NATIONAL DART ASSOCIATION
NDA
A.M.O.A-N.D.A.

Case Study:

REMOTE DART LEAGUES

What is a Remote Dart League?

The NDA defines remote leagues as coin-operated dart leagues, run on equipment owned and operated by a single NDA Charter Holder, which involves simultaneous league play in multiple locations. Play must be head-to-head on qualifying equipment. Remote league games played for a single operator are eligible for NDA tournament qualification.

Multiple NDA Charter Holders may form a co-op for the purpose of conducting a Remote League. In order for Remote League Co-op games to qualify for the international tournament, the co-op must meet criteria designed to ensure the NDA policies are met by all Charter Holders in the co-op and to ensure proper tracking and reporting of league statistics.

Remote play differs from Virtual Play, which is defined as dart play/competition operated in multiple locations with play occurring at different times. Virtual play games are not eligible for NDA tournament qualification.

For a remote league co-op application email Kim Paugh.

Additional tools and resources can be found on the NDA website. Be sure to login to access Charter Holder-only content.

Remote Leagues by the numbers

According to Arachnid representatives, there are currently **9,000 remote games** being played online, and approximately **400 remote teams.**

The NDA reached out to those currently running remote leagues to compile a list of benefits and ideas.

The Benefits

- Remote leagues tend to play quicker games, lowering the time commitment needed to participate. This especially appeals to younger generation players whose priorities center on what they want to do, not have to do.

- When weather is bad enough to restrict travel, teams can contact each other and play remotely rather than having to schedule a make up game.

- Encourages existing player base to join an additional league.

- When leagues play remotely at the same location they are bringing in a loyal fan base, staying at the bar locations longer, drinking more, bringing in more business, etc. This keeps the bar owner happy!

- Leagues located in rural areas far from other leagues, can now play against leagues from the cities.

- Helps to eliminate some of the fighting and confrontation common with face-to-face play.

- Brings an alternative form of play in for players not intersted in traditional leagues.

Ideas for Success

- Hold classes, meetings or demonstrations for team captains showing them how to work the technology and what the capabilities are. Arachnid offers video tutorials via YouTube.

- Offer incentives for your existing players to join remote leagues and add that additional night of league play to their schedules. Giveaway trips, date nights, entries to Team Dart and other NDA tournaments, bar discounts, etc.

- Don't break up your regular leagues for remote leagues. You want them to come more and play that extra night!

- Create a reliable schedule. Don't schedule multiple remote leagues at a location where there is only one board.

- Force competing leagues to communicate before the games start so players know who is who on each team. Helps with trust issues.

- Keep competing games in the same time zone to avoid confusion.

- Get your location owners and key players involved on a team of their own, then let word of mouth work for you.

- Create "All-Star" teams to compete against the best players of other states.

- Start a Master's Remote League playing on a 13" board, and promote as a practice or challenge league to improve skills. *Note: games played on 13" boards do not count as NDA qualifying games.*

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