

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 or 920-722-0152 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.

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. (Forfeiture of all games and assists played by this player if full name is not entered). **NO EXCEPTIONS**
- During the last 3 weeks of league play, 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. 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.

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.

- We do understand that sometimes a captain forgets to switch out a regular player for a sub. If this happens, we can fix it in the stats as long as we are made aware of the issue. You may play league like normal with one player shooting under another player's name. Both teams must be made aware of the mistake and your league coordinator must be notified no later than the following morning.

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 teams 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 the computer generated PPD/MPR equal to the player with the highest PPD/MPR that is shooting in the match.

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

- 1st 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 1ST 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 1st and/or 2nd 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.

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 1st dart within 45 seconds you will lose your entire turn, if you shoot your first dart but fail to throw your 2nd dart in the next 45 seconds you will lose your remaining darts, if you shoot your 2nd dart but fail to throw your 3rd dart in the next 45 seconds you will lose your 3rd dart.
- Personal or bar darts may be used. No broken or cut off tips allowed. Maximum weight of a dart is 20 grams.
- Players feet must be on or behind the front edge of the shooting line during your entire turn.
- 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
- The dart machine is always right.
 - The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The ONLY exception will be on the "Last Dart-Winning Dart" that meets the following criteria:
 - The machine was displaying the "Throw Darts" message and all other rules were followed and the dart stuck in the winning spot. Then no matter if the machine fails to score or scores incorrectly, the player/team will be credited with the win in that game. Example: Players score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player with 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart", that player/team wins the game. TO COUNT IN THIS RULE, THE DARTS MUST STICK IN THE BOARD AND REMAIN STUCK, if they bounce out or fall out there is no proof of placement.
- 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.

- A dart that sticks in the board but does not register or registers an incorrect point value, MAY NOT be manually scored. You may ask the other team if you can push the stuck unregistered dart to register the correct point value. If they agree to the correction, you may approach the board and fix it. If they do not agree, then it is scored as the board originally had it.
- 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 players 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, 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.

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 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.

TROPHIES & PAYOUTS

- Winning sponsors will receive plaques for their establishment; 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

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

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

MISSI OFFICE: 920-722-1233 Ext 105