



League Rules and Information Guide

www.actiondartleague.com

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1.0 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 league 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.

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 to the Operator prior to the start of the League. The League fees are as follows: \$60 per team for A & Elite divisions. \$50 per team for BB & B divisions. \$40 per team for CC, C & Novice divisions. The 4 Person Team division is \$80 for the entire team. Special divisions such as an open division will specify player fees when the division is announced. Any team that is not current in player fees may be subject to a deduction in wins equal to the number of weeks past week 4 of the season. Example, 1 win deducted at week 4, 2 wins deducted at week 5, etc. This is at the discretion of the operator. 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 (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 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. 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 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 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 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 in order to participate in the playoffs.

Ratings may be adjusted following statistics from playoffs prior to league finals. 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's rolling rating must not be rated higher than the player requiring a substitute (entry rating). However, if the player being subbed for is rolling up, the substitutes rating may be equal to or lower than the rolling rating as long as the team would still be under the flight cap. (Example – Entry of two permanent players is 11 points in a 13 point cap division. The player being subbed for is rolling 2 points higher. The sub's rating in this case, can equal the rolling rating of the missing player because the team (with higher rolling rating) is still at or below the 13 point cap, as long as the other player is at the original entry rating. 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 player has finished with a rating more than 3 points higher than their start of season rating. Players do have the right to rerate themselves higher in their flight prior to the halfway mark of the current season as long as there is room under the team cap to do so. (Example – A team playing in a 13 point cap is made up of two 6 rated players. One 6 rated player is rolling to a 9, that player has the ability to move their entry rating to a 7 prior to the middle of the season (prior to week 8). In this example, the player would still utilize their rolling rating for subbing in any other team. If a player busts their rating at the end of the season, they will be immediately rated to their end of season rating. The team would be moved to last place in their division and the team would have to be rebuilt to fit into the cap of the flight they were competing in. A player would have to be replaced on the team (replacing player must have a permanent rating) and the team would compete in the playoffs with the newly structured team. A team with a potentially busted player may not drop the player to avoid busting beyond week 12 (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 from the league entirely. It is imperative for players to monitor their rating to promote parity in the league. 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. (example – 3 players rostered on an 18 point doubles team – total of

highest two players at season's end is 22 or higher). 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 playoffs. However, the Operator will have final approval of the restructured team prior to playoffs.

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 THE CAPTAINS

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 the score sheet (if needed), properly adding and dropping players to the roster, and contacting team members with match, league event, and playoff information. Captains are expected to contact the opposing team captain with any substitute information prior to the start of a match.

All Captains should provide contact information to be added to the Captains Packets for their division. It is the Operator's responsibility to collect this information and provide this to ADL.

Coaching – see 7.3 (F)

Online divisions may NOT postpone more than 2 matches in a season without consent from ADL. Any teams competing in crossover (multiple operators) on line leagues are expected to be punctual and efficient so as to not make opposing teams wait and or reschedule unless a dire emergency exists. Operators are ultimately responsible for their online teams. Operators with teams conducting poor timing, attendance or on line courtesy, may be suspended from being able to offer online leagues with other Operators.

IMPORTANT – A captain's responsibility regarding rules and rule questions 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 and Operator or ADL official is unavailable, an email or text message must be sent to Operator AND ADL from both Captains detailing the dispute. 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. Roster changes are subject to ADL approval and will be randomly audited. No roster changes are allowed after week 10 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 12 games by the end of week 10 calendar to remain on the active roster.

B. Players may not be added to any roster without their consent or knowledge.

C. ONLY players rostered for each individual match (approved subs would be considered rostered for the individual match approved for) may play the games in that match. Players MUST play in order (highest rated play in first spot, etc).

3.3 SUPPLEMENTAL ROSTER

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. 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.**

3.4 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)

Many 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 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 dartboard and verified by both captains. Action Dart League gives you 2 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.

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

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

3.5 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 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 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 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. Teams will be allowed 1 forfeit depending on circumstances (ADL staff must be contacted). If two forfeits are called on 1 team, that team may not be allowed to participate in Finals for that division.

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 12. <<<

3.6 DUMMY SCORES & REPLACING NO SHOWS

If at the start of the match a player is not present, the team can choose to start the match and skip the turn of the missing player. The team is responsible for all coin drop required to start the match. Teams using DARTSLIVE Boards will need to contact their operator for complete instructions.

3.7 FLIGHT CORKING/STARTING YOUR MATCH

B and C flights will have the option to cork (both Captain's must agree to cork, flip a coin or use automated coin flip on board to determine which team will start the match. The standard policy for B and C flights is to use a coin toss for first to the board. In the case of a cork in B and C flights, the visiting Captain will determine which team corks first. Novice flight MUST coin toss to determine the starting team. In Doubles formats, the highest rated player must always play the opposing team's highest rated player in singles, as well as the lower rated players must also play each other. Lowest rated players will be the first singles.

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 for the cork.

Singles matches that are in sets of 3. When there is a tie, a cork will be performed to determine who will start the 3rd game. If the dart machine the match is playing on 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 as going first (depending on the flight or level of the match).

3.8 PLAYER RECORDS & RECORDING STATISTICS

For all offline matches, 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. It is the responsibility of BOTH Captains to confirm the statistics have been recorded correctly on the ADL website within two days of the reported end of match. In the case of ONLINE leagues, but a machine has internet issues and the match is completed "on paper", the same conditions and responsibilities exist as in an offline league.

4.0 RESULTS & 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. In the event of a discrepancy of results, players must first contact their Operator to solve the issue. If a team is not satisfied with the resolution, the team Captain may contact ADL to confirm the resolution.

5.0 PLAYOFFS & LEAGUE MATCH FORMATS

Playoffs are scheduled on the same day 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. If there are questions, contact your operator or ADL representative.

For off-line machines (paper leagues): 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. Offline (paper leagues) playoff formats will be provided by the Operator prior to the of the regular season.

6.0 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 in each division will advance to the League Finals qualifying Round Robin tournament. The remaining teams in each division will compete (locally) in a single match playoff to access the Round Robin qualifying tournament also.

In order for a team to qualify for Playoffs or League Finals, they must satisfy the minimum requirements below: Doubles – 1 player with at least 60 games recorded on that team
Trios & Team (4 player team) – Minimum of 2 players with at least 60 games recorded on that team.

Subs may be used in playoffs and League Finals using rule 2.3 of this ADL rules guide.

7.0 GENERAL INFORMATION & RULES

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 setup 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 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.

7.3 PLAYER ETIQUETTE

- 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 the match has begun. In the case of online matches, it is the Captain's responsibility to ensure this rule. Players found to be practicing during a match, may be disqualified for the rest of the match.
- 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.

- J. 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.

7.4 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, Captains may 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. For local divisions, if the dart is thrown prior to the machine changing over, but does not stick or score - it would be a missed dart. A dart that clearly contacts a segment, bounces out and does not score, is deemed to be a missed dart. If the machine is operating incorrectly, the two team captains will decide whether to play, call for service or make up the match. Many of the machines used in ADL league play have the ability to move a match from one machine to another and continue play. This may only be done with both Captains being in agreeance.

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

Matches are to be played AT the location scheduled. In emergency situations, matches may be moved to another ADL approved location, ONLY with Operator 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 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. As previously stated, many machines used for ADL leagues do have the ability to continue a match at another machine within the location.

7.6 ONLINE LEAGUE PLAY

Captain’s should have telephone contact information for each Captain in their division. If teams are running late, Captain’s should be notified ASAP. If there is any question during the match, Captain’s must have their phone available to discuss with the opposing Team Captain. Players MAY ONLY play in the spot designated for them (machines will indicate whose turn is up throughout the matches). 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. This must be verified (Phoenix machines have video playback for all league matches). Other manufacturers matches must have multiple validations. Repeat infractions of shooting out of turn or allowing non-rostered player to play may result in complete match forfeiture and/or removing the team from the division and possibly face a ban from the league.

7.7 AGE REQUIREMENTS

It is the player's responsibility to know the local laws and rules of the location. If an individual is under the age limit of an establishment, then they are not allowed to play at that establishment. 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 an adult that has completed a consent form signed by the parents or legal guardian of the youth, or with the parent or legal guardian of the youth.

7.8 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.

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 >