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# DartConnect Online League Play



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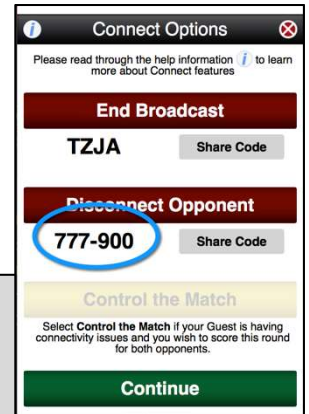
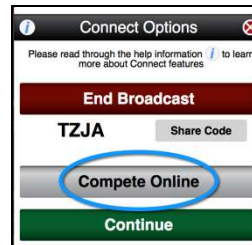
## Host Team Set Up



2 Ways to Access the  
Connect Menu



Compete  
Online

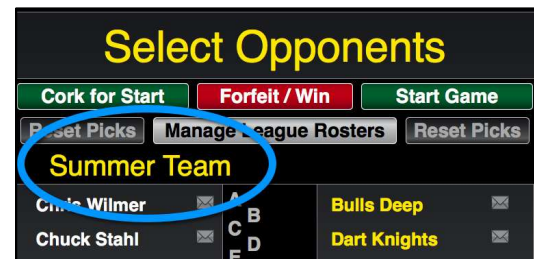


The Host Team/Device Initiates the Match Set Up

1. Select "League" from the Welcome Screen
2. Select your League
3. Access the "CONNECT" Menu (either button)
4. Select "Compete Online" to generate a Connect Code
5. Share the Numeric Connect Code with the guest team



Host Team  
must be on the  
Left Side



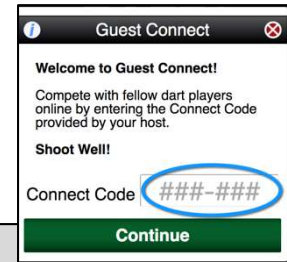
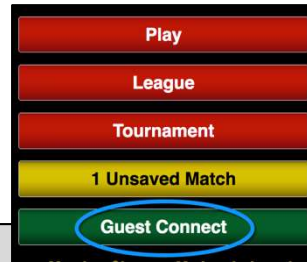
1. Select the First Game or "Select Players" option
2. Select the Teams from the Division List
3. **Important: The Host Team must be on the LEFT side of the Scoreboard**  
*Select the Home/Host option from the pop up menu*
4. Select the initial opponents for both teams  
*TIP: The team line up should be shared by the teams in advance, to enable either team to select the line up for each set. Send it to a third party if it is to be "in the blind", who can then forward*
5. Based on your league format, select "Cork", "Start Game" or "Random"
6. If required, select the number of Legs and Points for each set



# DartConnect Online League Play



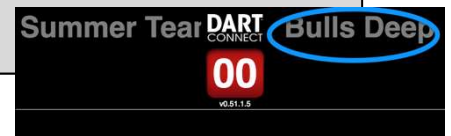
## Guest Team Set Up



The Guest Team/Device "joins" the match

1. Select "Guest Connect" from the Welcome Screen
2. Enter the Connect Code provided by the Host Team
3. **Important: The Guest Team Must Be on the RIGHT side of the Scoreboard**

If not, contact the Host Team to correct *before* playing



**Guest Team  
Must be on the Right Side**

## Who has the Chalk?

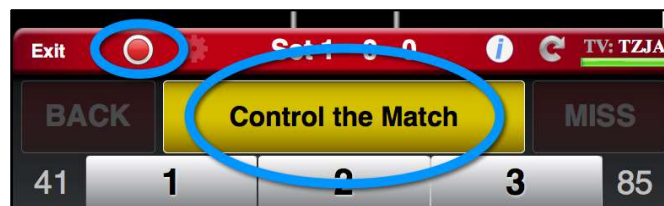
DartConnect alternates the ability to record a score between each device, allowing each team to score their own turn. After a score is recorded, the system pauses, to allow the current team to correct a scoring error. After which, scoring control passes to the other device.

Look for the **red/green indicator** to see which device is eligible to score. Use **Control the Match** to change which device records the current turn.

**The Scoring Team  
has the Green Light**



**The Waiting Team  
has a Red Light**



The **Waiting Team** can take control of the scoreboard to score for the opponent or edit a prior turn if required



# DartConnect Online League Play



## Match Set Up

Watch our "[League Match Basics](#)" video

1. When competing online, the Host Team/Device is responsible for setting up the Match, refer to the first page of this **Online League Play** guide for details
2. Your league should be listed\*
3. Your league will have all match settings pre-selected, leaving only the number of **Legs** and **Points** for each set to be determined

*\* If you do not see your league, confirm that the email they have, matches the one used for your DartConnect Membership*

## 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

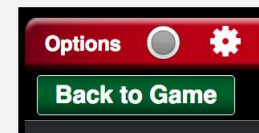
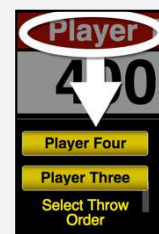


0 games waiting to be saved.  
0 matches waiting to be saved.

## Special Circumstances

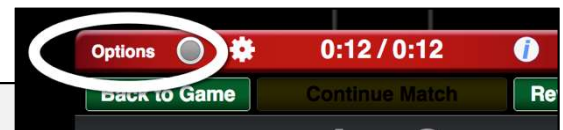
Watch our ["League Match Basics"](#) video

- If your device freezes, try **REFRESH** in the control bar
- **Re-Starting a Leg:** Use the Red & White X Cancel Button in the red control bar to restart a game
- **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
- 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!



Watch more videos  
at [DartConnect.com](http://DartConnect.com)