

NHDL DartConnect Setup & Scoring Guide

Setting Up for the Night

1. Log In to DartConnect

- Create a DartConnect account if you do not already have one.
- Sign in at **app.dartconnect.com** (quick link available on the NHDL website homepage).
- Any member of the team may log in; it does **not** need to be the captain.

2. Access the League

- Select **Leagues & Groups**.
- Choose **New Haven Dart League**.

If NHDL does not appear:

- Contact the League Statistician.
- Verify that the email address registered with your DartConnect account matches the email provided to the league.
- Occasionally a data entry error may occur and will need to be corrected.

3. Select Players & Teams

- Click **Select Players** at the bottom of the screen.
- Assign the correct teams as **Home** and **Away**.
- Select the first-round players.
- Click the green **Bull Up** button.

4. Verify Player Names

It is extremely important that the correct player names are selected.

Think of your DartConnect account as your “Dart ID Card.” Playing under another person’s account affects:

- Their statistics
- Their averages
- Their tournament records
- Other leagues that use DartConnect data

While NHDL does not use DartConnect Scorecards, we do use DartConnect-generated averages for division placement.

Important:

- DartConnect and your paper scoresheet must match.
- If Joe is playing, Joe should be listed everywhere. Do not enter “Joe” in DartConnect while writing “Mike” on the scoresheet.

5. Missing Players

Check that all players for the night are listed. If a player’s name is missing:

- Contact the League Statistician immediately.
- The player will be added as soon as possible.
- Follow the roster refresh instructions once the player has been added.

6. Match Settings

- Select **Custom Leg Count**.
- Set to:
 - **40 Legs** for Super B or B Division
 - **20 Legs** for A Division
- Click **Continue**.

7. Bull Choice

- Conduct a coin toss to determine Bull Choice.
 - The winner chooses whether to:
 - Shoot for bull first, or
 - Force their opponent to shoot first.
 - Select the player whose dart landed closest to the bull.
 - Select the scheduled game to begin.
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Scoring Procedures

General Scoring Rules

Player Reminder: Do Not Remove Darts Early

If a player pulls their darts before the score is entered:

- Those points are forfeited.
- It is the player's responsibility to wait for the scorekeeper.

Refer to the NHDL Scorekeeper Etiquette Guide for additional details.

Starting a Game

When playing doubles or quads:

- The way the players line up on the written scoresheet is the order in which they must throw. Assign play order accordingly.
- When starting the next game in a match set, select the green **previous lineup** button, and the system will automatically set up the accurate order.

Correcting Entry Errors

If you accidentally advance past a player's turn:

- Press **Back** and correct the entry.
- Do **NOT** use Miss or Bust to move to the correct player.

If you enter an incorrect score:

- Press **Back** and correct the score.
- Do **NOT** alter future turns to compensate.

Finishing a Game

When a player checks out:

- Select whether the finish occurred with **1, 2, or 3 darts**.
- This information directly affects player statistics, so please be accurate.

After Every Turn

- Press **Enter** after each player's turn.
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Playing 01 Games

Use the Built-In Calculator

If you're not comfortable doing quick mental math, don't. It's better to type it out than have an error that can affect the game result, or cause unnecessary delay trying to fix.

Miss vs. Bust

Enter these accurately, as they are tracked differently in the system.

Miss - No scoring number was hit.

Bust - A scoring number was hit, but the turn resulted in a bust.

SIDO

SIDO = Single In, Double Out

Playing Cricket Games

Enter Exactly What Was Thrown

Record each dart individually.

Example:

- Thrown: 19, 19, D17
- Enter: 19, 19, D17

Do NOT enter:

- D19, D17

The system tracks individual dart outcomes, including implied misses, for statistical purposes.

Closing Out the Night

After all matches have been completed:

1. Click **Exit** to return to the final screen.
 2. Click **Save** to submit all match data.
 3. Wait until DartConnect displays: **“All Matches Saved”**
 4. Log out of DartConnect.
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Reloading Rosters

After League Statistician confirms new player has been entered:

1. Return to the **Select Players** section if you veered away from it already
2. Hit **Manage League Rosters**, then **continue**
3. Hit the yellow **Reload Rosters** button at the bottom, then hit **continue**
4. Proceed selecting teams as outlined above in Setting Up Instructions
5. If you still do not see the new player, follow these steps once more before contacting the League Statistician again