



Be prepared to compete by knowing the rules & how to participate:

- 1) Each team captain **MUST** contact each opponent prior to playing. **DO NOT START A MATCH WITHOUT MAKING CONTACT WITH YOUR OPPONENTS VIA TEXT OR CALL.**
- 2) Be ready to throw darts **NO LATER** than start time. All matches **MUST** be started within 10 minutes of the match post time on the brackets. Violation of this rule calls for **MATCH FORFEITURE.**
- 3) Arrive extra early to your location and play a casual remote game to ensure internet connectivity.
- 4) The captains list & brackets will be live by start time and as early as 30 minutes prior to start time.
 - a. You will use this captains list for contacting opponents, finding team numbers and finding what “League Codes” to use at the board.
NOTE: Do not argue or disrespect opponents. Get help from admins to resolve any issues. This includes negative comments about strategy. Unless a team is violating the rules – keep it to yourself. Do not message teams accusing them of sandbagging. VIOLATIONS TO THIS RULE ARE MEANS FOR AT LEAST IMMEDIATE 30-DAY SUSPENSION.
- 5) Brackets are on CompuSport. You will use the brackets to see who your opponents are & **SCORE YOUR MATCHES.** After the bracket is live, a member of every team should register as “scorekeeper”. This person will score the matches after the completion of each match to move them forward on the bracket. [Scoring Matches & Using the CompuSport App](#)
- 6) When you get to the board go to LEAGUE MODE, then PLAY REMOTE LEAGUE and find the codes:
VRACE WRACE XRACE YRACE
 - a. Once the bracket is live, look at the captains list to find your code & team numbers to set up the match.
 - b. Use the CompuSport brackets to see who is home & away. The team on the top of the match is the HOME team & the team on the bottom of the match is the AWAY team.
 - c. After the board connects with your opponent, each player will add their names in as a “new substitute”. **NO NICKNAMES – MUST BE FIRST AND LAST NAME.** A hot button can be used to make adding names more convenient, but is not required.
 - d. **DON’T FORGET** to text/call the other team & let them know you are ready. **DO NOT START THE MATCH UNTIL YOU HAVE BOTH COMMUNICATED WITH EACH OTHER.**
- 7) DRTs are Double Elimination. Format:
 - a. Winners side: Race to 2, All Cricket
 - b. Losers side: Race to 2, All Cricket
 - c. Extra games added to the King & Pre-King Seat match(es) as shown on the bracket.

8) CORKING – The cork is one round of 501 oi/do split bull. If you see 501 in a DRT – it is a CORK. The #1 players from each team will throw 3 darts - The lowest 501 score wins (the person who gets the most points). Unless there is a tie, hit the red button to skip the 2nd shooters & declare the cork winner. In the event of a tie you will play one more round with the second players shooting. Corking is done before the first game & before tiebreaker games.

If you need ANY assistance, message the DRT Facebook Page: [DRTs Daily Remote Tournaments by PPD](#) .

For complete rules & details please see the [DRT Official Rules](#) .