

## Amusement Devices Dart League Rules

### GOOD SPORTSMANSHIP AND COMMON SENSE ARE TO BE USED TO SOLVE ANY PROBLEM NOT COVERED BY THE FOLLOWING RULES

- Make sure your team is on time to shoot
- People work during the week, some right after league is over and others pay for childcare. It is helpful to those players if league starts in a timely fashion.
- Introduce yourselves to the opposing team and shake hands before and after the match.
- Offer assistance to players that are not familiar with all features of the boards.
- If your team is not going to show up, call the opposing captain to inform them as soon as possible, also call the ADI league line or League Coordinator with details. Please make every effort to cooperate when a re-schedule is requested.
- Follow all rules and regulations

Everyone enjoys going out to have a good time. It is up to all of you to make sure that dart league is fun.

Conflicts should try to be resolved by team captains. If you find yourselves at an impasse, you may call 920-422-1612 to help you resolve the conflict. All grievances must be made known to the league coordinator ON THE NIGHT IT HAPPENS BEFORE COMPLETION OF LEAGUE. If for some reason we cannot be reached, leave a message for an ADI League person ON THE NIGHT IT HAPPENS BEFORE COMPLETION OF LEAGUE and someone will get back to you.

ADI does not cancel leagues for any reason. If you choose to re-schedule for any reason; weather, personal reasons, etc.. you are at the mercy of the locations schedule i.e.: If the re-schedule is agreed upon but the location already has a league shooting a regularly scheduled match, you must work around that and shoot earlier, later, or agree to shoot on a different night with no location conflicts, but you must shoot at the originally scheduled location.

ADI League Department will not become involved in any tavern condition disagreements, i.e.: music is too loud, temperature of establishment, bar area is too crowded, players that are not allowed in the establishment, free drinks, etc....) these, amongst other things are "personal" and attached to the establishment. ADI cannot tell a bar owner how to run their business.

## TEAMS

- Team rosters vary depending on the league you have joined. When submitting your rosters....**Name, phone number and email address is REQUIRED for ALL players, Captains MUST provide a home address as well.** Maximum of 12 players/subs on a roster. If you wish to add another player to your roster and are already at the 12 max you must call ADI to remove players from your roster before going over the maximum. If you fail to do this, **all games played by the player you added over maximum will be forfeited for that night.**
- **ALL PLAYERS MUST** be of legal drinking age of 21 to play an ADI league. It is the tavern and the captain's responsibility to be sure all players are of age. No one's son/daughter/spouse that is under age may shoot just because the parent/spouse is present. Bartenders that are under age **MAY NOT** shoot either. Violation of this rule will result in forfeiting of all games by the offending team. If you are aware of a minor shooting on a team and "let it go" your team will also be considered in violation with the same consequence.
- All matches must be shot at the home bar according to the schedule including re-schedules. If there is an issue shooting the match at the scheduled bar, you **MUST** contact ADI, explain the issue and get permission to shoot elsewhere for the night (subject to denial) depending on the circumstances.
- If for some reason you want to switch sponsor locations, you **MUST** get permission from the sponsor you signed up with and who paid the sponsor fee. If you are not granted permission from the originally sponsored establishment, you may not change locations. The **ONLY** exception to this rule is if the sponsoring location closes its doors and goes completely out of business. If this happens, ADI will give you a few choices of locations to shoot based on other leagues and equipment available on your particular night of league.

## STATS

- Your fall season is split into 2 halves. On the stats page at [www.adigames.com](http://www.adigames.com) you will see 2 links, 1<sup>st</sup> half and 2<sup>nd</sup> half. The schedule reflects when the 2<sup>nd</sup> half begins. If you are in your 2<sup>nd</sup> half of play you need to click on the 2<sup>nd</sup> half link to see updated stats. Your ppd, mpr and personal games played and won do not reset and will be shown next to your name. The team wins reset after the first half in order to get a 1<sup>st</sup> half winner and a 2<sup>nd</sup> half winner to playoff at the end of the season.

## SUBSTITUTIONS

- Please call ahead of time if you will need a sub added to your team, it is easiest to call ADI and speak to your league coordinator to have the person added to your roster so PPD's can be accurate. In addition, if this is a player who has not shot for ADI this season you need to provide a phone number & email address.
- **The player's FULL first and last name must be entered into the dartboard. Any wins by a player whose full name isn't put in the board will be taken away. Player will be given a PPD of 33.00 and MPR of 3.00 if full name isn't put into the board and will remain at that average until fixed). NO EXCEPTIONS!**
- During the last 3 weeks of league play in each half, a non-rostered sub may be used if his/her PPD rating is equal or less than the person being replaced, in addition, a rostered sub must have shot at

least 1 night of league on your team prior to the last 3 weeks of each half. If in violation of this rule, all games played by the player will be considered a loss.

- A bartender may sub on a team but may not tend bar while shooting his/her scheduled game.
- All ADI leagues are now open sub.

### **SHOOTING UNDER AN ASSUMED NAME**

- Any player caught purposely shooting under someone else's name will cost the team that he/she shot for, **ALL OF** the games for the night. If you have questions regarding a shooter's name, you may ask for proof of ID.
- Any team using incorrect names on their line up for a match may be suspended from league and/or all of the following: ADI sponsored functions, State tournaments and National Tournaments. If as a team you agreed to allow a team to bypass any rule, your team may also be penalized. These decisions will be made by ADI and player reps if necessary.
- Players that start the night shooting must play the entire evening. If one or more players leave before all games have been shot, no one else may replace them. The team either plays the remaining matches by hitting the pass button when the player(s) turn is up or ALL of the remaining games are forfeited.

Teams with a player or players not allowed in the opposing team's location must use another regular player or a sub for that night. **You may not** alter the schedule and shoot at the opposing team's bar or any other location.

### **LEAGUE CAP**

- There are no team PPD caps.

### **HANDICAPPED LEAGUES**

- This means the computer will balance each match based on the PPD/MPR of the 4 players shooting in the match. You must call the office or email your league coordinator to add subs for handicapped leagues so the new players PPD/MPR can be added to the database. If you do not contact us prior to the match and add the sub at the board, the sub will be given a PPD of 30.00 & a MPR of 3.00 for the night.

### **LEAGUE START TIME**

- League start time is printed on your standings/schedule. You have a 20 minute grace period (real time, not bar time) before the opposing team may call a forfeit. (Please see "Start of Match section")

## **RE-SCHEDULING A MATCH**

- All re-schedules must be made up either before the original match date or within 2 weeks after the original date unless other arrangements are made with ADI. You **MUST** notify ADI of a re-schedule and you may shoot your re-schedules on any day of the week if the bar has an open board. It does not have to be your league night but it **MUST** be shot at the original home bar. If the 2 teams cannot agree on a date and are willing to split the wins evenly, each team will be charged the quarter drop and league fees from their prize fund.
- The re-schedule is the responsibility of the team asking for the postponement. It is to your advantage to shoot the match, even if you are short 2 players to avoid the loss of games due to forfeit.
- Teams are not required to agree to a re-schedule so it is in your best interest to shoot your match when and where scheduled.
- IF YOU NEED TO RE-SCHEDULE THE LAST NIGHT OF LEAGUE, IT MUST BE MADE UP WITHIN 7 DAYS.

## **FORFEITS**

- 1<sup>st</sup> offense - loss of half of prize fund which will then be added to and split amongst the other places.
- If you forfeit 2 times during a league season you could be removed from league, forfeit all prize money for league and disqualified for State and National tournaments.
- ANY TEAM FORFEITING IN THE LAST 3 WEEKS OF LEAGUE WILL FORFEIT HALF OF THE TEAM PRIZE FUND
- YOU MAY NOT WIN 1<sup>ST</sup> PLACE FOR THE SEASON IF YOU HAVE WINS DUE TO A FORFEIT IN THE LAST 3 WEEKS.
- Wins will be awarded at 75% of the amount of games that were supposed to be shot for the night. The forfeiting team will get 0 wins.
- No money is to be put into the machine for a forfeit. The prize money from forfeited matches will be deducted at the end of the year from both teams prize fund.
- If a team forfeits and they are not the home team, the next time you are scheduled to play them the schedule will be adjusted and the match will be at the forfeited location. Example: ADI forfeits against Midstate and Midstate was home team, the next scheduled match will be switched to Midstate.
- Any of the above rules regarding forfeits may have some type of “extenuating circumstances” and are at the sole discretion of the ADI League Dept.

## **START OF A MATCH**

- When it is time for league to start, a team may still shoot even if they are short 1 or 2 players in a 4 person league or up to 3 in a 6 person league.
- The team would still have to pay for the missing player(s) game cost and league fees
- You need to enter the player(s) name in the board just like normal.
- Missing player(s) - The name that was entered into the board at the beginning may still shoot any remaining matches if they show up late (anytime during the night)

- Shooting while short player(s): when a match comes up involving the missing player(s) you hit the pass button unless the missing player is player #1 and has to start the game. In that case you must register 1 dart with just 1 point in a 01 game and register 1 dart in a cricket game under a number that does not give marks. The partner in that match shoots like normal. In effect, it will be one shooter on a team against two shooters for the opposing team.
- Home team chooses which board will be shot on and allow the visiting team ½ hour before league starts to practice on that board.
- In the event of a tie for 1<sup>st</sup> and/or 2<sup>nd</sup> place and “head to head” cannot determine the position, 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 ADI representative will do a coin toss.

Playoff will be scheduled the following week of the end of the scheduled season on the regular scheduled night and you will play all games just like league night. The first half winner will play the 2<sup>nd</sup> half winner. Location of playoffs is determined by head to head match ups between the 2 team locations involved. If head to head is a tie, a coin toss will determine the location of play between the 2 locations. If the same team wins both 1<sup>st</sup> and second half there is no need for a playoff and league is finished.

## **SCORING**

**Automatic player change is no longer in effect on the Arachnid boards. Always push the player change button BEFORE removing your darts. This is important: IF even one dart doesn't register and you remove the ones that did, you risk those darts registering points/marks and as a result you will lose your next turn.**

**Shot clock rule is in effect and goes as follows:**

- **DO NOT START THE GAME UNTIL ALL PLAYERS ARE PRESENT**
- If you do not throw your 1<sup>st</sup> dart within 45 seconds you will lose your entire turn, if you shoot your first dart but fail to throw your 2<sup>nd</sup> dart in the next 45 seconds you will lose your remaining darts, if you shoot your 2<sup>nd</sup> dart but fail to throw your 3<sup>rd</sup> dart in the next 45 seconds you will lose your 3<sup>rd</sup> dart.
- Personal or bar darts may be used. No broken or cut off tips allowed. Maximum weight of a dart is 20 grams.
- You may pass any or all of your darts for your turn.
- A player that deliberately hits the machine & affects the scoring automatically loses that game for his/her team.
- If a player ends a 01 game when they are frozen, the board automatically gives the win to the other team.
- You may go out on a tie in 301

- Player advantage rule is now in effect.
  - This means that if a player throws a dart and it sticks in the board but scores incorrectly or not at all, the player may approach the board and manually score the dart or use the backup feature to correct the dart. **DO NOT REMOVE THE DARTS PRIOR TO CORRECTING & SCORING THE DART.**
    - Scenario 1: A player throws and one or more of the darts stick but doesn't register a score. That/those unregistered dart/darts may be pushed in the board.
    - Scenario 2: A player throws and a "stuck " dart registered as something other than where the tip is stuck in the board, if it is to the throwing players advantage they can use the backup feature to rescore the dart.
      - **DARTS THAT DO NOT STICK IN THE BOARD MAY NOT BE MANUALLY SCORED.**
- Using the backup feature:  
At the end of your turn, **DO NOT REMOVE ANY DARTS.** Press the up arrow, the board will ask if you want to cancel the last dart. Choose yes and then correctly score the dart while it is still in the board. If it was the first or second dart thrown, back up to that thrown dart, correctly score it and then manually score the rest of the darts to complete your turn.
- If ADI does not receive any phone calls or emails the day following your match, you are agreeing to the scores for both teams and that the players' names put in the board were the correct names of the shooters and there were no rules broken during the matches for that night.
- If a dart bounces off the board, it is considered thrown even if it did not score. It cannot be thrown again.
- If a dart is thrown before the "Throw Dart" message, that dart is considered thrown and may not be thrown again.
- It is each player's responsibility to see that the machine is displaying the appropriate players name prior to throwing any darts. It is the shooting players responsibility to be sure that the dart machine is in the **DO NOT SHOOT/PLAYER CHANGE** state before removing his/her darts. If it is not, the shooting player must press the player change button before removing his/her darts.
- If a player throws out of turn and ends the game, the opposing team is credited with the win. **YOU MUST INFORM ADI NO LATER THAN THE FOLLOWING MORNING SO THE SCORE CAN BE CHANGED IN THE SYSTEM.**

## **FOULS**

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from league, expulsion from location, or expulsion from future leagues. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

- Adherence to all general fouls is required
- Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul.
- No practicing during league on any open boards. Throwing on a non-coined machine is also considered a distraction
- On a thrown dart, the dart must make contact with the board before the players foot makes contact with the floor in front of the throw line or a foul has been committed. A player may not touch or use anything that is past the shooting line for purposes of support or balance.
- If a machine resets due to power failure or other reason beyond control, the game will be started over (replayed from the start)
- Any machine reset, tilt or malfunction due to intentional or unintentional player action shall result in loss of game for the team committing the action.
- Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league coordinator/director or tournament official may constitute a foul
- Disregard of any rules may constitute a foul

### REMOTE LEAGUE

- All of the same rules apply as stated above
- The camera CANNOT be covered up or tampered with. Doing so will cause you to forfeit games.
- We have the ability to watch game videos and will do so if cheating is suspected.
- All of our remote leagues are now “Remote” You do not have to travel, (**unless your schedule reflects traveling**) if you choose to travel, you may only travel to and shoot at the location you are shooting against and must text or call Missi @ 920-422-1612 with this info.
- If you have camera issues please call our service line at 722-1233 and press 1 for service. The service tech will come out and diagnose the problem. If the problem requires a camera change you may have to shoot at an alternate location chosen by your league coordinator based on board and location availability.
- If your location has internet issues you will have to shoot at an alternate location chosen by your league coordinator based on board and location availability.
- Do not approach the line until it is your turn, it can be distracting to the person actually shooting to see you in front of them on the screen
- If you have a dart that sticks and **did not score**, you need to take a picture of it and send it to the opposing captain. You may then push the unscored, stuck dart in to receive your score.

## **TEAM DROPS & OTHER ISSUES**

- If a team drops out before the first full round is complete, all match wins/losses involving that team will be deleted and their prize money will be forfeited and split amongst the remaining teams at the end of the season.
- If a team drops out of league without a legitimate reason, ADI may not let them in the following season
- If you have a problem during league that is not covered in the rules call/text Missi 920-422-1612 or 920-722-0152. If the problem can wait until the next morning, call the office at 722-1233 after 8:30 & someone will assist you at that time.

## **PLAQUES & PAYOUTS**

- Winning sponsors will receive plaques for their establishment; some locations have informed us that they do not want plaques...in this case it would be up to the team if you want to purchase a plaque on your own. If you wish to purchase individual plaques or trophies you may do so by contacting us.
- Within a week of league end the final stats will be posted on the ADI website. Only the prize check and financial sheet will be sent by mail to the captain of your team.

## **GRIEVANCE PROCEDURE**

- If the League Coordinator has not been called or a message left on the league line before completion of play, it becomes final and no grievance can be filed.
- Any problems that cannot be resolved on the night of a match by the team captains and/or an ADI representative it may be resolved by the grievance committee which is made up of players from various leagues.
- A written or emailed protest and a \$25.00 protest fee must be submitted to the league coordinator within 24 hours of the match, provided you have either called and spoken to a league coordinator or left a message on the league line THE NIGHT IT HAPPENS. All protests must be emailed or in writing.
- Late protests will not be accepted
- All decisions made by the grievance committee are final
- 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 and split among the other teams in the league.

**Board function issues before or during league play i.e.: stuck segments, bill jams, etc need to be directed to our on-call service technician. Please call 722-1233 & press 1 for service between 4:30pm and midnight. Leave a message including your name, phone number, location and a brief description of the issue. Someone will return your call to help you troubleshoot the problem or let you know how long it will be before a tech will be there to help.**

**League related issues i.e.: roster issues or questions, add a player, etc. need to be directed to the league coordinator at 920-422-1612 or 722-0152**

**PLEASE DO NOT CALL THE SERVICE TECHS FOR LEAGUE RELATED, NON EQUIPMENT ISSUES. THESE CALLS NEED TO BE MADE TO THE LEAGUE COORDINATOR.**

**WEBSITE:** [www.adigames.com](http://www.adigames.com)

League rules, schedules and weekly stats can be found on the website as well as the player stat list from the end of last season used to determine PPD's.

**OFFICE:** 920-722-1233 from 8:30am – 4:30pm Monday – Friday

**MISSI EMAIL:** [missih@adigames.com](mailto:missih@adigames.com)

**MISSI CELL:** 920-422-1612 Call or text (please include name and dart league information in text)

**MISSI OFFICE:** 920-722-1233 Ext 105