

# 2023-2024 Amusement Devices Dart League Rules

## GOOD SPORTSMANSHIP AND COMMON SENSE ARE TO BE USED TO SOLVE

### ANY PROBLEM NOT COVERED BY THE FOLLOWING RULES

- REMOTE/TRAVEL LEAGUES ARE LEAGUES YOU ARE WILLING TO DO BOTH ON. WE ARE TRYING TO CREATE MORE LEAGUES WITH THE HYBRID FEATURE. THEN YOU CAN SHOOT PEOPLE ALL OVER OUR LOCATIONS NOT JUST IN YOUR AREA. IF THE SCHEDULE SHOWS REMOTE YOU SHOOT REMOTE IF IT SAYS TRAVEL YOU NEED TO TRAVEL.
- Follow Amusement Devices on Facebook to keep informed and up to date, also check out ADI Darts on Facebook for other bars and players tournaments.
- Make sure your team is on time to shoot.
- Acknowledge each other 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.

Conflicts should try to be resolved by team captains. If you find yourselves at an impasse, you may call Kelly at 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 she cannot be reached, leave a message for an ADI League person by calling the league line 920-722-0152 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 players and 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(first and last, phone number and email address are REQUIRED for ALL players; Captains MUST provide a home address as well.**
- **ALL PLAYERS MUST** be of the 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 underage may shoot just because the parent/spouse is present. Bartenders that are underage **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. Excludes: Youth/Adult Leagues, but tavern must be okay with youth in their establishment.
- 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**

- If your fall season is split into 2 halves, on the stats page at [www.adigames.com](http://www.adigames.com). 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**

- **YOU MUST ADD YOUR SUB IF THEIR AVERAGE IS HIGHER THEN THE ONE THEY REPLACE OR THE GAMES WILL BE TAKEN AWAY FOR CHEATING!!**
- Please call ahead of time, preferably by 4:30pm 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.**
- 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.
- **For sanctioning purposes, a substitute is considered a player that has shot no more than 2 times for your team during the season.**

- Anyone shooting 3 or more times is considered a regular sanctioned player and will be sanctioned accordingly.

### **OPEN Sub Rule is now in effect.**

- In Masters Capped leagues, the Sub can NOT be higher average the shooter you are replacing.
- If you sub more than 3 times on a team the sanctioning above rule will take in effect also. If you do not sub more than 3 times on a single team you are responsible for your sanctioning fees.
- **Please remember most of you voted for this rule back so use your best judgement.** Be courteous and check with the other captain if you think your sub might be over stepping the rules.

### **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 shooters 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 teams bar or any other location. If you do, you will either forfeit all games or a re-match will be

### **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 920-722-1233 before 4:30pm M-F 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 4:30pm, the subs average will be equal to the highest player each game.

### **LEAGUE START TIME**

- League start time is printed on your standings and the board message. 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 be disqualified for State and National tournaments.
- ANY TEAM FORFEITING IN THE LAST 3 WEEKS OF LEAGUE WILL FORFEIT ALL OF THEIR 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: BAR 1 forfeit against BAR 2 and BAR 2 was home team, the next scheduled match will be switched to BAR 2.
- 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 will 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 “head to head” will determine the winner of each half. If the “Head to Head” is a tie the two first place winners of that half will play off.
- To determine the overall league first and second place winners, there will be a playoff between both first-place winners from each half. “Head to head” record will determine where the match will be played. If the “Head to Head” record is 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. Only quarters for games get put in the board...no league fee money. 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**

**THE AUTO PLAYER CHANGE IS NOW ON. YOU HAVE 12 SECONDS TO REMOVE YOUR DARTS FROM THE BOARD BEFORE THE NEXT PLAYER WILL AUTOMATICALLY GO. YOU DO NOT NEED TO PUSH THE PLAYER CHANGE BUTTON**

**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 allowed in person leagues only NOT for REMOTE**

- If a dart registers the wrong number more than once, please call or have the bar schedule a service call to repair the board before the next league night. 920-722-1233 PRESS 1

- On the winning dart or any dart, if the dart sticks in the board and does not register, talk to the opposing captain. If both teams confirm that the dart is indeed sitting and NOT scored, you may tap in the winning dart.
- A dart that sticks in a mark but does not register or registers incorrectly will be manually scored once the incorrect scoring is acknowledged by both team captains. If darts are removed prior to agreement from both captains, the original score the dart board registered will be used.
- If the player who shot the mis-scored dart would prefer to leave the dart and play as the “board is never wrong” old rule is able to do so. It is up to the player who shot if they wish to invoke the Advantage rule.
- A dart that sticks in a mark but does not register or registers incorrectly will be manually scored once the incorrect scoring is acknowledged by both team captains. If darts are removed prior to agreement from both captains, the original score the dart board registered will be used.

Communication and cooperation with the opposing team is mandatory before any changes. Leave the darts in the board and talk to the opposing team captain. You are allowed to cross the shooting line to approach the board. Stop the match by pressing the back-up button and continue to press the back-up to stop the shot clock if necessary. Explain that the dart needs to be scored or re-scored.

Opposing teams are not to withhold agreement to allow manual re-scoring of a beneficial dart as described in this Shooters Advantage rule, and this can be cause for penalty when reported and verified by administrative review of match video. Basically, if the dart is obviously mis-scored, please as always use good sportsmanship.

- If ADI does not receive any phone calls or emails the night of 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.
- 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 continue where it was upon restarting...if the game doesn't come back after the board restarts the game will then 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, forfeit or ejection from league.
- Disregard of any rules may constitute a foul

### **REMOTE LEAGUE**

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 (**as long as it is the same operator - NO CROSS OPERATOR TRAVELING**) and you must text or call Kelly @ 920-722-0152 with this info. Both teams must agree to travel to each other to keep matches fair and even for all locations.
- 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**, that is the board does not lie.
- The score recorded by the machine is the score that the player receives. Players accept the machine is "always right."
- A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.
- If a dart bounces off the board, it is considered a dart thrown, even if it does not score. It may not be thrown again.

- If a dart is thrown before the “Throw Darts” message light, the dart will not score and is considered a dart thrown. It may not be thrown again.
- **If you would like to take the time to send pictures to the other team and they are okay with it I will allow but if any arguing about this is will be taken off.**

**WE are following WAMO & MOMA Rules since that is what we are sanctioned with.**

- You may **NOT** shoot both ADI and another league/tournament at the same time, nor can you shoot 2 different ADI leagues at the same time. The **ONLY** exception to this rule is if both teams are shooting a make-up and you both have agreed to shoot a double header.

### **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 you have a problem during league that is not covered in the rules call Kelly 920-722-0152. If the problem can wait until the next morning, call the office at 722-1233 ext. 105 after 8:30 am & 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.
- Captains will RECEIVE THE CHECK IN THE MAIL & PLAQUES WILL BE DELIVERED TO BAR, UNLESS OTHERWISE NOTED.

### **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.

### **ADI RULES & REGULATIONS FOR TOC VOUCHER ASSIGNMENTS 2023-2024**

- **MUST** have a minimum of 500 games (TOC rule; men's & women's)
- **MUST** be an **AMUSEMENT DEVICES** league player with minimum **80%** participation in at least 1 ADI league.
- If you are awarded a voucher, you **MUST** plan on attending the tournament in Kansas City, MO. This does **NOT** mean shoot every event, it means you need to shoot in some of the doubles and triple events. What we don't want to happen is to award a voucher and then have no representation by that play at the event.
- Keep in mind this is a costly event as there is event registration, travel, hotel, food, beverages, etc. Unless a major event happens, not enough money will not be considered a reason to not attend.
- If you do not attend the tournament for any reason other than an emergency, you will be ineligible for the **next 2 years** to receive a voucher.
- Any player having 350 games or more can attend the tournament & play in the doubles and triples events. You do not need a voucher for these events.

These rules are subject to change based on what Amusement Devices thinks is in the best interest of all our league players.

Thank you to every player we have, Good Luck in 2023-2024

**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- 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 ext. from 8:30am – 4:30pm Monday – Friday

**KELLY'S EMAIL:** [ktank@adigames.com](mailto:ktank@adigames.com)

**LEAGUE LINE:** 920-722-0152