



# Prince Edward Island Darts Association

## Team PEI Qualifiers Format



Players will play up to two (2) round robins at each qualifier event. The number of sections per round robin will be determined based on the number of players as shown in the chart below.

For all round robins, each player plays 3 legs against each player in their section. All leg wins count.

Round	Up to 16 players	17 to 32 players	33 players and +
<b>Round 1 Seeding Round Robin - (SRR)</b>	<b>Full Round Robin</b> Results of this round robin rank players 1 to 16	<b>4 sections</b> Results determine seeding in RRR below	<b>8 sections</b> Results determine seeding in RRR below
<b>PEIDA Section points for SRR finish</b>	N/A	<ul style="list-style-type: none"> <li>Up to 4 players in section = 1 point for section winner</li> <li>5 to 8 players in section = 2 points for section winner</li> </ul>	
Round	Up to 16 players	17 to 32 players	33 players and +
<b>Round 2 Ranking Round Robin - (RRR)</b>	N/A  Results of the Seeding Round Robin (SRR) will determine final rankings and points for the event	<b>4 sections maximum</b>  Top 3 of each section in SRR make up Group A. Results of this round robin rank players 1 to 12  4 <sup>th</sup> + 5 <sup>th</sup> of each section in the SRR make up Group B. Results of this round robin rank players 13 to 20  6 <sup>th</sup> + 7 <sup>th</sup> of each section in the SRR make up Group C. Results of this round robin rank players 21 to 28  8 <sup>th</sup> of each section in the SRR make up Group D. Results of this round robin rank players 29 to 32	<b>8 sections maximum</b>  Top 2 of each section in SRR make up Group A. Results of this round robin rank players 1 to 16  3 <sup>rd</sup> of each section in SRR make up Group B. Results of this round robin rank players 17 to 24  4 <sup>th</sup> of each section in SRR make up Group C. Results of this round robin rank players 25 to 32  And so on for each subsequent position in the SRR to make up to group G
<b>Special Situations In RRR</b>	N/A	<b>29 players:</b> 1 section of 12 +1 section of 8 +1 section of 9	<b>41 players:</b> 1 section of 16 2 sections of 8 +1 section of 9  <b>49 players:</b> 1 section of 16 3 sections of 8 +1 section of 9  <b>57 players:</b> 1 section of 16 4 sections of 8 +1 section of 9

## Seeding system

For the Seeding Round Robin (SRR), players will be seeded in sections based on a weighted point system from points accumulated in the last five (5) qualifier events they participated in (Charts A and B). Sections will be seeded using a snake draft system based on their PEIDA rankings (Chart C). Players with no prior PEIDA ranking will be seeded randomly in the sections after the ranked players have been seeded per Chart A.

CHART A	At the first Qualifier of each year (total points accumulated from up to a maximum of 5 previous events)			
	Year	Previous year (2025)	Second previous year (2024)	Third+ previous year (2023 and prior)
	Weight used for points	100%	75%	50%

CHART B	For the 2 <sup>nd</sup> and 3 <sup>rd</sup> Qualifier of each year (total points accumulated from up to a maximum of 5 previous events)			
	Year	Current year (2026)	Previous year (2025)	Second+ previous year (2024 and prior)
	Weight used for points	100%	75%	50%

CHART C	4 sections					8 sections							
	A	B	C	D		A	B	C	D	E	F	G	H
	1	2	3	4		1	2	3	4	5	6	7	8
	8	7	6	5		16	15	14	13	12	11	10	9
	9	10	11	12		17	18	19	20	21	22	23	24
	16	15	14	13		32	31	30	29	28	27	26	25
	17	18	19	20		33	34	35	36	37	38	39	40
	24	23	22	21		48	47	46	45	44	43	42	41
	25	26	27	28		49	50	51	52	53	54	55	56
	32	31	30	29		64	63	62	61	60	59	58	57

Below is an example of how seeding points are calculated for a player.

Before the first qualifier of January 2026, Player X had participated in 5 previous events:

Event played in	Points obtained	Weighted points
Qualifier 3 of 2025	35	35 (100%)
Qualifier 2 of 2025	32	32 (100%)
Qualifier 3 of 2024	30	22.50 (75%)
Qualifier 2 of 2024	32	24 (75%)
Qualifier 3 of 2023	28	14 (50%)
<b>TOTAL SEEDING POINTS</b>		<b>127.50</b>

During Qualifier 1 of 2026, Player X accumulated 37 points. For Qualifier 2 of 2026, his seeding points would be calculated as shown below, taking away the earliest points accumulated and adding the new points.

Event played in	Points obtained	Weighted points
Qualifier 1 of 2026	37	37 (100%)
Qualifier 3 of 2025	35	26.25 (75%)
Qualifier 2 of 2025	32	24 (75%)

Qualifier 3 of 2024	30	15 (50%)
Qualifier 2 of 2024	32	16 (50%)
<b>TOTAL SEEDING POINTS</b>		<b>118.25</b>

This new seeding format encourages players to play in all events in order to keep their seeding rank higher. It will also ensure that players are not always in the same sections at every qualifier event should all players show up to qualify.

### Additional rules for the qualifiers

- Dress code for qualifiers: No open-toed or open-heeled footwear, no head gear (ear buds, caps, tuques, bandanas etc.)
- Players can enter all three (3) qualifying events. The best two (2) results will be used to tally points for the final standings.
- Both players need to report and verify the results of their match. No corrections will be made once the next round commences.
- Any tie-breaker during qualifiers will be broken using Official NDFC tie-breaking rules.
  - Ties eliminating a player from playing in a higher ranked RRR will require a single leg of 701.
  - Ties not eliminating a player will use roll back.
- Any ties in the final PEIDA standings (after the three qualifiers have been played) will be broken with one (1) playoff game starting at 701.
- Any player completing a qualifying event will receive 1 point for participation.
- During a round robin, the players ending their match last in a round, will be entitled to a 3-minute break before starting the next round.
- When a player or team fails to report to a match assignment, one five (5) minute warning shall be announced by the Tournament Director. The player or team shall be immediately disqualified from play for the remainder of the event if they fail to report to their match assignment within that 5-minute deadline.
- Players get 3 minutes to replace lost or repair damaged equipment.
- Should a player leave the event any time after the SRR has been completed, they will be placed in the lowest point position of the group in which they are seeded into the RRR.
- Should a player leave the event before the SRR has been completed, all matches will count as 3 legs for each opponent in the player's section.
- Any player leaving an event after they started playing matches will risk discipline up to and including suspension from future PEIDA events.

PEIDA Qualifiers Ranking Points											
PLACE	POINTS	PLACE	POINTS	PLACE	POINTS	PLACE	POINTS	PLACE	POINTS	PLACE	POINTS
1	50	9	35	17	27	25	19	33	11	53-56	3
2	45	10	34	18	26	26	18	34	10	57-60	2
3	42	11	33	19	25	27	17	35-36	9	61-64	1
4	40	12	32	20	24	28	16	37-38	8		
5	39	13	31	21	23	29	15	39-40	7		
6	38	14	30	22	22	30	14	41-44	6		
7	37	15	29	23	21	31	13	45-48	5		
8	36	16	28	24	20	32	12	49-52	4		
PEIDA Section points for SRR finish		Up to 4 in section: 1 point			Completing a qualifying event		1 participation point				
		5 to 8 in section: 2 points									