

Starting a Remote League Match

1. Select League Mode

2. Select Play League (Local or Remote)

3. Select your League

4. League Camera Check Select: (yes, Both Cameras work)
(No, Continue Anyways) or (No, Cancel League Setup)

5. Select Your Team

6. Select Home or Away, Is Your Team Home or Away on the schedule?

7. Select the Team you are playing against

Is the other team present with you: Select (No Play Remote League)
If the other team is ready you will see them, if not the dart board will say waiting for (your opponent). Once Both Teams are ready, then:

8. Set up your roster (Player Order)

9. Select Start Match

10. At this time you can hit the bullseye to enter a subs Handicap (Their Averages).. Note it will only let you do this for the current game (Usually all 01 games).. So before you start cricket you will need to hit the Bullseye again to enter your subs Handicap (Cricket Average).

***Note: SUBS SHOULD NOT EXCEED THE AVERAGE OF THE HIGHEST PLAYER IN LEAGUE/DIVISION THEY ARE SUBBING IN. THE ONLY EXCEPTION IS SUBS IN THE HIGHEST DIVISION IN A LEAGUE THAT HAS MORE THAN 2 DIVISIONS, SPECIFICALLY TUESDAY DOUBLES.**

11. Remote Leagues are \$10 per Player for Team and \$15 per Player for Doubles. The credits the board asks for is the money that goes back to the teams at the end of the year, the rest of the money is the money to pay for the games. If you put all of your money in at this time (what the board asks for) plus the money for the games you will be good to go. The Total Money does not exceed the \$15 per player for Doubles and the \$10 per Player for team