



LEAGUE RULES AND INFORMATION GUIDE

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1.0 ACTION DART LEAGUE

Action Dart League was founded and created **by** dart players **for** dart players. In this soft tip dart league program, the players are the #1 priority. Benefits include larger league payouts, localized league finals and online player information (statistics and results). Most Action Dart League Operators are sanctioned Operators of the National Dart Association. If your ADL Operator is sanctioned by the NDA, you may join the NDA and attend regional NDA Sanctioned events and Team Dart in Las Vegas. So, step up to the line for some great fun and action - we look forward to seeing you at the boards!

1.1 PLAYER GUIDE

This guide is for the players and operators of Action Dart League to use and refer to as needed. These rules and guidelines are solely for the use of Action Dart League events and are subject to change at the discretion of Action Dart League. Action Dart League reserves the right to refuse services or play to anyone not following the guidelines set forth.

It is Action Dart League's belief that rules are in place to keep the spirit of the game on an even playing field. The rules will not be utilized to simply win a game. All teams are entered with the spirit of fair competition and good sportsmanship. Players not displaying these qualities may be removed from the league at Action Dart League's discretion.

1.2 PLAYER PARTICIPATION

A player may participate in Action Dart League events and league play by obtaining a player identification number through Action Dart League. A player must also play from a home location containing approved soft tip dart boards which meet the requirements to individually track player ratings. For further information on local operators and/or board requirements contact an Action Dart League representative.

1.3 LEAGUE FEES

League fees are due with player entry forms no later than the posted deadline date. Any changes shall be completed no later than one week prior to the start of the league season. If payments are outstanding, players may not participate in league finals or the next league season until payments are made in full.

1.4 FEE AND INCENTIVE GUIDELINES

Sponsoring locations cannot pay league fees and/or match quarters for players. In addition, standings or finish bonuses are prohibited. Team shirts provided by the sponsoring location, however, are allowed and encouraged.

2.0 RATINGS

Players are assigned ratings based on ability and recorded stats through either a dart assessment program on a dart board (in conjunction with a dart operator), a previous permanent league rating or through statistics collected through an Action Dart League season.

It is imperative for players to monitor their rating to maintain parity in the league. Ratings can be adjusted as necessary through a season. Players that deliberately alter their rating by

throwing below their skill level to achieve a lower rating may be expelled from the league. It is also each Operator's responsibility to police their players and their ratings throughout each season. If a player is thought to be deliberately keeping their rating down, or a new player is excelling quickly above their rating, it is the Operator's responsibility to adjust that player to their fair rating.

2.1 TEMPORARY RATINGS

Players entering a league season for the first time or having not completed the required number of games during the prior league season are considered to be a temporary rated player. The rating given to a new player shall be determined by the operator after the player has successfully completed the rating assessment test which can be found on a Medalist dart game. Players may check the conversion chart at the end of this document to determine their ADL rating vs. the stats provided on the rating game.

2.2 PERMANENT RATINGS

Players are considered permanently rated after 48 games are recorded. After the 12th week of league has been completed, players will compete in their assigned playoffs with their current web rating derived from the season's statistics. Players must be permanently rated with a minimum 48 games from the current season in order to participate in the playoffs and side events at the League Championships.

Ratings may be adjusted following statistics from playoffs prior to league finals. Playoff statistics will be used and must be recorded and verified by both captains. Playoff stats will not be used to roll a player's rating down. The purpose for keeping playoff stats is to evaluate players that may have played 3 or more rating points above their rating in the playoffs. If this occurs, said player may have their Championship rating adjusted from their end of season rating. This will be determined by ADL staff and the player's League Operator.

2.3 SUBSTITUTIONS

If player (A) needs a substitute, it is common courtesy for player (A) to handle the fees for the substitution. If a player is required to substitute for a match, ***the player must not be rated higher than the player requiring a substitute. A lower rated player may substitute but must play at a rating to meet the minimum rating requirement for the flight or team. The substitute player must be a current rated player with Action Dart League and must play at current web rating after week four. After week 10 a substitute must have a minimum of 48 games in the current season and play at current web rating.***

2.4 BUSTING LEAGUE RATINGS

A player is considered a busted rated player in their division when at the end of the league season a temporary rated player has finished with a rating three or more points higher than their start of season rating. A player does have the right to re-rate themselves higher in their flight prior to the half way mark of the current season. Once re-rated this becomes their new permanent rating for league and tournament events. If a player busts their rating, they will be re-rated accordingly. It is imperative for players to monitor their rating to promote parity in the league. When a team has a temporary rated player that is busted on their roster at the end of the season, that team will then be dropped to last place in their division standings and play in the playoffs from that position. The busted player may play in the playoffs on the team, but will play at their new rating.

2.5 RATING RESPONSIBILITY

It is the responsibility of ADL operators and players to support the rating system set forth and to protect the parity in the league.

3.0 MATCH INFORMATION

3.1 DUTIES OF CAPTAIN

The team captain is responsible for the conduct of the team, attesting to the accuracy of the match score sheet, reporting the scores and player statistics, turning in the score sheet, properly adding and dropping players to the roster, and contacting team members with match, league event, and playoff information. ***At the end of each match, it is the home captain's responsibility to record the match results and player statistics.*** The visiting captain should go to the website to ensure the information was recorded correctly.

When writing down player stats, be sure to write down PPD (Points Per Dart) not PPR (Points Per Round) on the 01 stats.

3.2 ROSTER MANAGEMENT

Roster changes must be submitted via email or phone and will be confirmed shortly thereafter. No roster changes are allowed after week 10 so captains should confirm that their rosters are accurate prior to that point in the season.

Teams are created to fit within a specific team cap at the start of a season, depending on the flight. Roster changes may be made within that cap through week 6. Each roster will be frozen at the current web rating of the team for the remainder of the season after week 6. Any rating changes after week 6 must conform to the frozen team cap.

3.3 LEAGUE SCORE SHEETS/ REPORTING RESULTS

League score sheets are to be filled out by the home team captain during league matches. All information must be clearly legible and home captains must keep their copy for the entire duration of the league in order to reconcile any disputes. Action Dart League does offer online recording but if any disputes are made, signed league sheets must be presented to handle the dispute in question. There are no exceptions; Action Dart League is not responsible for lost, misplaced score sheets or incorrect information entered at www.actiondartleague.com . Once a score sheet is signed by both Captains, the information will be considered permanent.

The home captain must fill out both sides of score sheet completely. Upon completion of the match, statistics and the match score are copied to the score sheet from the dart board and verified by both captains.

Action Dart League gives you four options to report your scores:

Option 1 - Report Scores online (***Preferred***)

Visit our website and report your scores online for instant updates! After completing your score sheet at the end of the match, leave the left-half of the sheet in the slot in the board and take the right-half of the score sheet home and submit your score and player statistics on our website.

If you have questions about reporting scores and statistics online, go to the Captain's Packet page on our website and pull up the pdf document which outlines what you need to do.

Most importantly, verify the match score and statistics BEFORE you click on the SEND button. For example, make sure that a '01 stat is not entered as 111.1 if it should be 11.1. This will adversely affect your '01 rating.

Option 2 - Email Scores and Statistics to scores@actiondartleague.com.

You can use the ADL Scores email address to submit match scores and player statistics.

Option 3 - Text Scores

You can use the Action Dart League phone number to text match scores. Players' statistics will be recorded from the score sheets after they are sent to ADL offices by operator.

Option 4 - Phone in Scores (Least Preferred)

Call the Action Dart League phone number to report match results via voicemail. Records are not updated until the next business day.

Any match score not reported within 24 hours will result in an ADL inquiry.

3.4 SUPPLEMENTAL ROSTERS

After week 4, substitute players must play at current web rating. Players may not substitute within the same division they play in.

3.5 MATCH SCHEDULING (PRE-PLAY, POSTPONEMENTS, FORFEITS)

Match start times are scheduled prior to the start of the league season. Starting on time is strongly recommended in order to avoid team conflict. If a team does not arrive at the start of match play and no call was made to reschedule, a forfeit may be called. There will be a 15 minute grace period before a forfeit should be called. If a forfeit is called on a team, the team receiving the forfeit will receive zero wins. The team that wins by forfeit will receive the amount of wins based on their total win percentage (rounding up) or 51% of total match games played for that division, depending on which is higher.

EXAMPLE 1 BASED ON 15 GAME MATCH:

TEAM (A) HAS 60% WIN TOTAL. Team A calls forfeit on Team B. Team B receives 0 wins; Team A receives 9 wins (60%).

EXAMPLE 2 BASED ON 15 GAME MATCH:

TEAM (A) HAS 43% WIN TOTAL. Team A calls forfeit on Team B. Team B receives 0 wins; Team receives 8 wins (51%).

If in the event a match will need to be pre-played or postponed, the captains must include on league sheet PRE-PLAY or POSTPONED PLAY with the original match date noted. All postponed matches must be made up within two weeks of scheduled match.

>>> No postponements will be allowed after week 10. <<<

3.6 DUMMY SCORES & REPLACING NO SHOWS

If at the start of the match a player is not present a dummy score may be used. A dummy score may be used at any time during the match.

The dummy scores in the '01 game are based on a 70% average of the original rating of the person who is absent.

<u>Rating</u>	<u>Score</u>	<u>Rating</u>	<u>Score</u>
1	28 points	10	59 points
2	31 points	11	63 points
3	35 points	12	66 points
4	38 points	13	70 points
5	42 points	14	73 points
6	45 points	15	77 points
7	49 points	16	80 points
8	52 points	17	84 points
9	56 points		

The dummy scores for the **Cricket game** are based upon the rating of the person who is absent.

	<u>Doubles</u>	<u>Trios</u>
1-2 Rating Points	4 marks per game	3 marks per game
3-5 Rating Points	5 marks per game	4 marks per game
6-8 Rating Points	6 marks per game	5 marks per game
9-12 Rating Points	8 marks per game	6 marks per game
13-17 Rating Points	10 marks per game	7 marks per game

The dart board program should be used to establish the use of a dummy score for a match or game. For details, contact your league operator or an ADL representative.

3.7 FLIGHT CORKING/STARTING YOUR MATCH

B, C & Novice flights will have the option to cork, flip a coin or use automated coin flip on board to determine which team will start the match. Visiting team captain will determine how to start the match and if corking, who will throw first.

Elite and A flights will cork to determine which team will start the match (regardless of rating). Visiting team captain will decide whether or not to throw first.

Corking: All darts must stick in order to be counted. The second player to cork may remove the first player's dart only if it rests in the dead center bull. If a dart is knocked out of the board, a re-throw will be made in reverse order.

3.8 PLAYER RECORDS AND RECORDING STATISTICS

All player statistics should be recorded by the home team captain at the end of each league, playoff or league final match. This will ensure that the rating system provides an accurate assessment of the player's skill level. The other team captain should always verify that match information and stats are correct.

4.0 RESULTS AND STANDINGS

Go to the Action Dart League website – www.actiondartleague.com – for up-to-date results and schedules. Captains are asked to check regularly to review for accuracy and completeness.

5.0 PLAYOFFS AND LEAGUE MATCH FORMATS

Playoffs are scheduled on the same day as the regular season. Final standings determine playoff matches. Any ties go to head-to-head match scores during the season. Playoff format will follow the dart board program. If there are questions, contact your operator or ADL representative.

The winning captain must enter the match results and statistics online or in whichever format they have done for regular league play immediately following the playoff match. Playoff format follows the menu of the dart game under the playoff heading.

6.0 GENERAL INFORMATION AND RULES

6.1 BOARD SETUP AND INFORMATION

All team captains should be familiar with board set-ups prior to league matches. For instruction or assistance, check with your league operator.

6.2 ACCOMMODATIONS

A player is allowed to use a device that would provide accommodation for league play. If the device is not listed below, contact an ADL representative.

Wheelchair: The main axle must be behind the throw line.

Walker: The player's feet must be behind the throw line; the support unit may cross the throw line.

Casts, etc: Must be behind the throw line during the entire completion of the throw.

6.3 PLAYER ETIQUETTE

1. Attempts to distract an opponent while they are shooting will not be tolerated. Heckling, chanting or other harassment is strictly forbidden.
2. No verbal conversation towards the player at the line.
3. No vulgar language towards a player or team member.
4. Respect the time limits to throw - no more than 15 seconds between darts and no more than 30 seconds between player switches.
5. Coaching must remain between rostered teammates.
6. Players are responsible for the boards. If a board is damaged due to hitting, kicking, or negligence, the player is obligated to pay for the damages. NO EXCEPTIONS.
7. Use common sense, enjoy the game and have fun!
8. Good sportsmanship should be the prevailing factor during all league competition.

6.4 GENERAL RULES

Lunging - Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line – and players can step on, but not across, the line. Lunging is not allowed. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line – anything other than that would be defined as lunging.

Dart Scoring – The dart should be scored where it sticks. If it has mis-scored, you can use Correct-A-Dart to correct the score. A dart that sticks in the board, but does not score, can be manually scored. A dart that scores but does not stick in the board, counts. If the machine is operating incorrectly, the two team captains will decide whether to play, call for service or make up the match.

Use of player pictures – ADL may post photographs of league, playoff, finals and other tournaments on the ADL website, NDA publications or on Facebook. By competing in ADL, players authorize use of photographs. If a player would like to “opt-out” and request that no photographs be posted with their likeness, contact an ADL representative.

6.5 DART BOARD ISSUES

If a machine resets due to power failure or other reasons beyond player control, the game will be replayed from the start. If a board malfunctions, move to an alternate board at that match’s location. If there is no other board available, contact your operator for alternatives.

6.6 AGE REQUIREMENTS

Due to age limits in the majority of league locations, ADL players must be 21 years of age. In addition, spectators at league final events must also be 21 years of age or older (unless deemed otherwise by the facility).

6.7 DRESS CODE

Dress must be appropriate and in good taste. The following are not deemed appropriate:

- Half shirts
- Bare feet
- Halter tops
- Tank tops

ADL has the right to determine appropriate attire at major events.

6.8 RATING CONVERSION CHART

501 PPD	Rating	CRICKET
00.00---14.99	1	0.0---1.49
15.00---16.66	2	1.5---1.69
16.67---18.33	3	1.7---1.89
18.34---19.99	4	1.9---2.09
20.00---21.66	5	2.1---2.29
21.67---23.33	6	2.3---2.49
23.34---24.99	7	2.5---2.69
25.00---26.66	8	2.7---2.89
26.67---28.33	9	2.9---3.09
28.34---29.99	10	3.1---3.29
30.00---31.66	11	3.3---3.49
31.67---33.33	12	3.5---3.69
33.34---34.99	13	3.7---3.89
35.00---36.66	14	3.9---4.09
36.67---38.33	15	4.1---4.29
38.34---39.99	16	4.3---4.49
40.00---40.00+	17	4.5---4.5+