$27,000 added each to two (2) Men's Gold* and one (1) Women's Gold Finales.* Gold Finales payouts include entry fees of \$100 per player plus added money and range from \$5,000 to the 1st place team and include the entire Finale field to last place (64th) place @ \$400 to the 2-person team. All Gold Finale entries are earned by non-advancing throwers from Qualifier events and require advance registration. *Men's Gold Finale will be flighted after partnered draw process. See: "General Information about voucher system, registration and special Invitational events" on page 3 below and "Earning a Qualifier voucher" on pages 4-5 below and Men's and Women's Elite and Gold Finales on pages 7-8 below.
- **\$24,000 sponsor added *Qualifiers:** Up to Forty-eight (48) \$500 sponsor added-money "Singles Qualifier events" (up to 32 events for men and up to 16 for women) = up to \$24,000 added to 100% payback payouts on these 48 events leading up to the TOC Finales, where the highest finishing 128 men and 96 women advance to the TOC Men's and Women's Elite Finales. \$100 entry fee per person per event***. See: "General Information about voucher system, registration and special Invitational events" on page 3 below and "Earning a Qualifier voucher" on pages 4-5 below.
 - Men's Qualifier: *the top x players from each Men's Qualifier advance for FREE to compete in the \$100,000 added money "Blind Draw Doubles" Men's Elite Finale. *All other non-advancing qualifier men are eligible to register for the \$54,000 sponsor added Gold Finales (2 @ \$27,000 sponsor added each, limited to the first 256 to register).*
 - Women's Qualifier: *the top x players from each Women's Qualifier advance for FREE to compete in the \$75,300 "added money Blind Draw Doubles" Women's Elite Finale. *All other non-advancing qualifier women are eligible to register for the \$27,000 sponsor added Gold Finale, limited to the first 128 to register).*

*NOTE: The Elite Finales will host full brackets of 64 teams for men and 48 team for women, with 128 players for men and 96 players for women, therefore the actual top advancing players from each Men's and Women's Qualifiers will be determined once registration closes on September 30th at 4pm, at which point the actual number of qualifier brackets will be known.

- **\$36,000 sponsor added Doubles Events:** Up to forty-eight (48) \$750 added-money Doubles = \$36,000 added to 100% payback payouts to top 25% of field. "Flighted competition" = fair for all skill levels. Total brackets for the Doubles events include up to: twenty capped/flighted "Open Doubles", twenty capped/flighted "Mixed Doubles" plus four no-cap

“Open Doubles” and four no-cap “Mixed Doubles”. Open to all eligible PPD league players nationwide with a minimum of 200 traditional and/or Extreme Team remote league games within the current TOC year. \$30 entry fee per person*** per contest = \$60 per team. See: “General Information about registration and event formats” on page 3 below and “Flighted contest” information on pages 8-9 below.

- **\$54,000 sponsor added Triples Contest:** Up to forty-eight (48) \$1,125 added-money Triples = \$54,000 added to 100% payback payouts to top 25% of field. “Flighted competition” = fair for all skill levels. Total brackets for the Triples events include up to: twenty capped/flighted “Open Triples”, twenty capped/flighted “Mixed Triples” plus four no-cap “Open Triples” and four no-cap “Mixed Triples”. Open to all eligible PPD league players nationwide with a minimum of 200 traditional and/or Extreme Team remote league games within the current TOC year. \$30 entry fee per person*** per contest = \$90 per team***. See: “General Information about registration and event formats” on page 3 below and “Flighted contest” information on pages 8-9 below.
- **\$13,400 sponsor added Cricket Singles Invitational (CSI) - Winner Take All Contest:** \$13,400 sponsor added to 100% payback payouts to entire field. \$100 entry fee per person***. Open only to Horizon Darts Extreme Team Remote League players invited through their tournament finishes in the Super Saturday Singles remote tournament series. See: “General Information about voucher system, registration and event formats” on page 3 below and “CSI – Winner Take All Contest” on page 10 below.
- **\$82,600 sponsor added Mixed Doubles Invitational (MDI) - Winner Take All Contest – 3 levels of competition:** =
 - GOLD - \$59,800 added to 100% payback payouts to entire field. \$100 entry fee per person***. Open to only Horizon Darts Extreme Team Remote League players that are within the top 200 of the All-Star Rank List and on their gender’s Mixed Doubles Invitational List.
 - SILVER - \$14,400 added to 100% payback payouts to entire field. \$100 entry fee per person***. Open to only Horizon Darts Extreme Team Remote League players that are within the top 200 of the All-Star Rank List and on their gender’s Mixed Doubles Invitational List.
 - BRONZE - \$8,400 added to 100% payback payouts to entire field. \$100 entry fee per person***. Open to only Horizon Darts Extreme Team Remote League players that are within the top 200 of the All-Star Rank List and on their gender’s Mixed Doubles Invitational List.

See: “General Information about voucher system, registration and event formats” on page 3 below and “MDI – Winner Take All Contest” on pages 10-11 below.

- *****Pre-Paid Board Fees:** In addition to entry fees described above a \$10 board-fee per player, per entry is required at time of registration for all onsite TOC events. Boards are prepaid for all events onsite at TOC.

When: Saturday October 14, – Wednesday October 18, 2017.

Where: Kansas City Missouri @ The KCI Exposition Center. This venue is near the KC International Airport to evenly share travel time and costs for all who attend from across America.

General information about voucher system, registration and special Invitational events:

Each PPD Member/vendor is entitled to award three types of non-transferrable vouchers for both men and women in their area.

Qualifier vouchers: Up to a maximum of 25% of a vendor's qualifier vouchers allocations allowed for conversion to pre-qualifier status for registration, see below for further details. There are qualifier events for both men and women during each of the first four days of the TOC in addition to pre-qualifier events for both men and women on July 29, 2017.

Doubles and Triples vouchers @ 3,840 as follows: All league players with more than 200 games may participate in Doubles and Triples where \$750 and \$1,125 is added respectively per flight/bracket. There are brackets/flights of Doubles and Triples events each morning and each evening respectively during each of the first four days of the TOC with 16 entries in each bracket/flight. Each bracket is Triple Elimination.

Voucher allotments: Vouchers are distributed to PPD vendors proportionate to the amount of sanctioning fees paid by each local PPD league vendor. Vouchers are available to players in states all across America (contingent upon meeting player qualifications and having a sanctioning PPD member/vendor in the area). See "where can I play" link at www.dartstoc.com to find your nearest participating PPD dart league vendor. To facilitate the voucher system and tournament registration; a secure website is used to provide each PPD league vendor a method to electronically issue vouchers for their players. When a player voucher is issued, the player's name appears on a corresponding TOC Standings page of the member vendor to denote an eligible player list for registering to compete in a pre-qualifier or at the TOC. Players will then electronically register themselves for the July 29th pre-qualifier and onsite TOC qualifiers and remit their entry fees for all events selected by the player.

Issuing vouchers to players: PPD member/vendors issue their vouchers electronically. **Starting at 8 am cst on July 1st through 1pm cst on July 28th for pre-qualifier voucher registration and again available at 8 am cst on August 1 through 4 pm cst on September 30th via vendor "portal" at www.dartstoc.com.** In addition to issuing vouchers, PPD member/vendors may also:

Register their voucher recipients for Qualifiers, Doubles or Triples. Registering players for all events requires payment of entry fee and inclusion of all required player details. Registration for each Qualifier timeslot is first come first served.

Edit voucher recipients (re-issue a voucher by removing a player and replacing them with another).

Transfer (sell or trade) any/all of their vouchers to other PPD member/vendors – must now be done through the PPD office.

Player Registration process for all events: All player entries in all TOC contest are required to be preregistered through "Player Accounts" accessible via www.dartstoc.com. The appropriate corresponding entry fee is required pre-paid through the website using PayPal services. Pre-qualifier player registration begins at 8am cst on July 1st and continues through July 28, 2017. Regular player registration begins at 8 am cst on August 1, 2017 and continues through 4 pm cst on September 30, 2017. Registration for each Qualifier timeslot and all flighted event timeslots is first come first served and closes at 4pm cst on September 30, 2017.

Voucher Reservation system: A vendor selectable option, where each can choose to "reserve" their share of vouchers prior to the August 1st, start of voucher distribution and player registration.

The voucher reservation system is available to each PPD vendor to ensure the vendor has equal distribution of vouchers across all seven (7) Qualifiers – to reduce the odds of too many of any one vendor's players being in the same Qualifier contest. Any vendor who wishes to reserve vouchers will do so by selecting and recording that decision via the vendor "voucher management" portal at www.dartstoc.com. "Voucher reservation" may be selected by the vendor between July 15 and July 31.

For example: Any vendor with fifteen (15) Qualifier vouchers who elects to reserve vouchers - the system will automatically reserve one (1) roster position in each of the seven (7) Qualifiers because, for this example, there are more than seven (7) vouchers to reserve. Then, the system will require the vendor to select a Qualifier for each of the remaining eight (8) vouchers to be reserved. The result for the vendor in this example is a reservation of two (2) roster positions in six (6) of the seven (7) available Qualifiers and three (3) reservations in one (1) Qualifier with all fifteen (15) voucher positions reserved.

NOTE: In order to provide accurate voucher inventory to determine actual registrations for stage two above, **all reserved voucher positions that are not registered and paid for by 8 am on August 15th, 2017 will expire**. Any player assigned a reserved voucher will still have said voucher however the voucher will become a general voucher which will require the player to select their day and time during the registration process.

NOTE: To prevent double event registration, players who register for a morning Qualifier will be unable to register for a Triples event on the same day and likewise for the afternoon Qualifiers and Doubles events on the same day, by way of example – player registered for the Saturday AM qualifier therefore they cannot register for the Saturday AM Mixed Triples event.

Qualifier vouchers can be issued to any player a PPD league vendor certifies competed in dart league on dartboards owned by the league vendor with minimum player requirements as follows: The league vendor certifies the player has participated in a minimum of 350 league games, or in some case for first-year PPD members, a combination of league and tournament games **before 11:59 PM on July 14, 2017** in any combination of cricket and 01 where the league vendor has retained statistics that can be shared with officials, which statistics demonstrate the player has achieved a minimum average Mark Per Round (MPR) or Point Per Dart (PPD) (Open/In Open/Out games only) of:





For Men: 2.5 MPR or 25 PPD, or higher standards as may be established by the local PPD league vendor.

For Women: 1.65 MPR or 16.5 PPD, or higher standards as may be established by the local PPD league vendor.

EFFECTIVE 1-1-17: Maximum TWO qualifier vouchers allowed per player participating in the 2017 (and beyond) TOC Qualifying events however no one player can earn two qualifier vouchers for onsite TOC events.

The vouchers are designed so that one qualifier voucher is to be used in the special Pre-Qualifier REMOTE event to be held July 29th, 2017. If the player earns one of the Top 6 finishing positions in their pre-qualifier bracket during that event they CANNOT participate in an onsite qualifier at the TOC. If the player does NOT earn a Top 6 finishing position in their bracket in that pre-qualifier then they CAN play in an onsite qualifier at the TOC.

Qualifier Voucher Icons and what they mean to You on the TOC standings pages:

-  Red – All-Star Pre-Qualifier – earned by player position on the All-Star rank list.
-  Bullshooter Qualifier – earned at Bullshooter Regionals and Chicago Finals through tournament play.
-  Green Pre-Qualifier – earned from your Vendor based on their guidelines to be used for July 29th pre-qualifier remote event.
-  Silver Qualifier – earned from your Vendor based on their guidelines to be used for onsite TOC participation.

What if players have more than one qualifier icon next to their name? Let's break that down by pre-qualifier (red or green) and onsite (Bullshooter or Silver)...

If a player on this list has a Red, Green, Bullshooter and a Silver qualifier voucher next to their name the Red All-Star pre-qualifier will trump the Green pre-qualifier and the Bullshooter will trump the Silver qualifier which means that the vendor can pass both the Green pre-qualifier and the Silver qualifier voucher down to the next eligible player per their guidelines.

If a player on this list has a Red, Green and Silver voucher next to their name the RED All-Star pre-qualifier will trump the Green

pre-qualifier which means that the vendor can pass the Green pre-qualifier down to the next eligible player per their guidelines. If a player on the TOC standings page has a Bullshooter and a Silver qualifier voucher next to their name the Bullshooter qualifier will trump the Silver qualifier which means that the vendor can pass the Silver down to the next eligible player per their guidelines OR the vendor can convert that Silver qualifier voucher to a Green pre-qualifier.

TOC standings pages represent players who are “on track” to earn a qualifier voucher – meaning that they’ve met the minimum game counts and the required skill level per the rules, each vendor reserves the right to place higher game count and skill level requirements. Current standings and voucher icon positions are NOT a guarantee until physically assigned. Vendors will be able to physically assign vouchers directly to players on July 1st if they are confident that their standings page is 100% accurate on games, points and positions.

Note #1: PPD posts the highest known player rating for each player. A player rating is determined by multiplying a player's best (b) known (k) mpr by ten (10) and adding their best (b) known (k) ppd. Additionally - a comparison of mpr and ppd are done to ensure both numbers are within a normally expected percentile of each other. If not within a normal expected range, the player's bk mpr or ppd will automatically be adjusted by a 13% increase to become their bk stat to use.

A player's current bk statistic comes from one of two sources:

1) LEAGUE: To establish a league ppd or mpr a player must compete in at least 24 games of X01 (with full bull) and/or 24 games of cricket in a league. Then, the player must compete in at least six (6) matches of that league for the league to remain an "eligible league" for statistical retention for that player beyond the league's ending date. And finally, a player's bkppd and bkmpd is determined by the highest ppd or mpr derived from all leagues participated in during the most recent TOC league-year in which the player participated in at least one eligible league. Or,

2) TOURNAMENT: A tournament ppd or mpr average is established when a player has thrown a minimum of 80 darts and then up to their last 500 darts in X01 and cricket during any PPD tournament competition, including a combination of TOC and/or monthly remote tournaments if necessary. Tournament statistics for each player are always the last 500 darts thrown for each game type with the older darts thrown purged from their averages.

Note #2: Each PPD member/vendor has the option to increase player voucher requirements above PPD set standards. A vendor may require higher statistical skill levels, more league games played, more nights of league play, or any other higher standard. Please see your local PPD league vendor to confirm local requirement details.

Note #3: July 15th lock-down indicates a “locked in” stat for players on vendors 2017 TOC standings pages and is used solely for the purpose of awarding qualifier and doubles/triples vouchers. The “locked in” stat on the 2017 TOC standings IS NOT THE STAT used for registering teams for events at the 2017 TOC, see note #1 for complete stat details.

Note #4: During flighting of ancillary events, team caps are determined by players bk stat either on the day they registered their team OR at the time of flighting. If the team registered below the cap they are legal to play together even if their bk stats elevated their overall team cap at the time of flighting.

2017 Converted Pre-Qualifier and Onsite TOC Qualifier registration:

Pre-Qualifier and onsite qualifier bracket timeslots are to be released in stages to ensure the following goals are met: 1, to protect the competition level of the Qualifiers and subsequently the competition level of the Finales. 2, to enable management of the number of dartboards needed for the 2017 TOC. 3, to enable management of member/vendor vouchers owned and available to award to players verse number of Qualifier timeslots offered.

Stage 1, 2017 “Opening day for Extreme-Team All-Star and Vendor Converted Pre-Qualifier Events” (July 1, 2017 – until full or July 28, 2017 whichever comes first) Similar to all previous years. Six (6) brackets for men and three (3) brackets for women for remote July 29th pre-qualifier remote event. Converted pre-qualifier and All-Star pre-qualifier voucher holders play in order of registration, meaning they could play in the same bracket. Upon brackets for either gender being filled, one additional bracket (up to four (4) more for the men and two (2) more for the women) per gender is made

available until filled. Any other additional brackets made available upon FULL bracket registration to ensure there are no byes. Ten (10) maximum men's qualifiers and five (5) maximum women's qualifiers (guaranteed four brackets for men and two brackets for women earned through remote league play on the All-Star rank list). Each entry is offered on a first come first served basis.

Stage 2, 2017 "Opening day for onsite TOC qualifiers" (August 1, 2017 - until full or September 30th whichever comes first) Similar to all previous years. Two (2) brackets for men and one (1) bracket for women in all timeslots (14 total men's and 7 total women's) Qualifier brackets made available for player registration. Each entry is offered on a first come first served basis. Players have full range of options in choosing which day and time they want to compete just as in prior years.

Stage 3, Upon all of the initial stage 1 brackets for either gender being filled, one additional bracket, in a timeslot at a time, for men and/or women is made available for player registration. Another bracket for either gender is made available for player registration alternating timeslots and going day by day - to ensure optimal board inventory usage among other things listed above. This stage of registration continues through the end of September - during the normal registration period - the same period of time as in years passed. Example, stage 2's men's brackets get full in mid-August, then one additional men's bracket is made available for player registration until it is full before opening another Men's bracket. Alternating timeslots with any added for the women. At the time that women fill all of stage 2's women's brackets - PPD then begins alternating morning and night between genders.

Note: Up to 10 men's and 5 women's brackets will be gone from regular registration due to the features of the Extreme-Team remote league program, plus as yet to be determined men's and women's brackets to be used for vendor converted pre-qualifiers (Stage 1 above). Actual number of onsite TOC qualifier brackets involved for regular TOC registration to be determined at close of registration for July 29th pre-qualifier event. Leaving only 22 and 11 Qualifier bracket involved in regular registration process for onsite qualifiers. This means that only 12 men's and 4 women's brackets could be opened in stage two.

New for 2017 - onsite TOC qualifier registrations allow for REMOTE play during the Saturday and Sunday PM time slots!! Players unsure of attending the TOC can register their voucher for the Saturday or Sunday PM event - if they advance to the Elite Finale they will have to make their way onsite by Tuesday for the partner drawing process. Qualifier vouchers registered for remote Saturday and Sunday qualifier events DO NOT COUNT towards a vendor's 25% conversion.

Qualifier payouts with \$500 added to each, last place pays back same as \$100 entry fee minus the board fee effectively making a qualifier entry fee "free".

PLACE	PAYOUT
1 st -	\$300 and advance to Finale - Gold or Elite
2 nd -	\$250 and advance to Finale - Gold or Elite
3 rd -	\$200 and advance to Finale - Gold or Elite
4 th -	\$150 and advance to Finale - Gold or Elite
5 th -	\$100 and advance to Finale - Gold or Elite
6 th -	\$100 and advance to Finale - Gold or Elite
7 th -	\$100 and advance to Finale - Gold or Elite
8 th -	\$100 and advance to Finale - Gold or Elite
9 th - 32 nd -	\$100 and advance to Gold Finale

* VERY IMPORTANT NOTE ABOUT ADVANCING QUALIFIER POSITIONS: The Men's and Women's Elite Finale will host full brackets of 64 teams with 128 players for the men and 48 teams with 96 players for the women. Therefore, the actual number positions from each Men's and Women's Qualifier to advance to the Elite Finale is determined after registration closes on September 30th at 4pm when the actual number of Qualifier brackets is known. The number of men and women from each Qualifier necessary to fill the Elite Finale rosters of 128 men and 96 women will advance. Tie breaker and examples are provided further below.

Earn your way into the ELITE Finale: Finale payouts: \$175,300 total sponsor added payout with \$100,000 for Men and \$75,300 for Women – NO entry fee!

The Men's and Women's ELITE Finales will each host a full bracket of 64 teams with 128 players for the men and 48 teams with 96 players for the women. For 2017 we will have X number of men and X number of women advancing from the Men's and Women's Pre-Qualifiers held on July 29th. Once held we will know how many positions for the men and women will need filled from onsite TOC qualifiers. When regular TOC registration closes on Sept 30th we'll know exactly how many Men's and Women's Qualifiers we'll have in October at the TOC. To determine how many will advance from each Men's Qualifier, we'll divide the remaining roster positions for the men by the number of Men's Qualifiers to be held and then any extra positions from the next highest finishing position within the top 8 of the earliest held Qualifiers, following the same protocol for each Women's Qualifier however, it is conceivable that the top advancing women from each qualifier could exceed the top 8 positions.

- a. For Men's example: We could have as many as 22 Men's Qualifiers onsite in 2017 (if 10 are used in pre-qualifier), but likely will not fill them all. We expect to have about 18 onsite Qualifiers. Based upon 18 (68 Elite roster position / 18 onsite qualifiers = 3.77). This 18 Qualifier scenario would mean that 3 men from each onsite Qualifier will advance to the Elite Finale ($3 \times 18 = 54$) plus, then, 14 additional men ($68 - 54 = 14$). The 14 additional men will be those men who've not already advanced and who finish 4th place in the earliest held onsite 18 Qualifiers to enable everyone to know, with certainty, they advanced to the Elite Finale or not; and to allow those who do not advance to the Elite Finale to know they may enter the Gold Finale event if they choose.
- b. For Women's example: We could have as many as 11 Women's Qualifiers onsite in 2017, but likely will not fill them all. We expect to have about 8 onsite Qualifiers. Based upon 11 ($68 / 8 = 8.5$). This 8 Qualifier scenario would mean that 8 women from each Qualifier will advance to the Finale ($8 \times 8 = 64$) plus, then, 4 additional women ($68 - 64 = 4$). The 4 additional women will be those women who've not already advanced and who finish 9th place in the earliest held 8 onsite Qualifiers to enable everyone to know, with certainty, they advanced to the Elite Finale or not; and to allow those who do not advance to the Elite Finale to know they may enter the Gold Finale event if they choose.
- c. Tie-breaker for any advancing position is based upon "Player Ranking" of all of the players tied for an advancing position.

Wild Card for TOC Finales - are only needed if someone fails to show at time of Finale. Men's and Women's Wild card is the highest Player Rank player in attendance who did not advance from the highest tiebreaker position of all Qualifiers held. If more than one man or woman fails to show for Finale, the two men (or two women) left will form a team and one bye will be used. A drawing is held to determine which bracket position is to be used by the team and which is made a bye.

Men's and Women's ELITE Finale Payouts: 100 % Sponsor provided payout per "Team", paid out as follows:

<i>Men's Elite Finale</i>	
1st -	\$20,000
2nd -	\$10,000
3rd -	\$5,000
4th -	\$3,000
5th -	\$2,500
6th -	\$2,000
7th -	\$1,800
8th -	\$1,700
9th - 12th -	\$1,500
13th - 16th -	\$1,200
17th - 32nd -	\$1,000
33rd - 48th -	\$900
49th - 64th -	\$800

<i>Women's Elite Finale</i>	
1st -	\$20,000
2nd -	\$10,000
3rd -	\$5,000
4th -	\$2,000
5th -	\$1,800
6th -	\$1,500
7th -	\$1,200
8th -	\$1,000
9th - 16th -	\$900
17th - 48th -	\$800

GOLD Finale participation: Every non-advancing player from men's and women's qualifiers is eligible to participate in the Gold Finale. Each Gold Finale limited to the first 256 men and 128 women to reserve their spot via the registration process. Spot is not guaranteed until registered and paid in full.

Wednesday Gold Finales @ 10:30 am "forfeit time" – Men's and Women's Separate: 100% payback plus \$27,000 added to each bracket. Limited to the first 256 men and 128 women to register who fail to advance to their respective ELITE Finale. Each bracket is a 64 position, triple elimination bracket – blind draw doubles. ***Entry fee is \$100 per person at the time of registration onsite at 2017 TOC. Registration is restricted to players who are eliminated from advancing to Elite Finales. Regular registration begins at 8 am cst on August 1, 2017 and continues through 4 pm cst on September 30, 2017 for any non-advancing player from the Pre-Qualifier who chooses to not participate in a second onsite qualifier event. Onsite registration will open at 6pm on Saturday and will remain open until 3 pm on Tuesday.

Men's and Women's Gold Finale payouts with \$27,000 added to each bracket – payouts based on 256 men's teams and 128 women's teams, paid to last place, as follows:

Added Money: \$27,000 + Entry Fees based upon full flights: $128 \times \$100 = \$12,800$

Total Pool: \$39,800

1 st -	\$5,000
2 nd -	\$3,000
3 rd -	\$2,000
4 th -	\$1,500
5 th -	\$1,200
6 th -	\$1,000
7 th -	\$900
8 th -	\$800
9 th – 12 th	\$700
13 th – 16 th	\$600
17 th – 64 th -	\$400

NOTE: Elite and Gold Finale registrants will be required to draw a chip for their partner onsite, scheduled as follows:

- Men's and Women's Elite partner drawings will be between 4pm - 6pm on Tuesday, October 17th.
- Men's and Women's Gold partner drawings will be between 6pm – 8pm on Tuesday, October 17th.
- Any registrant not in attendance by respective deadline will be drawn by PPD staff.
- Men's Gold Finale(s) will be flighted after partnering process.

ELITE AND GOLD FINALE PAYOUTS PAID TO PAYPAL EMAIL ADDRESS LISTED IN PLAYER ACCOUNTS.

Earning a Doubles or Triples (Flighted contest) voucher: Saturday, Sunday, Monday and Tuesday:

ONE Doubles or ONE Triples voucher entitles players to register to compete in ONE (1) of the Saturday through Tuesday Doubles or Triples tournaments (16-person TRIPLE-ELIMINATION flighted bracket events). Each contest is 100% payback and has \$750 added to each flight/bracket for Doubles and \$1,125 added to each Triples flight/bracket (based upon full flights).

Flighted contest information: \$90,000 total added to "Flighted" competition (based on full flights*) Saturday through Tuesday. For all skill-level players certified by a PPD vendor to have competed in dart league on dartboards owned by the league vendor with minimum standards as follows:

The PPD league vendor certifies the player has participated in a minimum of 200 league games, or in some case for first-year PPD members, a combination of league and tournament games **before 11:59 PM on July 14, 2017** in any combination of cricket and 01 where the league vendor has retained statistics that can be shared with PPD officials.

NOTE: Each PPD vendor has the option to increase player requirements above PPD set standards. A vendor may require higher statistical skill levels, more league games played, more nights of league play, or any other higher standard they may determine. Please see your local PPD league vendor to confirm local requirement details.

Flighted Doubles and Triples events on Saturday through Tuesday at 9 am and 5 pm each day as follows:

Saturday and Monday @ 9:00 am “forfeit time” - “Mixed Triples”: 100% payback plus \$1,125 added to each bracket (based on full flights*). Requires at least one female player. Up to twelve brackets – (2) non-capped and (10) capped at 210 cpr. See TOC registration portal for details in August. Flighting based upon skill stats gathered from prior league and or tournament play. Each flight is a 16 position, triple elimination bracket. Pre-registration and pre-payment required. ***Entry fee is \$30 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

Sunday and Tuesday @ 9:00 am “forfeit time” - “Open Triples”: 100% payback plus \$1,125 added to each bracket (based on full flights*). Any gender combination of three players. Up to twelve brackets – (2) non-capped and (10) capped at 210 cpr. See TOC registration portal for details in August. Flighting based upon skill stats gathered from prior league and or tournament play. Each flight is a 16 position, triple elimination bracket. Pre-registration and pre-payment required. ***Entry fee is \$30 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

Mixed Triples and Open Triples Payouts - Prize pool per flight (based on full flights*):

Added Money: \$1,125 (*if not full flights, will be proportionate to number of teams per bracket) Entry Fees based upon full flights: 16 x \$90=\$1,440. Total Pool: \$2,565

1st - \$1,140

2nd - \$600

3rd - \$465

4th - \$360

Saturday and Monday @ 5:00 pm “forfeit time” - “Mixed Doubles”: 100% payback plus \$750 added to each bracket (based on full flights*). Requires one male and one female player. Up to twelve brackets - (2) non-capped and (10) capped at 140 cpr. See TOC registration portal for details in August. Flighting based upon skill stats gathered from prior league and/or tournament play. Each flight is a 16 position, triple elimination bracket. Pre-registration and pre-payment required. ***Entry fee is \$30 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

Sunday and Tuesday @ 5:00 pm “forfeit time” - “Open Doubles”: 100% payback plus \$750 added to each bracket (based on full flights*). Any gender combination of two players. Up to twelve brackets - (2) non-capped and (10) capped at 140 cpr. See TOC registration portal for details in August. Flighting based upon skill stats gathered from prior league and/or tournament play. Each flight is a 16 position, triple elimination bracket. Pre-registration and pre-payment required. ***Entry fee is \$30 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

Mixed Doubles and Open Doubles Payouts - Prize pool per flight (based on full flights*):

Added Money: \$750 (*if not full flights, will be proportionate to number of teams per bracket) Entry Fees based upon full flights: 16 x \$60 = \$960. Total Pool: \$1,710

1st - \$750

2nd - \$400

3rd - \$300

4th - \$260

Saturday Super Saturday CSI - Winner Take All @ 9:00 am “forfeit time”: \$13,400 added. Limited to the 32 invited men and women based on position finishes from the 4 Super Saturday Singles events as found on the Cricket Singles Invitational List. [Click Here for CSI List](#). Bracket is a 32 position, triple elimination. Pre-registration and pre-payment required. ***Entry fee is \$100 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

Super Saturday CSI - Winner Take All - payouts with \$13,400 added – payouts based on 32 people, paid to last place, as follows:

1 st –	\$10,000
2 nd –	\$1,000
3 rd – 8 th –	\$500
9 th – 32 nd –	\$100

Sunday All-Star MDI - Winner Take All - GOLD @ 9:00 am “forfeit time”: \$59,800 added. GOLD - Limited to the top 32 eligible men and 32 eligible women based on skill as found on the All-Star Mixed Doubles Invitational Rank List. Bracket is a 32 position, triple elimination – blind draw mixed doubles. Pre-registration and pre-payment required. ***Entry fee is \$100 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

All-Star MDI - Winner Take All- GOLD - payouts with \$59,800 added – payouts based on 64 people (32 teams), paid to last place, as follows:

1 st –	\$50,000
2 nd –	\$5,000
3 rd – 8 th –	\$1,000
9 th – 32 nd –	\$200

Monday All-Star MDI - Winner Take All – SILVER @ 9:00 am “forfeit time”: \$14,600 added. Limited to the next 32 eligible men and 32 eligible women** based on skill as found on the All-Star Mixed Doubles Invitational Rank List after the Top 32 for the MDI Gold. Brackets are 32 position, triple elimination – blind draw mixed doubles. Pre-registration and pre-payment required. ***Entry fee is \$100 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

All-Star MDI - Winner Take All- SILVER - payouts with \$14,600 added – payouts based on 64 people (32 teams), paid to last place, as follows:

1 st –	\$10,000
2 nd –	\$1,000
3 rd – 8 th –	\$800
9 th – 32 nd –	\$200

Tuesday All-Star MDI - Winner Take All – BRONZE @ 9:00 am “forfeit time”: \$8,200 added to the BRONZE bracket. Limited to the next 32 eligible men and 32 eligible women** based on skill as found on the All-Star Mixed Doubles Invitational Rank List after the Top 64 for the MDI Gold and Silver. Brackets are 32 position, triple elimination – blind draw mixed doubles. Pre-registration and pre-payment required. ***Entry fee is \$100 per person. Registration is open August 1, through 4pm cst September 30th. To register visit www.dartstoc.com then establish a “Player Account including profile”, then select the “register for tournament” icon.

All-Star MDI - Winner Take All- BRONZE - payouts with \$8,200 added – payouts based on 64 people (32 teams), paid to last place, as follows:

1 st –	\$5,000
2 nd –	\$800
3 rd – 8 th –	\$600
9 th – 32 nd –	\$200

**To ensure that there are 96 eligible women for the 3 levels of the MDI – Winner Take All, eligible women players in the Silver and Bronze levels could exceed the top 200 on the All-Star rank list. For those women in the Top 200, players will be first sorted by skill levels; for women outside of the top 200 the eligible players will be sorted by points. By way of example: there could be 54 women within the top 200 players and those 54 women will first be sorted by skill level with the highest 32 playing in the Gold and the remaining 22 playing in the Silver; then the remaining 10 women for the Silver, as well as the next 32 women for the Bronze will earn their spot within those events based on points. [Click here for MDI-Rank List.](#)

NOTE 1: MDI – Winner Take All registrants will draw a chip for their partner, scheduled as follows:

- GOLD partner drawings will be between 12pm - 2pm on Saturday, October 14th.
- Silver partner drawings will be between 12pm – 2pm on Sunday, October 15th and
- Bronze partner drawings will be between 12pm – 2pm on Monday, October 16th.
- Any registrant not in attendance by respective deadline will be drawn by PPD staff.

NOTE 2: Onsite subbing should a registered MDI player fail to show will be done as follows: If player missing is from the Gold level, the highest ranked Silver player will be allowed to sub in missing players spot AND retain their Silver position. If the player missing is from the Silver level, the highest ranked Bronze player will sub in the missing players spot and an onsite sub from the Bronze sub list will replace the player that moved to the Silver bracket.

VERY IMPORTANT NOTE about PAID events: Qualifier registrations, once paid, are as-is and non-transferable to another day, time and/or player. Doubles and Triples registrations, once paid, are as-is and non-transferable to another event, day and/or time. Please BE VERY SURE when submitting your registration and remitting your entry fee. Registered Qualifier, Doubles or Triples entries WILL NOT BE MOVED TO ANOTHER DAY AND/OR TIME and will not be cancelled or refunded unless a verifiable emergency.

Entry conflict priority: Occasionally players are awarded qualifier vouchers late in the registration process and may have already registered and paid for a Doubles or Triples contest. If player chooses to play in an available qualifier, they are responsible to find a substitute player for the conflicting Doubles or Triple team. A substitute player of equal or lessor skill (if in a capped event) should be selected to ensure the team still remains under the cap and will fit in the same flight if the substitution is made near the time of the event. All substitutions meeting these criteria are approved upon confirmation of the substitute being at a skill level that results in the team remaining under the cap and/or in the same flight (where applicable). No refunds are given.

Using subs onsite at an Ancillary Doubles or Triples Event: Subs are allowed in the Doubles and Triples contest. A substitute player of equal or lessor skill (if in a capped event) should be selected to ensure the team still remains under the cap and will fit in the same flight if the substitution is made near the time of the event. The player(s) involved in the substitution are required to contact PPD staff at any time at least 12 hours prior to a morning timeslot contest and at least four hours prior to an afternoon timeslot contest. All substitutions meeting these criteria are approved upon confirmation of the substitute being at a skill level that results in the team remaining under the cap and/or in the same flight (when applicable). No refunds are given.

Added Matches, Corking Instructions, Event Formats and League Codes –

Please note: the following information is for EVERY EVENT at the TOC and can be found posted on table tents throughout the tournament hall and on the bracket.

Added games on the Winner's Side –

Round 4, the four (4) undefeated teams will play race to three (3) for 16 team brackets;

Round 4, the four (4) undefeated teams will play race to four (4) for 32 and 64 team brackets;

Round 5, the two (2) undefeated teams will play race to five (5);

Round 6, Championship match will revert back to race to two (2).

Onsite Qualifiers, Doubles and Triples Corking: Flip a coin. Winner of coin toss chooses “to see or show” game #1.

Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Remote vs onsite Qualifier 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. The cork is a one round game of count up with a double bull as found on the league selection menu. The player(s) will throw all three darts. The highest score after three darts wins the cork. If, in extraordinary circumstances, there is a tie, then repeat the process until the tie is broken. Corking game data is deleted from player details.

Finale Corking: Flip a coin. Winner of coin toss chooses “to see or show” game #1.

Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

Finale Corking for Winners Side Tiebreaker:

Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (Freeze or Cricket) OR to start the match.

Finale Corking for Losers Side Tiebreaker:

Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (501 oi/oo or Cricket) OR to start the match.

EVENT FORMATS and league codes –

SPECIAL QUALIFIER NOTE FOR SATURDAY AND SUNDAY PM: The men's and women's qualifiers in the Saturday and Sunday PM time slots allow for players to participate remotely from their home bars, in which case those two events for both men and women will have one extra league code to allow for remote corking. Listed below are the match formats for each event as well as the league codes and description used at the board during match setup.

Men's Qualifier:

Winner's Side: Race to two – Cricket.

Loser's Side: Race to two – Cricket. Tiebreaker, 501.

Last Chance Side: One game of Cricket.

Men's Qualifier Event League Codes, Board Description and Format Details:

<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
M1WIN =	M Sat A Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
M1WIN4 =	M Sat A Race to 4	6 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
M1WIN5 =	M Sat A Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
M1WTIE =	M Sat A Win Side Tiebreaker	1 game format. Cricket.

M1LOSE	=	M Sat A Losers Side	2 game format. Cricket. Loser of game 1 starts game 2.
M1LTIE	=	M Sat A Lose Side Tiebreaker	1 game format. 501.
M1LAST	=	M Sat A Last Chance Side	1 game format. Cricket.

Note #1: the second digit in the above league codes changes with each time slot as well as league description.
IE: Sat PM = M2, Sun AM = M3, Sun PM = M4, Mon AM = M5, Mon PM = M6, Tue AM = M7.

Note #2: Saturday and Sunday PM time slots allow for players to participate remotely from their home bar, in which case those two events will have one extra league code to allow for remote corking:

M2CORK	=	M Sat P Cork for Home	1 game format. Count Up, Split Bull. Team on top of match as found on bracket will throw 1st. High score wins cork.
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Women's Qualifier:

Winner's Side: Race to two – Cricket.

Loser's Side: Race to two – Cricket / 501. Tiebreaker, 301.

Last Chance Side: One game of 701.

Women's Qualifier Event League Codes, Board Description and Format Details:

<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
W1WIN	= W Sat A Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
W1WIN4	= W Sat A Race to 4	6 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
W1WIN5	= W Sat A Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
W1WTIE	= W Sat A Win Side Tiebreaker	1 game format. Cricket.
W1LOSE	= W Sat A Losers Side	2 game format. Cricket, 501. Loser of game 1 starts game 2.
W1LTIE	= W Sat A Lose Side Tiebreaker	1 game format. 701.
W1LAST	= W Sat A Last Chance Side	1 game format. Cricket.

Note #1: the second digit in the above league codes changes with each time slot as well as league description.
IE: Sat PM = W2, Sun AM = W3, Sun PM = W4, Mon AM = W5, Mon PM = W6, Tue AM = W7.

Note #2: Saturday and Sunday PM time slots allow for players to participate remotely from their home bar, in which case those two events will have one extra league code to allow for remote corking:

W2CORK	=	W Sat P Cork for Home	1 game format. Count Up, Split Bull. Team on top of match as found on bracket will throw 1st. High score wins cork.
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Mixed / Open Doubles, Triples, MDI and CSI - Winner Take All:**Winner's Side:** Race to two – Cricket.**Loser's Side:** Race to two – Cricket / 501. Tiebreaker, Cricket**Last Chance Side:** One game of Cricket.***Mixed/Open Dbls Event League Codes, Board Description and Format Details:***

<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
D1WIN =	Dbls Sat Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
D1WIN3 =	Dbls Sat Race to 3	5 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 3 wins if not all games are needed.
D1WIN5 =	Dbls Sat Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
D1WTIE =	Dbls Sat Win Side Tiebreaker	1 game format. Cricket.
D1LOSE =	Dbls Sat Losers Side	2 game format. Cricket, 501. Loser of game 1 starts game 2.
D1LTIE =	Dbls Sat Lose Side Tiebreaker	1 game format. Cricket.
D1LAST =	Dbls Sat Last Chance Side	1 game format. Cricket.

Note: the second digit in the above league codes changes with each time slot as well as league description.
IE: Sun = D2, Mon = D3 and Tue = D4.

Mixed/Open Trips Event League Codes, Board Description and Format Details:

<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
T1WIN =	Trips Sat Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
T1WIN3 =	Trips Sat Race to 3	5 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 3 wins if not all games are needed.
T1WIN5 =	Trips Sat Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
T1WTIE =	Trips Sat Win Side Tiebreaker	1 game format. Cricket.
T1LOSE =	Trips Sat Losers Side	2 game format. Cricket, 501. Loser of game 1 starts game 2.
T1LTIE =	Trips Sat Lose Side Tiebreaker	1 game format. Cricket.
T1LAST =	Trips Sat Last Chance Side	1 game format. Cricket.

Note: the second digit in the above league codes changes with each time slot as well as league description.
IE: Sun = T2, Mon = T3 and Tue = T4.

MDI Event League Codes, Board Description and Format Details:

<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
MGWIN =	MDI Gold Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
MGWIN4 =	MDI Gold Race to 4	6 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
MGWIN5 =	MDI Gold Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
MGWTIE =	MDI Gold Win Side Tiebreaker	1 game format. Cricket.
MGLOSE =	MDI Gold Losers Side	2 game format. Cricket, 501. Loser of game 1 starts game 2.

MGLTIE	=	MDI Gold Lose Side Tiebreaker	1 game format. Cricket.
MGLAST	=	MDI Gold Last Chance Side	1 game format. Cricket.

Note: the second digit in the above league codes changes with each time slot as well as league description.
IE: MDI Silver = MS and MDI Bronze = MB.

<i>CSI Event League Codes, Board Description and Format Details:</i>			
<i>League</i>		<i>Board Description</i>	<i>Format Details</i>
CSWIN	=	CSI Win Side	2 game format. Cricket. Loser of game 1 starts game 2.
CSWIN4	=	CSI Race to 4	6 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
CSWIN5	=	CSI Race to 5	8 game format. Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
CSWTIE	=	CSI Win Side Tiebreaker	1 game format. Cricket.
CSLOSE	=	CSI Losers Side	2 game format. Cricket, 501. Loser of game 1 starts game 2.
CSLTIE	=	CSI Lose Side Tiebreaker	1 game format. Cricket.
CSLAST	=	CSI Last Chance Side	1 game format. Cricket.

Men's Elite and Gold Finale:

Winner's Side: Race to two – 501 Freeze / Cricket. Tiebreaker, Choice.

Loser's Side: Race to two – 501 oi/oo / Cricket. Tiebreaker, Choice.

Last Chance Side: One Game of Cricket.

<i>Men's Elite & Gold Finale League Codes, Board Description and Format Details:</i>		
<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
EMWIN =	EMen Win Side	2 game format. 501 FREEZE, Cricket. Loser of game 1 starts gm 2
EMWIN4 =	EMen Race to 4	6 game format. 501 FREEZE, Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
EMWIN5 =	EMen Race to 5	8 game format. 501 FREEZE, Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
EMLOSE =	EMen Losers Side	2 game format. 501, Cricket. Loser of game 1 starts game 2.
EMTIEF =	EMen Tiebreaker FREEZE	1 game format. 501 FREEZE.
EMTIEC	EMen Tiebreaker CRICKET	1 game format. Cricket.
EMTIE5	EMen Tiebreaker 501	1 game format. 501 oi/oo.
EMLAST =	EMen Last Chance Side	1 game format. Cricket.

Note: the first digit in the above league codes (E for Elite) changes to G for Gold Finale participants, as well as changes in league code descriptions to GMen.

Women's Elite and Gold Finale:

Winner's Side: Race to two – 501 Freeze / Cricket. Tiebreaker, Choice.

Loser's Side: Race to two – 501 oi/oo / Cricket. Tiebreaker, Choice.

Last Chance Side: One Game of 701.

<i>Women's Elite & Gold Finale League Codes, Board Description and Format Details:</i>		
<i>League</i>	<i>Board Description</i>	<i>Format Details</i>
EWWIN =	EWomen Win Side	2 game format. 501 FREEZE, Cricket. Loser of game 1 starts gm 2
EWWIN4 =	EWomen Race to 4	6 game format. 501 FREEZE, Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 4 wins if not all games are needed.
EWWIN5 =	EWomen Race to 5	8 game format. 501 FREEZE, Cricket. Loser of game 1 starts game 2 and so on. Cork for tiebreaker if needed. Cancel match once team reaches 5 wins if not all games are needed.
EWLOSE =	EWomen Losers Side	2 game format. 501, Cricket. Loser of game 1 starts game 2.
EWTIEF =	EWomen Tiebreaker FREEZE	1 game format. 501 FREEZE.
EWTIEC	EWomen Tiebreaker CRICKET	1 game format. Cricket.
EWTIE5	EWomen Tiebreaker 501	1 game format. 501 oi/oo.
EWLAST =	EWomen Last Chance Side	1 game format. 701.

Note: the first digit in the above league codes (E for Elite) changes to G for Gold Finale participants, as well as changes in league code descriptions to GWomen.

MATCH FORMAT CHANGE DISCLAIMER: We reserve the right to adjust the game format on the Last Chance side of all Mixed/Open Triples events in the event that we're not down to the final 8 teams by 3:00pm to one game of 701 to prevent any delays in the evening event brackets.

TOC Events - Things to Know:

Triple Elimination: Triple elimination brackets contain a "Winner's side", "Loser's Side" and "Last Chance Side" on each bracket. Everyone must be beaten three (3) times to be eliminated. Bracket sizes are as follows:

- Men's Elite and Gold Finales: 64 team bracket
- Women's Elite Finale: 48 team bracket
- Women's Gold Finale: 64 team bracket
- Men's and Women's Qualifiers: 32 team bracket
- Invitational Events – CSI and MDI: 32 team bracket
- Ancillary Events (doubles and triples): 16 team bracket

*****Pre-Paid Board Fees:** In addition to entry fees described above a \$10 board-fee per player, per entry is required at time of registration for all onsite TOC events. Boards are prepaid for all events onsite at TOC.

Player shooting order: The "League feature" is used for all tournament games. Player shooting order is selected in the league set-up for each match played in the event prior to the start of each game. Shooting order is determined by the players on a team at that time. Once a game has been started the game must be completed with the shooting order selected unless all players on both teams agree there was a mistake in the game set-up, in which case PPD officials will re-set the machine.

Cricket Reminder: all Cricket games cut off at 20 rounds! Be aware of this in determining game strategy.

Delay of Match: All matches are to begin within 5 minutes of "post time" as posted on bracket monitor and as printed on match score sheet. When match play has started DO NOT LEAVE THE AREA. You must stay in the tournament room. If you leave for any reason, during a match, your team may be disqualified. When Officials become aware of an absent team or player a first and final call is made. Missing player(s) must be in the room to make eye contact with the calling-official at that time. Failure to be in the room and heading toward the correct board at the time of a match-call is subject to forfeiture. When one player is absent from a team, the match will start or resume and the missing player is "ghosted" - pushing the button to skip the missing player until the player returns. When a match delay does not have another match in waiting, an official may allow a reasonable time for a team or player to return. If a match is waiting, the team may be forfeited.

Freeze rule: A player may not take a game out if their partner's score is higher than the combined score of the two opposing players. If a player's partner's score is equal to or less than the combined score of the two opposing players, that player may take the game out. If a player reaches zero when he/she is "frozen", the win is credited to the opposing team.

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. The match must be stopped by pressing the back-up arrow. When teams agree to the change they can apply it themselves. If there's a disagreement - all darts must be left exactly as thrown until verified and scored by an official. If the darts are removed, the score displayed may remain.

Age Requirements for Participants and Guests: Players must be 18 or older to participate in the ancillary doubles and triples events. Players participating in the qualifiers, special invitational events and Finales must be 21 or older.

VERY IMPORTANT NOTE: Children under the age of 13 ARE NOT ALLOWED in the tournament hall. Children 14 and older must be in the presence of a responsible, non-drinking adult.

Player Etiquette, Good Sportsmanship and Ethics –

Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse!

- Do not remove score sheet from tournament hall – violators are subject to match forfeiture, ejection of event (s) and/or future tournament privileges.
- Be prepared to throw when it's your turn; do not delay the match for any reason.
- Loitering/drinking/tailgating in the parking lot is strictly prohibited – violators are subject to ejection of events(s) and/or future tournament privileges.
- Absolutely NO OUTSIDE FOOD or DRINKS permitted! Items will be confiscated and discarded.

Please Note: Rules are meant to provide a foundation for an enjoyable experience playing darts. Please never use any rule out of the context for which it was written, in doing so you may be causing more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to over shadow common sense and good sportsmanship. THROW DARTS, RELAX AND HAVE FUN!!!!

A team that is expelled from league or tournament may be expelled from the league or tournaments for no less than one year (at PPD discretion).

NOTE: PPD officials will not tolerate poor sportsmanship or unethical conduct! Any negative, aggressive or abusive behavior of any kind will result in penalty. We reserve the right to address any 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 will result in disciplinary action and/or expulsion from this program.