

AUSTIN DART ASSOCIATION RULES

The rules of darts shall be those adopted by the A.D.O. and presented in Addendum II, except where superseded by the following rules. All rules pertaining to league play shall apply to all leagues except where specifically noted.

1. DESCRIPTIONS OF DUTIES

Pub Owners:

Pub Owners shall be responsible for the maintenance of equipment and pub atmosphere. (See sections 5 and 12)

Team Captains:

An elected, voting captain for each team will be elected by a quorum of the team members at a meeting preceding each league season. The captain's duties are:

- a. Maintenance of individual and team records.
- b. Collection and handling of dues, collection of rosters, change sheets, resignations, additions, and other communications with the Board of Directors (BOD).
- c. Responsibility of all address corrections.
- d. Presentation of score sheets to the league statistician.
- e. Voting representation for the team at Captain, Pub Owner, and BOD (CPB) meetings.
- f. Other duties as directed by the BOD.
- g. Arbitrate all disputes during league play and ascertain the correct facts thereof.

President:

The President shall be the executive officer of the association and Chairperson and Presiding Officer of the Board of Directors and the CPB. The President will be responsible to the members of the ADA for the proper operations of the Austin Dart Association and all sanctioned events. The President shall appoint members of all committees as elsewhere specified by the Bylaws and Rules of Play. He/she shall be an Ex-Officio member of all committees. The President may sign, with at least one other officer of the association, as the BOD may authorized, any contracts, deeds, mortgages, notes or other instruments which the BOD has authorized to be executed. The President shall perform all duties as may be prescribed by the Board of Directors to serve the best interests of the Association.

Vice President:

In the absence of the President or in the event of his inability or his refusal to act, the Vice President shall perform the duties of the President, and when so acting, shall have the powers of and be subject to all the restrictions upon the President. He shall also act as coordinator for tournament events, chair the rules, standards, and tournament committees and perform such other duties as from time to time may be assigned by the President and the Board of Directors. As chairperson of the tournament committee, the Vice President shall be in charge of storage and maintenance of equipment and supplies owned by the association for said tournaments.

Treasurer:

The Treasurer shall have charge and custody of and be responsible for all funds and securities of the association; receive and give receipts for monies due and payable to the corporation from any source whatsoever and shall deposit all monies in the name of the association on such banks or other depositories as shall be approved by the Board of Directors. The Treasurer may sign, with at least one other officer of the association as the BOD may authorize, any contracts, deeds, mortgages, notes or other instruments which the BOD has authorized to be executed. A current bank statement and a financial statement will be presented and reviewed at all BOD meetings. A financial statement will be presented at all CPB meetings.

The treasurer shall appoint and supervise the corporation's members who are to collect funds at tournaments and other events. They shall present all bills and invoices to the BOD for approval prior to payment. They shall maintain an accurate account of monies collected, deposited, and disbursed on behalf of the corporation. All monies received will be reconciled with the Secretary prior to deposit. They shall submit a financial report with supporting documentation to each BOD meeting for approval prior to distribution of monies to all Team Captains, Pub Owners and Board of Directors at the next CPB meeting.

Secretary:

The Secretary shall keep the minutes of the meetings of the General Membership Meeting, the Board of Directors and the CPB, in one or more books provided for that purpose; give all notices in accordance with the provision of these By-laws or as required by law; be custodian of the corporate records and of the seal of the corporation; keep a register of the post office address of each member which shall be furnished to him by each member; Chair the Activities Committee; and in general, perform all duties incident to the office of Secretary and other such duties as from time to time may be assigned to him by the President or by the BOD. Membership information shall be the exclusive property of the ADA and its dispersal shall be at the discretion of the BOD. Any profits resulting from the sale or distribution of this information shall accrue to the ADA. Individual Members may request that their information not be disbursed.

League Coordinator:

The League Coordinator shall oversee the Paid Statistician and promote growth in the ADA. These duties shall include scheduling for each season, purchasing trophies at the end of each season, assisting in the placement of players and teams in the ADA, in charge of seasonal registration, and new captains and sponsors indoctrination. The League Coordinator is the chair of the Protest Committee and serves on the Rules Committee and Youth Committee.

Communications Director:

The Communications Director shall produce internal and external news publications to promote the activities of the ADA to concerned parties, both inside and outside the association, chair the publications committee, maintain the Dart Line (public telephone information service) and produce a quarterly newsletter and maintain an email group list. The Communications Director is authorized to sell advertising, with all revenues being the sole property of the ADA and dedicated to deferring the costs of the publication committee's activities. The

Director will be responsible for coordinating this committee's activity with the Fundraising and Marketing committee to maintain synergy.

League Representatives (Directors At Large):

Tuesday Night, Wednesday Night and Thursday night League Rep's shall be elected at the first CPB meeting of the fall season and shall act as a liaison between the BOD and the general membership of the league. They shall be responsible for communicating league night issues and concerns to the BOD as well as assist the League Coordinator and Communications Director in distributing information to captains and players as needed.

These positions are voting positions. At Large Members must be a current playing member on the league night he is representing. Should he/she not be actively playing or should he change league nights, a replacement will be elected at the next CPB meeting for the remainder term of office.

2. TEAM ROSTERS

- a. **Completion-** Team rosters must be submitted by the team captains on or before the date specified by the BOD. Penalties will be assessed according to rule 9c. There must be a minimum of 6 (six) names on the roster for Tuesday play and 4 names for Thursday play; a maximum of ten (10) with a minimum of two (2) being of the opposite sex for Tuesday play; and a maximum of 6 with at least one being of the opposite sex for Thursday play. A team roster shall not include more than 2/3 rds members who formerly belonged to a team suspended during the previous season.
- b. **Additions-** No person may be permanently added in the final two weeks of play, except in extreme circumstances, and only with the approval of the BOD. Substitutes may be used in the last two weeks, provided they have competed previously for the team. Penalties will be assessed according to rules 9c and 9d. Each team is allowed only 12 additions per season. Each player listed on the roster as of week 3 counts as one of these adds. If exceptional circumstances occur, the captain may ask the BOD for special exemption on a player-by-player basis.
- c. **Membership-** A person may be a member of at most one team per league night at any given time. In order for a player to change teams, he must resign from the former team before joining the latter. If a team has the maximum number of players, no additional players may be added unless one of the current players submits a signed resignation to the ADA or is dropped from the roster. If a member resigns, he/she will be eligible for league play on another team. A player moving out of town who returns will be able to rejoin the same team providing the roster is not full. Upon registration of a player, the team may add a new player by having him/her fill out and sign the appropriate form. A team may terminate a player by giving written notice to the League Secretary with the signature of at least 2/3 of the rostered team members. If a new player is added the night of a match both team captains must sign the add sheet and it must accompany that night's score sheet, along with the individual's dues where applicable.
- d. **Substitutions-** Any willing person may substitute for a League team provided that their statistical average, as determined by the League Coordinator, permits play in the desired division; and the player is not a full member of another team playing on the same League night. The substitute must complete the necessary substitute form and pay the sum of \$5.00 each time they participate in League play. No substitute will be allowed to compete in after season play (City Championships) or in the last 2 weeks of the regular season unless previously subbed for the team.

Upon the 3rd time a person substitutes for one team, that person must be permanently added to that team. All appropriate membership and leagues fees must be paid at that time. Penalties will be assessed according to Rule 9.c.

3. DUES

- a. **Individual-** annual dues are twenty five (25) dollars per year. This fee is good for the 12 month period from the first of June to the end of May. The annual dues are prorated to fifteen (15) dollars per person who join January 1 through May 31. There is a league surcharge of ten (\$10.00) dollars per person, per league, per season.
- b. **Youth-** dues are two (2) dollars per year. This fee is good for the 12 month period from the 1st of June to the end of May.
- c. **Team-** sponsors/pub owners must submit their team's dues, which are forty (40) dollars per team per season.
- d. **Payment-** All members and sponsors listed on the team roster must have paid their annual dues and league surcharge prior to a date set by the BOD. For those that have not and for those that are new, the captain must fill out an add/drop sheet with the required information, signatures, and receive full dues before the players compete. Penalties will be assessed according to rule 9c.
- e. **Use of Dues-** Dues received from members and sponsors are to be applied to the American Dart Organization (ADO), newsletter costs, sanctioned recreational events, cards and flowers for misfortunate members, operational expenses and other expenses the BOD deems justifiable.
- f. **Lifetime Members-**are exempt from regular yearly membership dues, however the must pay the seasonal league fees as a normal team member.

4. LEAGUE PLAY

- a. **Seasons-** The ADA shall consist of the Fall, Spring, and Summer seasons, which are divided into a Tuesday night and a Thursday night league. A minimum of four (4) teams are required per division
- b. **Scheduling and Divisions**
 1. The League Coordinator schedules seasonal league competition.
 2. No team will be allowed to join the current ADA season after the date set by the BOD.
 3. All teams will be asked to provide at signup the division in which they wish to compete. This request will be honored except in the case where the mathematical average of the team indicates overwhelmingly that the team belongs in a higher division.
 4. The following format will be used as a guide to the League Coordinator in determining the team's mathematical average:
top man avg * 2 +
top woman avg * 2 +
rest of the team avg * 1
divided by the number of players.
where avg is (wins + takeouts + qps + qps)/games (for the last three seasons) *
X
where X is the league modifier.
 5. The league modifier will be 1.5 for Gold, 1.25 for Silver, and 1.0 for Bronze.

6. Players new to the Austin Dart Association will be assigned a default average for these purposes. The average will be 0.8 for men and 0.6 for women. This average may be modified at the discretion of the League Coordinator for players who are known to play above these averages prior to the season.
 7. Without regard to division lines all matches will be scheduled with the fewest number of byes for the most number of teams.
 8. In the case of not enough teams to fill a division the lower division teams will be offered the option of moving up a division.
 9. The League Coordinator will have final say over the division of teams and scheduling of matches with regard to the wishes of the captains, fairness and equity. Up to and including modifications of the rules in this subsection in order to promote the goals of the Association.
- c. Rescheduling-** All teams shall play their matches on their league night except when League Coordinator and both captains agree to reschedule. Rescheduled play should take place before the next week's regularly scheduled match, if possible. Change of venue (shooting at a different place than scheduled) requires League Coordinator notification and approval. The BOD of the ADA shall reserve the right to reschedule any matches if necessary to maintain an efficient, competitive schedule and ensure the safety of its members. Team captains may modify the location of the match if circumstances warrant, but must notify the League Coordinator of the change as soon as possible.
- d. Match Start Time-** Starting time for the first game of a match is 7:30 pm. However, a (30) thirty-minute grace period is allowed for the start of the match, provided that members of each team are present. Rosters must be made out before the first dart is thrown. **Two-thirds of each team must be at the location by the above times for the match to be joined. Opposite sex requirements must also be satisfied.** Play must continue without forfeiture for a absentee team member until play is interrupted by that absentee member. (example: In singles, teams must play around player X until such time as player X is needed to fill a roster spot in a triples or doubles match). **At this time forfeitures will be assessed, because a player's presence is required for the match to continue.**

5. EQUIPMENT

- a. Board-** All league competition including tournaments and play-offs, shall be conducted on a standard English "bristle" 20-point clock face dartboard of top quality.
- b. Measurements-** Dartboards shall be 5'8" from the floor to the center of the bulls-eye with the 20 wedge at the top center. This wedge must be dark colored. This edge shall be firmly anchored and well illuminated. The dartboard wire must not be broken and the double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8". The pub owner shall be responsible for supplying and maintaining the league play dartboard, which includes the rotating on a weekly basis. The foul line shall be 7'9 1/4" from the surface of the board, measured along the floor to the board edge of the line and will be at least 36", 18" on each side of the center. Where the question of true square plumb lines arises, the official oche measures from the center of the bull to the front of the toe line is 9'7 3/8".
- c. Scoreboard-** A scoreboard (15" x 23" minimum) must be provided and located in such a position as to be easily readable by the players and the chalkers. The dartboard and scoreboard must be deemed acceptable by both captains or a protest may be filed.

6. SCORING

- a. **Diddle**-There is no option for throwing for the bull during a team's turn. The visiting team must throw the first dart for the bull in the first game and thereafter bull shots alternate with each team being required to throw first during its turn. In the case of a tie, the bull shot will be re-thrown with the player who first shot throwing second. This will continue until someone wins the bull shot. The second shooter has the option of asking for either a single or double bull to be pulled. In any double or team event, the player shooting for the bull may allow his/her teammate to commence play in that game.
- b. **Chalking**- The captain of each team is responsible for providing a chalker for each match. Any person chalking that is not a member of one of the teams playing must be agreed upon by both captains and must be familiar with and follow explicitly ADA rules.
- c. **Game Scoring**- The chalker must call out the player's score for each turn prior to the player taking his/her darts from the board. For a dart to score, it must remain in the board until the score has been called and posted. The chalker can only tell a player what amount is remaining or what has been scored with the darts that have been thrown. It is the player's responsibility to throw the correct numbers. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand and the score prevails. Once the final double has been thrown and noted by the chalker, the game is over.
- d. **Foul Line**- The foul line will be strictly enforced and the player must have both feet behind the board edge of the foul line. Violations noted by any member should be pointed out to the team captain; the offending player may receive one warning. Any further violation will result in a forfeiture of the player's score for that turn.
- e. **Corrections to Score**- Any changes made to correct mistakes in scoring must be corrected before the darts are pulled from the board. If they are pulled before the score is settled, no points will be counted. Since total points scored per turn are recorded in a separate column, a mistake in subtraction can be corrected at any time, so long as the figures in question have not been erased. Should a player be in the process of shooting or taking out a double or actually takes out a double, no correction will be made.
- f. **Match Scoring**- In order that the players be credited for their performance, a correct scoresheet must be kept by the captains for each match. An "X" is placed in the winning team's or player's column, for which each member receives a check (v) placed in the number column next to the player who takes the double out, for which the player receives another point. Any Quality point (QP) of 95 or higher shall be recorded next to the player who throws it and the player will receive one point for each QP thrown.
- g. **Cricket Scoring**- Scoring for Cricket will be as delineated on the attached Cricket rules addendums.
- h. **Statistics**- Statistical analysis computed by the league coordinator includes:
 - 1) Individual Average- Total points earned divided by the total number of games thrown.
 - 2) QP Average- Total number of QP's earned divided by the total number of games thrown.

7. MATCH PROFILE

- a. **Match Play**
 - 1) All singles matches on Thursday night and for Tuesday Gold Division shall be best 2 out of 3 games.
 - 2) Single matches should be played on 2 boards when available, unless both captains agree to play on one board. If there is no agreement singles will be played on two boards

- 3) Practice boards or boards between matches for teams shall be waived if necessary.
 - 4) When possible teams shall use boards next to each other.
- b. Playing 2 of 3 Singles**
- 1) Singles shall be played in normal sequence as listed on the scoresheet.
 - 2) When played on two boards game 1 and 2 shall start play. When one board becomes available the next scheduled match shall start on that board.
 - 3) No other section of the match shall start until singles are finished.
 - 4) Diddle to start game shall remain the same as regular league play.
 - 5) Loser of the first leg shall diddle first in the second leg.
 - 6) Loser of the second leg shall diddle first in the third leg if necessary.
- c. Chalking**
- 1) Home team will chalk odd numbered games
 - 2) Visiting team will chalk even numbered games
 - 3) Any player called up to a match while they are chalking shall be relieved immediately by another member of their team.
- d. Scoring a Set-** A team will receive one win point for winning a 2 out of 3 singles set.
- e. Individual Points and Quality Points**
- 1) The player will receive one point for winning a 2 out of 3 singles set or one singles game.
 - 2) The player will receive one point for each out he/she takes regardless if they won the entire set.
 - 3) The player will receive one point for each QP that they hit.
 - 4) Quality points scored by a player per leg will be credited within the structure of each league.
 - 5) Players must average 2 games per night to qualify for individual awards in Thursday and Tuesday Gold division play, all others must average 1.5 games per week.
 - 6) Matches not played due to byes or forfeits are not counted.
 - 7) Regardless of the number of games played, all members of a team roster are eligible for team trophies. final determination of team trophy eligibility lies with the captain.
- f. Marking the Scoresheet**
- 1) The captain shall list the names of the players on both teams on the bottom of their scoresheet.
 - 2) All QP's shall be listed next to the players name on the bottom of the scoresheet.
 - 3) A "X" shall be marked in the box for the winner of the singles match.
 - 4) A check shall be marked in the box for getting the in dart in team '01 games and taking out a leg regardless if the player won the entire set.
 - 5) A check shall be marked for taking out the second leg in the vacant QP box.
 - 6) Triples and Doubles shall be scored the same with the QP's listed on the bottom of the scoresheet.
 - 7) The player that shoots the "in" dart in a team '01 game (double on start) will receive an extra check mark on the scoresheet for that game.
- g. Reporting the Match-** The player shall receive credit for each leg of singles as a game played. For example:
- 1) If a Tuesday player plays a 2 leg singles, triples, and doubles their individual stats shall be -/4.
 - 2) If a Tuesday player plays a 3 leg singles, triples, and doubles their individual stats shall be -/5.

- 3) If a Thursday player plays two 3 leg singles, triples, and doubles their individual stats shall be -/8

h. Thursday Night Match Format

- 1) Each match consists of 4 categories (Cricket Singles, 301 Singles, Doubles & a team 801 match):
- 2) Eight two out of three singles games consisting of 4 games of 501 and 4 games of Cricket worth 1 team point each set. Two out of three singles games will be played according to the Addendum II and captain's discretion
- 3) 2 Doubles games 1 of cricket and 1 of 501, worth 1 team point each.
- 4) One team game of 801
- 5) Thursday will be Single start and double out for all single 501 games and double start and double out for double 501 and team 801 games.
- 6) The 2 Doubles matches must be played after the singles and before the team game.
- 7) The opposite sex team member must compete in all categories of each match.
- 8) A minimum of 3 players are required to play a match.
- 9) If only 3 players are present, 1 person must be of the opposite sex.
- 10) For Cricket Rules, see attached rules.

i. Tuesday Night Match Format

- 1) Each match consists of 3 categories (Singles, Doubles, & Triples);
- 2) 6 singles games consisting of 3 games of 301 in Bronze and 501 in Silver and Gold and 3 games of Cricket worth 1 points each.
- 3) 2 Triples games of 601 worth 1 point each.
- 4) 3 Doubles games consisting of 1 game of Mixed Cricket; 1 game of 501; and 1 game of Open Cricket worth 1 point each.
- 5) Tuesday will be STRAIGHT START and DOUBLE OUT for all singles 01 games. All other 01 games will be DOUBLE ON START.
- 6) The 2 Triples matches must be played after the singles and before the doubles.
- 7) A player may only shoot once in each category of games per match.
- 8) Two female members must compete in all three categories of each match.
- 9) A minimum of 4 players are required to play a match.
- 10) If only 4 players are present, 1 person must be of the opposite sex.
- 11) For Cricket Rules, see attached rules.

j. Match Responsibilities-

- 1) The home team has the prerogative of choosing which board(s) the match is to be played on if there is more than one option.
- 2) The board must be cleared of players and a warm up allowed for the players in the match no later than 30 minutes prior to match time.
- 3) The captains are responsible for the smooth running of each match and any **disputes that arise during the match must be settled in a private conference of CAPTAINS ONLY. ADA forfeit rules and league night format are NOT at Captains discretion.** ADA rules will govern.
- 4) The captain of each team is responsible for complete reporting of match results and individual statistics **by the means available, on time**, and the completion and mailing of the scoresheet. Each captain is responsible for the accuracy of their statistics, the scoresheet with their signature attesting the same.

k. Procedures for Reporting Statistics- Phone reports should be made in accordance with the uniform format prescribed for all leagues. All questions regarding the report of statistics should be taken to the statistician. **A "call-in" consists of complete reporting of match results and individual statistics.**

- 1) The telephone report DOES NOT take the place of mailing in your scoresheet.
- 2) Phone calls reporting Tuesday night league match results must be made before 7:00 pm Wednesday night. Scoresheets for Tuesday night matches will be late if not postmarked by Thursday or hand delivered by Friday.
- 3) Phone calls reporting Thursday night league match results must be made before 7:00 pm Friday night. Scoresheets for Thursday night matches will be late if not postmarked by Saturday or hand delivered by Sunday.
- 4) In the event of a telephone recording equipment failure, reports must be phoned to statisticians between 5:00 pm and 12:00 am the day following the match. If you are still unable to contact the statistician, the reports may be made to the League Coordinator.
- 5) Lack of a scoresheet will not be considered as an excuse for any late reporting of match results.
- 6) A late phone call will be treated as a no call-in and penalties will be assessed as such. A late mail-in will be treated as a failure to mail score sheet and penalties will be assessed as such.
- 7) Penalties will be assessed as follows:
 - Report statistics by means available (e.i. telephone, email fax or hand delivery by the call in time:
 - First offence: Forfeiture of 2 games.
 - Second offence: Forfeiture of 4 games.
 - Each offence there after: Forfeiture of 4 games.
 - Forfeiture of 2 games for failure to mail in the score sheet per mail in rules.
 - Forfeiture of 2 games per score sheet not turned into the statistician at the appropriate CPB.
 - There will be a two week grace period on penalties at the beginning of each season.
- 8) Procedures for electronic reporting of statistics- You may report your statistics via email or internet services to the statistician.
 - a. Electronic reporting for the Tuesday night league match results must be made before 7:00 pm Wednesday night.
 - b. Electronic reporting for the Thursday night league match results must be made before 7:00 pm Friday night.
 - c. If you email your results, you will receive an email receipt from the statistician by noon the following day. If this is not received, you must call the statistician immediately.
 - d. Score sheets must be turned in to the statistician by the next regular CPB meeting. A two game penalty will be assessed for each score sheet not delivered.
- 9) hand delivery of a team's score sheet to the statistician before the call-in deadline satisfies both the call-in and mail-in requirement
- 10) All score sheets due after the last CPB meeting of any given season must be mailed in by the regular mail in deadlines for the appropriate league night.

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8. PROTESTS

- a. **Requirements-** The captain of any team and/or any member of the BOD may file a protest about any irregularity relating to an ADA sanctioned event. All details of such

protest must be filed in writing with the BOD and/or the League be indicated on the scoresheet and signed by both captains. The opposing team captain must be notified within 72 hours.

- b. Review Procedure-** Any protest deemed by the Protest Committee to be of a controversial nature will be handled by these guidelines:
- 1) Committee meets within a reasonable amount of time to hear the protest as presented by both sides.
 - 2) Time frame granted to verify and/or gather any additional needed information.
 - 3) Committee reconvenes to vote on the protest.

9. FORFEITS/PENALTIES

- a. Conditions/Scoring-** A match forfeit can be declared if no member of a team shows up for a match by starting time (the grace period does not apply). All match forfeits will be recorded as zero wins for the forfeiting team and a win count resulting in a rounded average of 0.7 for the attending team, except in cases where this would lower their win/loss average. In such cases the next higher average would be assessed: 0.8, 0.9, or 1.0. Rounded to the nearest whole number of wins for the respective league night
- b. Excessive Forfeits-** A team having two match forfeits during the season will be suspended for the balance of the season. During the final four weeks of the season any match forfeit will result in the suspension of the team and the team's remaining games will be considered as byes.
- c. Ineligible Players-** A game forfeit will be declared for the use of an illegible player or players to the extent that the win points involving such players shall be forfeited to the opposing team or teams. Team captains must be responsible for the integrity of their team roster for ascertaining the eligibility of each member. A team which uses ineligible players may appeal such a forfeit and be heard by the BOD, but the game forfeits shall stand unless misfeasance by a BOD member or opposing team captain created the forfeit situation. Any team which knowingly and willingly plays a person known to be ineligible to play on that team shall forfeit 2 extra win points. In the event, the team shall violate this provision more than once in any season, the team and all members including the ineligible person shall be suspended from ADA play-off participation for that season.
- d. Opposite Sex**
- 1) Tuesday- Two members of each sex must compete in all categories of each match. In the case of Tuesday night, if there is only 1 member of a sex competing during a match, 3 games will be forfeited; 1 singles, 1 triples, and 1 doubles. If there are only members of one sex present, the entire match will be forfeited as per rule 9a. If only one member of the opposite sex is competing, that person must play in each category.
 - 2) Thursday- In the case of Thursday night the opposite sex rule (one opposite sex member) must be satisfied for play to commence.
 - 3) Should a situation occur that the opposite sex rule is not satisfied in a category, only the categories affected will be forfeited. **NO CAPTAINS DISCRETION.**
- e. Playing Short-** When the opposite sex rule is satisfied, but the match is played with 1 person short, only forfeit of singles is required. However, it also necessitates that 1 triples and 1 doubles game be played 1 member short. The triples game played with two players will result in forfeiting one turn per round. When the rule is satisfied, but the match is played with two people short, two singles games are forfeited. The two

triples games can be played in two ways; each game can be played one member short or 1 game played with 3 members and the other game played with only 1 member. Likewise, doubles may be played 2,2,0 or 2,1,1. Either option is difficult and must be decided by the captain before the roster is submitted to the opposition. Should the missing player arrive when the game has already started, that player may not join the game.

- f. **Out of Turn Play-** When a player shoots out of turn in a team event, the following sequence shall be followed:
 - 1) The chalker will not score the points from the out of turn shot.
 - 2) The teammate who should have shot loses his/her turn, thus forfeiting potential points.
 - 3) The opposition's next player shoots and the normal rotation continues.
- g. **Fees-** Late pub or sponsor fees shall be addressed as per rule 9c. Moreover, abuse of the time element is reason for the ADA to refuse participation of an establishment in further season play.
- h. **Assessment of Penalties-** Penalties for offenses committed during the last three weeks of seasonal play may be assessed the following season if not addressed during the season committed.
- i. **Committee Participation-** Team participation on any ADA committee standing committee is mandatory. As such the penalty for not participating in committee meetings will be two team games subtracted from the teams total for missing the second committee meeting in a row. See By-Laws concerning team participation See By-laws (Article 5 Section 11) and concerning penalties for absences from CPB meetings (Article 2 Section 2D).

10. PLAY-OFFS- Playoffs between league nights may be held and organized at the discretion of and under the organization of the league; according to formats and rules established by the CPB.

11. PERSONAL CONDUCT

- a. **Good sportsmanship-** This shall be the prevailing attitude during all ADA sanctioned events. No player, official, sponsor, nor spectator should tolerate harassment, belligerence, defamation, or poor sportsmanship from any ADA member.
- b. **Heckling or other harassment is forbidden-** A team may make as much noise as it wants when it is throwing, but must remain quiet while any other team throws.
- c. **Personal Space-** All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dartboard line. Dartboards that adjoin the game board shall not be practiced on while the match is underway unless agreed upon by both captains.
- d. **Practicing-** All players shooting in a league game are prohibited from practicing during their game.
- e. **Harassment-** Repeated harassment or loud or foul language may result in forfeiting of up to 6 game points. Physical abuse will not be tolerated under any circumstances and can result in suspension and/or termination of the parties involved.
- f. **Other-** Rules of protest should be implemented if these guidelines are abused or if there is any problem not dealt with within these guidelines. Rules of protest may be implemented by any dues-paying member of the ADA.

- 12. ENVIRONMENT-** It is the pub owner's and home team's captains' responsibility to see that a normal pub environment is maintained during league play. Excessive noise, loud machines near the dart area or extremely loud and boisterous behavior should be avoided. Air drafts across the line of dart flight should be avoided. Repeated offenses may result in the pub being suspended from the ADA.
- 13. GAMBLING-** The ADA feels that an official ADA rule against gambling would be redundant with existing state and federal laws on the same subject. However, the ADA will not encourage betting, gambling or any other illegal act during ADA sanctioned events. Furthermore, the BOD reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the ADA.
- 14. DISCRIMINATION** The ADA shall practice no discrimination because of age, sex, sexual preference, race, religion, or national origin. All references to "he" in the rules and By-laws shall apply to "she" as well. References to captains shall include pub owners and BOD members unless otherwise stated.
- 15. BAR/PUB POLICY** The ADA will recognize and respect individual pubs' policies and rules. It is not the intent of the ADA to govern the team sponsors, but rather to solicit all information concerning restriction and to notify team captains of said restrictions. Concerning pub restrictions on the admission of minors that are bona fide members of dart teams, the policy shall be:
- Notification of the restriction is to be given at the time of team registration by the registering team captain.
 - League Coordinator is to post the restriction on each season's schedule.
 - The ADA is to publish an annual pub list with the restrictions.
 - Team captains are responsible for complying with pub rules, or rescheduling the game venue as per rule 4c.

ADDENDUM I.

A.D.O. ALL-STARS, MASTERS, AND PACIFIC CUP AREA SHOOTS

- 1. Notification of Local Shoots-** The ADO Representative is responsible for notifying the ADA membership of the time and place of the local shoots.
- 2. Qualifier Match Play**
1. Five ADA members must play to make a shoot.
 2. A fee will be collected prior to the shoot to be determined by the ADO Representative or their agent in the following manner: a minimum of 50% of the fees to be provided to the ADO for the qualifying participants by the ADA must be collected for the total shoot. A sliding scale will be used to achieve this goal, such that one out of every five participants or fraction thereof will be allowed to qualify. For example, if 3 players attend the qualifier they must together provide 50% of the total amount to be paid to the ADO for 1 player in order to qualify for matching funds from the ADA. Should 8 players attend, they must together provide 50% of the total amount to qualify 2 players should they choose to qualify more than one.
 3. Separate men's and ladies' shoots must be held (no co-ed).
 4. The shoot will be a round robin style with every player playing each other once.
 5. Play shall consist of at least 3 games in the format of the regional shoot
 6. The player with the most wins at the end of the shoot shall be the winner of the shoot.

7. If 2 or more players tie, the tied players will have another shoot to break the tie. All tied players shall shoot on the same board at the same time. The player winning three (3) games first shall be the winner.
- 3. Regional Play-offs-** The winners of the local shoots shall go to the regional play-offs with entry paid by the ADA.
 - a. If the winner declines to go the next person in line from that shoot shall go.
 - b. If the next spot is tied then the tied players shall shoot for the spot. (Time and place to be determined by the players involved and in agreement with the ADO Representative.)
- 4. Individual Recognition-** Special ADO Recognition is awarded to individuals who shoot a Round of Nine (three triples in different required numbers during one turn in a cricket game); A Dead-Eye (6 bull's-eyes in one turn) and Ton 180s.

ADDENDUM II

ADO AMERICAN CRICKET RULES

All darts events played under the exclusive supervision of and/or sanctioned by the ADO, shall be played in accordance with established ADO Tournament Rules. In addition, the following rules shall apply for ADO Sanctioned Cricket events, effective January 1, 1984.

1. The objective shall be to 'own'/'close' certain numbers on the board, and to achieve the highest point score. The player/team to do so first, shall be the winner.
2. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and both the inner and outer bull (cork).
3. Each player/team shall take turns in throwing. (Three darts in succession shall constitute a 'turn'/'Inning'.)
4. To close an inning, the player/team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.
5. Once a player/team scores three of a number, it is 'owned' by that player/team. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be accomplished on that number by either player/team.
6. To close the bull's-eye, the outer bull counts as a single, and the inner bull counts as a double.
7. Once a player/team closes an inning, he/they may score points on that number until the opponent also closes that inning. All numerical scores shall be added to the previous balance.
8. Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.
9. For the purpose of 'owning' a number, the double and triple ring shall count as 2 or 3, respectively. Three marks will close an inning.
10. After a number is 'owned' by a team, the double and triple ring shall count as 2 or 3 times the numerical values, respectively.
11. Winning the game:
 - a. The player/team that closes all innings first and has the most points, shall be declared the winner.
 - b. If both sides are tied on points, or have no points, the first player/team to close all innings shall be the winner.
 - c. If a player/team closes all innings first, and is behind in points, he/they must continue to score on any innings not closed until either the point deficit is made up, or the opponent has closed all innings.

12. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, no alterations in score shall be allowed, after the fact.

ADA CRICKET RULES (1991)

1. The person throwing the last dart receives the take-out (v) no matter what the dart scores.
2. Tuesday night- League games 1, 2, 3, 9 & 11 will be Cricket. Game 3 is Ladies only game 9 is mixed. One lady player is mandatory, but does not preclude two ladies from playing together. However, 2 gentlemen may not play.
3. Quality points are scored for any turn (three darts) that advances your side by 5 marks to close numbers or for score.
4. A team or player may accumulate QP's up to but not to exceed the 200 point accumulation of your opponent(s) as stated in rule #6.
5. The opposite sex rule applies in all play except where stated above.
6. Maximum point accumulation will be limited to 200 points above the point accumulation of your opponent.
7. Tuesday night- If only one (1) member of the opposite sex is present during a match, the captain has the choice of forfeiting matches requiring opposite sex participation but must have one (1) member of the opposite sex shooting in each category (singles, doubles, triples).

AMERICAN DARTS ORGANIZATION TOURNAMENT RULES

GLOSSARY OF TERMS:

The following terms/meanings shall apply when used in the body of these Tournament Rules.

ADO: American Darts Organization

Match: The total number of Legs being competed for between two players/teams

Leg/Game: That element of a Match recognized as a fixed odd number, i.e., 301/501/1001

Scorer: Scorekeeper, Marker or Chalker

Cork: Bull's-eye or Bull

Masculine: Masculine gender nouns or pronouns shall include female

Singular: Singular term shall, where necessary, include the plural

PLAYING RULES

All darts events played under the exclusive supervision of and/or sanctioned by the ADO, shall be played in accordance with the following rules.

GENERAL

1. All players/teams shall play by these Tournament Rules and, where necessary, any supplemental Rules stipulated by local Tournament organizers.
2. Any player/team who, during the course of any event, fails to comply with any of these Tournament Rules, shall be subject to disqualification from that event.
3. The interpretation of these Tournament Rules, in relation to a specific darts event, shall rest with the local Tournament Organizers, whose decisions shall be final and binding. Protests after the fact shall not be considered.
4. Good sportsmanship shall be the prevailing attitude throughout the tournament.
5. Gambling is neither permitted nor sanctioned by the ADO.
6. The ADO will, in the course of tournament Sanctioning, ensure, to the best of its ability, that the host/sponsor organization for a darts event has the funding and/or sponsorship

necessary to support the advertised cash prize structure for same. The manner and matter of tournament prize payments shall be the responsibility of the respective host/sponsor organization and not that of the ADO.

7. The ADO assumes no responsibility for accident or injury on the premises.
8. The ADO reserves the right to add to or amend, any, or all, of the ADO Tournament Rules, at any time for any purpose deemed necessary at that time.

PROCEDURAL

9. Decisions regarding the prize structure and event schedule, the method of player registration, and the choice of the match pairing system, shall be left at the discretion of the local Tournament Organizers.
10. Nine darts warm-up is the maximum allowance per player.
11. Tournament boards are reserved for assigned match pairings only. Boards are not to be used for practice, unless so designated by the Tournament Organizers.
12. Match pairings will be called 3 times only (minimum of 5 minutes between calls). Should a player/team fail to report to the assigned board within the 15 minute allotted time, a Forfeit will be called. NOTE: Should a player/team be called to matches in two concurrent events (e.g., a female playing in both a Ladies' Only and an Open event), that player/team must choose in which event he/they wish to continue play. A Forfeit will be called, unless that player/team can reach their assigned board within the regulation (15 minute) time period described above.
13. Should a player's playing equipment become damaged, or be lost during the course of a throw, that player shall be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.
14. A maximum time limit of 5 minutes, under exceptional circumstances subject to the permission of a Tournament Official, shall be allowed in the instance of a player requiring to leave the playing area, during the course of match play.
15. Players and Scorers ONLY are allowed inside the playing area.
16. Opposing players must stand at least 2 feet behind the player at the Hockey.

THROW

17. All darts must be thrown by, and from, the hand.
18. A Throw shall consist of three darts, unless a Leg/Match is completed in a lesser amount.
19. Should a player touch any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed.
20. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown.

STARTING AND FINISHING (ALL EVENTS)

21. All Matches will be begun by THROWING THE CORK. The player throwing the Cork 1st will be decided by a coin flip, with the winner having the option of throwing 1st or 2nd. The player throwing closest to the Cork shall throw first in the 1st Leg. The Loser of the 1st Leg has the option of throwing the Cork first in the 2nd Leg. If a 3rd Leg is necessary, the Cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the Cork.
22. The second thrower may acknowledge the first dart as an inner or outer Bull (Cork) and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2nd thrower, a re-throw will occur; with the 2nd thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made when throwing the Cork, until such time as the player's dart remains in the board. Should the 2nd thrower dislodge the dart of the 1st, a re-throw will be made with the 2nd thrower now throwing first. Re-throws shall be called if the scorer cannot decide which dart is closest to the Cork, or if both darts are anywhere in

the inner bull, or both darts are anywhere in the outer bull. Decision of the scorer is final. Should a re-throw be necessary, the darts will be removed and the person who threw 2nd will now throw 1st.

23. In all events, each Leg shall be played with a Straight Start (no double required), and a double will be required to finish, unless otherwise stated by the local Tournament Organizers.
24. For the purpose of starting and finishing a Leg/Match, the INNER BULL is considered a double 25.
25. The 'BUST RULE' shall apply, (if the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts back to the score required prior to the beginning of his throw.)
26. Fast finishes such as 3 in a bed, 222, 111, shanghai, etc., do not apply.
27. A Leg/Match is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero. Any and all darts thrown subsequently, shall not count for score.

DOUBLES / TEAM EVENTS

28. It is permissible for the Doubles/Team player finishing a Leg, to throw the Cork and start the subsequent Leg. It is also permissible for one member of a Doubles or Team to throw the Cork 1st, and have his partner or teammate shoot first.
29. It is permissible for a Doubles or Team to participate with fewer than the required number of players, provided that team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may NOT join a Leg in progress, but is allowed to participate in a subsequent Leg(s) of that Match.
30. No player may participate on more than one Doubles or Team, in any respective darts event. There shall be NO recycling of players (either male or female) under any circumstances.
31. No substitutes shall be allowed after the first round of Doubles/Team play.

SCORING

32. For a dart to score, it must remain in the board 5 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score.
33. No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed, per provisions set forth in Rule 19.
34. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot. Determination as to whether the dart is directly between the wires shall be made in accordance with Rule 33.
35. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.
36. In Doubles/Team events, no player may throw (during a Leg) until each of his teammates has completed his throw. The FIRST player throwing out of turn shall receive a score of ZERO points for that round and his Team shall FORFEIT such turn.
37. The Scorer shall mark the board so that scores made are listed in the outer columns of the scoreboard, and the totals remaining are listed in the two middle columns.

38. The scoreboard/sheet must be clearly visible in front of the player at the Hockey.
39. The Scorer may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match.

EQUIPMENT

DARTS

40. Darts used in tournament play shall not exceed an overall maximum length of 30.5cm (12in.), nor weigh more than 50gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

DARTBOARD

41. The dartboard shall be a standard 18" bristle board, of the type approved by the ADO (Sportcraft/Nodor), and shall be of the standard 1 - 20 clock pattern.

INTERNATIONAL DARTBOARD

- Double Score (Twice the number)
- Single Score (Face Value)
- Triple Score (Triple the number)
- Inner Bull
- Double 25 or (50 points)
- Outer Bull (25 points)
- Out of Play Area (No score)

STANDARD DIMENSIONS

- Double and Triple rings inside width measurement. = 8mm. (5/16 ins)
 - Inner Bull Inside diameter = 12.7mm.(0.5ins)
 - Outer Bull Inside diameter = 31mm.(1.25ins)
 - Outside edge of Double wire to Center Bull = 170mm.(6.75ins)
 - Outside edge of Triple wire to Center Bull = 117mm.(4.25ins)
 - Outside edge of Double wire to Outside edge of Double wire = 342mm.(13.5ins)
 - Overall dartboard diameter = 457mm.(18.0ins)
 - Spider wire gauge (Maximum Standard Wire Gauge) = 16SWG
42. The scoring wedge indicated by 20 shall be the darker of the two wedge colors and must be the top center wedge.
 43. No alterations/accessories may be added to the board setups.
 44. The inner narrow band shall score 'Triple' the segment number and the outer narrow band shall score 'Double' the segment number.
 45. The outer center ring shall score '25' and inner center ring shall score '50' and shall be called the 'Bull'.
 46. The minimum throwing distance shall be 7' 9 1/4". The board height shall be 5' 8" (floor to center bull; 9' 7 1/2" measured diagonally from the center bull to the back of the raised hockey at floor level).

LIGHTING

47. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of dart.

HOCKEY

48. Whenever possible, a raised hockey, at least 1 1/2" high and 2' long, shall be placed in position at the minimum throwing distance, and shall measure from the back of the raised hockey 7' 9 1/4" along the floor to a plumb line at the face of the dartboard.
49. In the event the hockey is a tape or similar 'flush' marking, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dartboard.

50. Should a player have any portion of his feet or shoes over the hockey line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the official shall be considered sufficient before invoking this rule.
51. A player wishing to throw a dart, or darts, from a point either side of the hockey line, must keep his feet behind an imaginary straight line extending from either side of the hockey line.
- Center Bull Height = 1.73 meters (5ft - 8ins)
 - Minimum Throwing Distance = 2.37 meters (7ft - 9 1/4ins)
 - Diagonal - Center Bull to back of Hockey = 2.93 meters (9ft - 7 1/2ins)
 - Height of raised Hockey = 38mm (1 1/2ins)
 - Length of raised Hockey = 610mm (2ft - 0ins)
 - Conversion factor = 1cm. (0.3937ins)

SCOREBOARD

52. A scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45 degree angle from the dartboard.

Approved August 21, 1981

Revision History:

Revised 8/94

Revised 1/98

Revised 5/99

Revised 1/00- Addendum IV (incorporated 5/00), Substitutions, payment schedule for ADO qualifying shoots.

Revised 5/00- Substitutions in final league weeks, grammatical issues, Tuesday match profile, definition of mixed play, payment for lifetime membership

Revised 6/01- Addendum IV, Penalty for no-shows at committee meetings

Revised 8/01- Change of Thursday night format, and Association Dues, Addendum IV incorporated

Revised 9/01- correct typos from Thursday changes

Revised 4/02- correct typos

Revised 5/02- Updated ADO rules, changes for "in" point,