



WEEK #:

Use for D Division

DATE MATCH PLAYED:

AWAY TEAM:

HOME TEAM:

Total LEGS Won Total SETS Won

AWAY

DIV.
D

Total SETS Won Total LEGS Won

HOME

Legs Won	Player(s) Name	Format	Player(s) Name	Legs Won
<input type="text"/>		Doubles 501		<input type="text"/>
<input type="text"/>		Doubles 501		<input type="text"/>
<input type="text"/>		Doubles Cricket		<input type="text"/>
<input type="text"/>		Doubles Cricket		<input type="text"/>
<input type="text"/>		Doubles 501		<input type="text"/>
<input type="text"/>		Doubles 501		<input type="text"/>
<input type="text"/>		Doubles Cricket		<input type="text"/>
<input type="text"/>		Doubles Cricket		<input type="text"/>
<input type="text"/>		Doubles 501		<input type="text"/>
<input type="text"/>		Doubles 501		<input type="text"/>

**KEEP SCORE USING DARTCONNECT AND THIS PAPER SCORESHEET
D DIVISION PLAYS ALL SETS (SET & LEG COUNT WILL BE THE SAME)**

CAPTAIN'S SIGNATURES

X _____ X _____

PLAYER ALL STARS: Record for players that hit a 180, 171, R9 or 170 out (indicate if it is the first they have hit in SCDA League play)

★ _____

★ _____

Matches can start as early as teams mutually agree, but NO later than 7:30 PM.

Match must start at 7:45 even if short a player. Any team with no player present at 7:45 forfeits. Match must be played at scheduled venue on scheduled date. Format is best of 3 in all sets except Team 501 (1 leg only).

All 501 is single-in, double-out. All 301 is double-in, double out. All cricket is standard cricket with points/scoring.

CORK RULES: Home has 1st option, then Loser, then Away. Alternates must enter info below and sign Player Agreement before play.

ALTERNATE / SUB PLAYER INFO: (All players must be appropriate skill level for the Division)

NAME:	PHONE:	EMAIL:
NAME:	PHONE:	EMAIL:
NAME:	PHONE:	EMAIL:
NAME:	PHONE:	EMAIL:

**IMMEDIATELY FOLLOWING THE MATCH: HOME TEAM MUST EMAIL OR TEXT A CLEAR PICTURE OF SCORE SHEET
SEND SCORESHEETS TO: SCDAScores@GMAIL.COM and SAVE DartConnect MATCH.**