

## Thursday Night Online Doubles Handicap

- 2-player teams
- Each team will need their setup to have 2 dartboards.
- Teams will play remote either at their homes or out of sponsored venues that must have appropriate social distancing to maintain safety of our members. The American Legion Post 256 will be able to host 3 teams; however, each team will need to have access to the internet using hot-spot Wi-Fi devices.
- Online playing will require each team to have a device (WDA-provided or a personal device) for each board to use DartConnect and a device with a camera to show the dartboards. WDA will provide tablets/device holders as needed. We have a limited number of tablets/tablet holders; let us know if you need one.
- You can use Duo, FaceTime, Skype, Zoom, Facebook Messenger, Google Hangouts, etc. to set up playing virtual.
- Players must be active members. Annual memberships are \$10. We are selling lifetime memberships for \$60 until January 31, 2021.
- Each player must have a Dart Connect account. A one-time DartConnect fee of \$10/team will be due by the end of the second week of play. Weekly fees will be \$12/team.
- Packets will be given to each team captain and will include schedules, scoresheets, stamped envelopes for the weekly dues, fees, and scoresheets as well as handicap matrixes and dart code of conduct information. Each captain is responsible for mailing nightly fees, dues, and scoresheet.
- Players may choose to participate in the Mystery Out with the same \$1 fee/night.
- To reduce the ambient noise when playing virtually, please keep all background noise (music, tv, company) to a minimum.
- Players must wait to throw their darts until after their opponent has entered their score into DartConnect.

## Rules of Play for Thursday Night Online Doubles Handicap:

- 1 match=1 night of play
- 6 sets/match (4 individual sets and 2 team sets)
- 1 set=3 legs of play (NOT best of)
- 4 sets/night per player=12 total legs/player per night
  - 1 set of 501
  - 1 set of Doubles 501
  - 1 set of Cricket (change opponent)
  - 1 set of Doubles Cricket
  - **NOTE:** in the individual 501 and Cricket sets, you will play one of the opposing team members for 501 and the other opposing team member for Cricket. When the 2 teams meet again later in the schedule, it will be **reversed** (you will play the team member you did not play for 501 and the team member you did not play for Cricket).
- All 501 diddle first game and then alternate
- All Cricket games diddle every leg
- Home team initiates the control of every leg.  
Leg 1 winner controls the start of Leg 2  
Leg 2 winner control the start of Leg 3  
**Leg 3 winner saves and closes the set.**
- Handicap 501 matrix will be provided
- Handicap Cricket – for every half of a mark difference in the higher average, 1 mark is awarded
  - EX: Player's average marks per round (MPR) = 1.5 playing an opponent with 3 MPR  
The awarded handicap would be 3 marks.
  - Awarded marks start with 20 until closed by 3 marks; then followed by 19 until closed by 3 marks; then 18 until closed by 3 marks and then 17 until closed by 3 marks.