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WDF “Cup” & Team Competitions

Guide to DartConnect Event Services Support

How does DC support team-based competitions?

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I. Tablets & WiFi

In addition to the control desk setup, reliable tablet management and a stable WiFi network are key to a smooth running event. Please refer to DartConnect's [Event WiFi Guide](#) for recommendations and tips for ensuring you don't make any errors on this critical step.

Our top WiFi recommendation is to secure a private, password-protected network that only the tournament staff may access and is kept away from players and public use. If you are streaming, the streaming service should also be on a separate network.

If you can not secure your own tablets, [rental options may be available](#), depending on the delivery location. Prices may vary, especially shipping cost. Ask your DartConnect representative about the best options for your event.

II. How DC Supports The Traditional “Cup” Format & Other Team-Based Competitions

The WDF “Cup” format is replicated world wide and adopted by many regions and groups, but may have local variations. The standard format typically consists of a team-based competition plus additional singles and pairs events with players grouped into teams from the same country or region. Points are awarded for each competition type that aggregate to a total score to award the “Cup” to the best performing team.

DartConnect's platform has specific tools to handle each competition type, with automation options to conveniently handle time consuming manual work such as setting up draws and scheduling matches, plus options for automating team playing lineups, scorekeeper assignments and forfeits/withdrawals.

Singles, Pairs & Other “Cup” Competitions

In addition to the team competition, Cup competitions typically include separate singles and pairs events, but occasionally may include additional formats such as triples or quads. These often include multiple players or teams from the same country (or club/county/region). Points are earned based on individual results and added to the overall team point total.

DartConnect's **Digital Steel** tournament management software is used for this part of the Cup and has been praised for revolutionizing the efficiency of event operations as well as providing a world class and professional player experience that is unmatched in the industry.



For more information on the numerous features and benefits of Digital Steel, please see the following information on the DC website: [Click Here](#)

Digital Steel Training Steps for Host Organization

BEST PRACTICE: Organizers that include an experienced user of DartConnect Digital Steel should already have the required basic skills and experience, but DartConnect will provide a custom practice tournament in our sandbox environment to provide hands on training and to learn any new or special features for Cup competitions.

FREE Digital Steel Training

If you do not yet have an experienced DC user on your staff, we will work with you to provide free training for bracket operators. We recommend getting started as soon as possible to allow time for training and for new users to run trial tournaments in advance to build more hands-on experience.

Getting Started:

1. Identify tournament directors and staff who require Digital Steel training
2. Each person will need a personal DartConnect account. A free account can be created using the following link: <https://my.dartconnect.com/register>
3. Collect each person's name and DC account email and send this info to your DC representative or to events@dartconnect.com
4. DC will enroll each person in the DS Certification Program, which has self-guided training and send them back specific instructions on how to get started. The training program is approximately a 2-3 hour commitment and can be done in segments instead of all at once on a single PC.
5. After the practice/training stage is completed, users will each have 2 Free Trial events that they can create and run on their own for real-world experience
6. DC will also provide a custom practice tournament in our sandbox environment to provide hands-on training and to learn any new or special features for Cup competitions.
7. Virtual meetings can be scheduled with a DC expert to answer group questions or provide demos
8. If a DC onsite support person is in attendance during the live event, they will help coach and guide the local organizer and provide full support.

Contact your DC Representative to coordinate staff training.



Team Competition & DartConnect

Team-based match formats are very different from standard tournament play such as singles or doubles. Matches often consist of multiple sets where players change between sets and/or sets switch between singles and doubles, as well as different game types (example: 501 and 601).

To support this format, instead of DartConnect's Digital Steel software, the event must be managed using the league services system which provides a website portal to organize divisions, teams, players and fixtures through either an RR>KO format or KO only.

WDF "Cup" Team Match Format

The "standard" cup format consists of:

Overall Competition:

Round Robin Group Stage followed by Elimination Knockout Stage
Identical Match Format for Both Stages

Match Playing Format:

4 Player Teams:

- Best of 17 Sets, 501 SIDO
- Each Set Best of 1 Leg
- Alternate Set Starts, Bull Up for Deciding Set (if necessary)
- Player lineup order determined by player order grid

DartConnect has many special automation features to streamline event management for the above format. Consult with your DC representative about specific features and benefits.

Alternate Team Match Formats:

If you use a different match format than the "Standard" WDF Cup format, DartConnect's league services can still automate and streamline the majority of the competition, but some adjustments should be expected regarding the match format and player lineup automation.

Please consult with DC and provide any documentation that fully describes your match format requirements to determine any specific support needs or incompatibilities.



Team Comp Training Steps for Host Organization

BEST PRACTICE: If there are local leagues using DartConnect's league services platform, a league admin with portal experience should be recruited to help manage the team competition.

DartConnect can help by working with local leagues at any time and offer free trials for first time users to assist with building local experience for now and the future. Ask your DartConnect representative to connect with your league representative to get things started.

If you do not yet have an experienced DC user on your staff, we will work with you to provide free training for team competition management. We recommend getting started as soon as possible to allow time for training and for new users to get up to speed. If a DC onsite support person is in attendance during the live event, they will help coach and guide the local organizer and provide full support

Getting Started:

1. A Tournament Director and/or other staff should be assigned to work with the team competition portal
2. DartConnect will provide a walkthrough of how to work with the portal and assist with setting up the competition
3. If a DC onsite support person is in attendance during the live event, they will help coach and guide the local organizer and provide full support

Contact your DC Representative to coordinate staff training.

Points Table

The 2023 WDF World Cup featured a combined points table that aggregated team points earned across all competitions. ***This table is not yet an official feature and not yet available for other Cup competitions.***

Until development of a fully automated table is completed, **the overall Cup points table must be tracked using traditional methods.** DartConnect will collect and report results data automatically, but can not convert it into the points table. Consult with your DC representative on best practices for using DC information to populate your points table.



III. Advanced Optional Features

Digital Steel has a large list of features that streamline event management. The following is a short list specific to WDF tournament and Cup format competitions.

Automated Board Group Draw & Board Assignments: Instantly draw players into seeded or unseeded board groups with boards automatically assigned through the “board winner” round.

Automated Scorekeeping Assignment: Automatically follows WDF scorekeeping rules, but with flexible options to accommodate any situation.

Forfeit/Withdrawal/Disqualification Management: Match timers and special floor official tools help large events communicate the status of any match and help officials confidently process player disqualifications for late arrival.

Scheduled Match Times: Matches may list specific start times and extra large competitions can split rounds into separate “sessions” such as “Morning” and “Afternoon”.

Country or Club/County/Region “Seeded” Draws: Knockout brackets can be randomly drawn but using a method that keeps players/teams from the same country/county/club/region from playing each other in the early rounds. **Note:** This requires certain conditions to be met, such as each country entering the same number of teams.

IV. Floor / Board Official Tools

Note: Floor Official Tools are only available for Digital Steel competitions and not team-based competitions.

For events that employ officials to manage board group matches and general floor play, DartConnect’s Board Official Tool assists with monitoring the status of any board in play, whether or not players have reported on time and remotely communicating with tournament directors to process forfeits/withdrawals.

In addition to DCTV, this powerful, tablet-friendly tool allows officials to quickly and easily keep match play flowing smoothly and minimizing delays.



V. Event Tools

DartConnect's suite of "Event Tools" include numerous options for helping players learn how to use DartConnect scorekeeping, onsite information displays and more.

For a comprehensive review of the event tools listed below, [Click Here](#)

Learn About:

- Scoring App Demo for Players
- Board Assignment Scrolling Display
- Match Caller Tool
- Board Management Tool
- TV/Streaming Scoreboard Widget
- Stage Finals Scoreboard

V. Player & Team Registration

A player database must be built to create draws and team competitions. "Cup" competitions typically have a pre-registration period where all team and player info are collected in advance.

DartConnect can provide a spreadsheet template that ensures that all required information is uploaded into the player database, including country, gender, team name, email address, etc.

Please consult with your DC representative to get a copy of this template and ensure you understand how to provide player information in the correct format.

If you are not able to provide the player list in advance, consult with DC on alternative options.

VI. Onsite Support

DartConnect can provide onsite support for first-time events or events that wish to have expertise available to ensure the smoothest experience. This may depend on the availability of DartConnect representatives and if the host can meet the following requirements.



Onsite Support Requirements

- **Travel & Lodging** - Airfare or other transportation costs and lodging that covers all required event days must be paid by the host organization. Airfare reimbursements can be added to the event services bill unless paid directly by the host
- **Airport<>Venue Transportation** - Host will provide transportation to/from airport or other transportation hub and all other necessary travel related to the competition
- **Meals Allowance** - DC rep can either participate in staff provided meal plans or a per diem of \$35 usd per day can be added to the event bill
- **Service Fee** - DartConnect may waive onsite service fees for first-time events, depending on availability and demand for services. Service fees may be variable based on region of event and the custom rate of the specific staff representative. Quotes for services are available on request.

DartConnect Event Services Fees:

Team Competitions:

- Team Size 4+ Players = \$10usd/team
- Team Size <4 Players = \$1usd/player

Digital Steel Competitions :

- \$1usd/player per event (Singles, Pairs, Triples, Quads)
- If a competition is multi stage (RR>KO) only first stage entries are subject to charge