

# THE MISSOURI ALL-STAR CHALLENGE SERIES

SPONSORED BY



## RULES and QUALIFICATIONS

Effective Aug. 10, 2004

Updated – Nov. 11, 2005; Aug. 15, 2006; July 16, 2007.

Revised Game Format, Male and Female Finale Payouts– August 8, 2008

**UPDATED AUGUST 8, 2008**  
**THIS VERSION SUPERSEDES ALL PREVIOUS ISSUED.**

**1. The Missouri All Star Challenge Series** ..... is a set of three (3) weekend tournaments and a one-day Finale where a Male and a Female All Star Champion is decided. At each of the weekend tournaments, there are 3-days of soft-tip dart competition. Beginning Friday night with triples competition through Saturday morning team and Saturday night doubles then on Sunday is the Men and Women's Main All Star Events. Play-Mor Coin-Op sponsors the All Star Series. Qualifying for an All Star tournament is connected to regular Play-Mor Dart League play. Throughout the league season and at different locations throughout Missouri, the best league players from each league division are invited to compete in a Men's and Women's All Star main event which is a doubles draw cricket tournament where top players of each gender compete for prize money and All Star points. The All Star points are accumulated throughout the year along with bonus points that can be earned from other sanctioned darting events affiliated with the Play-Mor Dart league. Following the three tournament weekends is the (one-day) Finale where the top 32 Men and top 16 Women, who earned the most points, are invited to compete for the annual Championships and \$10,000.00 in cash and prizes that is also sponsored by Play-Mor Coin-Op (see 10a and 10b below). Players who compete in the Sunday All Star Main Events earn their invitation through their league performance. The Friday and Saturday events during each weekend of the series are open to all league players. See the triples and team rules on the web at [www.playmor.com](http://www.playmor.com) for more details.

**2. Each Sunday All Star Series Main Event payout is \$4,000. All Star Main Events are invitation only with a \$10.00 entry fee!**....Note: All of the {\$10.00} entry fees are escrowed along with 100% matching funds that is sponsored by Play-Mor Coin-Op. These combined monies create a point fund that is used to pay back every All Star immediately following the third weekend tournament of the series. Every All Star who earns points is paid for points following competition at the third weekend tournament of the series, provided they have completed a W-9 form. All-Stars that are absent at time of point money distribution will receive a check for their point money within a week following the third weekend event, so long as they participated in event #3. The points for the top 32 and top 16 are also carried

over and combined with points earned at the Finale to determine the annual Championships (see 10 and 10a).

The minimum current league MARK PER ROUND (MPR) necessary for the 2008 series invitations are....

MEN – at or above 2.28 MPR      WOMEN – at or above 1.56 MPR  
(see details on cut off MPR @ #2 below)

**All Star main event sign in requirements....** The tournament hall is opened at 9:00 am for sign in and practice on each of the three Sunday morning All Star Main Events. SIGN IN DEADLINE IS AT 10:00 AM!!!! All Star players who are invited to compete but fail to sign in by the 10:00 am deadline are disqualified. The player roster is posted by 10:15 am. The higher ranked half of the players will draw a partner from the lower half.

Each Sunday schedule is as follows:

- 9:00am: Hall opens. All Star registration/sign-in for both men and women begins.
- 10:00am: Last call and deadline for All Star event registration.
- 10:15am: Posting of the day's All Star player roster/rank list.
- 10:35am: Draw process begins and Event pre-announcements.
- 11:00am: National Anthem and both the Men's and Women's All Star Main Events begin.

**The 2008 All Star Series schedule:**

- JAN. 11 – 13, 2008 At Sullivan Eagles Hall – Sullivan, MO 573-468-6900
- APRIL 11 – 13, 2008 At Sullivan Eagles Hall – Sullivan, MO. 573-468-6900
- APRIL 18 – APRIL 26, 2008, NDA Team Dart – Las Vegas, NV at The Riviera
- AUGUST 15 – 17, 2008 At The Sullivan Eagles Hall – Sullivan, MO. 573-468-6900
- FINALE ..... OCTOBER 4, 2008...Time and location...TBD (see 10b below)

The All Star Series is sponsored by PLAY-MOR COIN-OP. For 2008 there is \$12,000.00 to be paid on Main Events with \$4,000 paid out each of the three weekends. Additional matching money is added to the collected entry fees then paid back to each All Star (in attendance or a check via mail, so long as they played in event #3) following the third tournament based upon points earned. \$10,000.00 in cash and prizes is provided for the Finale and there is a lot of money paid out on triples and team competition during each tournament weekend.

The estimated combined total is well OVER \$75,000 in the 2008 season will be paid out.

**Sunday All Star Main events:**

**The prize money payout at each Sunday main event 2008**

**Men's:**

**\$800 to the 1st place team**

**\$400 to 2nd place team**

**Women's:**

**\$500 to the 1st place team**

**\$300 to the 2nd place team**

**\$300 to 3rd place team**

**\$200 to the 3rd place team**

**\$200 to 4th place team**

**\$100 to the 4th place team**

**\$150 to the 5th place team**

**\$80 to the 5th place team**

**\$150 to the 6th place team**

**\$80 to the 6th place team**

**\$120 to the 7th place team**

**\$50 to the 7th place team**

**\$120 to the 8th place team**

**\$50 to the 8th place team**

**\$100 to the 9th place team**

**\$100 to the 10th place team**

**\$100 to the 11th place team**

**\$100 to the 12th place team**

All Star Series payouts and the proportion of invitees for the All Star Finale of men and women are determined by each genders percentage of the total league player base during the previous league year but never to be less than 1/3 for women and greater than 2/3rds for the men. All scheduled events and payouts for the 2008 season are based upon 200 teams or more in the 2008 Play-Mor Dart League season. The 2008 Finale will be 32 men and 16 women.

The number of men or women invited for each gender's series is determined approximately by the proportion of that genders participation in the league general population. **The 2007 season's ratio of men to women was 75/25 so the split reverts to a 67% / 33% for 2008.**

The total number of All Stars invited to any weekend event during the series will depend upon the number of divisions running league. The number of players at each weekend event may change as the year goes on, to allow players from new leagues to participate.

An All Star player's current league MPR (Marks Per Round) facilitates their invitation to an event. The roster for the drawing of partners is determined by the invited All Star's rank by their history (MPR).

All of the All Star "Main Event" players are positioned for a blind draw from highest ranked player down to the lowest from their known league **History MPR.**

The higher ranked (A) half of the players each draw a partner from the lower ranked (B) half of players. Each (A) player is captain of the team and also draws a starting spot for the team on the **double elimination tournament bracket.**

**Men's All Star event is a race to two. On the winners side of the Men's bracket the format is...**

**Game #1.... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

**Game #2... Cricket and the loser of Game #1 will start the game, with each team's lower (B) player shooting first.**

**Game #3... If needed – loser of Game #2 chooses to see or show the cork...with each team's lower (B) player corking. Winner of the cork can choose the game (Either 501 Freeze or Cricket) OR they can choose to start the match. IF the winner decides to start, the other team will choose the game...IF the winner chooses the game, the other team will start...each team's lower (B) player will shoot first.**

**In the Men's loser bracket the format is...**

**Game #1... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

**Game #2... Cricket and the loser of Game #1 will start the game, with each team's lower (B) player shooting first.**

**Game #3... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

**Women's All Star event is a race to two. On the winners side of the Women's bracket the format is...**

**Game #1.... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

**Game #2... Cricket and the loser of Game #1 will start the game, with each team's lower (B) player shooting first.**

**Game #3... If needed – loser of Game #2 chooses to see or show the cork...with each team's lower (B) player corking. Winner of the cork can choose the game (Either 501 Freeze or Cricket) OR they can choose to start the match. IF the winner decides to start, the other team will choose the game...IF the winner chooses the game, the other team will start...each team's lower (B) player will shoot first.**

**On the Women's loser bracket the format is...**

**Game #1... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

**Game #2... 501 Freeze and the loser of Game #1 will start the game, with each team's lower (B) player shooting first.**

**Game #3... 501 Freeze with each team's lower (B) player shooting first. Flip a coin to decide which team shoots first.**

**All 501 games will be played using the FREEZE RULE.**

Freeze Rule Games – 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 is "frozen," the win will be credited to the opposing team.

### ALL STAR POINTS SYSTEM FUNDING

Every invited league player in the All Star Series will earn points determined by their position on the bracket as they become eliminated from each Sunday All Star tournament. These points are very important, as they are accumulated by each All Star player throughout all 3 events and from any bonus points earned for attending other sanctioned tournaments. Immediately following the third All Star tournament, at the annual awards ceremony, All Star Series players in attendance will receive their share of the money based on their total points earned that year (if not in attendance but participated in event #3, checks will be mailed within one week of final tournament event).

Earning All Star Bonus points as follows:

**At each series event weekend, an All-Star could earn as many as 82 points...4 points for each non-main event that they play (12 points each weekend), plus up to 70 points for winning any Sunday All Star tournament.**

**All Stars may also earn up to 60 bonus points throughout the year for attending sanctioned bar tournaments. Bonus points can be earned in two ways. 1, five (5) points just for competing at any sanctioned bar tournament and 2, two (2) points for winning a sanctioned bar tournament (max. 5 times). Further clarification: there is 5 points available for simply attending a sanctioned bar tournament and 2 points for winning a sanctioned bar tournament (max 10 "win" points from winning five sanctioned bar tournaments). Please see "Sanctioned Bar Tournament Rules" for further details.**

1) **To earn and retain All Star point earning status at any point earning activity and or to continue to earn an invitation to compete at all of the All Star Events during the year,** each of the top men and women in addition to maintaining a MPR above the cut off, must have .....

- completed a minimum of 6 weeks league play prior to their first All Star Event, and
- competed in any All Star event when they were invited (unless an excused emergency), and
- for subsequent All Star Events in order to earn points, player must play league either the majority of weeks possible in that league division, or
- must have played at least thirty (30) weeks in the league division or night which facilitated their original All Star Event invitation.

If league is new in your area, and there were not thirty weeks available, contact league officials to determine your eligibility. (Annual seasons are generally – early September to August each year). The weeks total can include the anticipated weeks play prior to an event.

2) **Minimum Marks Per Round (MPR) requirements to qualify for a League All Star invitation...** To insure only the most skilled men and women from all leagues are invited each summer after all leagues have ended, the average MPR of all the top 4 men and top 2 women from all previous seasons leagues is calculated, with the "cut-off" or lowest invited All Star for the following season's series being required to maintain a MPR of at least **80%** of the previous years top players average. This is done for each gender.

The rosters will be filled by inviting, first, the current top 4 men and 2 women from each division then, from the next highest MPR men and women within the 80% cut off from all league divisions.

2A) **Maximum of four male and two female players from any league are guaranteed an invitation to be invited. More may be invited under certain conditions..** A maximum of four male and two female players from an individual league are guaranteed invitations, provided they meet current MPR requirements. League officials will likely invite more than just four and two from each league. This is to fill the roster with a number of players needed for the expected bracket size. Another situation that is considered when determining invitations is that additional players may be invited from a league, which has a number of higher than average skilled players or even one highly skilled player. When that occurs it can unfairly depress the average MPR of all others in that league, which may prevent someone from earning an invitation to the All Star Series that would likely have been at the top of most any other league division. Obviously, the highly skilled players will be invited but probably others in that league will also. After these considerations, the league officials will invite the next highest MPR players above the 80% cut-off until the number needed for the roster is met.

EXAMPLE: THE LEAGUE WILL FIRST CONSIDER THE TOP 4 and 2 FROM EACH DIVISION. IF ANY OF THE TOP 4 and 2 CHOOSE TO DECLINE OR FAIL TO MEET THE **80%** CUT OFF REQUIREMENT, THEN THE NEXT HIGHEST RANKING PLAYERS (meeting the MPR requirements) WITHIN THE 80% CUT OFF FROM THE ENTIRE FIELD OF PLAYERS WILL BE INVITED, UNTIL (A) THE MINIMUM NUMBER NEEDED FOR A ROSTER IS ACHIEVED OR (B) ALL THAT ARE QUALIFIED HAVE BEEN ASKED.

3) **To confirm their invitation,** all players that believe they have qualified, are required to make contact with the league office, at least 10 days prior to any All Star Series event to confirm their qualification and ability to attend. Contact can be achieved by calling (573-468-5347 ext.400) or fax to (573-468-5360) or e-mail [braines@playmor.com](mailto:braines@playmor.com)

NOTE: The league office will attempt to contact all players, however all players should understand that they can and should assist officials, be proactive, confirm attendance as explained above (in #3).

4) **Provisional Invitation** Any All Star that has previously earned an invitation to compete, who had consequently earned championship points where they are in at least the top 50% of the All Star point standings, but whose personal MPR has fallen below the required minimum 80% cut off, which would preclude their invitation to an upcoming event will be allowed a once per series **Provisional Invitation.** However the player must meet the requirements of rule # 1 and must contact officials with their request for the invitation, at least 10 days prior to the event.

5) **Player Disqualification, Prize Money and Point Forfeiture.** Any player that has legally qualified for an invitation will forfeit prize money and points at league discretion. If the player:

1. has a scheduling conflict but does not contact officials to explain the conflict,
2. fails to show, after having committed their attendance to any event (unless verifiable emergency)
3. declines after having earned an invitation (unless a verifiable emergency)
4. declines after having earned an invitation – for the purpose of retaining Rising-Star eligibility. This IS NOT PERMITTED...unless the player's All-Star invitation was for event #3 only, and so long as their history MPR falls below the All-Star level.

Any player with any of these circumstances will also be subject to forfeit the following:

A.) that invitation,

B.) future invitations during that series season and

C.) any points earned prior to that particular event if any.

6)a. **Penalties and Point deductions from a players final Tally.** All Play-Mor league players are expected to exhibit positive leadership at all times and at every opportunity. All league players may be penalized for any actions, which are considered to be detrimental to the sport and or this program by league officials - at any time. Penalties may be assessed by officials for negative actions of a player whether related to any Play-Mor Dart League sanctioned darting event or not. Any negative actions involving any league player is subject to penalty and disciplinary point deductions or expulsion from the All-Star Challenge Tournament Series. Actions such as but not limited to - any abusive, aggressive, offensive negative comments or behavior of any kind - related to any darting event, or not, that occurs within or related to - any customer location served by Play-Mor Coin-Op.

- ◆ Point deductions may be assessed for any offense by Play-Mor League officials at any time.
- ◆ Serious or multiple infractions during any season may result in full expulsion and disqualification for that series season and beyond, including forfeiture of any points and awards earned to date.
- ◆ Point deductions are deducted from the net total of the players score.

7) **Point Allotments** Points at each All Star Event are awarded to every All Star player according to the position they are eliminated - on the double elimination bracket. Click on [chart](#) for example. Due to the need for different size rosters, be sure to check the chart at each event for actual point values.

8) **Tracking Points** Points for each league All Star player will be recorded at each event by the officials. All earned points can be found on the <http://www.playmor.com> website within 4 days following each All Star Series Event.

Note: Please be aware that both League and History MPR status can change for some players throughout the season because they are at a threshold of skill that moves above and

below current All Star levels. The following scenarios attempt to clarify what happens to the two types of points, so that every player may understand what happens to their points throughout the year as things may change - due to their fluctuations in skill.

Basically, all the scenarios below are derived from the following three categories.

1, One-time All Star invitee's who consistently have a History MPR below the current All Star level may choose to revert their points (except any earned at the one All Star event they attended) - back to Rising Star point system status just prior to; Event # 3.

2, Those who achieve invitations to two (2) All Star events or more - do not have the option to revert All Star points back to Rising Star status regardless of their History MPR status.

3, Anyone with a History MPR consistently above the current All Star level shall retain all earned points as All Star points but will be paid for those points upon certain conditions (principally that they participate in all events), following All Star competition at the 3<sup>rd</sup> All Star event.

Because there are so many potential scenarios, we have provided the information below in an attempt to answer all possible questions.

8a) **Prior to Event # 1 of the annual All Star series:** All system earned points (from sanctioned tournaments) are posted as determined by each player's History MPR. Players who have a History MPR above the current All Star level (male or female) will find all points posted as All Star points. All other players whose History MPR is below current All Star levels will find their points posted as Rising Star points.

8b) **Event # 1 - New All Star invitee with History MPR above the current All Star level:** All points earned prior to the event date are posted as All Star points and all points earned at the event are posted as All Star points as well.

8c) **Event # 1 - New All Star invitee with History MPR below the current All Star level:** All points earned prior to the event were posted as Rising Star – are converted to All Star points and all points earned at the event are posted as All Star points as well.

8d) **Between Event # 1, # 2 and/or # 3 of the All Star series :** All system earned points are posted according to each player's classification at the previous All Star series event. All Star players who attend point earning sanctioned tournaments will find additional earned points posted as All Star points. Rising Star players who attend sanctioned tournaments will find additional earned points posted as Rising Star points.

8e) **Event # 2 - All Star with League MPR dropping and a History MPR above the current All Star level:** Player retains classification as an All Star due to their History. All system earned points earned at sanctioned tournaments continue to be posted as All Star points and player will be paid for all points earned during the entire season following competition at Event # 3. Even if the player does not earn an invitation for Event # 2 and again for Event # 3. They are paid for all points as an All Star - provided they attended Event 2 and 3 (unless a verifiable emergency) (Triples or Team or Hi-Lo competition) and complete a W-9.

8f) **Event # 2 – Was an All Star at event # 1 but not at # 2 with League MPR dropping and a History MPR below the current All Star level:** Player retains classification as an All Star until cut-off date for Event # 3. If player does not earn an invitation to event # 3, player will then decide if they wish to (A) - retain points as an All Star and be paid for the All Star points, or, (B) – convert all earned points to Rising Star (except the points earned in actual All

Star Sunday competition at event # 1). All system earned points earned at sanctioned tournaments continue to be posted as All Star points until the cut-off date for Event # 3 - at which time, if they do not earn an invitation to Event # 3, the player must decide what they wish to do. Player may decide to retain points as an All Star and be paid for all points earned during the entire season following competition at Event # 3 - provided they attend Event # 2 and # 3 (Triples or teams or Hi-Lo competition) and complete a W-9. Or, they may convert all points (except the points earned in the actual All Star Sunday competition at event # 1) back to the Rising Star and become eligible to advance to the Rising Star Finale (if they have enough points), but the decision must be made prior to the cut-off date for the 3<sup>rd</sup> All Star Event. Failure to make the choice prior to the 3<sup>rd</sup> event cut-off date will result in points remaining All Star points (if player competed in both Event 2 and 3 triples or team or Hi-Lo) provided they complete a W-9. If player earns an invitation to Event # 3 - see 8i below.

8g) **Event # 2 - New All Star invitee with History MPR above the current All Star level:** All points earned prior to the event date are posted as All Star points and all points earned at the event are posted as All Star as well.

8h) **Event # 2 - New All Star invitee with History MPR below the current All Star level:** All points earned prior to the event were posted as Rising Star – will be converted to All Star points and all points earned at the event are posted as All Star points as well.

8i) **Event # 3 – Earned an invitation to Event # 1 and # 3 but not for Event # 2. All Star with League MPR that dropped following Event # 1 but improved to earn an invitation again for Event # 3 regardless of History MPR above or below the current All Star level:** All points were retained as an All Star and all points earned - are paid as an All Star through the Sunday competition at Event # 3 - if they attended Event # 2 and # 3 (unless verifiable emergency) (triples or team or Hi-Lo competition) and they provide a completed W-9 at Event # 3.

8j) **Event # 3 - New All Star invitee with History MPR above the current All Star level:** All points earned prior to the event date are posted as All Star points and all points earned at the event are posted as All Star as well.

8k) **Event # 3 - New All Star invitee with History MPR below the current All Star level:** All points earned prior to the event were posted as Rising Star. Player may choose to accept invitation and compete in All Star Event # 3 ... **or** ... to retain points as Rising Star. Player must decide what they wish to do prior to cut-off date for Event # 3. If player decides to compete in the All Star event – all points are converted to All Star points and player is paid for all points earned during the entire season following competition at Event # 3 - provided they attend Event # 3 Sunday competition and complete a W-9. **Or**, they may decline the All Star invitation and retain all points as Rising Star points and remain eligible to advance to the Rising Star Finale (if they have enough points). The decision must be made prior to the cut-off date for the 3<sup>rd</sup> All Star Event. Failure to make the choice prior to the 3<sup>rd</sup> event cut-off date will result in points remaining Rising Star points.

8l) **Event # 3 – Was an All Star at Event # 2 with History MPR below the current All Star level but did not retain All Star status:** Player retains classification as an All Star until cut-off date for Event # 3. Since player did not earn an invitation to event # 3, player must decide if they wish to (A) - retain points as an All Star and be paid for the All Star points, or, (B) – convert all earned points back to Rising Star (except the points earned in actual All Star Sunday competition at event # 2). Player may decide to retain points as an All Star and be paid for all points earned during the entire season following competition at Event # 3 - provided

they attend Event # 3 (Triples or teams or Hi-Lo competition) and complete a W-9. Or, they may convert all points (except the points earned in the actual All Star Sunday competition at event # 2) back to the Rising Star and become eligible to advance to the Rising Star Finale (if they have enough points), but the decision must be made prior to the cut-off date for the 3<sup>rd</sup> All Star Event. Failure to make the choice prior to the 3<sup>rd</sup> event cut-off date will result in points remaining All Star points (if player competes in triples or team or Hi-Lo at Event # 3) provided they complete a W-9.

8m) **Event # 3 – All Star at Event # 2 and # 3 but did not retain invitee for # 1 with History MPR below the current and All Star level:** All points earned prior to the 2<sup>nd</sup> event were posted as Rising Star points. All were converted to All Star points prior to Event # 2 and all points earned at both the 2<sup>nd</sup> and 3<sup>rd</sup> event are posted as All Star points as well.

8n) **Event # 3 - Was an All Star at event # 1 but not at # 2 or # 3 with League MPR dropping and a History MPR below the current All Star level:** See 8f).

8o) **Event # 3 – Not an All Star invitee at Event # 1, 2 or 3 due to low league performance but with a History MPR above the current All Star level:** All points earned were posted as All Star due to History MPR. If the player has participated in all three events Triples or Team or Hi-LO - all points earned are paid as All Star points following All Star competition at Event # 3 provided player has completed a W-9.

**NOTE:** All Star point money is paid out following competition on Sunday at Event # 3. If a player is unable to wait for their check following competition, a check will be mailed within one week following Event # 3 - providing the player completed a W-9 before leaving the 3<sup>rd</sup> Sunday event. Final All-Star player standings and point totals include bonus points earned at the third tournament weekend. Points are tallied as the bracket plays out on the final Sunday event.

9) **Sub Rule** If there is an odd number for the SUNDAY MAIN EVENT roster, a sub will be used. All-Star players who played in the current season but failed to meet the qualifications will be used as a sub...if there are no All-Stars available then the statistically highest known league player that is in attendance will be used to sub. Current season All-Star subs will earn points while non-All-Star subs will NOT earn All-Star points.

10) **Finale with annual male and female All Star Championships.** Following the third tournament in the series is the Finale / Championship competition. At the Finale, there is \$10,000 in prize money and NDA Team Dart Vegas Vouchers that will be paid out on a double elimination cricket tournament for the top 32 male players and the top 16 female players from the tournament series. The points earned by each of the 32 men and 16 women from the three series' tournaments are carried over and added to the points they earn at the Finale. The male and female who has the most points following the Finale are the All Star Champions for the year.

### **All-Star Finale Payouts -**

**MEN'S ALL-STAR FINALE PAYOUT - \$5,500\*\***  
***The Top 32 Men will compete for \$5,500 in cash prizes\*\****  
13<sup>th</sup> – 16<sup>th</sup> Place = \$200; \$200; \$200 and \$200  
9<sup>th</sup> – 12<sup>th</sup> Place = \$225; \$225; \$225 and \$225  
7<sup>th</sup> – 8<sup>th</sup> Place = \$250 and \$250  
5<sup>th</sup> – 6<sup>th</sup> Place = \$325 and \$325

4<sup>th</sup> Place = \$400  
3<sup>rd</sup> Place = \$500  
2<sup>nd</sup> Place = 750  
1<sup>st</sup> Place = 1,000

**WOMEN'S ALL-STAR FINALE PAYOUT - \$3,500\*\***

***The Top 16 Women will compete for \$3,500 in cash prizes\*\****

7<sup>th</sup> – 8<sup>th</sup> Place = \$250 and \$250  
5<sup>th</sup> – 6<sup>th</sup> Place = \$300 and \$300  
4<sup>th</sup> Place = \$350  
3<sup>rd</sup> Place = \$450  
2<sup>nd</sup> Place = \$600  
1<sup>st</sup> Place = \$1,000

\*\*\*\*\*

**\*\*ALL PAYOUTS ARE PER TEAM!!!**

**MALE & FEMALE CHAMPION PAYOUT - \$1,000**

♦ Overall Male All-Star Champion will receive \$250,  
**PLUS** a voucher for Team Dart 2009, valued at \$250\*

\*\*\*\*\*

♦ Overall Female All-Star Champion will receive \$250,  
**PLUS** a voucher for Team Dart 2009, valued at \$250\*

*\*only a maximum of \$250 in Vegas Vouchers will be awarded...i.e. if Male/Female Champion receives a Vegas Voucher valued at \$250 as being the Captain to two new players, they will only receive that Vegas Voucher.*

10a) **Selecting the location for the Finale:** The Finale will be held at one of the Play-Mor Dart League bars. The bar will be chosen as follows: First selected from the bars whose owner or principal party competes in the NDA tournament in Las Vegas in 2008, then from those, by which bar has the most Play-Mor dart league nights from September 1, 2007 through July 1, 2008. Should there be two bars tied at that point, the decision will be made by which of the two bars has the highest percentage of qualified players in their leagues who also attended the 2008 NDA tournament in Las Vegas. Assuming this Finale format is continued to be used in coming years, no bar will be awarded the Finale two consecutive years.

11) **General rules of play:** All competition at each weekend is to be played under the same rules as used in the Play-Mor Leagues. Good sportsmanship, common sense and ethics will dictate the resolution of any discrepancies. Officials will correct any player error or game play malfunctions during any match upon notification.

The "Soft Tip Advantage" rule as follows. A dart that sticks in a mark but does not register the mark will be manually scored by an official. A dart that "flights" a beneficial mark on the way in, but sticks elsewhere, will not be manually un-scored. The "Soft Tip Advantage" goes to the shooter!! The match must be stopped. All Darts must be left exactly as thrown until verified and scored by the official. If the darts are removed, the score displayed will remain.

Once 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 can be disqualified. Keep an eye on your teammates. **DO NOT PRACTICE ON VACANT BOARDS DURING A MATCH!**

**Negative behavior is not permitted!! We have a zero tolerance policy on any negative or over zealous behavior!**

**No Insults, no cursing, no aggressive or abusive behavior of any kind will be tolerated. Should you misbehave to the point that we must approach you about it, you are expected to immediately modify your behavior. If you do not comply with our request, you will be required to leave the premises. If that happens you will not be allowed to return to the tournament for the remainder of the weekend, there are no appeals. Once that decision is made it is final. Do not argue!! All future tournament privileges will depend upon your immediate compliance.**

Any player misconduct may result in total banishment from all Play-Mor Leagues and Events. The judgments of officials at or following any event are final.