

DartTracker

Venue Guide

Complete guide for venue owners — from setup to running your season

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1. Registering as a Venue

Venue registration may require an invitation or special access — contact the DartTracker administrator if the option is not available on the registration page. Once registered:

- Your account has role Venue, giving you access to tournament creation and management.
- Your venue name and (optionally) address appear on all tournaments you create.
- You can appoint other users as Venue Admins to help manage events.

2. Creating a Tournament

1. From your dashboard, click + Create Tournament.
2. Choose a Format (see Section 3).
3. Configure Match Formats for each stage (see Section 4).
4. For any Group + Knockout size or Doubles, choose the Group Stage Ranking (see Section 3).
5. Enter a Tournament Name.
6. Optionally set an Average Cap — only players with a career rolling average at or below this value can enter. Useful for keeping novice events competitive.
7. Set an Entry Fee (see Section 5).
8. Optionally set a Tournament Date and a Registration Deadline. Once the deadline passes, new joins and waitlist requests are automatically rejected.
9. Optionally attach the tournament to a Series (see Section 8).
10. Click Create Tournament. The tournament is now live in Registration status.

Editing a tournament

Once a tournament is in Registration status you cannot change its format or match settings. Plan ahead and create a new tournament if you need different settings.

3. Tournament Formats

Group + Knockout (max 24 players)

Players are drawn randomly into round-robin groups. Every player in each group plays every other player in that group once. The top finishers from each group qualify for a knockout bracket.

The number of groups and qualifiers depends on player count:

- 3–5 players: 1 group -> top 2 go straight to the Final

- 6–8 players: 2 groups -> top 2 per group -> 2 Semi Finals
- 9–11 players: 3 groups -> 8 qualifiers -> 4 Quarter Finals
- 12–24 players: 4 groups -> top 2 per group -> 4 Quarter Finals

Cross-seeding in the knockout: A1 plays B2, B1 plays A2, C1 plays D2, D1 plays C2 — group winners are kept apart until the Semi Finals.

Markers are automatically assigned for each group match from within the group, distributed as evenly as possible.

Group + Knockout (Small, max 16 players)

The same format as above, just capped at 16 players instead of 24 — a full field always draws exactly 4 groups of 4. Choose this for a lean single-venue night where you know the field won't exceed 16 and want a guaranteed even draw.

Group + Knockout (Large, max 48 players)

The same format as above, scaled up for venues with enough boards to use them — up to 8 groups of 6 instead of 4 groups of 6, with a Round of 16 added between the group stage and the Quarter Finals. Choose this instead of the regular Group + Knockout format when you expect more than 24 players.

- 25–48 players: 8 groups -> top 2 per group (16 qualifiers) -> Round of 16 -> Quarter Finals
- Fewer than 25 players: falls back to 4, 3, 2, or 1 groups the same way the regular format does

Cross-seeding works the same way, extended across all 8 groups, so no two players from the same group can meet before the Final.

Group Stage Ranking

Choose how groups are ranked when creating the tournament:

- Points for a Win (default) — ranked by match wins, then head-to-head record, then leg difference.
- Legs Won — ranked by total legs won across all group matches, regardless of who won each match. Rewards players who take matches the distance even in a loss.

Doubles (max 48 players / 24 teams)

Players pair up into teams of two before the tournament starts. Teams are drawn into round-robin groups (up to 4 groups of 6 teams). The top teams from each group advance to a knockout bracket. Players use the Doubles Partner panel on the tournament page to send and accept partner requests.

Straight Knockout (max 64 players)

Players are drawn randomly into a single-elimination bracket at the start. There is no group stage. Matches progress round by round; the next round is generated automatically as soon as all current-round matches are complete. If the player count is odd, one player receives a bye in the first round.

Set Number of Boards when creating the tournament (default 8) to match how many boards you actually have. Unlike Group + Knockout, a board isn't tied to a fixed slot — once it finishes a match, it automatically picks up the next unplayed fixture, so every board stays busy for as long as fixtures remain. A player who got a bye is queued

ahead of players who just finished a real match, so they're not left waiting even longer having already sat out a round.

Markers are assigned automatically too: whoever just lost the previous match on a board marks the next one played there — no need to go find someone. A board's very first match of the tournament has no marker yet, since nobody's played there to lose.

The whole bracket is shown from the start, not just the round currently being played — later rounds show "Winner of Game 1 vs Winner of Game 2" until those games are decided, then fill in with the real names automatically. Nothing is created early behind the scenes; this is just a preview of how the bracket will play out.

Team Knockout (squads of 8-16, editable team count)

Squads of players (8-16 by default, both the squad size range and number of teams are editable when creating the tournament) form a single-elimination bracket. A captain creates a team from the tournament page and invites registered players to join; once the squad is within the configured size range, the captain finalizes it.

Each round is a tie between two teams: 4 Doubles matches (701, best of 1 leg) then 8 Singles matches (501, best of 3 legs) — all 12 are always played in full, even once the tie is already decided. If the score is 6-6 after those 12, a Trebles decider (1001, best of 1 leg, 3 players per side) breaks the tie.

Unlike other formats, players for each individual match aren't chosen in advance — whoever is at the scoring board picks that match's lineup from the team's confirmed squad immediately before it starts. The same player can play in multiple matches within one tie.

4. Match Formats

When creating a tournament you set the number of legs needed to win for each stage independently. This lets you make later rounds more prestigious and exciting.

Group + Knockout options

- Group Stage — set separately from the knockout stages
- Quarter Finals — for Group + Knockout (Large), this setting also applies to the Round of 16
- Semi Finals
- Final

Straight Knockout options

- All Rounds (except the Final)
- Final

Team Knockout options

- Doubles matches — legs to win and starting score (default Best of 1, 701)
- Singles matches — legs to win and starting score (default Best of 3, 501)
- Trebles decider — legs to win and starting score (default Best of 1, 1001)

Available formats

Each stage can be set to Best of 3 (first to 2 legs) through Best of 13 (first to 7 legs) in steps of 2. A common setup for a competitive night:

- Group Stage: Best of 3
- Quarter Finals: Best of 5
- Semi Finals: Best of 7
- Final: Best of 9

Important

Match format settings are read when the board starts each individual match. The correct legs-to-win is set automatically based on the stage — you do not need to configure anything on the day.

5. Entry Fees

Free

No payment required. Players register online and simply turn up on the day.

Cash

Set an amount in pounds. Players register online to secure their spot and pay cash at the venue. Signing a player in from the registration panel marks their fee as collected automatically — there's no separate step, since staff signing someone in already means they're physically there paying. This only applies when staff do the sign-in; a player self-checking in from a board's iPad does not mark a fee as collected, since they may not have paid yet.

Pay Online (Stripe)

Players pay by card through Stripe when they register. Their spot is only confirmed once payment is complete. Failed or abandoned payments leave the spot unconfirmed.

To accept online payments you must set up Stripe:

1. Create a Stripe account at stripe.com.
2. Add your `STRIPE_SECRET_KEY` and `STRIPE_WEBHOOK_SECRET` to the application environment variables.
3. Set up a webhook in your Stripe dashboard pointing to `/api/webhooks/stripe` for the `checkout.session.completed` event.

6. Day-of Checklist

Before players arrive

- Confirm the registration deadline has passed (or close it manually by editing the tournament).
- Open board scoring links on your iPads/tablets — one per active board. Keep these links private.
- Test each board page loads correctly and shows "Up Next" or the first match.

When players arrive

- Sign each player in as they arrive using the Sign In button in the registration panel — or let them sign themselves in from any board's iPad (see Section 7), which shows a searchable check-in list instead of the usual waiting screen until the tournament starts.
- For cash tournaments, signing a player in from the registration panel marks their fee as collected automatically. If a player already self-checked in from a board's iPad before you'd taken their cash, toggle their sign-in off and back on once you have — the second sign-in is what marks the fee collected.
- If a player cannot attend, click the remove (×) button. The first waitlisted player is emailed automatically.
- Players can also remove themselves via a Leave Tournament link on the tournament page, any time before you start it — you'll see them disappear from the registered list the same as if you'd removed them.

Starting the tournament

- The Start Tournament button becomes active once every registered player is signed in.
- Click Start Tournament. For Group + Knockout, draw emails are sent to all players automatically.
- For Straight Knockout, the bracket populates immediately — players can view it on the tournament page.

During the event

- Markers operate the scoring boards. Ensure they are comfortable with the board UI before play begins.
- Group standings update automatically as match results are entered.
- The knockout bracket generates automatically after the group stage completes.
- Use the Admin Panel (a collapsible section at the top of the tournament page) to reset any stuck matches.
- You can manually enter a result on any match card if the board was not used or a score needs correcting.

Stuck matches

A stuck match occurs when the live board shows a match as In Progress but it has already finished (e.g., the marker closed the tab before the result was saved). Use the Admin Panel on the tournament page to reset stuck matches — this does not delete any score data, it just allows the match to be restarted or manually completed.

Fixing mistakes after starting

If you need to add or remove a player, or change a match-format setting, after the tournament has already started, use Reset to Registration in the Admin Panel. This undoes Start Tournament: it deletes the current group draw or bracket and any recorded results, and puts the tournament back into Registration status — registered players, payments, and doubles/team pairings are all kept. Make your changes, then click Start Tournament again to redraw.

This cannot be undone

Resetting deletes match results, so it asks you to type the tournament name to confirm, the same as deleting a tournament. It's only available while the tournament is in the Group Stage or Knockout stage — not once it's Completed.

After the event

- Once the Final is complete the tournament moves to Completed status automatically.
- The tournament page shows a winner banner with the champion and runner-up.
- All player statistics (averages, win rates, tournament history) update immediately.
- If the tournament is part of a series, points are awarded based on the highest stage each player reached.

7. Live Scoring Boards

Each tournament has a unique board token generated at creation. This token is embedded in the scoring board URLs and authenticates all scoring operations.

Finding board links

During registration sign-in, the registration panel shows a QR code button for each board (labelled "QR for board 1", "QR for board 2", etc.). Scan these to open the scoring board on your iPads before the tournament starts — no need to wait until after you click Start.

Once the tournament is running, Watch and Score links also appear on the tournament page. Click the copy icon next to any link to copy it to the clipboard.

- Watch links are public — safe to share with spectators and display on a TV.
- Score links contain the board token — only share with markers.

Self-service player sign-in

Before you click Start Tournament, any board's iPad shows a check-in screen instead of the usual waiting message — a searchable list of registered players who haven't signed in yet. Players tap their own name to sign in immediately, no confirmation step. This only covers players who already joined online; it doesn't let new people register at the kiosk.

For cash-fee (pay at the venue) tournaments, this screen is disabled entirely — the kiosk tells players to see a member of staff instead, so a member of staff always confirms the fee is actually collected before sign-in happens.

Pairing a board with your phone

As an alternative to scanning a QR code you generate yourself, an idle iPad can display its own QR code at the /board address. Scan it with your phone, sign in if prompted, pick the tournament and board number, and the iPad switches over automatically — no typing required on the iPad itself. Pairing codes expire after 10 minutes if unused.

Live remaining score

As a marker types a visit on the number pad, the active player's score at the top of the board counts down in real time — white while still a valid score, green if it would be an exact checkout, red showing "BUST" if it would take them below zero or leave them on exactly 1. There's no separate BUST button — the marker just enters the score and a bust is detected and recorded automatically. This helps markers catch entry mistakes before confirming.

How many boards do I need?

For Group + Knockout and Doubles: one board per group in the group stage (up to 4). In the knockout stage, Board 1 handles QF1/SF1/Final, Board 2 handles QF2/SF2, etc.

For Group + Knockout (Large): one board per group in the group stage (up to 8) — this is exactly what the format is for, letting a venue with more boards use them all during group play. In the knockout stage, Board 1 handles R16/QF1/SF1/Final, Board 2 handles QF2/SF2, and so on, the same pattern as the regular format just starting one round earlier.

For Straight Knockout: set Number of Boards when creating the tournament to however many you actually have (default 8, up to 30). A board isn't tied to a fixed slot — once it finishes a match, it automatically claims the next unplayed fixture, so all your boards stay busy rather than some sitting idle waiting for a specific bracket slot to free up.

For Team Knockout: one board per first-round tie, reused across later rounds the same way as Straight Knockout. Before each individual match, the board shows a lineup picker — whoever is at the kiosk searches and taps to select that match's players from each team's confirmed squad, then confirms to move on to the usual Throw for Bull screen.

8. Tournament Series

A series groups multiple tournaments under a single season leaderboard, rewarding consistent performance over time.

Creating a series

1. Click Series in the navigation, then Create Series.
2. Enter a name and optional description.
3. Set the total number of rounds and how many players qualify for the finals night.
4. Optionally set a finals date.
5. Click Create. Then attach existing tournaments to the series from the series detail page.

How points work

Players earn points for the highest stage they reach in each tournament:

- Group Stage: 2 points
- Quarter Final: 4 points
- Semi Final: 8 points
- Finalist: 16 points
- Winner: 32 points

The series leaderboard shows all players ranked by total points. The qualifying line is drawn after the last qualifying spot. Qualified rows are highlighted.

9. Leagues

A league runs matches over multiple weeks and ranks entrants on a season-long table, rather than a single knockout night.

Creating a league

1. Click Leagues in the navigation, then + New League.
2. Choose Entrant Type: Individual (one player per weekly match) or Team (squads of players). This is fixed for the league's lifetime.
3. For Team leagues, set the Squad Size range and how many Singles and Doubles legs make up each weekly fixture.
4. Set the Match Format(s) — legs to win and starting score. Individual leagues configure one format; Team leagues configure Singles and Doubles separately.
5. Choose the League Table Ranking — Points for a Win or Legs Won, same meaning as for tournaments.
6. Enter the League Name, an optional Description, Season start, and Registration close date.
7. Click Create League.

Team squads

For Team leagues, a captain creates a team from the league page and invites registered players to join. Once the squad is within the configured size range, the captain finalizes it — no further invites can be sent or accepted after that.

Starting the season

Click Start Season once enough entrants have joined (or, for Team leagues, once squads are finalized). This generates the entire season's schedule upfront — one round per week, pairing every entrant against every other once, with a bye if the entrant count is odd. Only the first round opens automatically.

Opening each week's round

Rounds do not open automatically after the first — click Open Next Round on the league page once a week's fixtures are complete. This manual step lets you control the pace of the season.

- Individual leagues — round-opened emails go straight to both players in each fixture with their board number.
- Team leagues — round-opened emails go to both captains, prompting them to submit a lineup before their fixture can be played.

Team lineups

For Team leagues, each week's fixture needs both captains to submit a lineup — who plays each Doubles and Singles slot, drawn from their confirmed squad — before any individual matches are created. Once both sides have submitted, the matches are created and the fixture is ready to be scored. The captain who submits first triggers a

one-time reminder email to the other captain; once the second lineup is in, everyone assigned to a match is emailed their opponent and board.

Scoring & spectating

Each league has its own board token, separate from any tournament's. League boards use the same live-scoring UI as tournaments. A Watch Boards section on the league page — visible to anyone, no login required — links to a public spectator view per active board; a Score Boards panel gives you a direct link to each board's scoring screen.

Season completion

Once every round is complete, the league moves to Completed status automatically and every entrant is emailed their final standing.

10. Venue Admins

You can grant any registered player account admin access to help create and run your tournaments.

1. From your dashboard, click Manage Admins.
2. Enter the player's registered email address and click Add Admin.
3. The player will receive an email notification confirming they have been granted admin access.
4. They must sign out and back in to activate their admin access.
5. To revoke access, click Remove next to their name on the same page.

Admins can create tournaments, start them, manage players, and operate scoring boards. They cannot manage other admins or delete the venue.

11. Stats & Leaderboards

- Tournament leaderboard — accessible from any active or completed tournament. Shows 3-dart average, first-9 average, 180s, and legs for all players in that tournament.
- Series stats leaderboard — accessible from the series page. Shows the same stats aggregated across all tournaments in the series.
- League stats leaderboard — accessible from the league page. Shows the same stats aggregated across every match played in that league's season.
- Individual player profiles show their rolling 100-leg career average, win rates by phase, and full tournament and league history.