



Friday Night TRIPLES EVENT

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

On Friday night 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 Triples Event. Any player who has participated in at least six weeks of league will establish a History PPD but if that player's 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 or 64 teams each event 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 three players whose History PPD when added together does not exceed 63.50...One (1) Player per team may use the individual cap of 27.00 PPD.
- 4) **Points...** All Rising Star Players will earn four (4) bonus points for participating in the Hi-Lo Doubles Event!! All Star players will receive four (4) bonus points for participating in the Hi-Lo Doubles 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 #16 for details.
- 6) **Payouts...** 100% Payback to eighth place!! \$10.00 Per Person=\$30.00 Per Team. **IF THERE IS LESS THAN A FULL BRACKET OR MORE THAN 32 TEAMS, THE**

ACTUAL PAYOUT WILL BE ANNOUNCED AT THE EVENT.

*EXAMPLE ONLY...Based on 32 teams as follows...funds with 32 teamsx\$30 = \$960
Top Eight (8) Places – 1st PLACE \$240.00; 2nd PLACE \$180.00; 3rd PLACE \$120.00;
4th PLACE \$110.00; 5th PLACE \$100.00; 6th PLACE \$90.00; 7th PLACE \$75.00 and
8th PLACE \$45.00*

- 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 brackets(s) of 16-32 teams. Teams may be broken into two or three separate flights, depending upon 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, at 5:30pm...**deadline is at 6:30pm.** We will start as soon as everyone has checked in or by **7:00 pm at the latest.**
- 9) **Name Tags...**Your name tag will have your PPD shown and must be worn by all players at all times during the tournament.
- 10) **Format...**Triple Elimination – Winners Side/Survivors Side will be a race to two 501* ...Losers Side will be a race to two 301*. *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)
- 11) **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.
- 12) **Corking...** Teams must flip a coin, winner of coin toss chooses “to see or show” with Low (C) Player corking. Game #1....Winner of Cork starts; Game #2...loser of Game #1 will start the game, with each team's lower (C) player shooting 1st. Game #3...If needed – loser of Game #2 chooses to see or show the cork, with each team's lower (C) player corking.
- 13) **Shooting Order...**Lowest to Highest –Player C, Player B, Player A

Every Player on the team plays in every game!

- 14) **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 (5) minutes after last call. If a team or player is 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

- 15) **Shooters Advantage...** 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 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.
- 16) **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.

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.

- 17) **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.