



Wednesday Summer Remote Darts



FORMAT:	2 Player - 6 Games of 301, 7 Games of Cricket
START TIME:	7:00 pm
GRACE PERIOD:	30 Minutes
	If unable to play the match as scheduled, please contact the opposing team captain prior to the match to make other arrangements. If a team cannot play and no other arrangements can be made, that team will forfeit the match. Both teams would then be responsible for their own kitty money. In the event of a no call, no show, no excuse forfeit, the team that made no attempt to reschedule will receive the forfeit loss AND be responsible for both team's kitty money. Unpaid kitty fees will be deducted from the team's prize check at the end of the season. In the event of a forfeit, please notify the League Dept. in a timely fashion. A team forfeiting 3 weeks during the season or any time during the last 3 weeks of the season may be removed from the league and may also forfeit any prize money.
DAYS OFF:	None
WEEKLY FEES:	\$10.00 per player per night goes into the dart board (this includes kitty fee & price to play games)
SANCTION FEE:	\$6.00 per team (SVI) All sanction fees will be deducted from each team's prize check at the end of the season.
RULES/POLICIES:	Stansfield Vending Leagues use the NDA Rules. For reference on league rules and other policies, please visit the Dart League Info page on our website. If you have questions regarding any of the rules or policies, please contact the League Dept. and we will be happy to help.



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INSTRUCTIONS FOR SETTING UP REMOTE PLAY:

- 1) From the main menu on the dart board, select LEAGUE MENU.
- 2) Before playing league, you can view the schedule by selecting VIEW SCHEDULES and then selecting your league.
- 3) To start the remote league match, select PLAY REMOTE LEAGUE. **It's very important that you select the REMOTE league option, not the normal PLAY LEAGUE option. You will not be able to connect to your opponent if you do not select PLAY REMOTE LEAGUE.**
- 4) Choose your league - this league is labeled WDSU17 - WEDNESDAY SUMMER REMOTE
- 5) Choose your team as the local team.
- 6) Select whether your team is scheduled as the Home/Away team.
- 7) Choose the team you are playing against.
- 8) If the other team is not already set up, the screen will now display that it is waiting to start the remote match.
- 9) Once both teams are connected, you will be able to modify your subs and shooting order if necessary.
- 10) Finally, select START MATCH and you're ready to shoot!

