

DoubleVision Darts Match Procedures All Divisions

- Matches are scheduled to start by 7pm
 - If you are going to be late, please be courteous and let the opposing team know
 - It's acceptable to start match early, if both teams agree
- Home team chooses match area (2 boards together)
 - Boards are not assigned
 - If a new board is pulled for the match, it is your responsibility to switch the boards back out when the match is over
- Setting up DartConnect for league play
 - Be sure your tablet is fully charged for the night
 - Tap Update on DartConnect main screen to check for updates
 - Tap Leagues and Groups
 - Tap DoubleVision Darts
 - Tap **your Match**
 - Tap Okay to confirm you chose the correct match and correct week #
 - Tap Select Players
 - Choose **appropriate players**, 2 each team for Doubles, 1 each for Singles
 - Tap Bull Up
 - Tap Continue to play 7 legs
- Format
 - One Doubles segment and Two Singles Segments
 - Each singles segment is played simultaneously (2 boards, 2 tablets)
 - Home team is responsible for deciding line up for each singles segment
 - Standard corking and then alternating start
 - Flip a coin, for who corks first. Winner of cork starts all odd numbered legs and the loser starts even numbered legs.
 - Select game before each leg
 - 501/501/cricket/cricket/starter calls remaining legs
(‘starter’ is the player that will start that leg)
- After the match is completed, be sure to END & SAVE the match on BOTH tablets.
 - Tap OPT on bottom left, confirm score, (and follow any other prompts) and tap Save
 - If the tablet loses the connection, please be sure to connect when you get home so the results are forwarded to the league portal.
 - It was saved correctly if you get your reports from DC, and it contains all 35 match points (and your correct email address is used in DC).
 - It is the responsibility of both teams to ensure match is ENDED AND SAVED

Any problems or questions, please contact Cindy - 303.915.8154 or dblvisiondarts@gmail.com