



Saturday

Handicapped Team Event

Revised Payout – January 8, 2009
Revised Game Format – April 1, 2009

On Saturday morning at EVERY All-Star Series Weekend.

- 1) **Who is Eligible...** Any player who is at least 18 years old and who has an established history PPD is eligible to compete in the Handicap Team Tournament. Any player who has participated in at least six weeks of league will establish a History PPD however, if the players History PPD is derived from less games than the player has in a current league, the Higher of the two PPD's will be used for sign up purposes.

NOTE: The league reserves the right to use the **HIGHEST KNOWN PPD** for players with marginal amounts of games played in their history.
- 2) **How to Register...** Players and teams **MUST** pre-register. Limited to the first 32 teams, 48 teams or 64 teams each weekend. Teams that wish to participate **MUST** pre-register their team at least ten (10) days prior to the tournament. You can register by using any of the following options:
 - Log on to: www.playmor.com and register online.
 - Calling the league office at 573-468-5347, ext 400
 - Faxing your registration to 573-468-5360
 - Mailing your registration to:
•Play-Mor Coin-Op •PO Box 40 •Sullivan, MO 63080 •Attn: Beth
- 3) **Team Content...** Teams may consist of any combination of four players whose history PPD when added together does not exceed 84.5...One (1) Player per team may use the individual cap of 27.00 PPD.
- 4) **Points...** All Rising- Star and All-Star players will earn four (4) bonus points for participating in the Handicapped Team Event!!!
- 5) **Entry Fees...** \$10 per person; fees are non-refundable. IF any team member fails to show, a sub may be used – please see rule #17 for details.
- 6) **Payouts...** 100% payback to eighth place!!

IF THERE IS LESS THAN A FULL BRACKET, OR MORE THAN ONE FLIGHT, THE ACTUAL PAYOUT WILL BE ANNOUNCED AT THE EVENT.

EXAMPLE ONLY...Based on 32 teams as follows...funds with 32 teams x \$40 = \$1,280 Top Eight (8) Places – 1st Place \$320; 2nd Place \$220; 3rd Place \$180; 4th Place \$140; 5th Place \$120; 6th Place \$110; 7th Place \$100; 8th Place \$90.

- 7) **Brackets...**The league office reserves the right to run brackets accordingly. We will determine flight sizes depending upon team count and overall team caps. We plan for bracket(s) of 16-32 teams. Teams may be broken into two or three separate flights, depending on the number of teams in the event. Separating is done by placing the higher teams in one flight and the lower teams in another flight with two separate prize funds accordingly (or three if needed).

EXAMPLE: Two flights of 16 teams; two flights of 32 teams; one flight of 32 teams and one flight of 16 teams, etc.

- 8) **Event Check In...** Teams are required to be at the tournament site, identify themselves, and receive name tags starting at 8:30 AM. Sign-in deadline is 9:30 AM; we will start as soon as everyone has checked in or at the latest, by 10:00 AM.
- 9) **Name Tags...** Your name tag will have your PPD and MPR, it will also display your handicap and must be worn by all players at all times during the tournament.
- 10) **Handicapping...** Each individual player is given a handicap depending on where they fall according to their individual history PPD among the specific group of players in the event. This handicap process ensures every team an equally fair opportunity to win the event.
- 11) **Format...** Triple Elimination – Winners Side* will be a race to two, 501/Cricket/501...Survivors Side and Losers Side will be a race to two, 501...All X01 games will be OI/OO.

Added games on the Winners Side –

Round 4 – the four (4) undefeated teams will play a race to five (5)

Round 5 – the two (2) undefeated teams will play a race to five (5)

Round 6 – Championship Match will revert back to race to two (2)

NOTE: In order to not run any later than 5 pm, we reserve the right to change the game format. IF we are not down to the final eight (8) teams by 2:30 pm...Survivors Side and Losers Side will play a race to two, 301 OI/OO.

- 12) **To Start a Match...** Make sure there is a score sheet for your match. In each match of every round there will be one score sheet provided to the teams. After the match, the score sheet must be signed by both team captains and returned to the officials.
- 13) **Corking...** Teams must flip a coin, winner of coin toss chooses "to see or show" with Low (D) Player corking. Game #1...Winner of Cork starts; Game #2...loser of Game #1 will start the game; Game #3...If needed – loser of Game #2 chooses to see or show the cork, with each team's lower (D) player corking.
- 14) **Shooting Order...** Highest to lowest – Players A, B, C and then Player D

Every Player on the team plays in every game!

- 15) **Call to a Match...** During the tournament there will be a first call, and if needed a last call to a match. The officials will begin the match five minutes after last call. If a team or players are not at the board when the match begins they will forfeit the match. 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!

- 16) **Shooters Advantage...** A dart that sticks in a mark but does not register the mark will be manually scored by an official. A beneficial dart that "flights" a mark on the way in, but sticks elsewhere, will not be manually un-scored. 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.
- 17) **Subs...** When pre-registering, each team must identify the players that will be competing. If a team discovers that a team member is absent at the event, the team may use a sub. A substitute player will be assigned from any available subs on the league's sub list that has a History PPD that is equal to or lower than the player that the team had originally registered and will shoot at the missing player's handicap.

Note: After 5:00pm On Thursday prior to any tournament, the team content is locked. If a team is missing a player at the tournament, the team will be assigned a sub that is equal to or lower than the missing player, if there is such a sub available. Should no sub be available the team must play short or forfeit. **There are no refunds due to the 100 % pay back.** Prize amounts are pre-calculated for posting.

18) Conduct...All player conduct at the tournament will follow all rules that pertain to the regular league play including dart weights, poor sportsmanship, etc. Good Sportsmanship, common sense and ethics will dictate the resolution of any discrepancies. Negative behavior is not permitted!! We have a zero tolerance policy on any negative or over zealous behavior!

No insults, cursing, 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. All future tournament privileges will depend upon your immediate compliance.

Upon tournament committee's discretion – any player misconduct will result in immediate expulsion from tournament and premises as well as future events and leagues. The judgments of officials at or following any event are final.