



tv.dartconnect.com

# DartConnect League Play



dartconnect.com

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

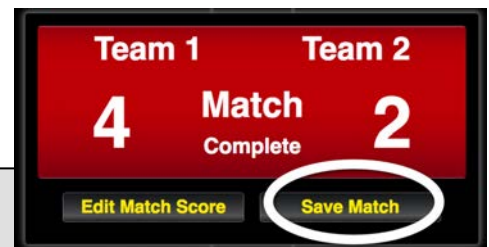


1. **EVERY** turn requires a **Score + Enter**, or **Miss/Bust** to advance game play
2. Use **Undo/Back** to correct immediate scoring errors
3. **Scoring Errors** made on previous turns, **CAN** be corrected:
  - **'01 Games:** Tap any score on the score board
  - **Cricket:** *AFTER* tapping **"Back"**,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




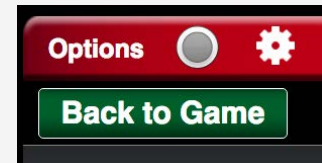
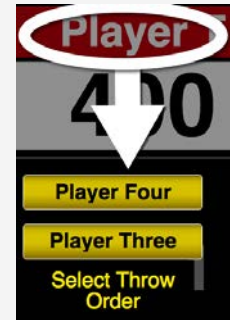
**Important:** If your location has poor/no WIFI, open DartConnect when you get home. This will save and send the match report to your league and teammates

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

## Special Circumstances

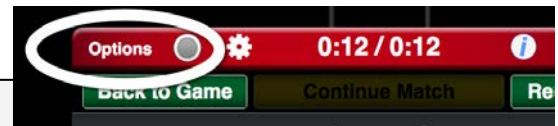
 If your device freezes, try **REFRESH** in the control bar

- **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](http://dartconnect.com)