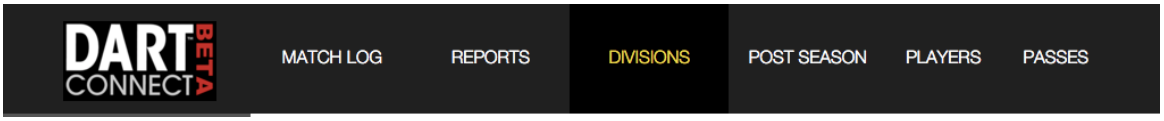
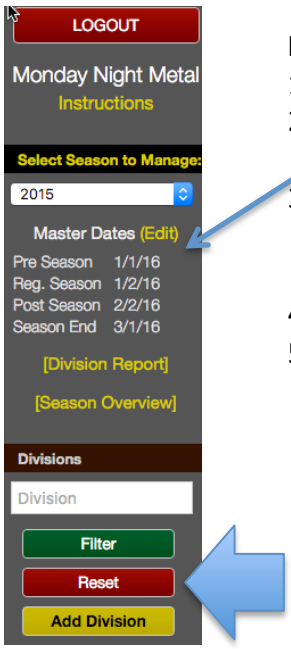
DartConnect League Portal Quick Start Guide

Navigation Bar



Control Panel
Use to Search, Add and Edit on each Page



Note: At any time, you can begin adding players or teams, marking them unassigned/inactive, returning to them to assign Divisions and Post Season Group. However, it is most efficient to set up the league parameters first (below) and then add players and teams, even if you don't know where they will be assigned initially

Recommended League Portal Steps

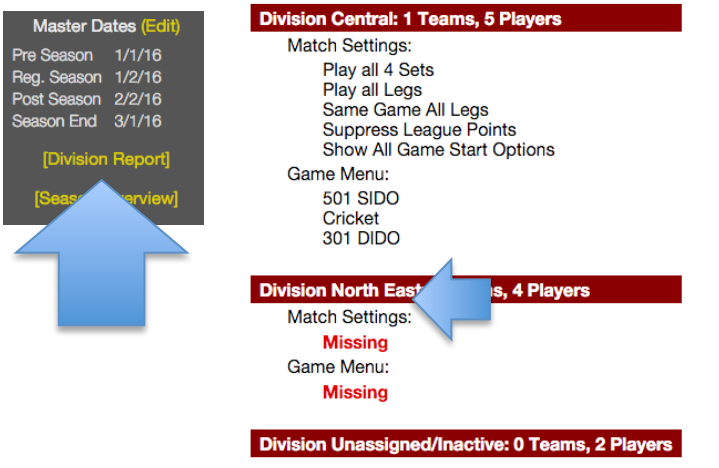
1) Confirm Access with Log In Credentials
2) Set **Master Dates** for League
   - These can be modified for individual divisions
3) Set Up Regular Season **Divisions**
   - This determines which rosters and reporting
   - Leagues can allow inter-divisional competition if required
4) Set Up **Post Season** Groups*
5) Return to Divisions and Groups to Set Up **Match Format** and **Game Menus**
   - See Next Page

*** Post Season Groups**

- This option allows for larger leagues to combine multiple divisions for playoffs. Officials also have the option of marking who is eligible for playoffs
- Alternative approach: Designate a single playoff pool that includes everyone

DartConnect STRONGLY recommends running reports to confirm league settings

Division Report



Season Report (coming soon)

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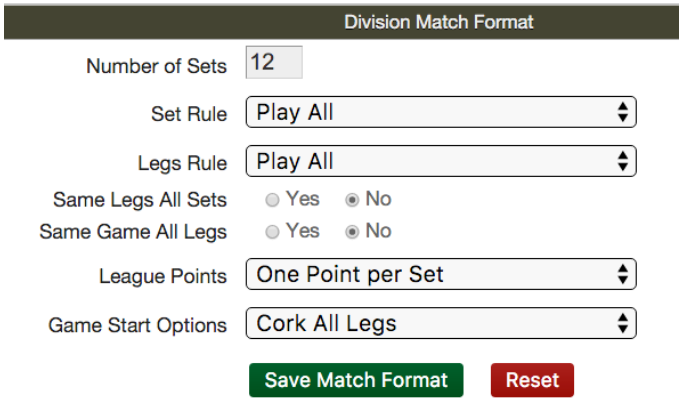
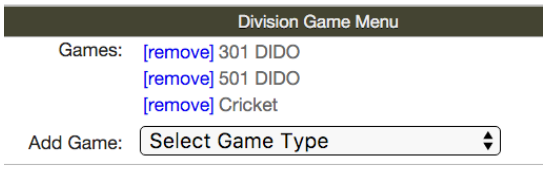
Division Match Settings

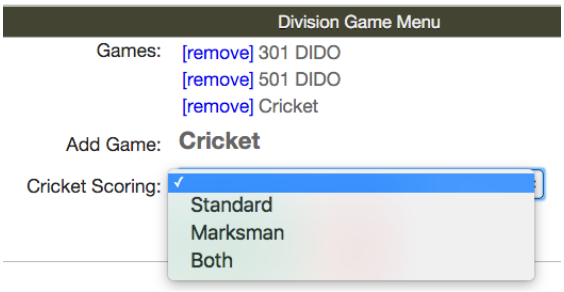


1. **Sets:** Enter the Maximum Number to be played
2. **Sets Rule:**
   - **Best Of:** Opponents are required to only play the number of sets required to win the **Match**
   - **Play All:** Opponents play all sets, regardless of win/loss record until **Match** is complete
3. **Legs Rule:**
   - **Best Of:** Opponents are required to only play the number of **LEGS** required to win the **SET**
   - **Play All:** Opponents play all sets, regardless of win/loss record until **SET** is complete
4. **Same Legs All Sets:** Select if every **SET** has the same number of **LEGS**
   - **Note:** User will still select the legs for the first set, and then the setting will repeat
5. **Same Game All Legs:** Select if you are a league that only plays one game during a Match – typically either 501 or Cricket
6. **League Points:**
   - **1 Point per Set won**
   - **1 Point per Leg won**
   - **Use Point Menu –** DC will present a standard menu of point options for each set**: (1/4, 1/2, 1, 2 or 3)**
   - **Suppress Points –** If you league has a point system not covered by these scenarios, choose this option AND: Instruct players to manually record match score at end of match **OR** ignore entirely
7. **Game Start Options:**
   - **Alternate Sets and Legs Start:** If you league alternates set and leg starts based on the starting player.
     - Initial Start Options: **Cork for Start**, **Random Start** or **Cork Last Match Leg** (if required).
   - **Cork All Legs:** Every leg.
   - **Show all Game Start Options:** If you league LEG start rules vary by leg or set, including loser goes first (mugs away), use this option to cover all situations.

Division Game Menus



1. **Add Game:** Select Game Type



2. **Game Rules/Scoring Options:**
   - **'01:** Select Starting and Finishing Rules
   - **Cricket:** Select Scoring Options
     - **Standard**
     - **Marksman**
     - **Both**