



# DartConnect

## WCDA League Play



***Important: Before each match night, connect your device to WiFi and REFRESH or CHECK FOR UPDATES to receive the latest league rosters & match format***

### Match Set Up

1. Select **League Play** from the **Welcome Screen**
2. Select your **League** – *if you do not see it, your log-in/email may not match what your league is using – contact your league administrator!*
3. Select **First Game** to be played (usually 501 SIDO)
4. Select tonight's **Teams** from the Division Lists
5. Select **Players** for the first set
6. Select **Cork for Start**
7. Select **2 Legs** (for C/D division singles) or **3 Legs** (for everything else)
8. Select the player who shot closest to the bulls-eye to begin the first leg

### Scoring & Editing

1. EVERY turn requires **Enter, Miss** or **Bust** to score the turn
2. Use **Undo/Back** to correct immediate scoring errors
3. **Scoring Errors** made on previous turns, CAN be corrected:
  1. '01 Games: **Tap any score** and edit it
  2. Cricket Games: After tapping "Back", **tap the "Edit Other Turns"** button at the top of the screen – you can edit up to 2 prior turns

### Completing a Match – Critical!

1. You **MUST** record the final score and select the winning dart for every leg, including the last one!
2. When the match is complete, select **"SAVE MATCH"**
3. If your location has poor WIFI, open the application when you get home to send the match report to the league & teammates

***Learn how to handle Special Circumstances***



## Special Circumstances

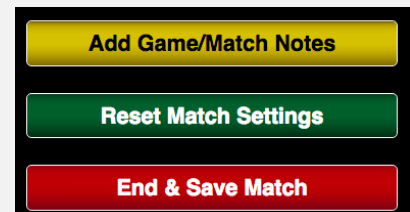
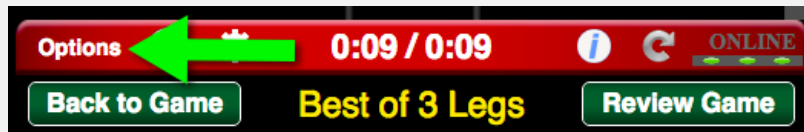
- **Playing Short:** Select the players who are present.
  - DartConnect automatically compensates for the missing player(s) by skipping their turns and placing dash marks for their turn
- **Forfeits:** In the **Select Opponents** screen select the players (or default to team) and select **Forfeit**. DC will take you through the steps to assign a win to the team or players if desired
  - DartConnect does not allow forfeits for individual legs, only individual sets



**Ending/Deleting a Leg:** Use the cancel icon in the red control bar to end or delete the current leg

## Options Menu (Appears End of Each Game)

- **Ending a Match Early:** If you need to end a match BEFORE you see the “Match Complete” screen, use the OPTIONS MENU
  - Note: This permanently closes the match. To “suspend” a match, close the browser or application and do not play another game.
- **Add Game/Match Notes:** Let your league know if there were any match irregularities



## Additional Resources

Refer to the **companion instruction guide** along with **how-to videos** at [dartconnect.com](http://dartconnect.com) to learn all the in's and outs of DartConnect. Your league may have additional resources.

1. **INFO ICON:** Tap to reveal Tips & Hints on every screen!
2. **USER SETTINGS:** Customize your experience!
3. **REFRESH:** If the application freezes or displays something incorrectly, try Refresh!

[dartconnect.com](http://dartconnect.com)



**Learn More - Tips & Hints - User Settings - Refresh!**