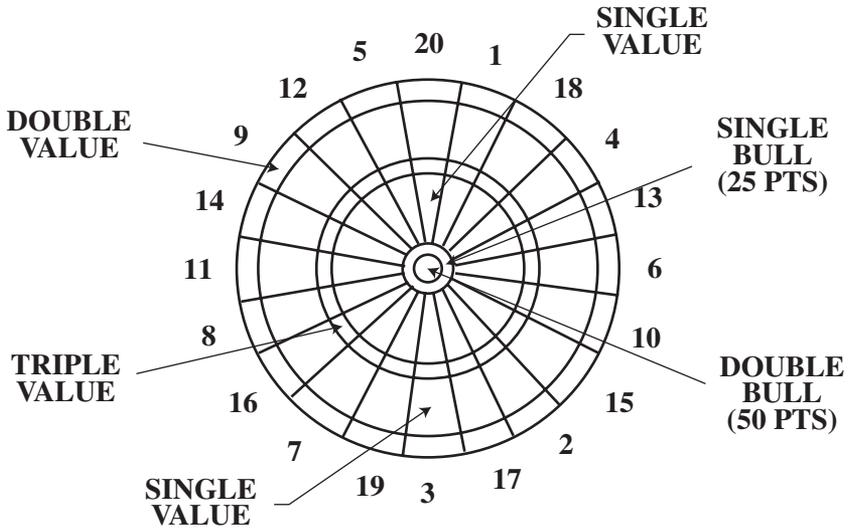
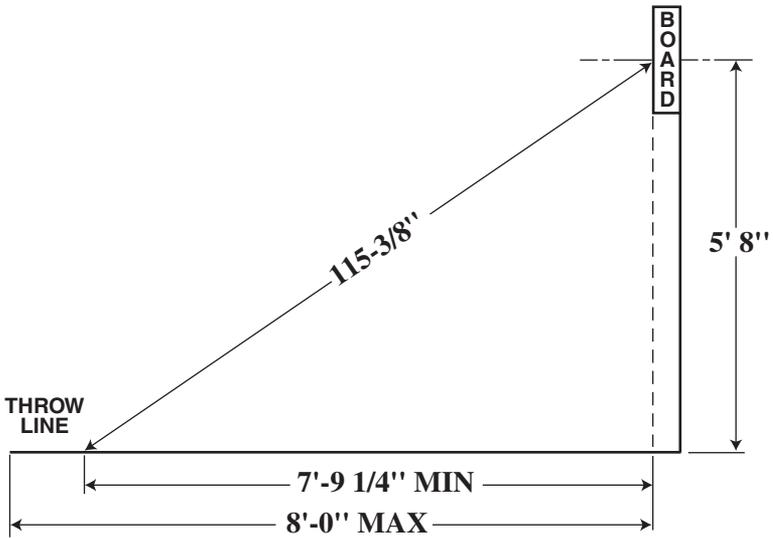
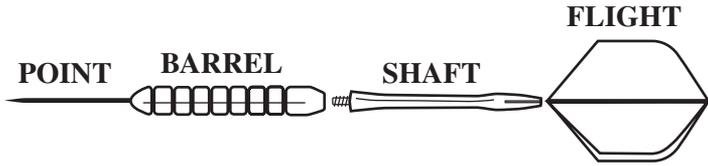




LEAGUE RULES







LEAGUE RULES



Revised January 2016

Introduction

To All Teams and Members:

The purpose of this manual is to provide your team with virtually all the information you need in order to compete successfully in the League. Your ADA Representative will publish a set of Local Bylaws to cover those items unique to your locality.

Not knowing the rules, in any sport, can cost you games and matches. The entire team should make every effort to become thoroughly familiar with the contents of this manual. Forewarned is forearmed. This manual is to be kept at the sponsored host location.

This ADA sanctioned League is an exciting development in the history of the sport of darts and will provide you with year round competitive thrills and enjoyment. Your team will enjoy professional League Management, receive the best membership benefits and have the opportunity to participate in the Regional and National Championships.

The Neutralizer[®], ADA's copyrighted handicap system, explained in this manual, makes it possible for members of all abilities to compete effectively. So, learn the rules, get lots of practice, good shooting and good luck to you and your teammates.

Glenn Remick
Founder (1990 – 2009)

The ADA has been working hard for the past 2 decades to bring our members a professional national organization where they are offered fun dart leagues in both soft and steel tip formats. As we continue to grow in memberships, locations and territories, the ADA strives to maintain the integrity of the dart game by providing our members with the old ADA traditions and always keeping the future in mind.

Please review this rule book carefully, along with the above mentioned. The rules of the American Dart League have been modified to compliment the integrity of the ADA with today's ever changing environment.

Thanks,



Karl Remick
Vice President

Etiquette

For the enjoyment of all, please observe the following rules of etiquette during league play. Each of these rules falls within the boundaries of good behavior. You will appreciate good sportsmanship from your opponent and your opponent deserves good sportsmanship from you and your fellow teammates.

1. Verbal or physical abuse will not be tolerated. All members will conduct themselves properly or their membership may be suspended or revoked.
2. Good sportsmanship is important and it is not sportsmanlike to aggravate your opponent by bothering them while they are throwing or by any other method. Cheering for your teammate is part of the fun but don't cheer against your opponent.

If you are playing the next match, be ready! When it is your turn to play, be prepared to go to the dartboard and begin your match.

Relax, enjoy yourself and play within the "Spirit of the Rules," as well as the written rule. It is impossible to cover every situation 100% with rules. Common sense must prevail. Teams that try to gain advantage by creating their own interpretations are subject to sportsmanship violations. "Win at the dartboard and not from the chair" is a generality that promotes harmony, camaraderie and good times. That's what this League is all about.

"Darts: the Sport that begins and ends with a handshake"

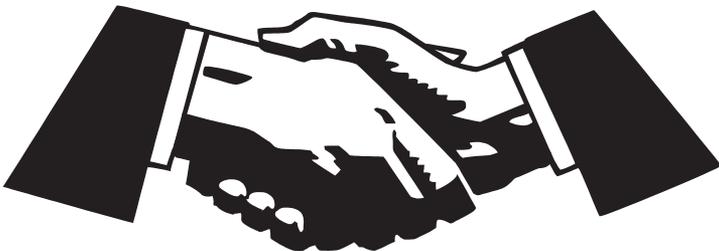


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Thank you for playing in the American Dart League.

Section I

The League Structure

THE ADA REPRESENTATIVE

The American Darters Association, Inc. (ADA) operates the American Dart League through a network of entrepreneurs called ADA Representatives (ADA Rep's). In this manual, ADA Representative, Local League Officers and Local League Management all mean the same thing. The ADA Representative is a professional administrator. The ADA Rep has full authority to make rulings concerning all aspects of the League. Please be aware that the ADA stays in close contact with all ADA Rep's, providing them the latest developments and answers to any questions they may have. Because your ADA Representative is a paid, trained professional, you can be confident that the schedules, standings, Neutralizer® system, special events and all other League affairs will be handled promptly and accurately. Only an authorized ADA Representative may administer the League. Your ADA Rep may, to improve service to you, hire assistants and/or managers. Thank you for becoming an ADA member.

BASIC LEAGUE ORGANIZATION

TEAM LEAGUE: A team consists of a minimum of four members and a maximum of six. Each Team will have a captain.

EXPRESS LEAGUE: An Express team consists of 3 members (male, female or mixed). Each Express team will have a captain.

DOUBLES LEAGUE: A Doubles team consists of 2 members (male, female or mixed). Each Doubles team will have a captain.

The Team Captain – The Team Captain's responsibilities include but are not limited to:

- Verification of current membership and members legal age;
- Verification of members points per dart averages and marks per round
- Collecting fees as required;
- Distributing important League information;
- Having the team at the appointed place and on time;
- Being in charge of the team during matches and ensuring all rules concerning etiquette and sportsmanship are observed;
- When requested, posting League information at the home location;
- Making sure all proper scorekeeping procedures are followed;
- The timely submission of fees and score sheets;
- Represents the team and members in all communication;
- Must have Internet access;

The Division – A division consists of a number of teams competing with each other in a set schedule.

The Division Representative – The ADA requires a Division Representative for every division in the League. The Division Representative (DR) will be appointed by the ADA Representative. The DR is a person of integrity and may represent only one division in the league. The DR's duties include but are not limited to:

- Serves as an active Team Captain within their division;
- May serve on the Board of Governors (discussed later in this manual);
- Has a broad knowledge of all League rules and regulations;
- Insuring League information and materials get distributed to and are understood by the Team Captains in their division;
- Assists League Management with special events;
- Is responsible for approving and maintaining host locations set forth by the ADA;
- Must have internet access;

The Board of Governors – The ADA requires a Board of Governors (BOG) exist in each League area. Its main function is to review and resolve disputes. A Board of Governors consists of three Division Representatives and is appointed by the ADA Representative.

The business conducted by the BOG will normally concern protests, disputes, sportsmanship violations and other similar issues. The BOG, in additions to settling such issues, can also issue penalties such as fines, suspension and/or termination of membership. The ADA Representative represents a higher authority than the BOG and will conduct all BOG Meetings. The BOG may not conduct meetings without approval from Local Management.

The Skill Level Review Committee – The Skill Level Review Committee (SLRC) will consist of Division Reps. The functions of the SLRC are:

- To periodically review members' Points Per Dart Average (PPDA); Marks Per Round (MPR);
- To review new members and make recommendations concerning the assigning of PPDA's to "known" highly skilled members;
- To review the PPDA's of all members entering the ADA Championship Series;
- To rule on protests concerning skill levels and violations;

Just as with the BOG, the ADA Representative is the final authority but will approve SLRC rulings in almost all cases. SLRC members may be known to the membership or their identities may be kept anonymous.

MEMBERSHIP BENEFITS

As a member of the American Darters Association, you will receive the best benefits ever made available to a darts member. Some of them are as follows:

- Availability of League play nationwide;
- Regional and National Championships;
- Official membership card and membership benefit package mailed to your home;
- Receive special member discounts towards a variety of goods and services.
- ADA Website Member Stats
- ADA Logo Apparel
- National Member of the Week Prizes and Awards

Transferability – Your membership is transferable wherever an ADA sanctioned League exists. Upon arrival at your new home, simply notify Local League Management and ask them to contact your previous League Management to transfer your records and membership number. If there is not an ADA sanctioned League at your new home, call the ADA and every effort will be made to get one started. There is no transfer fee. Memberships are non-refundable and not transferable from one person to another. By becoming an ADA member you agreed to abide by all ADA Rules & Regulations.

**Every member has the right
to be treated in a
Sportsmanlike manner.**

ADA MEMBERSHIP DUES

Annual membership dues are \$20.00.

Membership year starts January 1st and ends January 15th of the following year (example: January 1st, 2016 through January 15th, 2017).

Annual Membership enrollment and renewals can be submitted online VIA credit card at www.adadarters.com or give your membership application and dues to your local ADA Representative.

Note: First time members who join after August 1st pay a \$10.00 membership fee. Submit your membership application and dues directly to your local ADA Representative.

AMERICAN DART LEAGUE WEEKLY TEAM FEES

There will be Weekly Team Fee charges in your area. The entire weekly team fee is due regardless of how many members are on the roster or how many members played during the match. Contact your local ADA Representative for terms and conditions.

CALENDAR

Team League: There are three primary seasons of league play a year beginning with the Spring, followed by the Summer, and ending with the Fall season.

Express League: There may be as many as five sessions within the three seasons of league play a year.

Doubles League: There may be as many as four sessions within the three seasons of league play a year.

SCHEDULING

The ADA has made a number of schedules available to your ADA Representative. The number of teams or the length of the season/session may vary.

SCORING

TEAM LEAGUE: Six singles and six doubles games constitute a league match. Every game is valued at one point. A 13th “bonus point” is awarded to the team with the lowest points remaining total from the singles matches.

EXPRESS LEAGUE: Three singles, two doubles, and three triples games constitute a league match. Every game is valued at one point. A 9th “bonus point” is awarded to the team with the lowest points remaining total from the singles game.

DOUBLES LEAGUE: Seven doubles and four singles games constitute a league match. Every game is valued at one point. There is no bonus point in the doubles league.

The points are totaled over the course of the session. The teams with the highest point total advance to post session play-offs (discussed later in the manual). The team with the most points is not the winner but is “seeded” in the play-offs. The winner of the play-offs is the Division Champion for that session.

TROPHIES AND AWARDS

Trophies, plaques or appropriate awards may be awarded to each individual on the Division Championship Team each season. Remember, the Division Champion is the team that wins the play-offs, not the team with the highest point total at the end of the season.

In some areas, a team trophy may be awarded. Also, in some areas, annual or seasonal awards may be given in other categories such as most improved member, most valuable member, sportsmanship and the like. Contact your local ADA rep for awards structure.

LOCAL BYLAWS

This manual is designed to cover as many of the situations as possible that occur during League play. There are still some subjects that will have to be covered by a document put together by your ADA Representative or Board of Governors called Local Bylaws. The Local Bylaws will include subjects such as a fees breakdown and structure of prize money payback, the procedure for dropping off your score sheets and picking up statistics, penalties for late score sheets, exact procedures for registration of existing teams for the next season, etc. Make sure you are familiar with the Local Bylaws in your area.

REGIONAL CHAMPIONSHIPS & SPECIAL EVENTS

The ADA may offer Regional Championships annually. Check the ADA website for official information: www.adadarters.com

NATIONAL CHAMPIONSHIP

The ADA may offer a National Championship annually. National Championship events include: Team League match play, Express League match play, Mixed Triples, Doubles and Singles for Soft-tip and Steel-tip darts in the Neutralizer® and Open formats.

Complete ADA National Championship qualifications are located on the ADA Website: www.adadarters.com You must play in local league to be eligible for all ADA events at Nationals.

CONDUCT DURING LEAGUE PLAY

The following shall be observed at all times during League play:

- Your ADA Representative is empowered to levy penalties for infractions. Evidence of unsportsmanlike conduct by any member shall be considered just cause for expulsion from the League.
- Heckling or harassment of members of other teams while they are throwing shall be considered just cause for penalizing the offenders.
- The repeated use of foul or insulting language, and/or resorting to physical violence shall be considered just cause for penalizing the offenders.
- A member must be in good standing with the League and the location in which the match is scheduled.

As a member of the ADA, it is important to be aware of these guidelines. You and your teammates should consider dropping anyone from your roster that does not agree with these guidelines.

Section II

General Rules

The general rules are those rules that govern the conduct of regular weekly play. The General Rules are as follows:

1. NO GAMBLING

2. AGE REQUIREMENTS – Members must be at least 18 years of age, unless approved by the Host Location.

3. BYES – Divisions may start with a bye (a bye is in a division with an odd number of teams) or a bye may appear in a division because a team dropped out. Concerning scheduling and byes:

- a. If a division begins with a bye, League Management has the option to fill that slot. That new team shall receive the average number of points won by the teams in that division at the time it enters.
- b. If a team should drop out of a division, causing a bye to exist, League Management has two weeks to fill the slot and the incoming team will assume the points of the team that dropped out.
- c. There will never be two byes in a schedule because a new schedule will be issued. For example: If a second bye should appear in a 10-team schedule, League Management will issue an 8-team schedule with no byes. The new schedule may cause teams to have a different home and away pattern and different match-ups with other teams in the division, so be alert to this possibility.
- d. How byes are scored – Assuming no replacement team is found, the team will be awarded for all byes. Bye points are as follows:

| | |
|----------------|------------|
| Team League | - 7 points |
| Express League | - 5 points |
| Doubles League | - 6 points |

- e. When filling a Bye, new members who do not have averages in the Neutralizer® division, will play scratch their first night only.

4. FORFEITS

- a. A match will result in a forfeit if not begun within 15 minutes of the appointed time. “Real Time”, as opposed to “Bar Time”, is the official League Time.
- b. A forfeiting team shall receive no points. The team receiving the forfeit shall receive the following points:
 - Team League - 7 points
 - Express League - 5 points
 - Doubles League - 6 points
- c. If both Team Captains agree, a team match may be scheduled for a different night (forfeit rule not in effect). The ADA Rep must give approval and the Host Location must be notified. Both teams have a two week notice.
- d. Both teams must pay full weekly fees.

5. PROTESTS AND DISPUTES – In general, the Team Captain must make all protests, disputes and complaints to Local League Management.

Most protests and disputes should be settled immediately through compromise, common sense and by referring to this manual.

The procedure for settling disputes will be as follows:

- a. In the event a dispute between two teams cannot be resolved by existing rules, the members involved and Team Captains should first attempt to resolve the issue by negotiation and compromise.
- b. In the event the Captains cannot settle the dispute, they will both submit a written protest to the ADA Representative. This protest will describe all the circumstances involved and will be submitted along with a \$10 protest fee each. The ADA Representative may rule on the

Disagreements should be handled through compromise, common sense and courtesy.

protest/dispute or may pass it along to the Board of Governors. The decision of the ADA Representative or the Board of Governors is final and the loser of the protest will forfeit the \$10. The winner is reimbursed.

- c. Once the League Office has received the scoresheet, it is too late to protest. Know the rules and review the match before signing your scoresheet.

6. CONCERNING TEAMS THAT DROP OUT – Because it is particularly disruptive to the League for teams to drop out during mid-season, any team that does not complete the season will forfeit any prize money and/or awards. If the team requests to come back, they must have approval by the ADA Reps Board of Governors. A reinstatement fee may be applied before the team begins the session.

7. WHO PAYS FOR THE GAMES (Coin Operated Darts) – Both teams shall pay equally for machine use during the match.

8. COACHING – Coaching is allowed. As is the case in many sports, coaching is both logical and reasonable. Coaching allows the more advanced members to help the newer members with their game under competitive circumstances. See etiquette for proper coaching.

9. CLOSING TEAM ROSTERS

Team League – Team rosters must be finalized by the fourth week of play. No member may play without an average after the seventh week.

Exception: The “**Team League Survival Rule**” becomes effective when a team, due to a hardship, has no more than four active members on a roster. This rule is applicable only during League Play (not during play-offs). Members who suddenly cannot play (due to an accident, change in employment, relocation, etc.) must be dropped from the roster. A member may be added to replace the dropped member but shall have a PPDA no higher than the member being replaced (based on a minimum of 10 scores). Irregularities concerning “added members” (they are better than the replaced member) may cause the team to be declared ineligible for the play-offs. The League Office must approve survival additions prior to play. The Survival Rule does not grant relief to teams that have a temporary hardship. This rule pertains to teams with members who have per-

manently quit and are not available to the team for the remainder of the season.

Express League – Team rosters must be finalized by the third week of play (based on an 9 week session). Substitutes can play for any Express League team provided they are a current ADA member. Substitutes (subs) may not compete in the playoff matches. Members on a team roster cannot “Sub” for another team in the same division.

NOTE: Express League teams MUST compete with 3 members. In addition, due to the short seasons and substitutes, there is not “Survival Rule” for the Express League.

Doubles League – Team rosters must be finalized by the fifth week of play (based on a 12 week season). Substitutes can play for any Doubles League team provided they are a current ADA member. Substitutes may not compete in the playoff matches. Members on a team roster cannot “Sub” for another team in the same division.

10. TEAM LEAGUE ADDING / DROPPING MEMBERS –

New members may be added to your roster at any time during the first four weeks of play. The opposing Team Captain must be notified of the adding or dropping of a member before the team match begins.

Neutralizer®

New members without a Neutralizer® average will take the average of their team (add together each persons PPDA and divide by the number that were added together). Refer to Section IV, Article 1.

Team League Exception: If the team has less than four members with averages, he would then play “scratch”. In other words, his starting score for Singles will be 301 and no mark reduction for Cricket. If the new member is an ex-League member, the Team Captain must contact the League Office in advance to obtain the latest and/or highest average before allowing the member to play, along with the Members ADA Membership number. To add a member to your roster, simply write the word “add” and the member’s name (next to the other names) on your copy of the weekly scoresheet.

Members may, with approval from the League Office, be dropped at any time during the season. To drop a member, simply draw a line through their name on the score sheet and mark “drop”. Remember, new members may only be added during the first 3 weeks in Express League, 4 weeks in Team League and 5 weeks in the Doubles League.

11. EVERY MEMBER MUST BE A CURRENT ADA MEMBER –

All members must have an up-to-date ADA membership card. Any team that allows a member to play without having paid their membership will forfeit all the points for the match. The ADA Representative will remove all ineligible members from the roster by the end of the fourth week. **It is the Teams Captain's responsibility to make sure all team members have paid their annual membership fees and submitted a completed membership by the first week they play. By the end of the fourth week, unpaid members will be dropped from the team roster.**

A member who has paid but not yet received their membership card is an ADA member. The ADA Representative is the only person qualified to determine a member's membership status, so play all matches and check later.

Your team will forfeit all match points if any unpaid team member

12. KEEP YOUR MEMBERSHIP CARD – All members must produce proof of current ADA membership in order to receive trophies or other ADA awards and member discounts.

13. MEMBERS MAY CHANGE TEAMS within a division during the season only until team rosters are closed and only once.

14. TEAMS MAY NOT CHANGE HOME LOCATIONS DURING A SEASON unless the location closes, the locations requests it or the ADA Representative approves the move.

15. THE ADA REPRESENTATIVE MAY ASSIGN A POINTS PER DART AVERAGE – An ADA Representative is authorized to assign a lowest attainable Points Per Dart Average.

16. CHEATING – Throwing low scores or **intentionally** “busting” for the purpose of maintaining a low Points Per Dart Average to gain an unfair advantage over one's opponent is “**cheating**”! If there is a general consensus that an individual is indeed trying to hold their average down, they may be penalized by being as-

signed an average much higher than their true ability or have their membership suspended or revoked.

The Team captains are asked to report, **in writing**, instances of cheating to the ADA Representative. This information will allow Local Management to make a more accurate determination as to whether a member is trying to hold his skill level down.

Note: The Points Per Dart Averages of new members sometimes do not reflect their true ability due to lack of enough games. For the same reason, the averages of new members sometimes fluctuate during the first few weeks. Please allow for this and hold your complaints concerning new members for a few weeks.

17. Neutralizer® OPENING ROSTER RULE (ORR) – At the start of League play, the total Team Points for the six members on **ADA Soft-tip League** teams cannot exceed 120. A team fielding five members cannot exceed 100; and four members cannot exceed 80.

This rule does **NOT apply to any brand new first time members**, who are joining a team. Use this ORR only when at least four repeating, established members are joining and/or **ADDING** to a team roster.

EXAMPLE: Week one – four repeating members with a combined PPDA of 71 and a new member play. This is a legal team since the four repeating members do not exceed the ORR, which is 80. The new member does not apply. Week two – the same five play again, but they add a sixth member, which is a repeating member with a 28 PPDA. This is not a legal team because they have total team points of 102 (the ORR for five members is 100). The new member will not be added to the calculation until the next season, even though he now has an established PPDA.

At the start of League play, the total Team Points for the six members on any **ADA Steel-tip League** team cannot exceed 102. A team fielding five members cannot exceed 85; four members cannot exceed 68.

EXAMPLE: Week one – three repeating members with a combined PPDA of 45 and one new member play. The ORR does not apply in this case, as you must have at least four repeating members to apply this rule. The new member does not apply.

Week two – the same four members are now listed on the rosters and another repeating member is added to the team who has a PPDA of 20, now giving them a combined PPDA of 63 for the four repeating members. This is a legal team.

Week three – the five members are now listed on the roster and another repeating member is added to the team who has a PPDA of 18, giving them a combined total of 87 for five members. This is not a legal team as the ORR for 5 members is 85.

Should a member with an **existing point per dart average be added during the first 4 weeks of play**, that member's average must keep the Total Team Point equal to or less than the ORR. *This does not apply to any new, first time ADA members.*

EXAMPLE: Week one – four repeating members with a combined PPDA of 67 (steel-tip) play. This is a legal team.

Week two – the same four members are now listed on the roster, but due to their performance in week one, two members' PPDA's have gone up by one point each. Their team total is now 69. They make no roster changes in week two. This is still a legal team, as they met the ORR **at the start of League play**, in week one.

Week three – the four members play again, and **ADD** another repeating member, who has a PPDA of 18, now giving them a combined total of 87. This is not a legal team, as the ORR for 5 (steel-tip) members is 85.

Once averages have been established, Total Team Averages may collectively exceed the ORR. Should your team exceed the ORR by season's end, your team must adjust the roster before beginning a new season or to qualify for the National Championship Neutralizer® division.

18. SEASON PLAY-OFFS – At the end of each season there will be a play-off among the top finishing teams in each division. The team that wins the play-offs is awarded trophies and the division title for that season. A team does not win the division title with the most points during the season. Those points qualify the team for a position in the play-offs. The play-offs will take place immediately following the league season, and full weekly fees will be collected. They will be scheduled for the same day of the week. Some other play-off details as follows:

- a. In each division, the top four teams will be in the play-offs. During the first week (semi-finals), the first place team plays the fourth place team and the second place team plays the third place team. In the second week (finals) the two semi-final winners play to decide whom the Division Champion will be.
- b. In the first play-off week, the first and second place teams are home team. For the finals (second week), the team with the highest point total is the home team.
- c. Tie Breaking Procedures – It will happen quite often that two teams will finish

a season tied for a play-off position. The following tie breaking procedures are similar to those used in other sports organizations and will be used to decide which team is ahead of the other:

1. If two teams are tied, break the tie by going back into regular season play and let their records against each other decide the issue. If they played twice and the result is still a tie, then only consider how they did against each other the last time they played.

Example: Team 6 and 10 tie for fourth place. They played each other twice during the season as follows: First match, team #10 won 9 – 4. Second match, team #6 won 8 – 5. Team 10 won more points 14 – 12 during the season against team 6 and is the winner of the tie breaker and declared 4th place.

2. If three or more teams are tied – Break the tie by matching the teams against each other according to which teams involved met first during the season. After matching up, proceed as in (1) above to determine a winner and then match the winner against the other team in the tie.

Example: Teams 2, 5, and 10 all tied for third place in a season. Looking back in the schedule, none of them met in the first week of play. Team 2 played team 10 in the second week so their tie is broken as in (1) and the winner is matched against team number 5. The winner is in the third position. Then compare the remaining 2 teams as in (1) above to determine the fourth place team.

- d. Play-off Format – The play-offs will consist of a Dual Match Format LESS THE BONUS POINT. (TEAM LEAGUE AND EXPRESS LEAGUE ONLY) Upon completion of the first league match, teams may add or subtract members (TEAM LEAGUE ONLY); and change order of members line up (ALL LEAGUE FORMATS).
- e. All playoff match score sheets must be filled out completely. '01 and Cricket results.

Team League: First team to 13 points wins.

Express League: First team to 9 points wins.

Should the play-offs be tied after completion of the second scoresheet, the tie will be broken by playing one final game of Cricket (first game of third scoresheet).

Doubles League: First team to 11 points wins. Once the teams reach the end of the first scoresheet side note, pull out a second score sheet and resume with game 1, until a team reaches 11 first. Note: on the first match score sheet skip game 11 of 701 Doubles (both Neutralizer and Open)

*NOTE: In the Express and Doubles Leagues, substitutes may not compete in the playoff matches.

19. Rules Are Subject To Change

Due to the ever changing nature of sports and the situations that can and do occur, the ADA reserves the right to make rulings and rule modifications as necessary and at any time. Any rule changes will be sent to your ADA Representative and will be made available to all members via posted bulletins, Team Captain's meetings and/or will be published in the League publication.

20. ADA Is Highest Authority

The American Darters Association acts as the highest authority concerning all League rulings.

To preserve the integrity of the League and National Championship, the ADA reserves the right to disqualify any player and/or team:

- a. Whose certification packet (National Championship) appears to have been altered or contains irregularities that might give that player and/or team an unfair advantage; or
- b. Where fraudulent circumstances of any nature are found to exist; or
- c. Whose sportsmanship and/or conduct is deemed by the ADA to potentially bring discredit upon the League, the National Championship or the sport.

NOTE: Disqualification will mean forfeiture of all titles, awards and prize money, as well as possible suspension.

21. Release of ADA and American Dart League

I acknowledge by becoming an ADA Member I agree that preparation for and participation in the league and events involve the risk of serious personal injury and/or damage to property, and I hereby assume full responsibility for and risk of such personal injury and damage to property. I warrant that I am in good health and have no physical condition that would prevent me from participating in the league and events. I further agree for myself, my successors, heirs, assigns, executors and administrators to indemnify and hold Releasee harmless from and against all claims and suits for personal injuries, including death, and damage to property, real or personal, caused by my act or omission and arising out of my involvement in the league and events, and from all judgments and costs recovered in said claims and suits and from all expressed incurred in defending said claims or suits to the American Darters Association Inc. and/or the American Dart League.



Section III

League Play

LEAGUE GAMES

1. **CRICKET** – The object of the game is to score three “marks” in each of the numbers 15 through 20 and the bull’s-eye. On an open number a triple scores three marks, a double scores two marks and a single scores one. Additional marks on a closed number will score points if the opponent is still open on that number. The first team to close all numbers, the bulls-eye, and have the highest score wins.

Example: An opening four marks on the number 20 would close the number and score 20 points against the opponent. The first member to close all six numbers, the bull’s-eye and have the highest score is the winner. In the event there is no score or the score is tied, the first team to close all numbers and the bull’s-eye wins.

2. **301** – The game starts with members at 301 points. Straight start or any in begins the game. Game ends when a member reaches zero exactly by finishing on a single, double or triple. One, two or three darts constitutes one turn. The total score of each turn is subtracted from the total score. Exceeding a zero score (busting) ends the turn and requires the member go back to the score he or she had in the turn prior to busting. A bust counts as a full turn (three darts thrown).
3. **501** – The game starts with members at 501 points. Straight start or any in begins the game. Game ends when a member reaches zero exactly by finishing on the double. One, two or three darts constitutes one turn. The total score of each turn is subtracted from the total score. Exceeding a zero score (busting) ends the turn and requires the member go back to the score he or she had in the turn prior to busting. A bust counts as one full turn (three darts thrown). Electronic darts – where applicable, the double bull must be activated.

LEAGUE EQUIPMENT

STEEL-TIP DARTS

1. Any and all electronic dart devices and/or equipment used for sanctioned ADA activities must be approved by the ADA.
2. ADA competition, including tournaments, shall be on standard bristle-type dartboards.
3. Dartboards shall be placed 5-feet 8-inches from the floor to the center of the bull's-eye, with the number 20 centered at the top of the board over the wedge of the darkest color.
4. The minimum throwing distance shall be 7-feet 9-1/4 inches from the surface of the board to the front of the line, placed parallel to the board and at least 24-inches in length. The maximum throwing distance is 8-feet.
5. All dartboards shall be amply illuminated with minimum shadows on the playing surface.
6. All dartboards shall be positioned so as to be readily available without distraction to any member at any point in the game.
7. A scoreboard shall be mounted in such a position that:
 - a. The individual scoring may be in close proximity to the scoreboard without distracting the members;
 - b. The opponents and spectators may easily read the score.
8. No single dart may exceed 50 grams (barrel only).

SOFT-TIP DARTS

1. Any and all electronic dart devices and/or equipment used for sanctioned ADA activities must be approved by the ADA.
2. ADA competition, including tournaments, shall be on standard electronic dart machines.

3. The minimum throwing distance shall be 7-feet 9 1/4-inches from the surface of the machine dartboard to the front of the line, placed parallel to the board and at least 24-inches in length. The maximum throwing distance is 8-feet.
4. Machine shall be positioned so as to be readily available without distraction to any member at any point of the game.
5. No single dart shall exceed 24 grams (flight, shaft and barrel) or the weight limit set by the machine owner.

COMPETITION MATCH

TEAM LEAGUE

1. The Neutralizer® Team League format shall consist of six single 301 matches and six Cricket doubles matches. Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA scoresheet
2. The Open Team League format is similar to the Neutralizer® leagues with the following exceptions: All league games, 501 and Cricket doubles, will be “scratch” (No Neutralizer®). Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA scoresheet.
3. A 13th point (bonus point) shall be awarded to the team that has the lowest total points remaining from the six single games of _01. In the event of a tie, revert back to the _01 singles matches. The team winning the first _0 singles is awarded the bonus point.

Neutralizer® and Open format members must track points remaining and total darts. This will provide all members with a points-per-dart average and eligibility for individual awards.

EXPRESS LEAGUE

1. The Express Neutralizer® League format shall consist of three single 301 matches, three Cricket triples matches and two Cricket double matches. Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA scoresheet.
2. The Express Open League format is similar to the Neutralizer® leagues with the following exceptions: All league games, 501 and Cricket, will be “scratch” (No Neutralizer®). Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA scoresheet.

3. A 9th point (bonus point) shall be awarded to the team that has the lowest total points remaining from the three single games of _01. In the event of a tie, revert back to the _01 singles matches. The team winning the first _0 singles is awarded the bonus point.

Neutralizer[®] and Open format members must track points remaining and total darts. This will provide all members with a points-per-dart average and eligibility for individual awards.

DOUBLES LEAGUE

1. **The Doubles *Neutralizer*[®] League format** shall consist of four doubles Cricket matches, four singles 301 games, two doubles 301 games and a 701 match open in/open out. Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA score sheet. *Exception for playoffs see page 18.*
2. **The Doubles Open League format** is similar to the *Neutralizer*[®] leagues with the following exceptions: All league games, 501 and Cricket, will be “scratch” (No *Neutralizer*[®]). The 501 games will be open in/double out split bull. Game number 11, 701 will also be open in/double out split bull. Each match will consist of one game valued at one point. Playing order of the games is dictated by the ADA score sheet. Exception for playoffs see page 18.
3. **There is no bonus point in the doubles format.**
Neutralizer[®] and Open format members must track points remaining and total darts in the 01 games and Marks Per Round in the Cricket games. This will provide all members with a points-per-dart average and eligibility for individual awards.

STARTING RULES

1. **For Each Game**, the home team throws first for bull’s-eye. The closest dart to the bull’s-eye starts the game. In Doubles or Triples play, either member may throw for the bull’s-eye to determine which team starts the game.
2. **Soft-tip Darts** – Count holes, closest to the center hole is the winner. A dart is pulled only when it hits the very center hole. In the event of a tie, the darts remain in the board and throw until the tie is broken (reverse order).
3. **Steel-tip Darts** – If a bull’s-eye is thrown by the first member, it can be

pulled. In the event of a tie, throw until the tie is broken (reverse order). A double bull's-eye beats a single bull's-eye.

4. **Soft-tip and Steel-tip Darts** – When throwing for bull's-eye to start a game, BOTH darts must stick in the dartboard. Should a dart dislodge from the dartboard, throw again until it imbeds in the board. Should the second dart dislodge the first dart, BOTH members re-throw (same as a tie).
 5. **301** – refer to chart to determine starting scores
 - a. Soft-tip Darts – Coin game and select 301 for positions one and two. Set game to proper handicapped position (one or two based on bull's-eye throw). Manually score the required points needed to reach the Neutralizer® starting score. Set the game to position one and begin the game.
 - a. Steel-tip Darts – List the Neutralizer® starting score on the scoreboard for both members and begin the game based on the bull's-eye throw.
 6. **Neutralizer® Cricket** – Refer to Neutralizer® chart to determine starting marks. The lower skill level team can place marks anywhere on their side of the game but are limited to two marks per number. Members must compete in the order listed on the scoresheet.
 - a. Soft-tip Darts – Coin game and select Cricket for positions one and two. Set game to proper skill level position (one or two based on bull's-eye throw) to manually score the required marks needed to Neutralize the game. Set game to correct member position and begin game, based on the bull's-eye throw.
 - b. Steel-tip Darts – Score the required marks on scoreboard and begin the match based on the bull's-eye throw.
 7. **Open Cricket** – All Cricket games in the Open Format will be played straight up (no marks are deducted for either team).
 - a. Soft-tip Darts – Coin game and select Cricket for positions one and two. Set game to correct member position and begin game, based on the bull's-eye throw.
 - b. Steel-tip Darts – Begin the match based on the bull's-eye throw.
-

SCORING

A dart shall be counted as part of the turn if it hits the dartboard, backboard or wall.

1. Soft-tip Darts

The score recorded by the machine is the score the member receives. The member accepts that "THE MACHINE IS ALWAYS CORRECT". A dart that does stick in the board but does not activate the electronic scoring MAY NOT be manually scored. If a dart bounces off the board, it is considered a dart thrown even if it does not score. It may not be thrown again. If a dart is thrown before the "THROW DART" message lights, the dart is considered a dart thrown and may not be thrown again.

- a. If the member throws while the machine is displaying an opponent's number and has thrown less than three darts, the machine is advanced to the correct position by use of the "Player Change" button and member is allowed to throw the remaining darts. The game then proceeds normally with the opponent(s) next turn.
- b. If a member throws all three darts on his opponent's number before the infraction is noticed, that member has completed his turn and the machine is advanced to the proper position (opponent's turn), and the game proceeds normally. Should the member end the game on that turn, the opposing team wins.
- c. In doubles and triples play, if the member throws out of turn, the machine is advanced to the opponent's position, play resumes and BOTH members from the team causing the infraction lose their next turn. If a member manually scores, those marks/points shall stand and the partner loses his next turn.
- d. In doubles and triples play, if a member manually scores on the opponents position, the opponent throws the number of darts the machine requires and the opposing team loses their next turn.
- e. In singles play, if a member manually scores points those points shall stand and the member loses his next turn. Should the member reach zero, the opponent wins.

IT IS THE MEMBER'S RESPONSIBILITY TO MAKE SURE THE MACHINE IS SET AT THE PROPER POSITION BEFORE THEIR TURN.

1. Steel-tip Darts

- a. For a dart to score it must remain in the dartboard a minimum of five seconds after the third or final dart has been thrown.
- b. The losing member from the match must be the scorekeeper for the next game match. The home team shall score the first game.
- c. Verification of the score is the responsibility of the scorekeeper and the score shall stand once the darts are pulled from the dartboard.
- d. No darts shall be touched prior to the decision of the scorekeeper.
- e. The scorekeeper may inform the member on how many points have been scored or how many points remain but only when asked. While the scorekeeper shall be the sole authority in charge of the game, either member(s) or their respective Team Captains may challenge his call of the scores.
- f. A member throwing out of turn shall receive zero score for that turn and his team shall forfeit that turn.
- g. All play shall cease until such challenges are resolved.

If a dart is resting upon, or is imbedded in any other dart, it will not be counted as a scoring dart unless its point is actually imbedded in the board. A dart shall be scored on the side of the wire the point originally entered.

1. 301/501 “51” Rule (Soft-tip and Steel-tip Darts)

No game of _01 shall exceed 51 darts thrown. Should a game reach 17 turns (51 darts by one member), play stops. Each members throws one dart for the bull’s-eye (Home Member throws first) Closest dart to the bull’s-eye is declared the winner. In the event of a tie, refer to “Starting Rules”.

How To Score:

Turn scores are posted on the outside of the scoreboard.
 Remaining scores are posted on the inside of the scoreboard.

Example:

| 301 Example | | | |
|-------------|-----|-------|----|
| Larry | | Glenn | |
| | 301 | 245 | |
| 60 | 241 | 219 | 26 |
| 45 | 196 | 174 | 45 |
| 100 | 96 | 114 | 60 |
| 60 | 36 | 54 | 60 |
| | 0 | | |

| Cricket Example | | | | |
|-----------------|---|-----------|---------|----|
| Bullthrowers | | | Corkers | |
| 20 | 0 | 20 | 0 | 36 |
| 39 | 0 | 19 | X | 51 |
| 58 | 0 | 18 | 0 | |
| | 0 | 17 | \ | |
| | 0 | 16 | 0 | |
| | 0 | 15 | 0 | |
| | 0 | B | 0 | |

Section IV

The Neutralizer[®] System

The foundation for the ADA's Neutralizer[®] is the "Points Per Dart Average" (PPDA) and Marks Per Round system. This unique system allows both the beginner and the experienced member to play at the top of their game and be competitive at the same time. Your PPDA is calculated each week from your skill in all 01 and Cricket matches. Your Local League Office calculates and reports these averages to the League membership on a regular basis.

1. How To Get Started

Obviously, new members do not have an average so a standard starting method has been devised for new members.

Team League: If your team has 4 or 5 members with averages, simply add together the PPDA of each of your team members' participating in the match and then divide by the number of those members. If your team has less than 4 members with averages, the new member(s) must play "scratch".

Express League: If your team has 2 members with averages, simply add together their PPDA and then divide by 2. If your team has less than 2 members with averages, the new member(s) must play "scratch".

Doubles League: If your team has 2 members with averages, simply add together their PPDA and then divide by 2. If your team has less than 1 members with averages, the new member must play "scratch".

This average will be the new member's average for the first week of play only. The new average will be determined by the 301 and Cricket matches played that League night.



Example: Bill is a new member.

| | | |
|--------------|-------|----------------------|
| Bill's team: | Jim | 12 |
| | Ed | 14 |
| | Sam | 13 |
| | Joe | 16 |
| | Tim | 10 |
| | <hr/> | |
| | Total | 65 divided by 5 = 13 |

Bill's average for that first week is 13. The result from Bill's first 301 singles and Cricket matches will establish a PPDA for him that next week. In the event members cease League play for a long period of time, ALL former members are obligated to disclose their PPDA from that previous league. There is no time limit that abolishes a member's average.

2. Once PPDA's Are Established

Now it is time to take a look at how your average and the averages of the other members interact to create this highly competitive League format. During weekly League play, refer to Chart A for 301 singles and Chart B for Cricket doubles. To read the chart, find the lower PPDA along the left side of the chart. Then find the higher PPDA along the top of the chart. Now track to the right from the lower PPDA and down from the higher PPDA until the two tracks meet. In that block is the starting score for the lower PPDA member in a 301 match or the number of marks for the lower PPDA members to start a Cricket game.

Example 1 – 301 Singles (Chart A):

On this particular League evening, Tony is scheduled to play Gary. Tony's PPDA is 20; Gary's is 13. Track from left to right 13 to 20 and down 20 to 13. Gary's starting score is 196 to Tony's 301.

Example 2 – Cricket Doubles (Chart B):

Gary's partner is now Dale. Tony's partner is Susan. Gary and Dale's total PPDA is 23; Tony and Susan's is 35 (if the sum is an odd number, use the next highest even number). Tracking 24 to 36 and 36 to 24 indicates Gary and Dale can place seven "marks" on their Cricket game.

CHART A 301 NEUTRALIZER® CHART

| | | | | | | | | | | | | | | | | | | | | | |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 10 | 301 | 274 | 251 | 232 | 215 | 201 | 188 | 177 | 167 | 158 | 151 | 143 | 137 | 131 | 125 | 121 | 121 | 121 | 121 | 121 | 121 |
| 11 | | 301 | 276 | 255 | 236 | 221 | 207 | 195 | 184 | 174 | 166 | 158 | 151 | 144 | 138 | 132 | 127 | 123 | 121 | 121 | 121 |
| 12 | | | 301 | 278 | 258 | 241 | 226 | 212 | 201 | 190 | 181 | 172 | 164 | 157 | 151 | 144 | 139 | 134 | 129 | 125 | 121 |
| | 13 | | | 301 | 279 | 261 | 245 | 230 | 217 | 206 | 196 | 186 | 178 | 170 | 163 | 157 | 151 | 145 | 140 | 135 | 130 |
| | | 14 | | | 301 | 281 | 263 | 248 | 234 | 222 | 211 | 201 | 192 | 183 | 176 | 169 | 162 | 156 | 151 | 145 | 140 |
| | | | 15 | | | 301 | 282 | 266 | 251 | 238 | 226 | 215 | 205 | 196 | 188 | 181 | 174 | 167 | 161 | 156 | 151 |
| | | | | 16 | | | 301 | 283 | 268 | 253 | 241 | 229 | 219 | 209 | 201 | 193 | 185 | 178 | 172 | 167 | 161 |
| | | | | | 17 | | | 301 | 284 | 269 | 256 | 244 | 233 | 222 | 213 | 205 | 197 | 190 | 183 | 176 | 171 |
| | | | | | | 18 | | | 301 | 285 | 271 | 258 | 246 | 236 | 226 | 217 | 208 | 201 | 193 | 187 | 181 |
| | | | | | | | 19 | | | 301 | 286 | 272 | 260 | 249 | 238 | 229 | 220 | 212 | 204 | 197 | 191 |
| | | | | | | | | 20 | | | 301 | 287 | 274 | 262 | 251 | 241 | 232 | 223 | 215 | 208 | 201 |
| | | | | | | | | | 21 | | | 301 | 287 | 275 | 263 | 253 | 243 | 234 | 226 | 218 | 211 |
| | | | | | | | | | | 22 | | | 301 | 288 | 276 | 265 | 255 | 245 | 236 | 228 | 221 |
| | | | | | | | | | | | 23 | | | 301 | 288 | 277 | 266 | 256 | 247 | 239 | 231 |
| | | | | | | | | | | | | 24 | | | 301 | 289 | 278 | 268 | 258 | 249 | 241 |
| | | | | | | | | | | | | | 25 | | | 301 | 289 | 279 | 269 | 259 | 251 |
| | | | | | | | | | | | | | | 26 | | | 301 | 290 | 279 | 270 | 261 |
| | | | | | | | | | | | | | | | 27 | | | 301 | 290 | 280 | 271 |
| | | | | | | | | | | | | | | | | 28 | | | 301 | 291 | 281 |
| | | | | | | | | | | | | | | | | | 29 | | | 301 | 291 |
| | | | | | | | | | | | | | | | | | | 30 | | | 301 |

LOWER PPDA

CHART B CRICKET NEUTRALIZER® CHART

| | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 | 40 | 42 | 44 | 46 | 48 | 50 | 52 | 54 | 56 | 58 | 60 |
| 20 | 2 | 4 | 5 | 6 | 7 | 8 | 9 | 9 | 10 | 11 | 11 | 11 | 12 | 12 | 13 | 13 | 13 | 14 | 14 | 14 |
| 22 | 24 | 2 | 3 | 5 | 6 | 7 | 7 | 8 | 9 | 9 | 10 | 11 | 11 | 11 | 12 | 12 | 12 | 13 | 13 | 13 |
| | | 26 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 11 | 11 | 12 | 12 | 12 | 13 |
| | | | 28 | 2 | 3 | 4 | 5 | 6 | 7 | 7 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 11 | 11 | 12 |
| | | | | 30 | 1 | 3 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 11 |
| | | | | | 32 | 1 | 2 | 4 | 4 | 5 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 |
| | | | | | | 34 | | 1 | 2 | 3 | 4 | 5 | 5 | 7 | 7 | 8 | 8 | 9 | 9 | 10 |
| | | | | | | | 36 | | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 8 | 8 | 9 |
| | | | | | | | | 38 | | 1 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| | | | | | | | | | 40 | 1 | 2 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 7 | 7 |
| | | | | | | | | | | 42 | 1 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 6 | 7 |
| | | | | | | | | | | | 44 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 6 |
| | | | | | | | | | | | | 46 | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 |
| | | | | | | | | | | | | | 48 | 1 | 2 | 2 | 3 | 4 | 4 | 5 |
| | | | | | | | | | | | | | | 50 | 1 | 2 | 2 | 3 | 4 | 4 |
| | | | | | | | | | | | | | | | 52 | 1 | 2 | 2 | 3 | 4 |
| | | | | | | | | | | | | | | | | 54 | 1 | 2 | 2 | 3 |
| | | | | | | | | | | | | | | | | | 56 | 1 | 2 | 2 |
| | | | | | | | | | | | | | | | | | | 58 | 1 | 2 |
| | | | | | | | | | | | | | | | | | | | 60 | 1 |
| | | | | | | | | | | | | | | | | | | | | 60 |

LOWER PPDA

THE SCORESHEET

1. **Keeping Score (ADA Official Scoresheet)**

The weekly score sheet is very important and should be filled out neatly, completely and correctly. Penalties may be assessed for repeatedly illegible score sheets. Example of an actual League night score sheets for both Team League and Express League are included (at the back of this manual) for your review. You'll note the teams have filled in the correct date, location, league and division (upper left-hand corner). The team name and dues are also recorded. Each member's full name has been correctly listed with their PPDA inserted to the right of their names.

2. **League Events**

The "League Events" column displays the games and the order the members must compete. Upon completion of each game, mark the winner with an "X".

3. **League Night _01 Results**

Based on the members PPDA, the actual Starting Score is listed to the right of the members PPDA box. Immediately after the _01 game, list the Points Remaining (PR) total on the middle line under PR. Finally, count the number of darts thrown and list that number under the Total Darts (TD) column. Upon completion of the _01 Singles, count the total Team Points Remaining and enter that number in the Bonus Point Total box. The lowest score receives the Bonus Point. At the end of the League night, mark the Bonus Point in the appropriate "Bonus Point" box at the bottom of the "League Events" section of the scoresheet. Total the points won for both teams and enter the correct team totals in the appropriate "Total Points" boxes.

4. **Cricket Marks Per Round Results**

At the end of each Cricket game, the dart machine or approved electronic scoring device will display the number of rounds. Record the number of rounds the game was played in the pink shaded box located in the middle of the Events section. The two outer boxes besides the "# ROUNDS" box are for indicating which team won the match by placing an X in that box (as listed above).

Outside these boxes are lines next to the member # marked "MPR". At the end of each Cricket game, the dart machine or approved electronic scoring device will display the Marks Per Round average thrown by each member

in the game. Record this number on the line next to their member # for that game.

Cricket MPR and # of Rounds can only be recorded from approved dart machines and scoring devices.

For manually tracking your own Marks Per Round, please refer to your ADA Reps Marks Per Round tracking score sheet.

5. **Achievements**

The Achievement box indicates any special achievements by the members during League play. There are three Achievements:

- ◆ 180 (_01 games only) three triple 20's
- ◆ Hat Trick – all three darts in the bull's-eye (_01 or cricket)
- ◆ Nine Mark (Cricket) – three scoring triples

Upon completion of the League match, both Captains sign the score sheet signifying to the ADA Representative that said match has been completed properly. There are three copies of the scoresheet; the original white copy is forwarded to the ADA Representative; the Home Captain retains the yellow copy and the final pink copy goes to the Visiting Captain.

Accurate and conscientious scorekeeping is the Team Captain's greatest contribution to the smooth operation of the Neutralizer[®] system. The Neutralizer[®] system is a proven method of equalizing darts competition but will work only if every team records the League data properly. Your Local League Management processes the scores you submit, therefore, you will improve the League and quality of darts by following these rules and by keeping score according to them. Your teammates, your fellow Team Captains, your Local Management and the ADA will appreciate your cooperation.

6. If using a substitute in a league play indicate next to their full name on the score sheet they are the substitute for that night. All substitutes must be ADA Members.

Section V

Definitions

- BYE:** A bye is a missing team on a schedule. Schedules are always set up to accommodate an even number of teams. When there is an odd number of teams in a division, there will be a bye. For example, a 9-team division will be playing a 10-team schedule with one bye. If your team is scheduled to play a bye, that means you do not have a match on that occasion.
- BUST:** A score taking the member over the number required to win a standard game, or level with the required score by means of a single, or number one needed (impossible to achieve with a double).
- CHEATING:** Cheating, in any sport, is the unethical practice of deliberately playing below your ability in order to alter your score so it does not reflect your true ability. There are a number of anti-cheating measures in this League system.
- HAT TRICK:** All three darts scoring in the bull's eye (_01 or Cricket)
- LOCAL BYLAWS:** Additional rules, policies, and procedures unique to an area. They are designed to cover local situations, such as exactly how score sheets are to be picked up and delivered, local League times. Local Bylaws also might cover specific situations not covered by ADA Manuals. Local Bylaws may also contradict portions of this manual but only with the approval of the ADA. Local Bylaws are normally written by the ADA Representative and the Board of Governors.
- NINE MARK:** Three scoring triples (Cricket) AKA: Round of Nine
- PROFESSIONAL:** Refer to the ADA website "You can be a Pro Darter" section <http://www.adadarters.com/you-can-be-a-pro-darter/>
- SANDBAGGING:** See cheating.
- TON-EIGHTY:** One hundred-eighty scored with three darts. (_01 games only)

Date: JANUARY 21, 2016
 Location: THE PUB
 League: Neutralizer/Open
 Division: PURPLE

WEEK # 2



AMERICAN DART LEAGUE
DOUBLES
 LEAGUE
 adarters.com

Session Schedule and Weekly Standings Online

Home Team Name: THE A TEAM
 Team Dues: \$ 20.00
 Player's Names - Achievements
 1. Andy Smith
 12 12 9 Mark
 2. Mike Howard
 15 15 9 Mark
 TOTAL 27/28

Visiting Team Name: Bull Shooters
 Team Dues: \$ 20.00
 Player's Names - Achievements
 1. Sammy Jones
 18 18 9 Mark
 2. Brian Sanders
 20 20 9 Mark
 TOTAL 38

| HOME TEAM | | VISITING TEAM | |
|------------------------|--------|---------------|--------|
| MARKS | PLAYER | MRR | PLAYER |
| 1 | 2.0 | 3.2 | 1 |
| 2 | 1.6 | 2.2 | 2 |
| 2 | 2.0 | 2.4 | 2 |
| 1 | 2.2 | 3.0 | 1 |
| Game #3 -01 (DOUBLES) | | | |
| 1 & 2 | | 1 & 2 | |
| Game #4 -01 (SINGLES) | | | |
| 1 | 1.1 | 3.4 | 2 |
| 2 | 2.8 | 2.8 | 2 |
| Game #5 -01 (SINGLES) | | | |
| 1 & 2 | | 1 & 2 | |
| Game #6 -01 (DOUBLES) | | | |
| 1 | 2.0 | 2.1 | 1 |
| 2 | 2.0 | 2.0 | 2 |
| Game #7 -01 (SINGLES) | | | |
| 1 & 2 | | 1 & 2 | |
| Game #8 -01 (SINGLES) | | | |
| 1 | 2.0 | 2.1 | 1 |
| 2 | 2.0 | 2.0 | 2 |
| Game #9 -01 (SINGLES) | | | |
| 1 & 2 | | 1 & 2 | |
| Game #10 -01 (DOUBLES) | | | |
| 1 | 2.0 | 2.0 | 2 |
| 2 | 2.0 | 2.0 | 2 |
| Game #11 -01 (DOUBLES) | | | |
| 1 & 2 | | 1 & 2 | |

TOTAL POINTS 4 TOTAL POINTS 7

HOME TEAM CAPTAIN'S SIGNATURE
Andy Smith
 VISITING TEAM CAPTAIN'S SIGNATURE
Sammy Jones
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Date: May 13, 2006
 Location: Nick's Tavern
 League: Neutralizer/Open
 Division: Purple
 Session Schedule and Weekly Standings Online

WEEK # 3



adarters.com

Home Team Name: Hackers
 Team Dues: \$ 15.00
 Player's Names - Achievements
 1. Jeff Howard
 9 Mark
 2. Mike Williams
 9 Mark
 3. Chuck Smith
 9 Mark
 PPDA 13
 TOTAL 45/36

Visiting Team Name: Shooters
 Team Dues: \$ 15.00
 Player's Names - Achievements
 1. John Hobert
 9 Mark
 2. Karl Roberts
 9 Mark
 3. Sarah Cain
 9 Mark
 PPDA 18
 TOTAL 54/36

LEAGUE NIGHT -01 RESULTS

| STARTING SCORE | POINTS REMAINING | TOTAL DARTS |
|----------------|------------------|------------------------|
| 217 | 0 | 17 |
| 229 | 32 | 12 |
| 281 | 0 | 18 |
| | 32 | Points Remaining Total |

LEAGUE NIGHT -01 RESULTS

| STARTING SCORE | POINTS REMAINING | TOTAL DARTS |
|----------------|------------------|------------------------|
| 301 | 32 | 15 |
| 301 | 0 | 12 |
| 301 | 20 | 18 |
| | 52 | Points Remaining Total |

| HOME TEAM | | | EVENTS | | | VISITING TEAM | | |
|-----------|----------|-----|-----------------|-----|----------|---------------|--|--|
| MARKS | PLAYER # | MPR | # HOURS | MPR | PLAYER # | MARKS | | |
| 4 | 1 | 1.4 | Game #1 Cricket | 1.7 | 1 | | | |
| | 2 | 2.5 | 16 | 3.1 | 2 | | | |
| | 3 | 1.5 | Game #2 -01 | 2.8 | 3 | | | |
| | 1 | | | | | | | |
| 4 | 3 | 2.3 | Game #3 Cricket | 3.4 | 3 | | | |
| | 2 | 1.3 | 11 | 1.9 | 2 | | | |
| | 2 | | Game #4 -01 | | | | | |
| | 3 | 1.4 | Game #5 Cricket | 1.7 | 3 | | | |
| 4 | 1 | 1.9 | 18 | 2.0 | 1 | | | |
| | 2 | 2.8 | Game #6 -01 | 2.2 | 2 | | | |
| | 3 | | | | | | | |
| 5 | 1 | 2.1 | Game #7 Cricket | 2.8 | 1 | | | |
| | 2 | 2.7 | 9 | 3.0 | 2 | | | |
| | 2 | 2.3 | Game #8 Cricket | 2.9 | 2 | | | |
| 4 | 3 | 1.5 | 15 | 1.8 | 3 | | | |
| | 1 | 1.2 | | 2.4 | 1 | | | |

TOTAL POINTS 5 TOTAL POINTS 4

HOME TEAM CAPTAIN'S SIGNATURE
Mike Williams
 VISITING TEAM CAPTAIN'S SIGNATURE
Karl Roberts

Triples Cricket, Neutralizer® Calculation
 Add the averages of all 3 players. Divide by 3. Then multiply by 2. Use this number on the Neutralizer® Cricket chart to determine marks.

WEEK #

4

Date: March 13, 2006

Location: Joe's Tavern

League: Neutralizer/Open

Division: Golden Flights

Session Schedule and Weekly Standings Online

AMERICAN DART LEAGUE
adadarters.com



| HOME TEAM | | EVENTS | | VISITING TEAM | |
|-----------|----------|--------|--|--|----------|
| MARKS | PLAYER # | MPR | # POUNDS | MPR | PLAYER # |
| 2 | 1 | 1.7 | Game #1 Cricklet | 2.3 | 1 |
| 2 | 2 | 1.9 | <input checked="" type="checkbox"/> 16 | 2.1 | 2 |
| 3 | 3 | 3.1 | Game #2 Cricklet | 1.7 | 3 |
| - | 4 | 2.5 | <input checked="" type="checkbox"/> 12 | 2.4 | 4 |
| | | | Game #3 -301 | | 5 |
| | 5 | | <input type="checkbox"/> <input checked="" type="checkbox"/> | | |
| | | | Game #4 -301 | | 1 |
| | 6 | | <input checked="" type="checkbox"/> <input type="checkbox"/> | | |
| | | | Game #5 -301 | | 2 |
| | 1 | | <input type="checkbox"/> <input checked="" type="checkbox"/> | | |
| | 2 | 2.1 | Game #6 Cricklet | 2.0 | 3 |
| 1 | 5 | 2.3 | <input type="checkbox"/> 10 | 3.2 | 5 |
| 4 | 4 | 2.3 | Game #7 Cricklet | 1.9 | 4 |
| 1 | 6 | 3.4 | <input checked="" type="checkbox"/> 9 | 2.6 | 1 |
| | | | Game #8 -301 | | 2 |
| | 3 | | <input checked="" type="checkbox"/> <input type="checkbox"/> | | |
| | | | Game #9 -301 | | 4 |
| | 2 | | <input checked="" type="checkbox"/> <input type="checkbox"/> | | |
| | | | Game #10 -301 | | 3 |
| | 4 | | <input type="checkbox"/> <input checked="" type="checkbox"/> | | |
| | 1 | 1.9 | Game #11 Cricklet | 2.9 | 5 |
| 1 | 3 | 2.9 | <input checked="" type="checkbox"/> 13 | 1.8 | 2 |
| 5 | 5 | 2.1 | Game #12 Cricklet | 2.1 | 1 |
| - | 6 | 2.9 | <input checked="" type="checkbox"/> 8 | 2.2 | 3 |
| | | | BONUS POINT | <input type="checkbox"/> <input checked="" type="checkbox"/> | |

Home Team Name: Darts - R - Us

Team Dues: \$ 22.00

Member's Names - Home Team

1. Gary Sanders

2. John Taylor

3. Stan Jones

4. Bernie Brooks

5. Mike Nicholson

6. Cheryl Scholtz

LEAGUE NIGHT -01 RESULTS

| Game One | | | Game Two | | |
|----------------|------------------|-------------|----------------|------------------|------------------------|
| STARTING SCORE | POINTS REMAINING | TOTAL DARTS | STARTING SCORE | POINTS REMAINING | TOTAL DARTS |
| 301 | 20 | 18 | | | |
| 301 | 0 | 17 | | | |
| 301 | 0 | 19 | | | |
| 188 | 5 | 21 | | | |
| 301 | 38 | 18 | | | |
| 301 | 0 | 22 | | | |
| | | | | 63 | Points Remaining Total |

HOME TEAM ACHIEVEMENTS

| 180 | Hit Trick | 9 Mark |
|-----|-----------|--------|
| 1. | | 1 |
| 2. | | |
| 3. | 2 | |
| 4. | | |
| 5. | | |
| 6. | 1 | |

Visiting Team Name: Just Having Fun

Team Dues: \$ 22.00

Member's Names - Visiting Team

1. Cathy Smith

2. Leigh Cooke

3. Jean Olson

4. John Davies

5. Ed Camacho

LEAGUE NIGHT -01 RESULTS

| Game One | | | Game Two | | |
|----------------|------------------|-------------|----------------|------------------|------------------------|
| STARTING SCORE | POINTS REMAINING | TOTAL DARTS | STARTING SCORE | POINTS REMAINING | TOTAL DARTS |
| 279 | 9 | 21 | | | |
| 217 | 0 | 16 | 186 | 29 | 18 |
| 301 | 0 | 20 | | | |
| 263 | 10 | 15 | | | |
| 301 | 0 | 18 | | | |
| | | | | 48 | Points Remaining Total |

VISITING TEAM ACHIEVEMENTS

| 180 | Hit Trick | 9 Mark |
|-----|-----------|--------|
| 1. | | |
| 2. | | 1 |
| 3. | | |
| 4. | | |
| 5. | 1 | |
| 6. | | |

TOTAL POINTS 7 TOTAL POINTS 6

Gary Sanders
HOME TEAM CAPTAIN'S SIGNATURE

Cathy Smith
VISITING TEAM CAPTAIN'S SIGNATURE

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Sanctioned By:



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