League Information & Guidelines

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1   ABOUT 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 payouts, localized league finals and online player information (statistics and results). 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. 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. Occasionally, during a season, a situation may arise that our current rules do not directly address. Action Dart League reserves the right to amend the rules during the season to properly address the fairness of competition and continued efficiency of the League.

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. Action Dart League is based in Sacramento, California and has affiliated Operators co-operating leagues all over the West Coast. In this day and age of internet play, any region is welcome to participate. A new region would need to have a local route Operator submit an application to become an ADL Operator in order for play to take place in new areas.

1.3   LEAGUE FEES

League Fees are due to the Operator prior to the start of the League. The League fees are as follows: $60 per team or $30 per player in the Open, Elite and A Divisions. $50 per team or $25 per player in the BB, B and Ladies Divisions. $40 per team or $20 per player in the CC and C Divisions. Captains are responsible to collect fees and remit them to their ADL League Operator no later than the 1rd week of league. Player fees paid after the 1st week of league will incur a $5 late fee per player.

Any player with unpaid fees will not be allowed to participate in League finals or future seasons until fees are paid in full.

1.4   FEE & INCENTIVE GUIDELINES

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

2   ABOUT 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, by the Operator, Player or Action Dart League. Players that deliberately alter their rating by throwing below their skill level to achieve a lower rating may be expelled from the league.

Example: In a game of cricket, a single bull is needed to finish the game and the player will purposely throw for singles on another number instead of taking the game out.

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 to preserve the integrity of the game.

2.1   TEMPORARY RATINGS

Players entering a league season for the first time are considered a temporary rated player. The rating given to a new player shall be determined by the operator after the player has successfully completed a rating assessment test on their dart board, or provided an acceptable rating from a previous approved league (providing MPR and PPD calculated at 100% darts thrown). Operators are 100% responsible for the fair and proper rating of a new and existing players.

2.2   PERMANENT RATINGS

Players are considered permanently rated after 48 games are recorded. After the last 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 to participate in the playoffs.

2.3   SUBSTITUTIONS

When a player requires a substitute, it is common courtesy for the team to pay the game cost (nightly $10 coin drop fee) for the substitute. It is the responsibility of each Captain to ensure that a sub player on the opposing team fits the sub requirements prior to playing the match. Scores will not be changed after a match has been completed, with the exception of ADL Official determining a gross abuse of the sub with purposeful intent to cheat.

A substitutes rating may be equal to or lower than the current rating (weeks 1-4 entry – after week 4, rolling or entry (whichever is higher) for the player they are subbing for, but not higher than the team flight cap. After Week 4, all players would use either their entry rating or rolling rating (whichever is higher) to determine eligibility for sub.

Example A: Flight Cap is 15. Player (A) has an entry rating of 9 and Player (B) has an entry rating of 5. Player (A) is rolling an 11 and needs a substitute. Player (B) is rolling a 6. An acceptable rating for a substitute for Player (A) is a 9 or lower.

Example B: Flight Cap is 15. Player (A) has an entry rating of 8 and Player (B) has an entry rating of 5. Player (B) is rolling a 6. An acceptable rating for a substitute for Player (B) is a 6 or lower.

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

Example: Player (A) may not sub on a direct opposing team in their division.

Subs may ONLY be used to temporarily replace a player. If the rostered player requesting a sub is available and present at match time, the rostered player must play and the sub player may not.

After week 10 a substitute must have a minimum of 48 games in the current season and play at current web rating. All these rules apply to substitutes at League Finals as well.

2.4   RATINGS AND 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. The term "Sandbagger" is far overused. Players abilities are set from an average of their league play throughout a season. At any given time, players can achieve

better and or worse statistics than their rating indicates. The true definition of a "Sandbagger" is a player that purposefully throws off in order to maintain a lower rating. Players producing over their rating with their rating climbing as a result, are not sandbaggers. They are improving dart players and we encourage everyone to improve!! The busted player / team rules below are an effort to not penalize players that improve beyond a normal level (busting their team or rating), but to properly place them in the flight they fit into in order to protect the integrity and parity of the different flight levels. Our former rule of "throwing out" the busted player only encouraged players to "sandbag" their rating to avoid being penalized. However, in the case of a brand new player (Temporary) the importance of CORRECT RATING is also important to the league. With no prior statistical information, we must treat the temporary player a little differently. It is incredibly important for an Operator and Team Captain to properly rate new players. It is not unusual for a players rating to increase from their casual rating or rating test once they join a league. Competitive play normally brings about increased abilities. For this reason, it is a good rule of thumb to add one rating point to a players casual or rating test result when assigning them a new player rating.

2.5   BUSTING LEAGUE RATINGS

INDIVIDUAL BUSTED PLAYER

A busted rated player is one that finishes the league with a rating more than 3 points higher than their entry rating at the beginning of the season. Players do have the right to re rate themselves higher in their flight prior to week 8 of the current season if there is room under the team cap to do so.

Example: A team playing in a 15-point cap is made up of two 7 rated players. One 7 rated player is rolling to a 9, that player can move their entry rating to an 8 prior to week 8 of the current season.

Options for a team to address a busted player are as follows:

- Prior to week 12, the busted individual player is dropped from the team and replaced with a permanently rated player to fit the team cap. No placement adjustments would be made in this situation. This applies to both Temporary and permanent players.
- At the end of the regular season, if the busted player is a Temporary player (in their first full ADL Season) the busted player must be dropped and replaced with a permanent player, who when combined with the remaining player (entry or rolling rating, whichever is higher), are at or below the Flight Cap. The team would be moved to last place, moving the rest of the teams up in placement, and the newly formed, post bust team would compete in the local playoffs.
- At the end of the regular season, if the busted player is a Permanent player, the team will be removed from the flight it competed in and be eligible to play in the Round Robin qualifier at League Finals in the flight in which it now fits in. To determine the correct flight for this team, the busted players rating and the other players rating (entry or rolling, whichever is higher) would be combined to determine the correct flight for League Finals.

A team with a potentially busted player may not drop the player to avoid busting beyond week 11 (in a 15-week league). If the potentially "busted" player intentionally throws "off" to lower their rating to avoid busting the team, the team will still bust, and the busted player may be removed for the league entirely. It is imperative for players to monitor their rating to promote parity in the league.

BUSTED TEAMS

A team is considered "busted" when the teams combined final rating of the highest players on the team is more than 4 points higher than the listed flight cap.

If a team is "busted", it is the team captain's decision of how to go about restructuring the team to fit the point cap going into playoff from the last place position. However, the Operator will have final approval of the restructured team prior to playoffs. Another option is the team may play in the Round Robin at Finals in the division that they now fit in. The remaining teams in the division would then move up in ranking to determine a Division Winner and playoff schedules. This option only pertains to teams consisting of permanent rated player from the beginning of the season. The responsibility to rate a new player correctly is clearly detailed within these rules. It is HIGHLY unusual for a player (or team) to roll to a "bust". New players that roll this high were not rated correctly at the beginning of the season and therefore will not be able to utilize the option of moving up to the division they fit in at the end of the season. If New players were allowed to use this rule, there would be no importance on correctly rating new players, possibly damaging the integrity of the parity of the league.

Example: A team playing in a 15-point cap is made up of an 8 and a 7-rated player at the beginning of the season. At the end of the season the 8-rated player has rolled up to a 10 and the 7-rated player has rolled up to a 10 as well. They are now 20 points in a 15-point cap and their team is busted. They can restructure to meet the division cap (in this example, one of the 10's would have to be dropped from the team and the other 10 would add a 5 rated player (to fit the cap) and compete in the playoffs from last place position). A new option is that the team may elect to advance to the finals in the Round Robin within the flight they now fit in. In this example they would play in the 22-point division Round Robin at Finals.

3   MATCH INFORMATION

This area is very important for Operators and Players. Most of the machines being used have internet capabilities and the ADL staff will be able to pull the match information, however, there is the option of using score sheets for non-internet machines. There are times when matches are being played at a local level and others via online programming. *Information here will pertain to all players with a very few exceptions regarding online matches.* **The specifics for online play will be detailed under 3.7 ONLINE MATCH PLAY.**

DUTIES OF THE CAPTAINS

COMMUNICATE WITH OTHER CAPTAINS TO MAINTAIN AN ENJOYABLE SEASON!!
It is imperative to practice common decency and mutual respect in regards to schedules,   roster changes, etc etc. ALWAYS communicate with the other Captains AS SOON AS   POSSIBLE to keep all informed of any schedule changes, rosters, etc etc Here are a few   recommendations as to how to communicate throughout the season.
- Build a small FaceBook message link including all Captains in your Flight.
- Save each Captains phone number to your phone.
- Create a text link of all Captains

Bottom line – show respect to all by communicating any changes as soon as possible.

The team captain is responsible for the conduct of the team, attesting to the accuracy of the match score, reporting the scores and player statistics (if needed), turning in score sheet (if needed), properly adding and dropping players to the roster, and contacting team members with matches, league event, and playoff information.

A. All captains should provide contact information (telephone numbers and email addresses) for their team members to their Operator. It is the Operator's responsibility to collect this information and provide this to ADL.
B. If teams are running late, the captains must notify the opposing team immediately. Teams are expected to be punctual and efficient to not make the opposing teams wait and/or reschedule unless a dire emergency exists. Operators are ultimately responsible for their teams. Operators with teams conducting poor timing, attendance, or common courtesy, may be suspended from the league.
C. Coaching – see 7.3 (F)
D. All ADL teams are sponsored by their home locations. Therefore, all home matches must be played at the sponsoring location.
E. It is the captain's responsibility each week, to confirm the players on the other team are the correct rostered players OR legal approved substitute following the substitute rules in this document.
F. Only approved players may play during the matches. If a team allows a non-rostered, or out of turn player to throw, they are subject to losing that game. Repeat infractions may result in complete match forfeiture and/or removing the team from the division and possibly face a ban from the league.
G. No more than 2 matches may be postponed in a season without consent from the Operator and/or ADL.

IMPORTANT – A captain's responsibility regarding the guidelines and questions about the guidelines must be addressed IMMEDIATELY. Once a match has been completed, it is deemed as final. If there is a question regarding a ruling, the match must be stopped, and the Operator contacted to make an official rule call prior to continuing. In a situation of rule dispute that cannot be immediately resolved, the match can complete "under protest or review". This can only be done if the captains notify their Operator and ADL via voicemail, text message or email of the issue and the request to complete the match "under protest or review" prior to the completion of the match., The match may then continue, and a ruling made after the match ONLY in this situation.

3.2 ROSTER MANAGEMENT

Roster changes must be submitted to the teams Operator within a timely manner, which is generally recognized as at least 24 hours prior to a match. While this may not always be possible, it is the sole responsibility of each team captain to make every attempt to operate within this guideline. Last minute changes happen, but should be held to a minimum and are not guaranteed to be updated before the match starts. Roster changes are subject to ADL approval and will be randomly audited. No roster changes are allowed after week 12, so captains should confirm that their rosters are accurate prior to that point in the season.

A. Team members must have played a minimum of 48 games by the end of week 10 of the current season to remain on the active roster.
B. Players may not be added to any roster without their consent or knowledge.
C. Only players and approved subs rostered for each individual match may play the games in that match. Players MUST play in order (highest rated player in first spot, etc. with the exception of the singles games).
D. Teams may replace players up to the cap prior to week 5.
E. After completion of week 4 and prior to week 12, players can be replaced on the roster, but the missing player can only be replaced at original players Entry rating or rating to match the cap of

the flight. When adding a player between week 4 and 12, the upwards rolling rating for both players must be taken into consideration and the replacement player plus the original player may not exceed the team cap.

F. _Example:_ In an 18-point division, player A entered as a 12 and is rolling a 14 after week 4. Player B entered as a 6 and is rolling a 5. Player B is no longer able to play. They may be replaced with a 4 to stay within the team cap.

G. After week 12, players may not be replaced on any roster. A sub would then be used to complete the season (with a minimum of 48 games in the current season). The sub rating may not exceed the original flight cap or (replaced players rating).

3.3 LEAGUE SCORE SHEETS/REPORTING RESULTS

Action Dart League allows league play on any approved dart machine which reports match statistics with 100% MPR and PPD (Marks Per Round in Cricket and Points Per Dart in '01).

Most machines now are ONLINE, and statistics can be collected and sent to ADL directly or via an Operator. In the case of NON-online machines (which must be approved by ADL prior to accepting teams) score sheets may be used. In the "off-line" case of ADL leagues, please follow the following score sheet guidelines.

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 to reconcile any disputes. Scoresheets must be delivered to their local ADL Operator in a fashion determined by said Operator. Scoresheet reporting will normally delay website statistics to be 1 – 2 weeks behind real time.   Match results should be called into the local ADL Operator on the date of play.

The home captain must fill out both sides of the score sheet completely. Upon completion of the match, statistics and the match score are copied to the score sheet from the dartboard and verified by both captains. ADL gives you 2 options to report the scores:

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

Option 2 - Email or photo text completed scoresheets to you Official ADL Operator.

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

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

Match start times are scheduled prior to the start of the league season. Current start time is 6:00 pm on Sundays and 7:00 pm on weeknights. Starting on time in 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, **_all efforts must be made to make-up the match before a forfeit is called_**. There will be a 30-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 number 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.

** Any forfeits in the first 11 weeks of the season will result in a $40 fee to the operator by the team that is forfeiting. This fee will be $60 in week 12 and will increase in $20 increments for subsequent weeks. Fees collected in crossover divisions are to be split with the operator of the non-forfeiting team.

Example 1: Based on 15 game matches: Team (A) has 60% Win Total. Team (A) call forfeit on Team (B). Team (B) receives 0 wins; Team (A) receives 9 wins (60%).

Example 2: Based on 15 game matches: Team (A) has 43% Win Total. Team (A) call forfeit on Team (B). Team (B) receives 0 wins; Team (A) 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 the scheduled match. ADL will work with the operator's within reason in solving any issues with non-played matches.

>>> No postponements will be allowed after week 12 <<<

** Note **

Players must understand that all matches need to be played regardless of the standings. Those matches do have the ability to change the standings for other teams. Any team with 2 or more forfeits in a season may not be eligible for League play in the League Finals.

Any teams that quit during the season will be responsible for the remainder of the seasons coin drop (entire matches). If coin drop is not paid to Operator, players on the team that quit will not be able to play in subsequent seasons unless the coin drop has been paid. Obviously, extreme circumstances take place and this will be taken into consideration before final ruling. If the team is replaced, this rule does not take affect. These rules are enforceable via the local Operator the players / teams play for. They can also be overruled with ADL consent in situations that beyond the control of the player / team.

3.5   DUMMY SCORES & REPLACING NO SHOW

If at the start of the match a player is not present, the team can use the 30-minute grace period to find an approved sub or postpone match with approval of the opposing team. Should a team decide to play with only 1 player, the turn of the player that is not present MUST BE SKIPPED. "Iron Man" play (a single player playing both positions) IS NOT ALLOWED.

3.6   FLIGHT CORKING/STARTING YOUR MATCH

When setting up matches on the dart machines, players must wait until the machine's notification to "Insert Coin/Credits" is showing. Any monies inserted prior to this will not be refunded.

B, C flights: The standard for beginning a BB, B, CC or C flight is to perform a coin toss. However, if both Captains agree, a cork can be used to determine first to the board. ONLINE matches do not have beginning options. The machine will determine first to the board in the first game.

Elite and A flights will cork to determine which team will start the match (regardless of rating). The coin toss on the board will determine which team will cork first.

Singles Matches – In Doubles formats, the lowest rated player must always play the opposing team's lowest rated player. The lowest rated players will also be the first to play in the singles. The highest rated player will always play against the highest rated player.

Singles matches that are in sets of 3 (or final game of a tied match) – When there is a tie, a cork will be performed to determine who will start the 3rd game. If the dart machine determines the player to start a third game in a medley (or final game of a tied match), if possible, the machine must be manually reset to reflect the winner of the cork or coin toss.

ON-LINE MATCHES: See 3.7

3.7   ONLINE MATCH PLAY

FLIGHT CORKING/STARTING YOUR MATCH

Teams will always use the coin toss to determine which team will start the match. Many machines will have the home team starting the final match regardless of wins or losses.

DART SCORING

The "Unthrow", "Correct-A-Dart" or other machine options are **not** available in online matches. Until a method is created by the manufacturers and approved by ADL, the machines are correct.

If a dart is thrown prior to the machine changing over, it is considered a missed dart, regardless if it sticks in the board or not. The player *may not* tap the dart to have it count or rethrow the dart.

TIMING AND MUTUAL RESPECT

Online matches are very quick by manufacturer design. There is little to no time between games and very little time between players. If a break is needed, it is required for the two Captains to communicate via text or phone call. Both Captains must agree to the break and not begin the next game until both teams have returned to the play area. NO MORE THAN 5 MINUTES would be an acceptable time for a break. If any team continues to violate timing, courtesy and respect of the online matches, they could be removed from their division.

When teams agree to play online matches, they understand that the pace is fast and agree to be attentive and present during the entire match. Any disrespect (vulgar hand gestures, etc) will not be tolerated. Continued complaints about disrespect may be met with expulsion from the league. The atmosphere of online play is far different than face to face matches. As a result, patience and courtesy are expected to be displayed by all teams participating online.

4   RESULTS & STANDINGS

All League information can be found on the Action Dart League website – www.actiondartleague.com – for schedules and results. It is the captain's responsibility to regularly review information for accuracy and completeness. In the event of a discrepancy of results, captains must first contact their Operator to solve the issue. If a team is not satisfied with the resolution, the captain may contact ADL to confirm the resolution.

5   PLAYOFFS & LEAGUE MATCH FORMATS

Playoffs are scheduled on the same day/night as the regular season. Final standings determine playoff matches. Any ties are broken (placement determined) from head-to-head match scores during the season. Playoff format will follow the dartboard program.

Example of standings and playoffs: In a 6-team division - 1st place team automatically advances to Championship Bracket tourney at finals. 2nd place automatically advances to the Round Robin at finals. 3rd place team with have a playoff against the 6th place team. 4th place team will playoff against the 5th place team. Winners of the Playoff matches will advance to the Round Robin at finals.

The final result of playoff matches will stand. If the winning team chooses not to attend the league finals, the opposing team will not advance in their place.

6   LEAGUE FINALS

75% of the teams that complete the season will advance to the League Finals. First place in each division will advance directly to the Championship Bracket tourney and be "in the money" at the League Finals. First place teams that do not attend the League Finals will be awarded last place prize money. Second place teams in each division will advance to the League Finals qualifying Round Robin tournament. The local playoff winners will advance to the Round Robin qualifying tournament.

Trophies that are presented are to go to the team's sponsoring location.

In order for a team to qualify for Playoff or League Finals, they must satisfy the minimum requirements: Doubles – 1 player with at least 60 games recorded on that team. Subs may be used in layoffs and League Finals. See 2.3 of this ADL rules guide.

If a team utilizes a sub, that sub will play the entire event, regardless of whether the original player shows up or not. There may be extenuating circumstances and ADL reserves the right to amend the sub rule in the presence of a very good reason.

6   LEAGUE FINALS ROUND ROBIN WILDCARD

Team that participated and won in the local playoffs all advance to their respective Round Robin tournaments at the League Finals. All schedule information is posted on the ADL website. The intent of Round Robins is to advance a number of teams from each Round Robin pool to the Championship Double Elimination tournament and play the first (and second place from 8 team divisions) teams. To run a time effective round robin event, divisions of 4 teams is the rule of thumb. This gives all teams a good amount of dart play and ample opportunity to rise above the other three teams to gain entry to the Championship.   In the event that an "odd" number of teams have registered for the Round Robins, not allowing an even number of 4 team groups, the team(s) with the highest winning percentage from the 15 week league will advance directly to the Championship bracket enabling the number of teams in the Round Robin to be portioned into an even number of 4 team groups. In the event of a tie, a playoff for the spot(s) will take place. The playoff will be a single game. The teams will cork for choice of game or starting placement. If the winner of the cork chooses to go first, the second team will choose the game. The games will be in the same fashion as regular league (example: Elite uses Master Out for '01 games). In the event that one of the teams is not present for the Wild Card playoff, the team that is present will automatically advance. No subs can be used for the Wild Card playoff other than has registered for the Round Robin. The maximum number of teams advancing as Wild Cards would be 3. The number of Wild Card Teams is determined by the registered number of Round Robin teams at the posted close of entry for Round Robin. (Example: 41 teams register for Round Robin – 1 team would advance as Wild Card, leaving 10 even groups of 4 for the Round Robins)

GENERAL INFORMATION & GUIDELINES

7.1 BOARD SETUP & INFORMATION

All team captains should be familiar with board set-ups prior to league matches. For instruction or assistance, check with your league operator. It is each team captain's responsibility to be able to perform all league set-up at the machine, as well as corrections.

7.2 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 throwline.

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

Casts, etc: Foot or leg casts must be behind the throwline during the entire completion of the throw.

7.3 PLAYER ETIQUETTE

Any violation of the following may result in an immediate suspension or ban from Action Dart League.

A. Attempts to distract an opponent while they are shooting will not be tolerated. Heckling, chanting or other harassment is strictly forbidden.
B. No verbal conversation towards the player at the line from the opposing team will be allowed.
C. Vulgar language towards a player or team member is not permitted.
D. A player may NOT practice on another board at any time once a game has begun and they are a part of that game. In the case of online matches, it is the captain's responsibility to ensure this rule. Players may practice if their partner is playing a singles game.
E. Respect the time limits to throw – no more than 10 seconds between darts and no more than 30 seconds between player switches.
F. Coaching must remain between rostered teammates.
G. 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.
H. Use common sense, enjoy the game and have fun!
I. Good sportsmanship should be the prevailing factor during all league competition.
   In any cases of violation of the above etiquette rules, the Operator must be consulted immediately. Stop the match until the proper etiquette has been returned or the Operator makes a ruling.
   K. Any physical altercations will result in immediate ejection from the league and possible suspension from all or some future leagues.

7.4 GENERAL GUIDELINES

Lunging – Players stand at the throwline, 96 inches horizontally from the face of the dartboard. 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 throwline. Anything other than that would be defined as lunging.

Dart Scoring:

Local – If a dart has miss-scored, captains may use "Unthrow" or "Correct-A-Dart" (or other dart correction option offered on the dart machine) to correct the score. A dart that sticks in the board, but does not score, can be manually scored as long as both captains acknowledge where it is at prior to pulling the dart from the board. A dart that scores but does not stick in the board, counts. A dart that clearly contact a segment, bounces out and does not score, is deemed to be a missed dart.

If a dart is thrown prior to the machine changing over, but does not stick or score is a missed dart. If a dart is thrown prior to the machine changes over and does stick; it is up to the opposing captain on whether they will allow the dart score or not. In either situation, this is considered the first dart thrown and the player only has 2 more throws.

If the machine is operating incorrectly, the two team captains will decide whether to play, call for service or make up the match. Most of the machines used in ADL league play can move a match from one machine to another in the same location and continue play. This may only be done when both captains agree.

Online Matches: See 3.7

Use of player pictures – ADL may post photographs of league, playoff, finals and other tournaments on the ADL website, Facebook, or other social media platforms. 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.

All Matches are to be played AT the location scheduled. In emergency situations, matches may be moved to another ADL approved location, ONLY with the Operators consent. The league schedules are traditionally scheduled with an equal number of home and away matches for each team. The host locations pay a sponsor fee for each team and reserve the sole right to have the team play at the hosted location as scheduled. Matches MAY NOT be played in any other location other than a location within the schedule of each team. In the case of dispute between host location and team, the Operator must approve any moves and ADL must be notified of the move.

7.5 DARTBOARD MALFUNCTIONS

If a machine resets due to a power failure or other reasons beyond player control, the game will be replayed from the start or depending on the machine, where the match left off. 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. As previously stated, many machines used for ADL leagues do have the ability to continue a match.

7.6 AGE REQUIREMENTS

It is the player's responsibility to know the local laws and rules of the locations. If an individual is under the age limit of an establishment, then they are not allowed to play at that location. No player under the age of 11 will be allowed to play. Minors (under 15) are only allowed to play in Jr/Adult. Youth players between the ages of 15-18 may play, but only with a completed a consent form signed by the parents or legal guardian of the youth. The parent or legal guardian must be in attendance during the matches.

7.7 DRESS CODE

Dress must be appropriate and in good taste. The following are not deemed appropriate: half-shirts, halter tops, bare feet. ADL has the right to determine appropriate attire at major events.

8.0 RATING CONVERSION CHART

PPD		MPR
10.00 – 11.66	1	1.1 – 1.29
11.67 – 13.33	2	1.3 – 1.49
13.34 – 14.99	3	1.5 – 1.69
15.00 – 16.66	4	1.7 – 1.89
16.67 – 18.33	5	1.9 – 2.09
18.34 – 19.99	6	2.1 – 2.29
20.00 – 21.66	7	2.3 – 2.49
21.67 – 23.33	8	2.5 – 2.69
23.34 – 24.99	9	2.7 – 2.89
25.00 – 26.66	10	2.9 – 3.09
26.67 – 28.33	11	3.1 – 3.29
28.34 – 29.99	12	3.3 – 3.49
30.00 – 31.66	13	3.5 – 3.69
31.67 – 33.33	14	3.7 – 3.89
33.34 – 34.99	15	3.9 – 4.09
35.00 – 36.66	16	4.1 – 4.29
36.67 – 38.33	17	4.3 – 4.49
38.34 – 39.99	18	4.5 – 4.69
40.00 – 41.66	19	4.7 – 4.89
41.67 – 43.33	20	4.9 – 5.09
43.34 – 44.99	21	5.4 – 5.29
45.00 – 46.66	22	5.3 – 5.49
46.67 – 48.33	23	5.5 – 5.69
48.34 – 49.99	24	5.7 – 5.89
50.00 >	25	5.9 >