

# LEAGUE SETUP INSTRUCTIONS

1. Select League Mode
2. Select Play league (Local or Remote)
3. Select the league (TPRM25) TUES PREMIER LEAGUE
4. Select Yes, Both Cameras Work
  - 4a. If both cameras are not working then move to a different board or immediately call **(863) 662-8318**
5. Choose your name from the list
6. Choose if you're the Home or Away team (based on schedule)
7. Choose Opponent Name
8. Choose No, play remote league if you're the only team in the location. If the other team or your team wants to play the match in the same location and both teams are there. Then choose (yes, play local league)
  - 8a. If playing remote league, the board will stop to wait on other team to start their setup. Once they start their setup both boards will continue to the players select screens.
9. After you select start match, you will be prompted to pay the team fees. This is where you will put the \$20 in the board. After both teams have inserted the money you will choose "Start Game".

## PROBLEMS DURING THE MATCH

**Loss of Internet Connection...** If your Remote League Connection is interrupted for some reason and cannot be restored so that play can be continued immediately, the board will offer to Suspend the League. This is so that match information is not lost and the match may be completed at a future date when the connection problem has been fixed. Power loss can also trigger this type of action.

**Dart board errors...** Repeated malfunctions may require a match to move or reschedule. Both team captains must decide whether to play, move to another board or reschedule the match. All missed matches must be played and the league office must be notified. Teams must notify their local league coordinator of any stats that need credited due to a board malfunction immediately. When a match/board has malfunctioned and teams have decided to move to another board or reschedule a match...the match may be "suspended".

**NOTE:** *Make certain that the Team Captain contacts the League Office to notify them of the board malfunction A.S.A.P.*

**Match Suspension...** Due to weather, electrical, internet issues, etc. power to the dart boards may be lost during match play. When this occurs and the power is lost to one dart

board, the other team will receive a message stating that match play has been interrupted. The team will then be prompted to “resume match” or “suspend match”. Please contact the other team to confer with them before answering the dartboard prompt. Should both teams decide to continue play, please select “resume match” and should both teams decide to reschedule the match simply select “suspend match” until you’ve reached an agreeable date to resume.

Once the teams involved in a suspended match decide to continue, at least one team must play on the original dart board from the malfunctioned match. Each team will choose themselves as the appropriate home / away team and the dart board will recognize the match as being suspended. The dart board will prompt to answer if the match was suspended, do you wish to resume? Both teams say yes and the program will take you back into the match at the point of suspension. It will recognize the match as being paid and will not require league fees again.

NOTE: Manually initiating a “match suspension” will require interrupting power to the dart board for a few minutes in time.

**Remote Camera Malfunctions...** - In the event that during league play, a team recognizes that the camera is not functioning properly for the opposing team, please contact the opposing team to advise them that the camera is not working and no image is visible. At this point both teams **MUST CHOOSE ONE OF TWO OPTIONS...** 1) suspend the match and move to another dartboard or 2) suspend the match to a point in time that the camera function / internet upload speed has been investigated and repaired.

**Unthrowing darts or Flying A Dart...** A dart thrown that sticks, but does not score or appear on the darts thrown count on the monitor **due to a game malfunction** may be scored manually by **agreement of both team Captains**. A dart that “**flights**” another dart as it goes in is left scored as the board decides. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by unthrowing the dart and manually scoring – only with **both team's Captains in agreement**. Stop the match, call the other team and explain what you need to do.

**Procedure for unthrowing a dart in Remote League:** The league is set to auto player change; If the league is set to auto player change, the player throwing has the ability to “unthrow” darts anytime during their respective turn. If an “unthrow” is warranted on the 3rd dart thrown you will need to signal to the opposing team and press the Yellow Down Button to pause the game. Call the opposing team, explain the situation and have them “unthrow” the last dart. To do this they will have to press the Yellow Up or Down Button and choose “Unthrow”.

*Respect your teammates, your opponents, and have as much fun as possible!*

# NEW FRIENDS, OLD FRIENDS, GOOD TIMES!