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DartConnect League Play

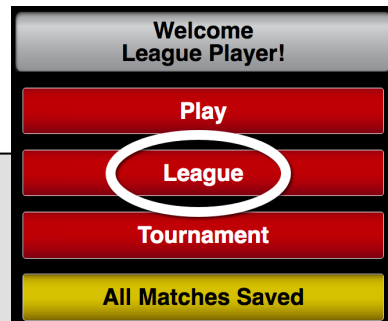


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Remember to check for updates BEFORE league night, in case the venue lacks WIFI

Match Set Up

1. Select **"League"** from the **Welcome Screen**
2. Your league should be listed!
If you do not see it, check to see which **email** your league is using!
3. Select the **First Game** or **"Select Players"** option
4. Select the **Teams** from the Division List
5. Select **Players** for the **first set**
6. Based on your league format, select either **"Cork"** or **"Start"**, followed by the number of **Legs** and **Points** for the set



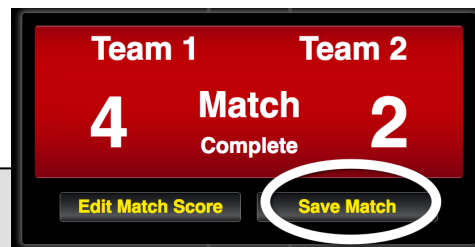
Scoring & Editing

1. **EVERY** turn requires a **Score + Enter**, or **Miss/Bust** to advance game play
2. Use **Undo/Back** to correct immediate scoring errors
3. **Scoring Errors** made on previous turns, CAN be corrected:
 - **'01 Games:** Tap any score on the score board
 - **Cricket:** *AFTER* tapping **"Back"**, tap **"Edit Other Turns"** at the top of the screen



Completing a Leg & the Match

1. Record the score for the winning turn
2. Select the winning dart
3. When the match is complete, select **"SAVE MATCH"** – allow the save process to complete before turning off your device



Important: If your location has poor/no WIFI, open DartConnect when you get home. This will save and send the match report to your league and teammates

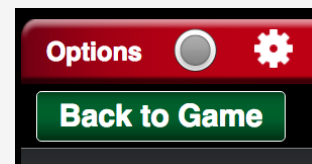
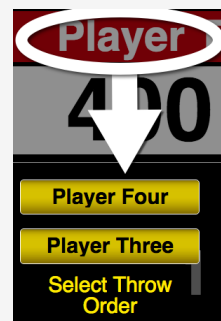
0 games waiting to be saved.
0 matches waiting to be saved.

Special Circumstances



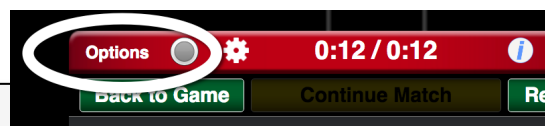
If your device freezes, try **REFRESH** in the control bar

- **Forfeits:** On the Selecting Opponents Screen, select the **Forfeit / Win** option.
 - Option: Select players first, to assign win/loss records
- **Playing Short:** Select the players who are present, and DC will automatically skip the missing player(s) using dashes to represent the skipped turn
- **Changing Player Throw Order:** after a leg has begun, you can tap the player's name field (above the score) and select the player who started the leg
- ✗ **Re-Starting a Leg:** Use the cancel icon in the red control bar to restart a game
- Use **"Back to Game"** to continue a game or to correct last turn errors (game is saved after 2 minutes)



Options Menu

- **Ending a Match Early:** Use **"OPTIONS"** to end a match before you see the "Match Complete" notice
 - Note: This permanently closes the match. To "suspend" a match, close the application and do not play another game until you are ready to resume this match
 - **TIP:** Use "Add Game/Match Notes" to document match mistakes



Additional Resources



1) **INFO ICON:** Tap to reveal Tips & Hints on every screen!



2) **USER SETTINGS:** Customize your experience!



3) **REFRESH:** If the device freezes or displays something incorrectly, try Refresh!

Learn more with
how-to videos at
dartconnect.com