



**LEAGUE RULES AND
INFORMATION
GUIDE**

WWW.ACTIONDARTLEAGUE.COM

TABLE OF CONTENTS

ABOUT ACTION DART LEAGUE	1.0
PLAYER GUIDE	1.1
PLAYER PARTICIPATION	1.2
LEAGUE FEES	1.3
FEE AND INCENTIVE GUIDELINES	1.4
ABOUT RATINGS	2.0
TEMPORARY RATINGS	2.1
PERMANENT RATINGS	2.2
SUBSTITUTIONS	2.3
BUSTING LEAGUE RATINGS	2.4
RATING RESPONSIBILITY	2.5
MATCH INFORMATION	3.0
DUTIES OF CAPTAIN	3.1
ROSTER MANAGEMENT	3.2
LEAGUE SCORE SHEETS/REPORTING RESULTS	3.3
SUPPLEMENTAL ROSTERS	3.4
MATCH SCHEDULING (PRE-PLAY, POSTPONE, FORFEITS)	3.5

DUMMY SCORES & REPLACING NO SHOWS **3.6**

FLIGHT CORKING/STARTING YOUR MATCH **3.7**

PLAYER RECORDS AND RECORDING STATISTICS **3.8**

RESULTS AND STANDINGS **4.0**

PLAYOFFS AND LEAGUE MATCH FORMATS **5.0**

GENERAL INFORMATION AND RULES **6.0**

BOARD SETUP AND INFORMATION **6.1**

ACCOMMODATIONS **6.2**

PLAYER ETIQUETTE **6.3**

GENERAL RULES **6.4**

DART BOARD ISSUES **6.5**

AGE REQUIREMENTS **6.6**

DRESS CODE **6.7**

RATING CONVERSION CHART **6.8**

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). 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 to the Operator prior to the start of the League. The League fees are as follows: \$30 per player for A/B, A & Elite divisions. \$20 per player for B, CC, C & Trios divisions. \$10 per player for Junior/Adult division. 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 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 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.

2.2 PERMANENT RATINGS

Players are considered permanently rated after 36 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 36 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 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 36 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 not 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, 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.

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.

3.3 LEAGUE SCORE SHEETS/ REPORTING RESULTS

The majority of ADL operators run league on DARTSLIVE boards, so there are no score sheets and match information is recorded electronically.

For Medalist and Arachnid boards:

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 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 Scores and Statistics to ravery177@gmail.com.

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 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.

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, 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

For non-DARTSLIVE board, 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.

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.

For non-DARTSLIVE boards: 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. A Player may NOT practice on another board at any time once the match has begun.
5. Respect the time limits to throw - no more than 15 seconds between darts and no more than 30 seconds between player switches.
6. Coaching must remain between rostered teammates.
7. 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.
8. Use common sense, enjoy the game and have fun!
9. 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 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

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 18) are only allowed to play in Jr./Adult.

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

'01 PPR	Rating	CRICKET
00.00---39.99	1	0.00---1.29
40.00---44.99	2	1.30---1.49
45.00---49.99	3	1.50---1.69
50.00---54.99	4	1.70---1.89
55.00---59.99	5	1.90---2.09
60.00---64.99	6	2.10---2.29
65.00---69.99	7	2.30---2.49
70.00---74.99	8	2.50---2.69
75.00---79.99	9	2.70---2.89
80.00---84.99	10	2.90---3.09
85.00---89.99	11	3.10---3.29
90.00---94.99	12	3.30---3.49
95.00---101.99	13	3.50---3.74
102.00--108.99	14	3.75---3.99
109.00--115.99	15	4.00---4.24
116.00--122.99	16	4.25---4.49
123.00--129.99	17	4.50---4.74
130.00+	18	4.75+

Version 10/2014