

2010-2011 ADI ELECTRONIC DART LEAGUE RULES

GENERAL:

- 1) **COMMON SENSE AND GOOD SPORTSMANSHIP** is to be used to cover any problems not covered in the following rules. The team captains should try to resolve any problems right away. **An ADI representative is on call by cell phone and can be reached on the league line at 722-0152.** Your call will be returned ASAP. At that time we will be able to discuss scheduling questions or other disputes. **We do not have access to player data at that time but will be able to take down your concerns and return a call as soon as we have the answer to your question.**
- 2) **IF A GRIEVANCE OR DISPUTE ARISES DURING LEAGUE PLAY THE LEAGUE LINE MUST BE CALLED THE NIGHT OF THE OCCURRENCE BEFORE COMPLETION OF PLAY. IF THE LEAGUE LINE IS NOT NOTIFIED A GRIEVANCE CAN'T BE FILED.** See GRIEVANCE PROCEDURE below.
- 3) **LEAGUES WILL NOT BE CANCELED FOR ANY REASON.** It is the team captain's responsibility to determine whether a team will play or reschedule. Both captains must agree or the match goes on as scheduled. **BOTH CAPTAINS MUST CALL THE LEAGUE OFFICE TO SET UP A RESCHEDULED MATCH. IF THE LEAGUE OFFICE DOES NOT HEAR FROM BOTH CAPTAINS, THE MATCH MUST BE PLAYED AS SCHEDULED.**
- 4) Team captain's names and telephone numbers will be supplied with the schedule. Any captain not supplying a telephone number will not be allowed to claim a forfeit.
- 5) If a team requests a postponement and the opposing team agrees, they must settle on a date, time and place for the rescheduled match and notify the league office within 24 hours of the originally scheduled match.
- 6) **ALL POSTPONED MATCHES FROM THE FIRST HALF OF THE SEASON MUST BE MADE UP PRIOR TO THE START OF THE SECOND HALF. AND THE SECOND HALF MATCHES MUST BE MADE UP BY THE LAST SCHEDULED GAME OF THE SECOND HALF. ANY UNPLAYED MATCHES WILL BE AWARDED WINS AND LOSSES PER AMUSEMENT DEVICES DISCRETION.**
- 7) The **home team** will tell the **visiting team** which dartboard will be used and allow them ½ hour before league starts to practice on that board.

- 8) Players will have a grace period of 20 minutes. This is regular time not bar time. Six player teams must have 4 players present and four player teams must have 3 players present to play. In the event a team is short players, a maximum of 2 players may be picked up from the bar.
- 9) **CAPTAINS, ADI OR WAMO REPRESENTATIVE MAY REQUEST AN I.D. FROM PLAYERS ON THE OPPOSING TEAM. IF A PLAYER REFUSES TO SHOW HIS OR HER ID OR IS PLAYING UNDER SOMEONE ELSE'S NAME, ALL GAMES FOR THIS PLAYER ARE FORFEITED FOR THAT NIGHT. THAT TEAM'S PLAYERS WILL ALSO BE INELIGIBLE TO PLAY AT THE WAMO STATE TOURNAMENT. CALL THE LEAGUE LINE IF A PLAYER IS PLAYING UNDER THE WRONG NAME OR IF HE/SHE REFUSES TO SHOW I.D.**
- 10) It is each player's responsibility to push the player change button before any darts are removed from the dartboard.
- 11) Every player is to have ample room to shoot. Any team or team's fan(s) distracting a player must be warned to quiet down. Failure to quiet down the distracting person (s) will result in loss of all games.
- 12) No player, other than the player shooting, may stand next to the dartboard.
- 13) Player's feet must be behind the front edge of the shooting line. A player cannot touch or use anything that is past the shooting line for purposes of support or balance.
- 14) Women's leagues are for women only and men's leagues are for men only. The only exception will be if **BOTH** teams agree that night. Agreement will be assumed **ONCE A PLAYER HAS THROWN THEIR FIRST DART.**
- 15) **AN INELIGIBLE PLAYER MAY BE CONTESTED AT ANY TIME DURING LEAGUE PLAY.**
- 16) No player may shoot on more than 1 team in the same league on the same night. A player may transfer from 1 league to another on a permanent basis with the consent of the ADI League Department. This transfer is allowed once during the season.
- 17) **AMUSEMENT DEVICES LEAGUE DEPARTMENT WILL NOT BECOME INVOLVED IN ANY TAVERN CONDITION DISAGREEMENTS. (i. e. music is too loud; bar area is too crowded, free drinks etc.) IT IS THE RESPONSIBILITY OF BOTH TEAMS TO WORK THESE ISSUES OUT. PLEASE CONSIDER THAT THE CONDITIONS ARE THE SAME FOR BOTH TEAMS.**
- 18) **YOU CAN GO OUT ON A TIE IN 301.**
- 19) **ALL MIXED LEAGUES ARE 3 MEN AND 3 WOMEN. COUPLES LEAGUES ARE 2 MEN AND 2 WOMEN. NO EXCEPTIONS!!**

- 20) Dart weight limit for WAMO and NDA require darts to weigh no more than 18 grams.
- 21) Dart statistics and schedules are posted on our website at adigames.com, facebook and on the dart boards.

PLAYOFF:

- 1) In the event of a tie for first or second place in fall league or a tie for first place in summer league there will be a playoff between the 2 teams involved. Head to head record will determine the home bar. If that was a tie, an Amusement Devices representative will do a coin toss. The first team to win 7 games in a 12 game league and a race to 9 in a 16 game league will win the playoff.

GRIEVANCE PROCEDURE:

- 1) **IF THE LEAGUE LINE HAS NOT BEEN CALLED BEFORE COMPLETION OF PLAY NO GRIEVANCE CAN BE FILED.**
- 2) Any problems that cannot be resolved on the night of a match by the team captains and/or an ADI representative may be resolved by the GRIEVANCE COMMITTEE. The grievance committee is made up of players from various leagues.
- 3) **IN ADDITION**, a written or e-mailed protest and \$25.00 protest fee must be submitted to the league coordinator within 48 hours of the match. **ALL PROTESTS MUST BE SUBMITTED BY E-MAIL OR IN WRITING.**
- 4) **LATE PROTESTS WILL NOT BE ACCEPTED.**
- 5) **ALL DECISIONS OF THE GRIEVANCE COMMITTEE ARE FINAL.**
- 6) If the protest is upheld, the \$25.00 will be returned. If the protest is turned down, the \$25.00 goes into the league fund to be split among the other teams in the league.

FORFEITS:

- 1) Any team forfeiting a match will be penalized as follows:
 - a) **First Offense- \$25.00**
 - b) **Second Offense-\$25.00**
 - c) **Third Offense-LOSS OF ALL PRIZE MONEY AND EJECTION FROM THE LEAGUE AND THE TEAM WILL BE INELIGIBLE FROM THE WAMO STATE TOURNAMENT.**
- 2) **The team forfeiting a match will be penalized loss of all games, the opposing team will receive 12 & 0.**
- 3) **The team forfeiting a match in the last 3 weeks of league play will be penalized the loss of all games on that night and half of their prize money. (THIS PERTAINS TO ALL CITIES) In the event of a forfeit in the last three weeks, the opposing team will receive their average wins.**
- 4) **No team will be allowed to take first place by way of forfeit.**

- 5) **IF A FORFEIT TAKES PLACE, DO NOT ENTER IT ON THE DX BOARD. CALL THE LEAGUE LINE AND LEAVE A MESSAGE INDICATING WHAT TEAMS WERE INVOLVED IN THE FORFEIT. DO NOT PUT ANY MONEY IN THE BOARD UNDER FORFEIT.**

PLAYERS:

- 1) All players must be of **LEGAL** drinking age. It is the **Tavern's** and the **Captain's** responsibility to be sure all players are of legal age that night.
- 2) No new players can be used the last 3 weeks of fall league play, and 1 week in summer league play.
- 3) Four player teams will have a total of 8 players on their stats and six player teams will have a total of 12 players on their stats; other players will be given sub status.
- 4) **Any player(s) rostered at the beginning of the league season are considered eligible players.**
- 5) **All new players must enter their first and last name in the dartboard sub is not acceptable. Sub status is only to be used by Amusement Devices personnel.**
- 6) A bartender may shoot, but cannot tend bar while shooting his/her scheduled game.
- 7) Any player deliberately hitting the dartboard and affecting the machine's scores automatically loses the game for his team.
- 8) An accidentally dropped dart is not considered a throw.
- 9) Players cannot manually score a dart that did not register.
- 10) Players can pass any or all darts for his/her turn.
- 11) Darts thrown early, missing the board, or not sticking count as darts thrown and cannot be rethrown.

CRICKET NOTES:

- 1) The object of cricket is to close all numbers 20 thru 15 and the bull's eye in any order before your opponent. The player or team that does this and has equal or greater points than their opponent wins the game.
- 2) Scoring a total of 3 marks on each number closes a number. A triple counts as 3 marks, a double as 2 marks and a single as 1 mark.
- 3) A white horse is three different triples shot in one round. These triples must give a mark count to score points or close. Three triples scoring in less than three different numbers is a 9 mark round-not a white horse.

DART BOARDS:

- 1) **The machine is always right.** The only exception is if a player's last dart sticks in the board and would have been the winning dart. If it fails to score, the player is to be credited with the win.
- 2) If the machine malfunctions during a match, the captain's will write down the scores, collect \$2.00 for 301 and \$1.50 for cricket from the bar, and restore the scores to where the malfunction occurred. The game is then resumed.
- 3) If the machine continually malfunctions, the remaining games will be shot on another open board at that location. If there are no open boards, the games will be shot at the visitor's bar or the closest **ADI** board.

PLAYER COSTS:

- 1) 4 player **league fees** are \$2.50 **per player** for a total of \$10.00 **per team** per night.
4 player 301 **game fees** are \$3.00 **per player** for a total of \$12.00 **per team** per night. **Grand total** =\$22.00 **per team** per night.
4 player cricket **game fees** are \$2.25 **per player** for a total of \$9.00 **per team** per night. **Grand total** =\$19.00 **per team** per night.
- 2) 6 player **league fees** are \$2.50 **per player** for a total of \$15.00 **per team** per night.
6 player 9/3 **game fees** are \$2.00 **per player** for a total of \$12.00 **per team** per night. **Grand total** =\$27.00 per team per night. **This is a rounded up amount, and will result in an extra .75 per team, so the actual team cost is \$26.25.**
- 3) 4 player 8x8(cricket/501) **game fees** are \$4.50 **per player** for a total of \$18.00 **per team** per night. **Grand total**=\$28.00
4 player 8x8(cricker/301) **game fees** are \$3.50 **per player** for a total of \$14.00 **per team** per night. **Grand total** =\$24.00.
- 4) 4 player 6x6(cricket/301) **game fees** are \$2.75 **per player** for a total of \$11.00 **per team** per night. **Grand total** = \$21.00. **This is a rounded up amount, and will result in an extra .50 per team, so the actual team cost is \$20.50.**

STARTING TIMES:

FALL LEAGUES:

- 1) ALL DART LEAGUES START AT **7:30 P.M.**, EXCEPT THE NEENAH/MENASHA TUESDAY & THURSDAY WOMEN'S LEAGUES WHO START AT **7:00 P.M.**
SUNDAY DARTS START AT **3:00 PM**

SUMMER LEAGUES:

- 2) ALL LEAGUES START AT **7:30.**

POSITION ROUNDS:

- 1) 2nd at 1st, 4th at 3rd, 6th at 5th... This means the team that is in second place plays the team in first place at their bar etc. If there is a two way tie, a coin will be flipped by the league department to determine the home bar.

TROPHIES:

- 1) Trophies are voted on at the beginning of the year on your roster. If the majority vote for your league is for trophies, **your whole league will split the cost of all trophies**. If the majority vote for your league is against trophies, **just plaques are purchased for your sponsors**. If a team still wants individual trophies, that team may purchase them with their own prize money.

DROP OFF POINTS PERTAIN TO FOX VALLEY LEAGUES ONLY

ENVELOPE DROP OFF POINTS:

- 1) **ALL ENVELOPES ARE TO BE DROPPED OFF AT THE FOLLOWING LOCATIONS ONLY!!!**

**A) CITIZENS
(Formerly F & M)**

**FOURTH STREET PLAZA KAUKAUNA
1935 E. CALUMET STREET, APPLETON
W2670 COUNTY TRUNK KK, DARBOY**

B) FIRST NATIONAL

**550 S. GREEN BAY ROAD, NEENAH
320 RACINE STREET, MENASHA**

C) EAST WISCONSIN

**501 E. WISCONSIN AVENUE, APPLETON
SAVINGS BANK**

**IF YOU HAVE ANY OTHER QUESTIONS, PLEASE
CONTACT KAREN AT EXT. 101 OR MISSY AT EXT. 115 IN
THE LEAGUE DEPARTMENT AT AMUSEMENT DEVICES
722-1233 OR VISIT US ON THE WEB AT www.adigames.com,
FACEBOOK OR EMAIL US AT league@adigames.com**