

**PHOENIX OFFICIAL LEAGUE  
2026  
PLAYER'S HANDBOOK**

**PHOENIXDARTS USA INC**

Season	League Finals Venue	League Finals Dates
POL Season 1	Tuscany Suites & Casino (Las Vegas, NV)	May 15 <sup>th</sup> – 17 <sup>th</sup> , 2026
POL Season 2	Tuscany Suites & Casino (Las Vegas, NV)	September 17 <sup>th</sup> – 18 <sup>th</sup> , 2026

There are important changes for POL 2026, please read below:

- **Quartz Doubles** Team Cap has been changed from 1 – 12 Team Rating to **6 – 13 Team Rating**.
- **Bronze Doubles** Team Cap has been changed from 13 – 20 Team Rating to **14 – 20 Team Rating**.
  - Individual Cap for Bronze Doubles has been reduced from 12 to **11**.
- We have added a **Diamond Doubles** division to POL Season 1 and 2.
  - Diamond Doubles has no Team or Individual Cap.
- We have added a **Trios** division to POL Season 1 and 2.
  - The Trios team cap is 9 - 35 with no individual cap.
- Ladies Singles, Quartz and Bronze Doubles league finals Cricket game round limits reduced from 25 to 20 rounds.
- Bronze Doubles league finals format changed from 301 – CR – 301 to 301 – CR – Choice.
- POL2026 Season 1 League Finals changes:
  - Sideshoots no longer have division caps.
  - All team sideshoots are Low Doubles or High Doubles.
  - What does this mean?
    - Sign up for the sideshoot with any partner you'd like
    - Any team with a player rated 16 or higher will automatically be placed in High Doubles.
    - Entries will be sorted by Team Rating and split evenly into High and Low divisions.
    - Both High Doubles and Low Doubles divisions are handicapped.
    - This method ensures that all sideshoot divisions have equal participation and therefore an equal payout.
    - If there are enough players, we may split the entries into thirds and run Low Doubles, Mid Doubles and High Doubles.
- Revision to the **division bust rule**:
  - **A team cap of 20 means 20.00**
    - Teams are allowed to finish 2.0 rating points above the cap.
    - Therefore, if a division cap is 20, the highest a team can be to remain in the division is 22.00.
    - Decimals are counted when checking if a team has busted the cap.
      - This means that an 11.9 and a 9.9 that joined a division with a team cap of 20, will be considered a 21.8 rated team when we check teams at the end of the season. This means that they will only have a 0.2 point cushion to not bust out of the division.
      - **Teams that are formed this close to the top of the cap run a high risk of busting into the next division. Keep this in mind if you plan to qualify for multiple divisions. You can only play on 1 team in a division's league finals. If you bust into a division that you are already on another team in, you will need to forfeit one of them or give your spot up to a substitute player.**
  - **An individual cap of 11 means 11.99**
    - Players are allowed to finish 1.0 rating points above the individual cap.
    - Therefore, if a division's individual cap is 11 (11.99), the highest a player can be to remain in the division is 12.99.

**POL2026-S1 League Finals Schedule:**

**Friday (5/15)**

**11:00AM**

**Silver Doubles & Platinum Doubles League Finals Start**

*11:30AM – 12:30PM*

*Sideshoots: Low Doubles & High Doubles Signups*

*1:00PM*

*Sideshoots: Low Doubles & High Doubles Start*

**5:00PM**

**Bronze Doubles & Diamond Doubles League Finals Start**

*5:30PM – 6:30PM*

*Sideshoots: Low Doubles & High Doubles Signups*

*7:00PM*

*Sideshoots: Low Doubles & High Doubles Start*

**Saturday (5/16)**

**9:00AM**

**Quartz Doubles & Gold Doubles League Finals Start**

*9:30AM – 10:30AM*

*Sideshoots: Low Doubles & High Doubles Signups*

*11:00AM*

*Sideshoots: Low Doubles & High Doubles Start*

**5:00PM**

**Trios League Finals Starts**

*5:30PM – 6:30PM*

*Sideshoots: Low Doubles & High Doubles Signups*

*7:00PM*

*Sideshoots: Low Doubles & High Doubles Start*

*7:00PM – 7:30PM*

*Sideshoot: Diamond Singles Signups*

*8:00PM*

*Sideshoot: Diamond Singles Starts*

**Sunday (5/17)**

**9:00AM**

**Ladies Singles & Diamond Singles League Finals Start**

*9:30AM – 10:30AM*

*Sideshoots: Low Doubles & High Doubles Signups*

*11:00AM*

*Sideshoots: Low Doubles & High Doubles Start*

**POL2026-S2 League Finals Schedule:**

**Thursday (5/15)**

**8:00AM**

**Bronze Doubles & Gold Doubles League Finals Start**

**2:00PM**

**Quartz Doubles, Silver Doubles, & Diamond Doubles Start**

**8:00PM**

**Trios & Platinum Doubles League Finals Start**

**Friday (5/16)**

**9:00AM**

**Ladies Singles & Diamond Singles League Finals Start**

## I. What is Phoenix Official League (POL)?

POL is an official Phoenixdarts league that is organized by Phoenixdarts USA and run collaboratively with Phoenixdarts operators. There are two Phoenix Official League finals tournaments that are held throughout the year:

- POL Season 1 (Las Vegas, NV)
- POL Season 2 (Las Vegas, NV)

To compete in a season's League Finals, players must compete a Qualifier League for that season. Players can compete in multiple divisions at the League Finals so long as they have completed a Qualifier League for those divisions.

- For example, a player must form a team that fits within the POL division caps (listed in the following section) and complete a POL Season 1 Bronze Doubles Qualifier and a POL Season 1 Silver Doubles Qualifier to compete in the Bronze Doubles and Silver Doubles League Finals at the POL Season 1 League Finals tournament. The player must compete in the Bronze Doubles finals event with their Bronze Doubles Qualifier teammate, and likewise for the Silver Doubles finals event.
- The player must follow the same steps above for POL Season 2 to compete in those divisions at the POL Season 2 League Finals tournament.

Since the POL Finals Tournaments are League Finals, the tournament events are a direct extension of the Qualifier Leagues and can be considered as a "Play-Offs" for each division. Therefore, there are no payouts for the Qualifier Leagues themselves; the players/teams must compete in the League Finals to be paid out. Regardless of their performance at the League Finals, a \$150 prize for the 1<sup>st</sup> Place team in a Trios Qualifier league, a \$100 prize for the 1<sup>st</sup> Place team in a Doubles Qualifier League, or a \$50 prize for the 1<sup>st</sup> Place player in a Singles Qualifier League, can be claimed at the League Finals. Players must compete at the League Finals with the teammate that they completed their Qualifier League with. If a player needs a substitute player to compete at a League Finals with, please [refer to the POL Finals Tournament – Tournament Rules section](#).

### **Why should you play?**

Our goal is to run an honest league that our players can trust and enjoy for years to come. We don't need to be the only league that darters players play, but we thrive to be a league that players never want to miss. We take great care when forming our divisions and caps. It's extremely important to us that our players feel that they have a competitive chance to win in their division. Sandbagging is not taken lightly, and we take many precautionary measures to prevent teams from having an unfair advantage at the league finals. Player ratings are reviewed quarterly, with outlier matches flagged and overall match history reviewed at league end. Official Ratings are assigned to players for each season's POL Finals Tournament based on our analyses and reviewed by operators for confirmation. There is no method that guarantees the elimination of sandbagging, but Phoenixdarts spares no effort in the fight for ensuring fair play.

Our payouts are based on player participation, meaning that they will increase in direct correlation with the number of players that qualify for a division. We do not cap or subtract from the payout, ever. At our current trajectory, there is a strong chance that sooner-than-later, POL will pay out more than any soft-tip darts league in the USA ever has.



- ❖ Qualifier Leagues should start 15 weeks prior to the Qualifier League Completion Deadline. This is the minimum amount of time a Qualifier League will take to complete before the deadline. Leagues that start after this date will require double headers to finish in time. **NOTE: Players cannot play more than 3 make-up matches for a league in one week.**
- ❖ The Qualifier League Completion Deadline is firm. PDUSA requires time to review the Qualifier Leagues and prepare Official Ratings along with accounting for all fees in preparation for the league finals. **Any matches that are not played by the completion deadline will result in zero wins for both teams involved, and make-ups will not be allowed, regardless of the match's impact on the Qualifier League's final standings. Players are required to pay for all un-played matches to compete in the league finals.**

### III. POL Divisions, Division Caps, and Team Formation

To promote fair play at the POL Finals Tournaments, each event has been broken down into capped divisions with handicap being offered in the lowest two Doubles and the Ladies Singles divisions. Please refer to the tables below for the offered divisions and division caps for POL Season 1 and POL Season 2.

*In the tables below, the ratings used for team formation must be the player's **General Rating**. No other rating can be used for team formation besides General Rating. Teams will be bumped up to a higher division or disqualified with no refunds given if PDUSA discovers that an incorrect rating was used to fit a player/team into a lower division. Further penalties may be enforced based on PDUSA's discretion.*

**Division Cap** is the sum of the teammates' General Ratings for Doubles divisions. Any decimal in a General Rating is rounded down, in other words, a player with a General Rating of 8.9 is an 8-rated player.

POL Season 1			
Division	Division Caps	Handicap	League Finals
Quartz Doubles	6 – 13 Team Cap (8 Individual Cap)	Reverse HCP	Saturday 9:00AM
Bronze Doubles	14 – 20 Team Cap (11 Individual Cap)	Reverse HCP	Friday 5:00PM
Silver Doubles	21 – 25 Team Cap (16 Individual Cap)	No HCP	Friday 11:00AM
Gold Doubles	26 – 30 Team Cap (No Individual Cap)	No HCP	Saturday 9:00AM
Platinum Doubles	31 – 35 Team Cap (No Individual Cap)	No HCP	Friday 11:00AM
Diamond Doubles	No Cap	No HCP	Friday 5:00PM
Ladies Singles	1 - 18	Reverse HCP	Sunday 9:00AM
Diamond Singles	No Cap	No HCP	Sunday 9:00AM
Trios	1 – 35 Team Cap (No Individual Cap)	Reverse HCP	Saturday 5:00PM
POL Season 2			
Division	Division Caps	Handicap	League Finals
Quartz Doubles	1 – 13 Team Cap (8 Individual Cap)	Reverse HCP	Thursday 2:00PM
Bronze Doubles	14 – 20 Team Cap (11 Individual Cap)	Reverse HCP	Thursday 8:00AM
Silver Doubles	21 – 25 Team Cap (16 Individual Cap)	No HCP	Thursday 2:00PM
Gold Doubles	26 – 30 Team Cap (No Individual Cap)	No HCP	Thursday 8:00AM
Platinum Doubles	31 – 35 Team Cap (No Individual Cap)	No HCP	Thursday 8:00PM
Diamond Doubles	No Cap	No HCP	Thursday 2:00PM
Ladies Singles	1 - 18	Reverse HCP	Friday 9:00AM
Diamond Singles	No Cap	No HCP	Friday 9:00AM
Trios	1 – 35 Team Cap (No Individual Cap)	Reverse HCP	Thursday 8:00PM

*\* Season 2 League Finals schedule subject to change prior to the start of the qualification period.*

## IV. POL Qualifier League Details

### Signup Fee: \$25 per player *per Qualifier*

- Players must pay a **\$25 Signup Fee** for each Qualifier League that they participate in. The \$25 Signup Fee(s) must be paid to the Phoenixdarts operator of the POL Qualifier, **before** the first match.
  - Signup Fees help cover the operational costs for running POL Finals tournaments.
  - Players can qualify for as many divisions as they fit in but must complete a Qualifier League for each division that they intend to compete in at the POL Finals Tournament.

❖ *Example:*

*If a player wants to compete in the Silver Doubles and Bronze Doubles divisions at the POL Season 1 League Finals Tournament:*

1. *Find a partner with whom they fit within the Bronze Doubles division caps and form a Bronze team for the POL Season 1 League Finals Tournament.*
2. *Find a partner with whom they fit within the Silver Doubles division caps and form a Silver team for the POL Season 1 League Finals Tournament.*
3. *Complete both the POL Season 1 Bronze Doubles and POL Season 1 Silver Doubles Qualifier Leagues.*
4. *Player is now qualified to compete at the POL Season 1 League Finals Tournament in the Bronze Doubles and Silver Doubles events with his/her respective teammates.*

The same steps above must be repeated for POL Season 2 Qualifier League(s) when qualifying for the POL Season 2 League Finals Tournament.

### League Fee: \$15 per player *per match*

- Players must pay a **\$15 League Fee** for each match of their Qualifier League.
  - **\$7.50** of every **\$15 League Fee** collected is pooled for the division's POL Season League Finals Tournament payout.
    - ❖ **Since payouts are pooled for a POL Season's League Finals Tournament, there is no self-ending payout for the Qualifier Leagues.**
    - ❖ Players must compete in their division's POL Season's League Finals Tournament to win any payout. POL Season's League Finals Tournament payouts pay down to the bottom place (except for the Diamond Singles division, which has a top-heavy payout).
  - **1<sup>st</sup> Place Teams** in a Trios Qualifier League may claim a \$150 prize at the POL Season's League Finals Tournament, regardless of their performance in the League Finals.
  - **1<sup>st</sup> Place Teams** in a Doubles Qualifier League may claim a \$100 prize at the POL Season's League Finals Tournament, regardless of their performance in the League Finals.
  - **1<sup>st</sup> Place Players** in a Singles Qualifier League may claim a \$50 prize at the POL Season's League Finals, regardless of their performance in the League Finals.
  - The \$7.50 payout portion remains in the payout pool for the division of the Qualifier League it was collected from. **Therefore, the more players that qualify for a division, the higher the payout will be for that division at the POL Finals tournament.**

❖ *Example:*

*If there are 10 Bronze Doubles POL Season 1 Qualifier Leagues with each league having 4 teams and 15 matches on the schedule, the total amount of league fees inserted into the machines for POL Season 1's Bronze Doubles division would be **\$18,000**.*

***\$18,000** league fees = 4 teams [8 players] x \$15 League Fee x 15 matches x 10 Leagues*

*Since \$7.50 of the \$15.00 league fee is used for the payout, the POL Season 1 Bronze Doubles League Finals will have a **\$9,000** total payout.*

### **\*Un-Played Match Fee: \$15 per un-played match**

- This \$15 Un-Played Match Fee is not an additional fee on top of the original match fee. It is exactly the \$15 league fee that the player did not insert into a machine because the match was not played.
- All players who compete in the POL Season's League Finals Tournament must have played all scheduled matches in their POL Qualifier League, or at the very least, paid for them.
  - The division's POL Finals Tournament payout is shorted by every un-played match. Therefore, any player or team with un-played matches must pay for those matches when signing up for their division's POL Season's League Finals Tournament.
  - Players or teams who refuse to pay for their un-played matches will not be allowed to sign up for their division's POL Season's League Finals Tournament.
  - Players that repeatedly fail to play all their scheduled matches may be banned from participating in future POL Qualifier Leagues.

*Refer to the POL Qualifier Leagues – League Rules section for the rules enforced in Qualifier Leagues.*

## POL Qualifier League Formats

Below are the standard Qualifier League formats for each division. Your operator may have a different format approved by Phoenixdarts USA. If you have any questions, please check with your operator before signing up.

<b>Ladies Singles</b>			
Sets 1 & 2	501 Singles	Open In, Open Out	Reverse Handicap
Sets 3 & 4	Cricket Singles	Overkill 200	Reverse Handicap
Sets 5 & 6	501 Singles	Open In, Open Out	Reverse Handicap
Sets 7 & 8	Cricket Singles	Overkill 200	Reverse Handicap
Sets 9 & 10	501 Singles	Open In, Open Out	Reverse Handicap
Sets 11 & 12	Cricket Singles	Overkill 200	Reverse Handicap
Set 13 & 14	501 Singles	Open In, Open Out	Reverse Handicap
Set 15	Cricket Singles	Overkill 200	Reverse Handicap
<b>Diamond Singles</b>			
Sets 1 & 2	701 Singles	Split Bull, Open In, Double Out	No Handicap
Sets 3 & 4	Cricket Singles	Overkill 200	No Handicap
Sets 5 & 6	701 Singles	Split Bull, Open In, Double Out	No Handicap
Sets 7 & 8	Cricket Singles	Overkill 200	No Handicap
Sets 9 & 10	701 Singles	Split Bull, Open In, Double Out	No Handicap
Sets 11 & 12	Cricket Singles	Overkill 200	No Handicap
Sets 13 & 14	701 Singles	Split Bull, Open In, Double Out	No Handicap
Sets 15 & 16	Cricket Singles	Overkill 200	No Handicap
Sets 17 & 18	701 Singles	Split Bull, Open In, Double Out	No Handicap
Set 19	Cricket Singles	Overkill 200	No Handicap
<b>Quartz Doubles &amp; Bronze Doubles</b>			
Sets 1 & 2	501 Doubles	Open In, Open Out	Reverse Handicap
Sets 3 & 4	Cricket Doubles	Overkill 200	Reverse Handicap
Sets 5 & 6	501 Doubles	Open In, Open Out	Reverse Handicap
Set 7	301 Singles	Open In, Open Out	Reverse Handicap
Set 8	Cricket Singles	Overkill 200	Reverse Handicap
Sets 9 & 10	501 Doubles	Open In, Open Out	Reverse Handicap
Sets 11 & 12	Cricket Doubles	Overkill 200	Reverse Handicap
Sets 13 & 14	501 Doubles	Open In, Open Out	Reverse Handicap
Set 15	Cricket Doubles	Overkill 200	Reverse Handicap
<b>Silver Doubles</b>			
Sets 1 & 2	501 Doubles	Open In, Open Out	No Handicap
Sets 3 & 4	Cricket Doubles	Overkill 200	No Handicap
Sets 5 & 6	501 Doubles	Open In, Open Out	No Handicap
Set 7	501 Singles	Open In, Open Out	No Handicap
Set 8	Cricket Singles	Overkill 200	No Handicap
Set 9	501 Singles	Open In, Open Out	No Handicap
Set 10	Cricket Singles	Overkill 200	No Handicap
Sets 11 & 12	501 Doubles	Open In, Open Out	No Handicap
Sets 13 & 14	Cricket Doubles	Overkill 200	No Handicap
Sets 15 & 16	501 Doubles	Open In, Open Out	No Handicap
Set 17	Cricket Doubles	Overkill 200	No Handicap

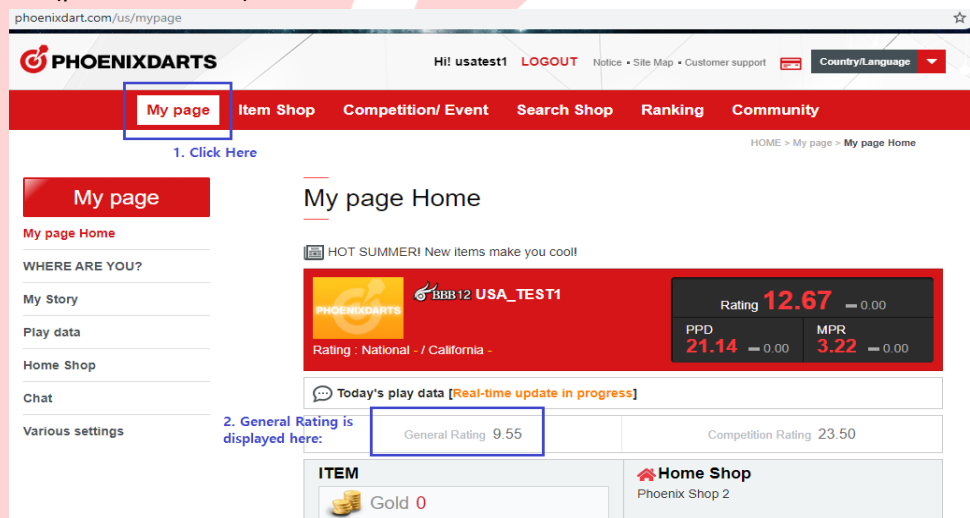
<b>Gold Doubles</b>			
Sets 1 & 2	701 Doubles	Open In, Master Out	No Handicap
Sets 3 & 4	Cricket Doubles	Overkill 200	No Handicap
Sets 5 & 6	701 Doubles	Open In, Master Out	No Handicap
Set 7	501 Singles	Open In, Master Out	No Handicap
Set 8	Cricket Singles	Overkill 200	No Handicap
Set 9	501 Singles	Open In, Master Out	No Handicap
Set 10	Cricket Singles	Overkill 200	No Handicap
Sets 11 & 12	701 Doubles	Open In, Master Out	No Handicap
Sets 13 & 14	Cricket Doubles	Overkill 200	No Handicap
Sets 15 & 16	701 Doubles	Open In, Master Out	No Handicap
Set 17	Cricket Doubles	Overkill 200	No Handicap
<b>Platinum &amp; Diamond Doubles</b>			
Sets 1 & 2	701 Doubles	Split Bull, Open In, Double Out	No Handicap
Sets 3 & 4	Cricket Doubles	Overkill 200	No Handicap
Sets 5 & 6	701 Doubles	Split Bull, Open In, Double Out	No Handicap
Set 7	501 Singles	Split Bull, Open In, Double Out	No Handicap
Set 8	Cricket Singles	Overkill 200	No Handicap
Set 9	501 Singles	Split Bull, Open In, Double Out	No Handicap
Set 10	Cricket Singles	Overkill 200	No Handicap
Sets 11 & 12	701 Doubles	Split Bull, Open In, Double Out	No Handicap
Sets 13 & 14	Cricket Doubles	Overkill 200	No Handicap
Sets 15 & 16	701 Doubles	Split Bull, Open In, Double Out	No Handicap
Set 17	Cricket Doubles	Overkill 200	No Handicap
Set 18	701 Doubles	Split Bull, Open In, Double Out	No Handicap
Set 19	Cricket Doubles	Overkill 200	No Handicap
<b>Trios</b>			
Sets 1 & 2	701 Trios	Open In, Open Out	Reverse Handicap
Sets 3 & 4	Cricket Trios	Overkill 200	Reverse Handicap
Sets 5 & 6	701 Trios	Open In, Open Out	Reverse Handicap
Set 7 & 8	Cricket Trios	Overkill 200	Reverse Handicap
Set 9 & 10	701 Trios	Open In, Open Out	Reverse Handicap
Set 11 & 12	Cricket Trios	Overkill 200	Reverse Handicap
Set 13 & 14	701 Trios	Open In, Open Out	Reverse Handicap
Sets 15 & 16	Cricket Trios	Overkill 200	Reverse Handicap
Set 17	701 Trios	Open In, Open Out	Reverse Handicap

## How to sign up for a POL Qualifier

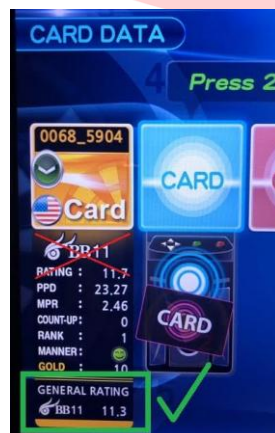
- Your local Phoenixdarts Operator will take POL Qualifier League Signups.
  - Phoenixdarts is not involved in the signup process for POL Qualifier Leagues. You must follow whatever signup procedure your local Phoenixdarts Operator has in place at the time.
- If you do not have a local Phoenixdarts Operator, or your local operator does not offer any POL Qualifier Leagues, please contact us at [tournaments@phoenix-dart.com](mailto:tournaments@phoenix-dart.com) and we will connect you to a POL operator.
  - POL Qualifier Leagues can be run as an Online League to eliminate any geographic restrictions.
- It's helpful to already have your team formed before contacting your local Phoenix Operator to sign up.
  - [Refer to Team Formation rules and POL Division Caps on pages 5-6.](#)
    - ❖ If you plan to qualify for multiple POL divisions, make sure that both you and your partner do not sign up for divisions that have conflicting POL League Finals start times.
    - ❖ Make sure that you and your teammate have used your General Rating when calculating if your team fits within the division you are signing up for.

### Your General Rating can be found by:

1. Logging into <http://www.phoenixdarts.com/us/main> and clicking **My Page** (pictured below):



2. Scan your card on a Phoenixdarts machine at the **Card** menu (pictured below), look at **General Rating** at the bottom (*not to be confused with Card Rating*):



- Your Local Operator will confirm that you have done this correctly.
  - Phoenixdarts reserves the rights to review a player's divisional qualification and reassign them to an appropriate division at any time. If there are any signs of attempts to cheat the system in any way, additional sanctions may apply.
- Your \$25 Signup Fee(s) must be paid to the Phoenixdarts operator whose POL Qualifier you've signed up for **before** the first match of your Qualifier League.
  - The teammate that you played with in the POL Qualifier will be the same teammate that you play with at the POL Finals Tournament. In the case that you need a substitute player for the POL Finals Tournament, [refer to the POL Finals Tournament – Tournament Rules section](#).
  - Qualifier League match counts are Round Robins and the duration is based on the number of teams in the Qualifier League:
    - 8 Teams = 2 Round Robins = 14 Matches
    - 7 Teams = 2 Round Robins = 12 Matches (1 Bye per Round Robin)
    - 6 Teams = 3 Round Robins = 15 Matches
    - 5 Teams = 3 Round Robins = 12 Matches (1 Bye per Round Robin)
    - 4 Teams = 5 Round Robins = 15 Matches
    - No more than 8 teams and no less than 4 teams allowed per Qualifier League.
  - **NOTE:** Regardless of scheduled matches, all players who are qualifying for a POL Finals Tournament division must pay for 15 matches (totaling \$225 in League Fees). It's not fair for some players to qualify in a 15 match Qualifier League and pay \$225 whereas others qualify in a 12 Match Qualifier League and only pay \$180. The difference will be collected from applicable players at the POL Finals Tournament signups, along with any Un-Played Match Fees.

## V. POL Qualifier Leagues - League Rules

POL Qualifier Leagues are run in collaboration with Phoenixdarts operators. Therefore, POL Qualifier League operators may have their own set of general rules that they enforce to maintain a smooth operation of their leagues. POL operators have full authority to enforce their league rules at their discretion so long as they do not conflict with the Phoenixdarts-mandated POL Qualifier League Rules below. Enforcement and interpretation of these rules are fully under Phoenixdarts' discretion:

- **A Player/Team that does not pay for all matches in their Qualifier League's match table will be considered as a "Dropped" team.**
  - Players/Teams that drop out of a POL Qualifier League drastically reduce both the division's League Finals payout and their Operator's revenue from the League Fees.
  - All players signing up for a POL Qualifier League must be prepared to invest a total of \$250 (\$25 Signup Fee + \$225 total League Fees for 15 matches).
  - Teams that drop out before Week 2 of their Qualifier League will not be penalized.
  - Teams that drop after Week 2 will be logged and noted in our penalty records.
    - Penalties:
      - Players that repeatedly drop out from POL Qualifier Leagues will be barred from participating in future POL seasons and other Phoenixdarts official events.
      - Players that drop will not receive qualification credits towards Phoenix Cup for any of their matches from the Qualifier League that they dropped from.
        - PDUSA reserves the right to review a player's reason for dropping before enforcing this penalty.
- **Rules on match forfeitures:**
  - Teams that forfeit a Qualifier League match will receive 0 set points for the match.
  - The non-forfeiting team will receive 60% of the set points for the match.
  - The non-forfeiting team must insert League Fees into the machine to gain any credit for the match.
  - The forfeiting team must also insert League Fees into the machine to avoid becoming a "dropped" team.
- **Players must play at least 70% of their POL Qualifier matches to qualify for the POL Finals Tournament.** No more than 30% of their POL Qualifier matches can be left un-played or played by a substitute player.
  - 15 Match Qualifiers:
    - Minimum of 11 matches played by each original player(s) on the team.
  - 14 Match Qualifiers
    - Minimum of 10 matches played by each original player(s) on the team.
  - 12 Match Qualifiers
    - Minimum of 9 matches played by each original player(s) on the team.
- **Substitute players must be the same General Rating or lower than the original player they are substituting.**
  - All substitute players for POL Qualifier Leagues must be approved by the operator of the Qualifier League.
- **Team Names cannot consist of any profanity, racial slurs, and any other offensive language.** Inappropriate team names will be changed by Phoenixdarts and players will not be able to request a different team name.
- **A maximum of 3 make-up matches are allowed to be played in any given week.** Therefore, a total of 4 Qualifier matches (1 scheduled match + 3 make-up matches) can be completed in 1 week. Any additional matches played in a week will result in a forfeit with 0 wins given to the violating team.

- **Matches left un-played by the listed Qualifier League Completion Deadline will result in 0 wins for both teams involved in the match.** If you are unable to play a match due to your opponent continually failing to meet the scheduled make-up match dates, you must notify your operator who will forfeit the other team from the match according to POL forfeit rules.

### Progression to the League Finals

- The number of teams that progress to the League Finals from a Qualifier League depends on the number of teams in the Qualifier League:
  - 4 team Leagues = 2 teams progress
  - 5 team Leagues = 3 teams progress
  - 6 team Leagues = 3 teams progress
  - 7 team Leagues = 4 teams progress
  - 8 team Leagues = 4 teams progress
- Players who fail to finish their Qualifier League in the top half of their Qualifier League may re-buy into the League Finals at \$65 per player.
- The Operator of the POL Qualifier League has full authority to use whichever ranking system they would like to decide which teams progress to the League Finals. (Ex: based on Set Wins, overall Win-Loss record, play-offs, etc.)
  - Players should check with the Operator to confirm which ranking system they will be using to decide which players will progress to the POL Season's League Finals Tournament.

## VI. POL League Finals Tournament Details

- **Greens Fee:** \$10
  - All players must pay a **\$10 Greens Fee** when checking in for their division's league finals tournament.
- **Un-Played Match Fee(s):** \$15 per un-played match
- Players must bring the Phoenix Club Card that they used for their division's Qualifier.
  - For administration purposes, not all cards are useable at the POL Finals Tournament. Failure to bring the correct will result in the player needing to purchase a Tournament Card for \$15.00 at the signup table prior to tournament start.
- The stats used for handicap calculation are based on a player's Official Rating. This means that a player's league rating from their Qualifier may not be the rating that is used in the tournament. Phoenixdarts reviews all players' stats with POL operators to determine a rating indicative of a player's actual skill level.
- Players/teams may be moved into a different division if they have overachieved in their Qualifier. In such cases, POL operators will notify the player(s) prior to their arrival at the League Finals.
- Payouts are distributed according to the payout schedule that will be posted on-site at the POL Finals Tournament.
  - Payout amounts are determined after check-ins are closed and all Re-buy Fees and Un-played Match Fees have been accounted for.
  - Players must provide a properly filled out W-9 Form to receive a payout of any amount.

## POL Season 1 & 2 League Finals Tournament Formats

### Quartz Doubles

- ❖ **Winners & Losers Bracket:** 301 – CR – 301
    - Open In, Open Out, 50/50 Bull, Arrange On, Reverse Handicap
- 01 Rounds: 20 | Cricket Rounds: 20**

### Bronze Doubles

- ❖ **Winners & Losers Bracket:** 301 – CR – Choice
    - Open In, Open Out, 50/50 Bull, Arrange On, Reverse Handicap
- 01 Rounds: 20 | Cricket Rounds: 20**

### Silver Doubles

- ❖ **Winners & Losers Bracket:** 501 – CR – 501
    - Open In, Open Out, 50/50 Bull, Arrange Off, No Handicap
- 01 Rounds: 30 | Cricket Rounds: 30**

### Gold Doubles

- ❖ **Winners Bracket:** 701 – CR – CR – 701 – Choice
  - ❖ **Losers Bracket:** 701 – CR – Choice
    - Open In, Master Out, 50/50 Bull, Arrange Off, No Handicap
- 01 Rounds: 30 | Cricket Rounds: 30**

### Platinum Doubles

- ❖ **Winners & Losers Bracket:** 701 – CR – CR – 701 – Choice
    - Open In, Double Out, 25/50 Bull, Arrange Off, No Handicap
- 01 Rounds: 99 | Cricket Rounds: 99**

### Diamond Doubles

- ❖ **Winners & Losers Bracket:** 701 – CR – CR – 701 – Choice
    - Open In, Double Out, 25/50 Bull, Arrange Off, No Handicap
- 01 Rounds: 99 | Cricket Rounds: 99**

### Ladies Singles

- ❖ **Winners & Losers Bracket:** 501 – CR - Choice
    - Open In, Open Out, 50/50 Bull, Arrange On, Reverse Handicap
- 01 Rounds: 20 | Cricket Rounds: 25**

### Diamond Singles

- ❖ **Winners & Losers Bracket:** 701 – CR – CR – 701 – Choice
    - Open In, Double Out, 25/50 Bull, Arrange Off, No Handicap
- 01 Rounds: 99 | Cricket Rounds: 99**

### Trios

- ❖ **Winners & Losers Bracket:** 701 – CR – Choice
    - Open In, Open Out, 50/50 Bull, Arrange On, Reverse Handicap
- 01 Rounds: 30 | Cricket Rounds: 30**

## VII. POL League Finals - Tournament Rules

Punishments for violating any of the rules below are decided by Phoenixdarts staff and are subject to change at any time.

- **No outside food or beverages** allowed in the tournament hall.
- **Players cannot participate in any Sideshoots while they are playing in a POL Finals event.** Players can only participate in one event at a time.
- **Players cannot participate in more than one division's League Finals at a time.** Players must check the posted POL Season's League Finals Tournament schedule before signing up for a Qualifier League and not qualify for divisions that have conflicting League Finals start times.
- **No player can leave the machine** once a match has started or will risk being forfeited by the bracket runner.
  - In cases where both players/teams have left the machine, the first player/team that violated this rule will be penalized.
- **8 Minute Forfeiture Call.** You will be given 8 minutes to start your match from when your match is called by the Bracket Runner. **The Bracket Runner's decision to forfeit a match is final.** It's the player's responsibility to be aware of their match being called. If you aren't sure if your match has been called, check the bracket.
- For every match, players will flip and diddle to determine who will throw first for the first leg. Loser of the previous leg will throw first in the following leg except on a tiebreaker leg, where the teams must diddle again. The winner of the diddle will then have the choice of going first or selecting the 'Choice' game for the final leg.
  - The winner of the diddle is determined by whose dart landed closest to the center hole of the D-Bull.
  - If the first player to diddle hits the center hole of the D-Bull, the dart may be removed to give the next player a chance to tie.
- **Choice** games in Medley formats must be one of the games previously played in the Medley.
  - For example, for a 501 – CR – Choice match, the Choice game must be either 501 or Cricket.
- **Teams bust their division cap** based on the conditions below:
  - **Doubles Divisions:**
    - **A team** that finishes **2.0 rating points above** the division's team cap will be moved to a higher division.
    - For example: If a division's Team Cap is 20, any team with an Official Team Rating above 22.00 will bust the cap and must play in a higher division at the League Finals.
  - **Singles Divisions:**
    - **A player** who finishes **1.0 rating points above** the division's cap will be moved to a higher division (if one is available). This applies to Doubles teams as well.
    - For example: If a singles division's cap is 18, any player who finishes with an Official Rating above 19.99 will bust the cap.
  - Teams/players that have busted the cap must play in the higher division for the following seasons' Qualifiers. Alternatively, they can find new partners to fit within the lower division's Qualifiers.

- Teams/players moved up a division will take their league payout money up with them to the division they have been reassigned to, increasing the payout for their new division and decreasing the payout for the division they were reassigned from.
- **Official Ratings** are decided by Phoenix Dart Inc in collaboration with POL operators. A player's final league rating is not their Official Rating. Official Ratings are based on a player's play data as monitored throughout the league season, in all of their POL qualifying leagues, along with existing play data for league, tournament, and casual games.
- **Substitute Players**
  - Players qualified for the league finals as a team. This means that they must compete in the league finals with the teammate they qualified with. However, if a teammate cannot make it to the league finals, he or she can be replaced with a substitute.
  - Substitute players that have a General Rating that is higher than the original player's Official Rating are automatically invalid.
  - The substitute does not need to have played in a POL Qualifier. However, all POL finals substitutes must be submitted to PDUSA for approval prior to the end of the online signup period for the POL Finals Tournament.
  - PDUSA will investigate the substitute player's play data to verify if he/she is a valid substitute player. If approved, the substitute player's information will be added to the team on the online signup website. Once this is done, the team can proceed to sign up online.
- The **dartboard is not always right** so in the event of a correction an Official must be called to the board to make the correction. No player in the match can make a correction. If a machine does not register the correct dart but the game ends as a result, then what the machine scored will stand. In other cases, where the dart sticks will take priority over what the machine scores.
- **If a dart is thrown before Player Change completes**, the dart is considered a miss.
- It's the players' responsibility to know it is their turn to throw darts. **Darts thrown by the wrong player will be considered as lost.** Points scored will be undone and turn skipped. If points scored cannot be undone, then the violating team's next turn(s) will be skipped until the order is corrected. If a dart thrown by the wrong player is a winning dart, the results will be overturned, and a loss will be recorded for the winning team that threw out of order.
  - If a player throws darts on their opponent's turn, points scored will be undone, the correct player can throw his/her darts, and the violating player's next turn will be skipped. If points scored cannot be undone, the points scored will stand and the violating player's next turn will be skipped.
- **Foot Faults and Lunging:**
  - **Foot Fault:** Players must keep both feet behind the throw line until the dart has been released. Players cannot lunge except on the last dart of their turn.
  - **Lunging:** Players may lunge on their last throw of their turn, but one foot must remain planted behind the line and the other foot cannot touch the ground before the dart is released.
- **Overachieving.** Players that achieve 3 or more rating points, on average, over their starting rating for a main event, may be removed from that main event. If the player is at the point where they are to receive money, they will forfeit any winnings, and entries will not be refunded. Any player/team that has previously played a removed player/team will not advance nor receive money if they lost to the removed player/team.

- Players requiring the use of **wheelchairs, risers, walkers**, etc. are legal at the throw line as follows:
  - **Wheelchairs:** When directly facing the board, the player's torso must be behind the throw line. Any other position, the board-side wheel's contact point must be behind the throw line.
  - **Walkers, etc.:** The player's feet must be behind the throw line, but the support unit may be beyond the throw line so long as a walker foot is behind the throwline.
- There is no restriction to a player leaning as long as his or her foot is not over the edge of the throw line. Players may lunge when throwing so long as their **front foot remains planted behind the line and the dart hits the board before their hind foot touches the floor.**
- There is **only one person allowed at the throw line at a time.** No Exceptions.
- At any time during a match, **coaching can only be done by his or her teammate.**
- **No chanting during a match.** Anything that can be considered as distracting to a player while they are throwing is grounds for removal from the Tournament.
- **You may cheer for your teammate, friends, etc., but not during the opponent's turn.**
  - Players must also be mindful of matches on adjacent machines and must not interrupt those players either.
- **No personal music devices** can be used without headphones.
- Once you have started a match, players in the match **cannot throw any practice darts.**
- If a player is at the throw line in a ready-to-throw position and **drops the dart gripped in his/her throwing hand, it is considered a thrown dart.**
- **If there is an issue with a match, no dart can be thrown by either team until the issue has been resolved.** Issues brought up after a match has been completed cannot be officiated.
- If there is a problem with a dart board during a match for any reason, the match will be moved to another dart board **and the current game must be played from the beginning.**
- **Throwing Order:** Teams must set their throwing order before starting the first leg of their match. Once set, the system will not allow teams to change their throwing order for the remainder of the match.
- **Zero tolerance on fighting, arguing, or physical contact in any way.** If there are any questions or problems, find a Tournament Official to resolve the problem at hand.
- **Players who are too intoxicated** to compete or are causing discomfort for any players in the tournament hall will be asked to leave for the day. Players who refuse to leave will be escorted out by security and disqualified for the remainder of the tournament. Additional sanctions may apply.
- **Players who are causing excessive delays** in tournament matches will be warned to speed up play. Players who fail to increase their pace of play to an acceptable level will be forfeited from the match.
- Phoenixdarts reserves the right to **re-rate players** at their own discretion, at any time.