

## 2017-2018 ADI ELECTRONIC DART LEAGUE RULES

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

### NEW FOR 2017-2018

**45 SECOND SHOT CLOCK**

**LOSER STARTS ALL MATCHES**

**ADJUSTED FORFEIT RULES**

**PLAYERS MUST PLAY 3 WEEKS TO BE ELIGIBLE FOR PLAYOFFS**

**RESCHEDULED MATCH RULES**

**12 PLAYER ROSTER AND DART BOARD MAX**

**CAP IN NOW 90 POINT MAX FOR LOW SKILL LEAGUES.**

### GENERAL:

- 1) 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. Any and all non grievable decisions made by the league department are final. **AMUSEMENT DEVICES RESERVES THE RIGHT TO AMEND ANY RULE DUE TO EXTENUATING CIRCUMSTANCES.**
- 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 not be filed.
- 3) Leagues will not be cancelled for any reason. If a team requests a postponement and the opposing team agrees, the make-up match must be rescheduled. **IF A TEAM WISHES TO RESCHEDULE A MATCH, THEY MUST VERBALLY CONTACT THE OPPOSING TEAM 4 HOURS PRIOR TO THE START TIME OF THE MATCH. IF THERE IS NO CONTACT 4 HOURS PRIOR THE MATCH MUST BE PLAYED AS SCHEDULED. THE MATCH MUST THEN BE PLAYED WITHIN 14 DAYS OR WILL BE SPLIT AT ADI LEAGUE DEPARTMENT DISCRETION.** 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.
- 4) Team captain's names and telephone numbers will be supplied with the schedule. If you do not supply a proper captains cell or home phone number and the opposing captain is unable to contact you regarding rescheduling a match, you will be unable to take a forfeit or refuse rescheduling that match.
- 5) 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.

- 6) 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 it may be picked up players from the bar.
- 7) Captains, an ADI or WAMO Representatives may request an I.D. from players on an 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 will also be ineligible to play at the WAMO State Dart Tournament. And that player will be disqualified for the rest of the season. Call the league line if a player is playing under the wrong name or if he/she refuses to show I.D. If the league line is not called before completion of play the results are final. If you do not put the correct full, first, and last name of the sub that is playing that night you must e-mail that player's full name by the end of the day the match was played. (11:59 pm). If you do not contact ADI by the end of the day that the match was played you do not get credit for that player's game. E-mail names to [league@adigames.com](mailto:league@adigames.com)
- 8) It is each player's responsibility to push the player change button before any darts are removed from the dartboard. Every player is to have ample room to shoot.
- 9) No player, other than the player shooting, may stand next to the dartboard.
- 10) 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.
- 11) No player may shoot on more than 1 team or league on the same night. A player may transfer from 1 team or league to another in the same league on permanent basis with the consent of the ADI League Department. This transfer is allowed once during the season.
- 12) ADI League Department will not become involved in any tavern condition disagreements. (i. e. music is too loud; bar area is too crowded, Players that are not allowed to be in the bar or that have been kicked out...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.
- 13) You can go out on a tie in 301.
- 14) Dart weight limit for WAMO and NDA require darts to weigh no more than 20 grams.
- 15) Dart statistics and schedules are posted on our website at [adigames.com](http://adigames.com), and on the dart boards.
- 16) If a league player is not allowed to enter a certain location and this will cause an unfair team advantage, ADI has the right to reschedule that match at a location of their choice.

### **MISC RULES & PLAYOFFS:**

- 1) Any team that is forced or chooses to leave their original home location, gives up all rights for choice of where they play. Amusement Devices will have full control in finding you a new home location. This is solely due to scheduling and equipment issues.

- 2) Amusement Devices reserves the right to split seasons into halves, schedule and group locations, and place teams due to skill levels as they see fit to maintain a fair and competitive leagues.
- 3) Any team when entering a sub on the dart board in a Handicapped or Capped league that does not put full first and last name of that player or does not notify the ADI League Department by Midnight of the match day, via text or email will lose all games that night. NO EXCEPTIONS TO THIS RULE...
- 4) In the event of a tie for first and/or second 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 Amusement Devices representative will do a coin toss. The first team to win 7 games in a 12 or 13 game league will win the playoff.
- 5) In the event of a playoff, every effort should be made by both teams to play that match within one week of the last scheduled match on your regular scheduled league night.
- 6) **AT THE END OF THE SEASON, THE 1<sup>ST</sup> HALF WINNER WILL PLAY THE 2<sup>ND</sup> HALF WINNER FOR THE OVERALL CHAMPIONSHIP. IF THE SAME TEAM WINS 1<sup>ST</sup> PLACE BOTH HALVES, 2<sup>ND</sup> PLACE WILL BE AWARDED TO THE 2<sup>ND</sup> BEST OVERALL RECORD. NO PLAYOFF WILL BE NEEDED.**

#### **GRIEVANCE PROCEDURE:**

- 1) If the league line has not been called before completion of play, it becomes final and 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 24 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 made by 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 may be penalized as follows:
  - a) First Offense- Half of total prize fund.
  - b) Second Offense- All of prize fund.
  - c) Second Offense-Loss of all prize money and ejection from the league and the team will be ineligible from the WAMO State Dart Tournament. **ALL PRIZE MONEY TAKEN FROM A TEAM THAT FORFEITS WILL BE DIVIDED BY THE TEAMS IN THE LEAGUE THAT HAVE NOT HAD ANY FORFEITS DURING THE SEASON.**

- 2) Amusement Devices League Dept. will solely decide amount of wins given to the non-forfeiting team. This is a non-grievable issue. Any team forfeiting a match will not be allowed to take 1<sup>st</sup> place in their league.
- 3) No team will be allowed to take first place by way of forfeit.
- 4) If a forfeit takes place, do not enter it on the dart 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.
- 5) If a team forfeits when you are playing at home, the next time you are scheduled to play the same team at their home bar, ADI will adjust the schedule so that you will play the forfeited match at your home bar, as long as scheduling permits.
- 6) Above Forfeit Rules 1-6, that may have some form of “extenuating circumstances” are solely at the discretion of the ADI League Dept.

## **PLAYERS:**

- 1) Only 12 names can be listed on the league dart boards. It is a team captain’s responsibility to make sure those 12 players are up to date. The best way to do this is email your updates to [league@adigames.com](mailto:league@adigames.com). ROSTER MAX IS 12 PLAYERS.
- 2) ANY ROSTERED PLAYER MUST PLAY 3 WEEKS PRIOR TO ANY PLAYOFF GAME TO PLAY IN THE FINAL PLAYOFF GAME.
- 3) All players must be of legal drinking age, at least 21 years old. It is the Tavern’s and the Captain’s responsibility to be sure all players are of legal age that night.
- 4) Any sub that is used the last 3 weeks of league play that has not already shot or is already rostered for that team must have a lower PPD than the lowest player on that team.
- 5) Players not using their full name and/or listed under sub cannot have their stats updated to qualify for any tournaments.
- 6) An ineligible player may be contested at any time during league play. When entering any player’s names in the dart board, a first and last name must be used. No nicknames, the word “sub”, or only a first or last name will be accepted. Any player/team not using a full name will lose ALL GAMES that team shoots in that night.
- 7) A bartender may shoot, but cannot tend bar while shooting his/her scheduled game.
- 8) Any player deliberately hitting, kicking or tampering with the dartboard and affecting the machine’s scores, or causing a service issue to occur automatically loses all games for his team.
- 9) An accidentally dropped dart is not considered a throw.
- 10) Players cannot manually score a dart that did not register. Unless mutually agreed upon.
- 11) Players can pass any or all darts for his/her turn.
- 12) 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 through 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 game fees 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.

## **STARTING TIMES:**

- 1) All leagues start at 7:30, and Sunday afternoon leagues start times vary

## **POSITION ROUNDS:**

- 1) 2<sup>nd</sup> at 1<sup>st</sup>, 4<sup>th</sup> at 3<sup>rd</sup>, 6<sup>th</sup> at 5<sup>th</sup>... 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 & PAYOUTS**

- 1) Winning sponsors will receive plaques and if you wish to purchase individual plaques or trophies you may do so by contacting us.
- 2) **ONCE ALL LEAGUES ARE COMPLETE, ADI WILL PRINT ALL CHECKS AT ONE TIME. ADI WILL POST ON OUR WEB PAGE AND FACEBOOK THE DATE AND TIME CHECKS WILL BE AVAILABLE FOR PICK UP. NO CHECKS WILL BE AVAILABLE PRIOR TO THE DATE POSTED. PLAQUES GENERALLY TAKE LONGER AS WE ORDER ALL PLAQUES AT ONE TIME. ONCE PLAQUES ARE READY WE WILL DELIVER THEM TO YOUR SPONSORS.**

If you have any other questions regarding leagues please call Karen at Amusement Devices at 920-722-1233@ ext. 101 or e-mail klehrer@adigames.com

Visit us on the web at [www.adigames.com](http://www.adigames.com), or find us on Facebook