

**Arizona Darts League, Inc.
Rules and ByLaws**

**Arizona Darts League, Inc.
P.O. Box 26335
Phoenix, AZ. 85068-6335**

Version 8-18-2011

DRAFT

BYLAWS

ARTICLE I - NAME

The name of the organization shall be ARIZONA DARTS LEAGUE, INC.

ARTICLE II - DEFINITIONS

Sec. 1 – Whenever the initials A.D.L. are used in these Bylaws and rules, they shall mean ARIZONA DARTS LEAGUE, INC.

Sec. 2 – Whenever the word Board is used it shall mean the officers described in Article VI, Sec. 1.

Sec. 3 – Whenever the term Senior Board Member is used it shall mean the most senior Board Member present in terms of continuous service.

Sec. 4 – Whenever the word Neutral is used, it shall mean a person not involved in the Team, location, or division under discussion.

ARTICLE III – OBJECTIVES

Sec. 1 – The objectives of the A.D.L. shall be to promote competitive darts, coordinate the functions and activities of darts, and sanction and conduct League and Tournament play according to rules in effect as well as establish friendly relationships with similar organizations.

Sec. 2 – The A.D.L. shall be a non-profit, non-political and non-sectarian corporation.

ARTICLE IV – FEES

Sec. 1 – Membership and team fees shall be established by a 2/3 majority of votes at a general meeting.

Sec. 2 – Social and Tournament fees as well as raffle fees and prizes shall be established by the Board.

Sec. 3 – Membership fees shall be applicable to the period established at a General Meeting. An applicant shall be considered to be properly registered when, within current policies, his/her individual application and appropriate fees have been received by the Treasurer and/or other Board Member.

Sec. 4 – Team Fees shall be applicable each season. Teams failing to submit their fees on or before the announced time of registration will not be scheduled.

Sec. 5 – Membership fees, equal in number to that of a complete team, for the league being entered must accompany each team fee, less such number of membership fees applicable to listed players who have previously registered for the period in effect.

Sec. 6 – If a team changes its home location during the course of a season (for reasons other than expulsion or closing of the location), the A.D.L. shall refund to the team's sponsor so much of the team fee as bears the same proportion to the total team fee as the team's remaining home matches bear to the total home matches for the season. The relocating team shall submit a new team application and team fee to the A.D.L. prior to its next home match, which fee shall be in the same amount as the refund to the team's previous sponsor.

ARTICLE V – MEMBERSHIP

Sec. 1 – Membership is open to anyone who evidences an interest in Darts as a sport.

Sec. 2 – All memberships are subject to approval by the Board.

Sec. 3 – A membership may be terminated or restricted by a majority opinion of the Board if such a member creates disharmony or behaves in a manner which is prejudicial to order and discipline. The Boards' decision in such a matter may be appealed by the member concerned to a committee of at least fifty percent of Neutral Captains drawn by lot. Such appeals must be in writing and have been received by the Secretary no later than seven (7) days after the Boards ruling. The Secretary shall arrange a location for such a meeting of the appeal. No further appeals will be possible.

Sec. 4 – No monetary fines shall ever be levied against members or sponsors of the A.D.L.

Sec. 5 – No member shall be restricted or terminated without having the right to be present at the meeting determining that member's A.D.L. status.

Sec. 6 – A Lifetime Membership or a Membership for a Specified Duration may be issued, at no charge to the recipient, by a 2/3 majority vote at a general meeting. Such Membership is to carry with it any and all voting rights and privileges accorded to the A.D.L. members in good standing.

ARTICLE VI – THE BOARD

Sec. 1 – The Board shall be comprised of the President, Vice President, Secretary, Treasurer, and such additional members to total six (6) Board Members. No joint offices may be held, except Secretary and Treasurer. At the first meeting of the board following their election, the offices of President, Vice President, Secretary and Treasurer shall be filled from among the Board members by a majority vote of those Board members present and voting.

Sec. 2 – When a Board vacancy occurs, sufficient additions shall be made in accordance with Sec. 5. of this article to bring Board Membership to the required total of six (6). Such additions shall be made no later than the second regular Board meeting following the creation of the vacancy. When a Board vacancy occurs in the first year of a two year term, the vacancy shall be filled for the remainder of the year with the second year of the two year term to be filled by ballot at the next General Election Meeting.

Sec. 3 – At all General Elections, three (3) Board Members shall be elected to the two year terms then expiring and such additional Board members shall be elected to the unexpired terms, as described in Sec. 2., of this Article.

Sec. 4 – No more than two (2) Sponsors shall serve concurrent Board terms. **EXCEPTION:** Those Board Members becoming Sponsors after the date of election shall be permitted to complete their term of office.

Sec. 5 – Board vacancies may be filled by the President provided: (a) The proposed member was eligible for office at the preceding election; (b) a majority of the Board approves the appointment; (c) volunteers are called for via written notice to each sponsoring establishment; (d) the notice called for in “(c)” be posted at least ten (10) days prior to the Board Meeting at which such additions are to be made; (e) the names of all applicants are submitted to the Board; (f) the vacancies in question were not the result of Recall proceedings authorized under **Article XIII**; (g) all applicants submit a signed written statement to the Secretary which must include a statement that the applicant is bondable, to the best of his or her belief.

Sec. 6 – A Board Member automatically resigns when, without sufficient cause, he/she fails to appear at three (3) consecutive meetings; provided such meetings are not scheduled within a period of thirty three (33) calendar days. Board and General Meetings scheduled for the same night shall be considered one (1) meeting.

Sec. 7 – Board members resigning, as per **Sec. 6.**, shall not be permitted to run for office at the subsequent election.

ARTICLE VII – BOARD DUTIES/QUORUM

Sec. 1 – The Board must meet at least 4 times a year. Meeting dates shall be determined by the President or the board members. Attendance shall be excused if notice of the meeting is not received at least three (3) days prior to the meeting.

Sec. 2 – Three (3) members in attendance shall constitute a quorum. In the absence of the President and Vice President, the Senior Board Member shall assume the chair.

Sec. 3 – Should two (2) consecutive Board Meetings, scheduled as per **Sec. 1**, fail to produce a quorum, the Board shall be considered dissolved. It shall be the responsibility of those members attending the second such meeting to arrange and call for an ELECTION MEETING within 30 days. Should the dissolution of the Board take place less than thirty (30) days prior to a season's end, social event or tournament, those members in attendance must take appropriate action to ensure the success and continuity of such an event or tournament. In addition, they must call for an ELECTION MEETING no later than five (5) days after the aforementioned event. The provision set forth in **ARTICLE IX** shall be waived if the ELECTION MEETING'S time and location are announced at the aforementioned event. **ARTICLE X, Sec. 5** shall not apply to elections held due to conditions described in the Section herein.

ARTICLE VIII – DUTIES OF THE OFFICERS

Sec. 1 – **PRESIDENT:** The President shall be responsible for the day to day administration of the A.D.L. in accordance with the policies established by the Board and shall preside at all meetings unless excused by virtue of the NO VOTE PROVISIO. He may vote only to make or break a tie or in his capacity as division advisor. His/her signature will be one of the three (3) valid signatures on the A.D.L. checking account.

Sec. 2 – **VICE PRESIDENT:** The Vice President shall assist the President in maintaining the efficiency of the operation, and in the absence of the President, he/she shall assume the duties normally performed by the President.

Sec. 3 – Should both the President and Vice President take leave of office, the Senior Board Member shall assume the duties of the President with the provision that he/she call an ELECTION MEETING within thirty (30) days of their leaving office.

Sec. 4 – SECRETARY: The Secretary will record the minutes of all meetings and will be responsible for the compiling of weekly results, the filing and distribution of weekly standings, the handling of all correspondence and distribution of Meeting and Election notices. He/she may publish announcements of special tournaments being held by sponsoring establishments, provided that such tournaments do not conflict with A.D.L. matches or events.

Sec. 5 – TREASURER: The Treasurer shall have custody of all A.D.L. funds and shall see that all monies received are promptly deposited. He/she shall be responsible for the collection of all fees. He/she shall be required to submit a monthly itemized cash statement to the Board and prepare summarized seasonal and annual financial statements for the membership and the board. His/her signature may be one of the three (3) valid signatures on the A.D.L. checking, savings or credit card account. The Treasurer, at the direction of the Board, shall submit the books for an annual audit at the end of each calendar year.

Sec. 6 – BOARD MEMBERS: Sufficient Board Members, as required per **Article VI, Sec. 1**, shall assist in administration of the A.D.L. policy. In conjunction with the titled Board Members, they shall be advisors to the various divisions during sanctioned play.

Sec. 7 – NO VOTE PROVISIO: No board member may vote on operational procedures or protests taking place in the division or sponsoring establishment in which he/she plays. Should this PROVISIO deplete the Board below Quorum level, it shall be the responsibility of the Senior Neutral Board Member to assemble a Quorum from a list of all Neutral Captains.

Sec. 8 – The provision for co-signature of all A.D.L. checks has been deleted. However, all checks, savings account or credit card transactions must be approved by the Board or a majority of members present at a General or Special meeting.

ARTICLE IX – MEETINGS

Sec. 1 – BOARD MEETINGS: Such meetings shall be comprised of Board Members only and be subject to the provisions set forth in **Article VII, Sec. 1**.

Sec. 2 – PROTEST MEETINGS: Such meetings shall be subject to the provisions set forth in those rules currently in effect.

Sec. 3 – CAPTAINS MEETINGS: Such meetings shall be comprised of a committee from the Board and the Captains or authorized representative from each registered team. At least one such meeting shall be scheduled not less than one week prior to the beginning of each season and other such meetings may be scheduled as deemed appropriate by the Board.

Sec. 4 – GENERAL MEETINGS: A minimum of one (1) General Meeting annually will be mandatory. A.D.L. members in good standing shall be entitled to vote at any General Meeting. General Meetings must be announced by direct mail to all sponsoring establishments and A.D.L. members at least seven (7) days prior to the meeting.

Sec. 5 – RECALL MEETINGS: Such meetings shall be held subject to the provisions set forth in Article XIII.

Sec. 6 – SPECIAL MEETINGS: Such a meeting may be called for by any member and for a specific purpose only. The specific purpose must be in writing and witnessed by the signatures of at least 20% of the current membership, or by a majority of the Board. Membership numbers must accompany each signature. No other business will be discussed at such a meeting. The Board must announce the time and place for such a meeting no later than twenty (20) days from the date of receipt of petition by the Secretary. Such meeting will be comprised of a committee from the Board and the Captain or authorized representative from each registered team. Interested members in good standing may attend and participate in the discussion. Voting, however, is restricted to one (1) Captain or authorized representative per registered team. The NO VOTE PROVISIO, as described in **Article VIII, Sec. 7**, shall apply to those Captains or authorized representatives attending a Special Meeting.

Sec. 7 – Unless otherwise specified, all meetings shall be called for at the discretion of the Board.

Sec. 8 – Unless otherwise specified, meeting announcements must be mailed at least five (5) days in advance of the meeting.

Sec. 9 – Persons other than Sponsors using a sponsoring establishment as their home address will not be included in any mailings decreed by the Board.

Sec. 10 – It is the responsibility of the member to maintain a current and valid address with the A.D.L.

ARTICLE X – ELECTIONS

Sec. 1 – Elections shall take place between the dates of August 16th and October 16th.

Sec. 2 – All elections shall be by secret ballot. It shall be the responsibility of the Secretary to construct such a ballot.

Sec. 3 – Nominations for Board members shall require a minimum of three (3) candidates for two-year terms and such number as required to fill any vacated terms. One ballot shall be issued entitling the member to vote for from one (1) to three (3) candidates for two-year terms or from one (1) to the total number of Board members to be elected. The three candidates receiving the highest number of votes shall be elected to two-year terms. In case of a tie for 3rd, a runoff election shall be held between the candidates involved in the tie. If the second year of any two-year terms must be filled, the candidates having the next highest total of votes after the three (3) two-year terms have been filled shall serve the one-year terms. In the event of a tie, the above procedure shall be followed.

Sec. 4 – No member may vote more than once per candidate per office.

Sec. 5 – The Secretary shall call for candidates for all existing Board positions no sooner than sixty (60) days and not later than fifty (50) days prior to the date scheduled for elections. Those members wishing to place themselves in contention for an office or offices shall notify the Secretary in writing no later than thirty-five (35) days prior to the date of the election. Date of postmark shall be the determining factor. The member's written notification of candidacy shall include a statement that the candidate is bondable, to the best of his or her belief. Such persons shall not be required to attend said meeting. Those persons shall be given the opportunity to state their qualifications via mail to the General Membership. Such shall be included in a General mailing announcing the date, time and location of the Election Meeting. None of the above provisions shall preclude nominations from the floor at the time of the Election Meeting.

EXCEPTION: This section is not applicable when conditions are those set forth in **Article VII, Sec. 3**.

ARTICLE XI – GENERAL

Sec. 1 – These Bylaws may be amended provided notice is given per **Article IX**,

Sec. 2 – Rules and regulations to supplement these Bylaws shall be devised for the purpose of clarity and uniformity. Additions and changes may be made according to the provisions set forth in Sec. 1 above.

Sec. 3 – The order of business and/or procedures of any meeting called or any subject not covered by these Bylaws or noted in Board Minutes shall be subject to “Robert’s Rules of Order Revised”. However, should there be a conflict with the Bylaws and/or Rules, the latter shall prevail.

Sec. 4. In addition, announcements of such a meeting shall be included on all applicable preceding result sheets. A 2/3 majority of votes shall be required to change the Bylaws.

ARTICLE XII – CONTRACTS AND AGREEMENTS

Sec. 1 – The Board shall have the authority to enter into contracts and agreements in the name of the A.D.L.

Sec. 2 – The Board shall designate one or more officers to sign written contracts on its behalf.

ARTICLE XIII – RECALL OF BOARD MEMBERS

Sec. 1 – Any Board Member may be recalled from office by a 2/3 majority vote at a Special or General Meeting. Members other than Board Members may institute recall under provisions set forth in **Article IX, Sec. 6.**

Sec. 2 – Any Board Member may be suspended by a 2/3 majority vote of the Board. In the event of such a suspension, a Recall Election shall be held within thirty (30) days of the suspension upon notice in accordance with **Article IX, Sec. 4.**

Sec. 3 –The President, Vice President, Secretary or Treasurer may be recalled from office by a 2/3 majority vote of the Board Members present. In the event of such a recall, a successor to the recalled officer shall be selected by the Board no later than the following monthly Board Meeting. Such an officer recalled by the Board shall continue as a Board Member unless also recalled from the Board under this Article.

Sec. 4 – Recall voting shall be done by secret ballot.

Sec. 5 – A Recall Election of a Board Member shall be immediately followed by an Election to fill the created vacancy or vacancies.

Sec. 6 – Any Board Member who is recalled will not be eligible to serve on the Board for a period of three (3) years from the date of recall.

ARTICLE XIV – AREA COMMITTEES

The Board may give the general membership of an area, by petition of that area, the authority to elect, as outlined in the Bylaws or may appoint for that area, a committee to administer the day-to-day operations, hold district meetings and adjust the rules of the league in that area so long as it is approved by the A.D.L. Board and does not involve budgetary matters of a fundamental nature.

Rules

1 - MEMBERSHIP

A – Only registered players or approved guests may participate in A.D.L. activities. If a member is less than the legal drinking age in Arizona, he or she must be on the same team as a parent or legal guardian of legal drinking age or must be accompanied by a parent or legal guardian of legal drinking age throughout his or her attendance at a League Match, in order to participate in League play.

B – Members of Teams which are delinquent in fees shall not be permitted to participate in any A.D.L. Match or event. In addition, they shall not be permitted to participate in succeeding seasons until such fees are paid in full.

C – Mitigating circumstances may be appealed to the Board. The Board must meet on the matter within ten (10) days of receipt of written appeal to the Secretary. The Board's decision may be appealed according to the procedure described in **Article V, Sec. 3** of the Bylaws. No further appeals will be possible.

D – It shall be the responsibility of each member to be in possession of his membership card on Match night. This card shall be produced when and if the member's eligibility is challenged by the opposing Captain.

E – Lost cards may be replaced after payment of a \$1.00 processing fee is received by the A.D.L.

2 – DEFINITIONS

A – MARKER OR SCORER: Scorekeeper or Chalker.

B – CORK: Bulls-eye.

C – BOARD: The governing body of the A.D.L.

D – NEUTRAL: A member not participating in the Division or sponsoring establishment in or which a protest or policy matter is being discussed prior to a decision.

E – STRAIGHT START: Scoring shall commence without the necessity of first landing a dart in the outer (double) ring.

3 – DIVISIONS

The A.D.L. divides League play into seasons of comfortable duration each and Teams into divisions of comfortable size each (the two interacting to determine season length). These determinations shall be at the discretion of the Board of Directors, which shall consider geographic convenience, equality of Team skill, manageability of attendance complement, etc. The complications are many, such as, widely varying size and skill of Teams, widely varying installation factors and location of Sponsors, widely varying numbers of Teams per Sponsor, etc. Accordingly, the A.D.L. memberships' indulgence is assumed.

4 – SCHEDULES

A – Schedules shall be arranged so that each Team plays at least one home and one away match against every Team in its Division.

B – Schedules will be distributed at the Captain's Meeting prior to the start of each season.

5 – EQUIPMENT – INSTALLATION

A – An acceptable bristle board must be secured to the wall so that the distance from the center of the board to the floor measures 5' 8" (5 feet 8 inches).

B – Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.

C – There shall be an oche (throwing) line marked on the floor surface or covering, the front edge of which line shall be the horizontal distance of 7' 9 1/4 " from the front of the board (the scoring surface).

D – A scoreboard must be mounted within the dart area so positioned as to be visible from the oche line but not interfering with the thrower.

E – Other equipment-installation factors are covered in the A.D.L. Manual on Board Installation and Maintenance, whose requirements are incorporated herein by reference.

F – Nonconforming or substandard equipment and layout of the playing area can result in a change of venue.

6 - THE TEAM

A – (1) SINGLES DOUBLES LEAGUE: Teams are of four (4) or more members. Both men and women are welcome. All Teams must appoint one member Captain. If more than four members are on a team (at least 6 are recommended to avoid no-show forfeits), the Team Captain may decide any selection of players from match to match. The Captain may also decide any playing order of players from match to match. Each player must complete any game he/she starts. More than four players may participate for a Team in any given Match: however, no player may participate more than once in either Singles or Doubles segments and the Four Person Team Game is obviously for four (4) different persons. All Team-League inclusions are subject to approval by the Board of Directors.

(2) MIXED DOUBLES LEAGUE: A minimum of four (4) members (2 men and 2 women) shall constitute a Team. No player may participate in more than two Doubles Games per Match. No player may participate twice against any one opposing player in such Doubles Game.

(3) CRICKET LEAGUE: Teams are of three (3) or more members. More than three players may participate for a Team on any given night; however, no player may participate in more than one (1) Singles Game or two (2) Doubles Games.

B – (1) SINGLES DOUBLES LEAGUE: Two or three players constitute an incomplete but legal Team and may commence the Match. Late arrivals may play, provided **Rule #7:** “Time Factors” is not violated. Only players present may be entered on the scorecard. The Captain, at his/her discretion, may position the players present in the lineup slot of his/her choice. Late arrivals can be entered as they arrive.

(2) MIXED DOUBLES LEAGUE: Teams with fewer than two (1 man and 1 woman) present at starting time shall forfeit all points for that scheduled Match. Two or three players (provided at least one of those present is of the opposite gender) shall be considered a legal but incomplete Team at starting time. Should a Team have only three players present for the Match, the third player may take part in the Team Game only. A Team legally starting with fewer than four players may play late arriving players provided the 1 to 1 male/female ratio is adhered to and **Rule #7:** “Time Factors” is not violated.

(3) CRICKET LEAGUE: Two players constitute an incomplete but legal Team and may commence the Match. Late arrivals may play, provided **Rule #7:** “Time Factors” is not violated. Only players present may be entered on the scorecard; late arrivals are entered as they arrive.

C – The Team with the highest point total for the season is winner of its Division for the Season. Ties will be played off in accordance with Rule 14. Matches between Division Champions to determine League Champion and awards therefore shall be at the discretion of the Board of Directors. **REVISION:** Currently the A.D.L. has added playoffs to the end of each season to determine the league winner. The first place regular season winner plays the fourth place finisher and second plays third in the semi-final playoffs. The two winning teams play in the finals to determine the season winner. The higher seed in all playoffs having the home bar advantage.

D – A Sponsor is required for each Team. The Sponsor provides the place and installation on which to play. Installations must be A.D.L. approved. Sponsor establishments must have bar service patronized by both home and visiting members. Sponsors will be assessed a Sponsor Fee per Team, per season. All Sponsors must have at least one representative who is a paid-up member of the A.D.L. All sponsorships are subject to approval by the Board of Directors.

7 – TIME FACTORS

A – Matches are scheduled to start at 7:30 P.M. on the date and at the place scheduled. First dart must be thrown by 7:45 P.M.

B – A grace period of no longer than ten (10) minutes is allowed between games. This period may be extended by mutual agreement of the participating Captains. The Captain of an incomplete Team may waive any and all of the allowed time, and such waiver may not be reversed at a later time on a claim of insufficient time.

8 – THE MATCH

A – **(1) SINGLES/DOUBLES LEAGUE:** League Matches will consist of four (4) Singles Games, two (2) Doubles Games and one (1) four person Team Game, played in that order. One point shall be awarded for each Singles Game won, two points for each Doubles Game won and one point for winning the Team Game, with a total of nine (9) points to be awarded during each Match. The Team with the highest point total for the night is the winner of the Match.

(2) MIXED DOUBLES LEAGUE: A Match shall consist of four (4) Mixed Doubles Games and a Team Game. One point shall be awarded for each Game won, making a total of five (5) points to be awarded during each Match. The four sets of Mixed Doubles shall be played in the following order:

HOME		VISITOR
Pair 1	vs.	Pair 1
Pair 2	vs.	Pair 2
Pair 1	vs.	Pair 2
Pair 2	vs.	Pair 1

Deviations from the above “Playing Order” may be made only with the consent of the opposing Captain. Players may be substituted for those in Pair 1 and/or Pair 2 for the third and fourth Doubles Games, provided the 1 to 1 male/female ratio is adhered to and Rule 6 – A (2) is not violated and such substitutes may shoot in Game 3 or 4 but not both. Consent of the opposing Captain is not required for such substitutions.

(3) CRICKET LEAGUE: A Match shall consist of three (3) Singles Games, three (3) Doubles Games and one (1) Team Game, played in that order. One point shall be awarded for each Game won, for a total of seven (7) points to be awarded during each Match. The Team with the highest point total for the night is the winner of the Match. Three (3) sets of Doubles Games shall be played in the following order:

<u>HOME</u>		<u>VISITORS</u>
A & B	vs.	A & B
B & C	vs.	B & C
C & A	vs.	C & A

Deviations from the above “playing order” may be made only with the consent of the opposing Captain. Players may be substituted for those in the Doubles Games, *provided*, **Rule 6, A – (3)** is not violated and a particular player may only replace player A, B or C and not more than one of them.

B – Winning 2 of 3 Legs shall constitute a Game won. **EXCEPTIONS:** Team Game consists of only one leg in Mixed Doubles League and Singles/Doubles League and Cricket League. (10/6/91)

C – (1) SINGLES/DOUBLES LEAGUE: The player throwing closer to the cork shall decide the Game. Either “301” starting and finishing on a double or “501” straight start and finishing on a double. The player throwing closest to the cork in

the Team Game shall decide whether the Team Game shall be “601” straight start finishing on a double or “1001” straight start and finishing on a double. (See Addendum) The player in Singles Match #1 having thrown closest to the cork shall decide the game for the first Singles, each leg being the original game called. The intent of this rule is that in each game, game being first singles, second singles, third singles, fourth singles, first doubles, second doubles and team game, that the player throwing closest to the cork for the first leg of game shall determine game for all legs of that game.

(2) MIXED DOUBLES LEAGUE: Each Leg shall be “501” straight start and needing a double to finish. **EXCEPTION:** Team Game shall be “701” straight start and finishing on a double.

(3) CRICKET LEAGUE: Each leg shall be American Cricket, using the numbers 20, 19, 18, 17, 16, 15 and the Bullseye.

D – In SINGLES/DOUBLES LEAGUE and MIXED DOUBLES LEAGUE, the loser of the first Leg starts in the second Leg without having to throw for the cork (see **Rule 9**); if a third Leg becomes necessary the cork is thrown with the visiting Team throwing first. In CRICKET LEAGUE, the loser of the first Leg thrown first for the cork in the second Leg; if a third Leg becomes necessary the cork is thrown with the visiting Team throwing first.

E – Lineups must be exchanged at starting time.

(1) SINGLES/DOUBLES and CRICKET LEAGUE: Each Captain must enter his Singles lineup at this time to the extent of players present. The doubles Games lineups and Team Game lineup may be entered at the start of the Match or at any time prior to the beginning of such segments. A Captain need not enter a player present until that Game is to begin.

(2) MIXED DOUBLES LEAGUE: Each Captain or acting Captain must take two players (1 man and 1 woman) who are present and schedule them in the first Game. The remaining Doubles Game lineups and Team Game lineup may be entered at the start of the Match or at any time prior to the beginning of such segments.

F – Lineup changes and substitutions may be made **ONLY** with the consent of the opposing Captain and **ONLY** if he or she initials such changes on the scorecard as proof of his or her agreeing to the change(s).

G – It is not necessary for a player to have played in a Game in a previous segment in order to be eligible to play in a Game in a subsequent segment.

9 – BEGINNING A GAME

A – All Games are begun by “throwing the cork” with the Home Team throwing first. The Team of the player who throws closer to the cork shall throw first in the first Leg. Loser of the first Leg shall throw first cork to decide who goes first in the second Leg. If a third Leg is required, the away team corks first for the third leg. (the cork order should be home team, loser, away team).

B – Only players scheduled to play in that Game may throw for the cork.

C – Should the Scorer call for a re-throw at the cork, the visiting Team shall throw first with additional throws being made on an alternating basis.

D – The dart must remain in the board in order to count. Additional throws may be made (only when “throwing the cork”), until such time as the player’s dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower throwing first.

E – Re-throws shall be called for if the scorer cannot decide which dart is closer to the cork or if both darts are anywhere in the inner (double) bull or anywhere in the outer (single) bull.

F – The second thrower, if he/she wishes, may acknowledge the first dart as a double or single bull and ask for that dart to be removed prior to his/her throw.

G – Darts must not be touched prior to the decision of the scorer. Should a thrower or scorer be in doubt, then both Captains should add their opinions with the majority ruling.

H – The order in which players throw shall be left to their Captain or participating partners. **EXAMPLE:** (1) if a third leg becomes necessary, it is permissible for the player who threw last in the second leg to throw for the cork as well as take his Team’s first throw in the third leg: (2) Cork thrower need not be the one who throws first to begin the leg.

10 – TEAM GAME

A – If both Teams are equal in total number of players, they will throw on an alternating basis.

B – A complete Team playing against an incomplete Team will play their players against the total number of opposing players. The complete Team will be allotted such additional set of dart throwers per round as are necessary to allow all players from each Team to throw prior to starting another round. The additional sets of darts are to be thrown only after the last player on the incomplete Team has thrown.

C – No player may throw again until each of his teammates has completed his throw.

D – If a substitute player is used in the Team Game of a Mixed Doubles Match, the substitute must be of the same gender as the player being replaced, unless both Team Captains agree otherwise. A complete Team for the purpose of the Mixed Doubled Team Game shall consist of four players. A Team may shoot additional players in the Team Game providing the 1 to 1 male/female ratio is adhered to and the opposing Captain agrees.

11 – SCORING AND MARKING

A – To commence scoring a player must land a dart in the outer (double) ring (for “301” games). That and all subsequent darts shall be counted for score less the exceptions noted in Rule 11 – E. The center (double) bull is taken to be a double for the purpose of starting or ending a leg. **EXCEPTIONS:** (1) MIXED DOUBLES LEAGUE (straight start); (2) ALL TEAM GAMES (straight start) – scoring shall commence without the necessity of first landing a dart in the outer (double) ring; (3) OPEN LEAGUE (“501” Games-straight start).

B – To finish a leg (or a Team Game) a player’s last dart thrown and scoring must be the double of the number equal to ½ of the remaining score.

C – (1) SINGLES/DOUBLES LEAGUE: All scoring shall be subtracted from a start of “301” or “501” in the Singles and Doubles Games. Team Game shall be “601” or “1001” (decided by the winner of the cork-straight start).

(2) MIXED DOUBLES LEAGUE: All scoring shall be subtracted from a start of “501” in the Doubles Games. All scoring shall be subtracted from a start of “701” in the Team Game.

(3) **CRICKET LEAGUE:** Each leg shall be American Cricket, using numbers 20, 19, 18, 17, 16, 15 and the Bulls-eye. Each player or Team must score each number 3 times to close that number, with singles counting 1, doubles counting 2 and triples counting 3, the outer bull counting 1 and the inner bull counting 2. When a number is closed by a player or Team, that player or Team may score points on that number until his/her or its opponent(s) has closed that number, with points being the value of the number scored. For scoring points, the outer bull is 25 and the inner bull is 50. A player does not have to indicate (call) what number he/she is throwing at. Numbers may be closed in any order. The winner of a Leg shall be the player or Team to close all numbers (and the bulls-eye), provided he/she or it is tied or ahead in points.

NOTE: currently the Cricket League (being the only ADL league playing) plays a “Chicago Style” format instead of the “American Cricket” named above. The Chicago format is a best of 3 legs, Cricket, 501 and 301. The home team corks first in all games and the winner of the cork calls the game and starts. No game may be played twice and the winner is decided by the first person or team to win 2 of the 3 legs. If the first 2 legs are won by the same player or team then no third leg is necessary and the point is awarded to the winner. The rules as stated above for each type of game shall apply to all the games played in “Chicago Style” play.

D – The scorer for each Game will be a person acceptable to both Captains. Should the choice of scorer cause dissension, it shall be the responsibility of the Team unhappy with the choice of scorer to provide an acceptable scorer. In general the Home Team will score for Games 1, 3, 5 and 7.

E – **BUST RULE:** A player “busts” when his three darts or less score more points than remain in the Leg for his/her Team. A player also “busts” when, with three darts or less, he leaves a remaining score of one (1). When this occurs, the score remains as it was prior to his/her throw. The next opposing player then takes his/her regular turn.

F – Fast finishes such as 3 in a bed, 222, 111, shanghai, etc. do not apply.

G – For a dart to score, it must be in the board 5 seconds, after the third or final dart has been thrown by the player.

H – No dart may be touched by the thrower, another player, scorer, Captain or spectator, prior to the decision of the scorer.

I – A dart’s score shall be determined from the side of the wire at which the point of the dart enters the board. In the case where the Double or Triple rings are bounded by bands instead of wires, a dart lodging between the bands, where they overlap, shall be scored as the double or triple.

J – It is the responsibility of the player to verify his written score before removing his/her darts from the board. The score remains as written if one or more darts has been removed from the board.

K – The scorer may inform the thrower what he/she has scored and/or what he/she has left. The scorer may not inform the thrower what he has left in terms of number combinations. It is permissible for the Captain, partner, or a spectator to advise the thrower during the course of the game.

L – The scorer shall mark the board so the scores made are listed in two outer columns of the scoreboard and the score remaining is listed on two inner columns. All but the remaining totals shall be crossed out.

M – Errors in arithmetic must stand as written unless corrected prior to the beginning of the Team's next throw. The aforementioned may be waived in the interest of sportsmanship provided both Captains agree. **CRICKET LEAGUE:** errors must be corrected before the opposing Team's next throw.

N – If so requested by the thrower, the scorer shall refrain from smoking or drinking while in the performance of his/her duties.

O – **CRICKET LEAGUE: Rules 11 – A, 11 –B, 11 – E and 11 – M** do not apply.

12 - REPORTING RESULTS

A – One scorecard will be required for each Match. The scorecard is to be provided by the Home Team. A.D.L. forms are provided but Captains are responsible for constructing reasonable substitutes in the absence of regular forms. Forms and instructions are provided at the Captains Meeting prior to the start of each season.

B – The winning Captain must email the score and high flyers immediately following the match (the next morning is acceptable). Failure to do so will result in the forfeiture of one point by the offending Team for the subject Match, the point thus forfeited will remain un-awarded. The Captain of the winning Team is also responsible for the completion and mailing of the scorecard. Both Captains are responsible for the accuracy of the scorecard with their signatures attesting to same. Scorecards shall be received at A.D.L. P.O. Box at the end of each month of league play. Failure to mail scorecards in a timely fashion will result in the forfeiture of one point by the offending Team for such month, the point thus forfeited will remain un-awarded.

C – The Home Team is responsible for completely and legibly filling in the Home Team name, visiting Team name, date and Division. The Home Team is also responsible for filling in the Home Team players last name, first name, card number and points won or lost in a legible manner; the visiting Team is likewise responsible for the information on visiting Team members and points. If the Home or Visiting Teams information is incomplete or illegible then that Team will have one point deducted from the match totals for that match. Complete and legible scorecards are necessary and are the responsibility of the Team Captains.

13 – RESULTS

A – All results as posted by the A.D.L. shall be considered as final unless protested in writing within 10 days of posting or of later posted revision.

B – Weekly reports of Match results and season to date standings will be forwarded to all Team Captains and Sponsors.

14 – DIVISION CHAMPIONS AND PLAYOFFS

A – The Team with the highest number of points at the end of the season is that Division’s Champion. **NOTE:** The Board shall have the latitude to change the season ending process (season end points total versus playoffs) to accommodate inter-league/state competition(s).

B – First place ties will be played off.

C – All Teams in contention must be prepared to play off ties on any one of the 10 days following the last regularly scheduled Match in their division.

D – No postponements will be allowed during playoffs except for acts of God.

E – **(1) SINGLES/DOUBLES LEAGUE:** If three teams tie, they shall play a combined Match, consisting of four Singles, two Doubles and a Team Game. The order for “throwing the cork” shall be determined by lot for each Game. The first player to win two legs of a Singles Game shall be awarded two points, the second player to win two legs shall be awarded one point, with no points awarded to the remaining player. The first doubles Team to win two Legs of a Doubles Game shall be awarded two points, the second Doubles Team to win two legs shall be awarded one point, with no points awarded to the remaining Doubles Team. In the Team Game, the first Team to double out shall be awarded two points, the second Team to double out shall be awarded one point, with no point being awarded to the remaining Team. The Team accumulating the most points shall be adjudged the Division Champion. Should ties continue, the playoffs will continue until a winner is determined.

(2) MIXED DOUBLES LEAGUE: If three teams tie they shall play a combined Match consisting of four (4) Doubles and a Team Game. The order for “throwing the Cork” shall be determined by lot for each Game. The first Team to win two (2) Legs of a Doubles Game shall be awarded two points, the second Team to win two Legs shall be awarded on point, with the remaining Team awarded no points. In the Team Game, the first Team to double out shall be awarded two points, the second Team to double out shall be awarded one point, with no point awarded to the remaining Team. The Team accumulating the most points will be adjudged the Division Champion. Should ties continue, a Team Game shall determine the winner, which will be the Team that wins two Legs.

(3) CRICKET LEAGUE: If three teams tie, they shall play a combined Match consisting of three (3) Singles Games, three (3) Doubles Games, and a Team Game. The order for “throwing the Cork” shall be determined by lot for each Game. The first player to win two Legs of a Singles Game shall be awarded two points, the second player to win two Legs shall be awarded one point, with no points awarded to the remaining player. The first Doubles Team to win two Legs of a Doubles Game shall be awarded two points, the second Doubles Team to win two Legs of a Doubles Game shall be awarded two points, the second Doubles Team to win two Legs shall be awarded one point, with no points awarded to the remaining Doubles Team. The first Team to win two Legs of a Team Game shall be awarded two points, the second Team to win two legs shall be awarded one point, with no point awarded to the remaining Team. The Team accumulating the most points will be adjudged the Division Champion. Should ties continue, a three-person Team Game shall determine the winner, which shall be the Team that wins two Legs. (In scoring involving three opponents, points are tallied **AGAINST** the thrower’s opponents rather than in favor of the thrower, so that a Leg is won by the player or Team first to close all numbers and the bulls-eye while being tied for lowest score or **behind** in points.)

F – If four teams tie, 1 plays 2, and 3 plays 4 with the winners playing on the following night to determine the Champion. The number designations shall be drawn by lot. The Home Team shall be determined by a coin flip.

H – All playoffs shall be held in a neutral location. **EXCEPTION:** If both Teams are from the same sponsoring establishment, that establishment shall host the playoff. **REVISION:** The current rule of the league and board is that home bar advantage is given to the team with the highest points during the regular season play. This continues throughout any playoffs that may occur.

15 – AWARDS

A – Perpetual awards shall be awarded to the Division Champions. Such awards shall be returned to the A.D.L. Board within one week of the last regularly scheduled Match of the succeeding season.

B – The Cholla Division (SINGLES/DOUBLES LEAGUE) and the Apache Division (MIXED DOUBLES LEAGUE) shall receive an award to be retired by any Team that is Division Champion for three (3) consecutive seasons.

C – Individual awards shall be awarded to each member of a Division Champion Team, to a maximum of six awards. One additional award shall be awarded to such Team's sponsoring establishment. Additional such awards may be purchased through the Awards Committee. A Sponsor award shall be awarded to the sponsoring establishment of any Team finishing in 2nd Place in its Division.

D – Additional awards for Special Events or Special Achievement may be made at the discretion of the Board.

16 – POSTPONEMENTS

A – Postponements of Matches shall be permitted only in the case of Acts of God.

B – It shall be the responsibility of the requesting Captain to contact his Division Advisor immediately to obtain approval for a postponement and to notify the opposing Captain immediately if permission is granted. The A.D.L. shall also be notified immediately of the postponement and of the new date and location for the Match.

C – All postponed Matches **MUST** be played within 14 days of the scheduled date unless arrangements are made and approved by the board. If this can not be accomplished the team who requested the postponement will forfeit all points. This forfeiture will have to be approved by the board.

D – Any Team requesting postponement may have to agree to a change of venue. This must be approved by the board. The requesting team needs to make an effort to resolve any scheduling conflicts in order to get the match played within the time constraints given above.

E – The requested Team shall have the right to set the date and time for the Match, provided such are considered reasonable by the Division Advisor.

F – If both Captains so agree and inform the Division Advisor, they may play their match prior to the night on which it is scheduled.

G – No postponements are allowed in the last two (2) Matches of the season.

H – Should a postponed Match not be played within the allotted 6 days, the Division Advisor will determine the course of action.

I – Should one or both Teams continue to procrastinate, the matter will be placed on the agenda of the next Board Meeting with a maximum penalty of zero points each Team.

17 – FORFEITS

A – (1) SINGLES/DOUBLES AND CRICKET: If at least two (2) players are not present for the Team by 7:45 p.m., that Team forfeits all points for the Match. **THERE WILL BE NO POSTPONEMENTS OF SUCH MATCHES.**

(2) MIXED DOUBLES LEAGUE: If at least two (2) players (1 man and 1 woman) are not present by 7:45 p.m., that Team forfeits all points for the Match. **THERE WILL BE NO POSTPONEMENTS OF SUCH MATCHES.**

B – An incomplete, but legal Team, will forfeit all points for Games it could not play. For example: In the Singles/Doubles League, a two player Team could not play two of the Singles Games, since no player may participate twice in any segment. All points thus forfeited shall be awarded to the opposing Team.

C – A Team forfeiting on the last night of the regular League play shall be considered to have been withdrawn, according to **Rule 18 – B**, and all Matches that the forfeiting Team had played in the second half would be adjusted according to **Rule 18 – C**.

18 – TEAMS WITHDRAWING

A – A Team shall be considered to have withdrawn from the League as of the date of receipt of written notice by the Secretary.

B – A Team shall be automatically withdrawn from the League if it forfeits, as described in **Rule 17 – A**, twice during the season.

C – All Matches played against a withdrawing Team shall be considered null and void if the Team withdraws during the first half of the season. If the Team withdraws during the second half of the season, all its matches played after the first half of the season shall be considered null and void.

19 – PROTEST PROCEDURES

A – Only the Captains or authorized representatives may file protests by notifying the Advisor of the Division in which the alleged infraction took place.

B – Protests may be initiated by telephone or stating same on the front of the scorecard.

C – Details must be submitted in writing to the A.D.L. no later than 5 days after the alleged infraction took place or the protest will be considered invalid.

D – Protests shall be adjudicated by the Board, which will then notify both Captains, in writing of its decision.

E – Final appeals of Board decisions will be a meeting of Neutral Captains in accord with the appeal procedure set forth in Article V – Sec 3 of the Bylaws.

20 – NEW PLAYERS AND ILLEGAL PARTICIPATION

A – New players may be added to, and play for, a Team during the season, except during the last three (3) weeks (or Matches) of the season or during Playoffs.

B – In order to facilitate the growth of the League and to foster good sportsmanship in darts, in the A.D.L., and to bring new players and/or Teams to our League, **Rule 20 – A**, above, may be waived with the approval of both Team Captains playing in the affected Match(s), and/or the approval of the Division Advisor, whichever takes place first. **Rule 20 – C**, below, may still apply to any new player.

C – No new player may be added to a Team without the approval of the Division Advisor. Such players with the authorization of an Advisor are subject to review by the Board. Those points won or lost by that player in question count for the Team. If the Board decides that the player should not be on the Team, **Rule 21 – B**, shall be waived and the player shall be declared a free player and eligible to join another Team, with Division Advisor approval.

21 – PLAYER – TEAM STATUS

A – A player may register for any Team he/she wishes each season; however, he/she does not officially become a member of any Team until the first night he/she plays.

B – The first Team a member plays for is the Team he/she shall belong to for the remainder of the season. Once he/she shoots, he/she shall be considered “locked-in” to that Team. **REVISION:** Each team member must play in more than half that teams matches to be able to participate in any playoffs.

C – Once having played for a Team, a player may change Teams during the season **ONLY** if that Team withdraws from the League and the following conditions are met:

- (1) The A.D.L. has received written notice of the Team's intention to withdraw as of a particular date.
- (2) The A.D.L. has notified all other Teams involved.
- (3) There are more than four (4) Matches left in the season.
- (4) The Team the player joins does not play in the same or lower Division than the withdrawing Team. **EXCEPTION:** Players on an A Division Team that withdraws may play for another A Division Team. All other provisions of this rule must apply.

22 – DRESS CODE

Shoes and shirts must be worn by participants in any A.D.L. Match or event, unless the nature of the event dictates otherwise.

23 – GAMBLING

Gambling is not sanctioned or authorized at A.D.L. events.

24 – DUTIES OF THE CAPTAIN

A – A Captain is responsible for the conduct of his/her Team, accuracy of the scorecard, attending all Captains' Meetings and all General and Special Meetings, properly registering new members of his/her Team and insuring that his/her home location maintains proper standards of equipment.

B – When required to attend Captains Meetings, General and Special Meetings, or protest hearings, he/she shall provide an acceptable substitute when circumstances prevent his/her attendance.

C – If a Captain disregards his/her duties to the point where he/she creates disharmony and/or impedes and interferes with the efficiency of established procedures, the Board shall have the authority to require his Team to provide a replacement.

D – Captains failing to attend a Captains Meeting, General Meetings, Special Meetings and/or Special Hearings, or failure to provide an acceptable substitute Team representative, will subject their Team to a one (1) point reduction in the standings for each such failure.

25 - DIVISION ADVISORS

A – Each Division shall be provided an Advisor during the Season's play.

B – As a general rule, these Advisors shall be Board Members.

C – Advisors may not supervise the Division in which they play, or advise a Match in which a Team from their home location is participating.

D – If deemed necessary by the Board, qualified Neutral Captains may be appointed Advisors.

E – If there is only one (1) Division in any of the A.D.L. Leagues, then all Team Captains shall act as Division Advisors. All decisions made by such Advisors are subject to Board approval.

26 – SPORTSMANSHIP

A – Good Sportsmanship should be the prevailing attitude during all A.D.L. competitions.

B – Attempts to distract an opponent while he/she is throwing will not be tolerated. Complaints may result in the board taking disciplinary action in accordance with the provisions set forth in **Article V – Sec 3**, of the Bylaws.

C – If so requested by the thrower, all spectators must align themselves out of his/her line of vision and/or behind the position from which he/she is throwing.

27 – RULE CHANGES

These Rules may be revised or altered (a) generally, under the provisions set forth in **Article XI – Sec 1**, of the Bylaws or (b) for an area, by a 2/3 majority vote of a quorum at an area General Meeting with the approval of 2/3 of the A.D.L. Board of Directors.

28 – FINAL WORD

Despite meticulous effort, there is bound to be something we have not covered in these rules. On such matters, we appeal to your sportsmanship. Most such questions can be resolved before they become disputes through logic and mutually considerate conduct. In the event of unanswerable questions or insoluble disputes, contact your Division Advisor.

ADDENDUM

INTRODUCTION

The following Addendum is designed to assist the members and, in particular, the Captains of the A.D.L. Dart Teams in their comprehension of existing Rules and Bylaws. Examples of Rules and Bylaws interpretations and applications are included as illustrations and guidelines. A working knowledge of the A.D.L. Rules and Bylaws is essential to avoid unnecessary and/or erroneous protests, petty arguments and the unwanted strain on sportsmanship. Your Division Advisor should always be consulted in regard to any question of the Rule interpretation or to voice a protest. You will find Match nights to be much more enjoyable when you utilize all of the aids the A.D.L. has provided.

ADDENDUM – BYLAWS

ARTICLE IV – FEES

Sec 3 – As of July 1, 1985, the A.D.L. membership period was established to be from July 1, to June 31 of the following year.

Sec 5 – MEMBERSHIPS ARE NOT TRANSFERABLE. The application card indicates the name of the new member, and a membership card will be issued to such person whether or not such person plays on a Team. REFUNDS will be made for any person listed and paid for on two or more Teams, subsequent to a determination of the new member's Team status. (i.e., for which Team he/she first played).

Sec 6 – This section indicates a TEAM IS ALLOWED TO CHANGE LOCATIONS during the course of the season. In general, the right of a Team lies in the Team and its members and not the Sponsor. A Sponsor may expel a Team (forfeiting the reimbursement of Team fees in most cases), such Team then having the right to choose a new Sponsor for the remainder of the season.

ARTICLE V – MEMBERSHIP

Sec 3 – This is the APPEAL PROCEDURE to be used when THE BOARD RESTRICTS OR TERMINATES A MEMBERSHIP, or when the board rules on a LEAGUE PLAY PROTEST or MITIGATING CIRCUMSTANCES.

Sec 6 – A LIFETIME MEMBERSHIP OR A MEMBERSHIP FOR A SPECIFIED DURATION entitles the holder of such membership to both voting rights and League playing privileges.

ARTICLE VI – THE BOARD

Sec 6 – SPECIAL MEETINGS require only “a committee from the Board”.

ARTICLE IX – MEETINGS

The announcements of meetings may be made in the A.D.L. newsletter provided it is generally mailed to those entitled to notice.

ARTICLE X – ELECTIONS

Sec 5 – This section does not apply when an election immediately follows Recall under **Article XIII – Sec 5**.

ARTICLE IX – GENERAL

This section requires notice to be given to the members in the same manner as required for a General Meeting, but does not restrict the Amendment of Bylaws and/or Rules to General Meetings. Bylaws and/or Rules may be amended at Special Meetings brought under **Article IX – Sec 6**.

ADDENDUM – RULES

RULE 1 – MEMBERSHIP

A – A LIFETIME MEMBERSHIP OR A MEMBERSHIP FOR A SPECIFIED DURATION entitles the holder of such a Membership to both voting rights and League playing privileges. When members under the legal drinking age wish to participate on a League Team, they must be accompanied by a parent or legal guardian, of legal drinking age, who will be present with the underage player throughout that player's attendance or participation in the Match. Whether members under the legal drinking age will be permitted in a particular Sponsor's pub is, however, entirely up to the Sponsor; if a Team with an underage player on it is scheduled to play in a pub where underage members are not permitted, the Team Captain must make arrangements for a substitute of legal age for that player for that Match.

B – All members of a Team are responsible for UNPAID MEMBERSHIP FEES.

C – This section is to be used in regard to questions of MEMBERSHIP TERMINATION OR RESTRICTION and all questions of player TEAM STATUS. Current Board determinations relative to LEAGUE RULES OR PLAY may be appealed in accord with this section, when appealed in writing within a REASONABLE TIME. LEAGUE RESULTS may be appealed in accord with this section only after timely protest under **Rule 13**. A reasonable time for appeal of an adverse ruling concerning a League Results protest shall be ten (10) days after such ruling is made.

D – FAILURE TO HAVE A MEMBERSHIP CARD IN ONE'S POSSESSION on Match night is grounds for protest under procedures set forth in **Rule 19**. Such protest fails upon proof of membership. An alleged Member may not be refused the right to participate on Match night due to failure to produce a Membership card as proof of eligibility upon challenge.

RULE 5 – EQUIPMENT

A – the 5 foot 8 inch measurement is made at the 7 foot 9 ¼ inch line and not at the wall.

F – THE GAME SHOULD BE PLAYED, where possible. Division Advisor should be notified immediately and all opportunity should be taken to CORRECT THE DEFICIENCY prior to the first Game.

RULE 7 – TIME FACTORS

B – EXAMPLE: Team A has 2 players present at starting time. Singles Games 1 and 2 are played. Ten minutes elapse. Team B Captain lists his Game 3 player on the Scorecard and indicates a Game forfeiture. Ten more minutes elapse. The same procedure is followed for Game 4 if there is an insufficient number of new Team A players. Team A shall receive an additional ten minutes prior to the start of each remaining Game upon requesting such delays. A total of fifty (50) minutes, in this example, may elapse between the end of Singles Game 2 and the start of the Team Game. The Captain of the incomplete Team may waive any or all of the allowed time, and such waiver may not be reversed at a later time on claim of insufficient time. A Captain, under **Rule 6 – B (1)**, entering players in other than Singles Game 1 and Singles Game 2, shall be considered to have waived the ten minutes waiting time for each of the Matches in which he placed the players in other than the order expressed above.

RULE 8 – THE MATCH

A – (3) While a particular player may be substituted for only one of A, B, or C in Doubles Games, all three players A, B, and C may be substituted for, provided a different substitute is used for each. Such substitutions do not require the opposing Captain's consent.

E – This Rule, in the interest of fairness, requires an “EXCHANGE” of LINEUPS at starting time. Captains accomplish such an exchange by listing the required names of scheduled players separately and in the order of appearance on his scorecard, and then exchanging such list with the opposing Captain in return for his list. A lineup card may be used for one such list. No lineup cards will be provided by the A.D.L. but must be prepared by the Team's Captain. Home Team **DOES NOT** have to fill out the Lineup first. The intent is to provide a “Blind” lineup exchange. **WHEN A CAPTAIN LISTS A PLAYER BY NUMBER ONLY**, the member of that Team with such number is, “locked-in”, to the particular line-up slot, unless such change is initialed by the opposing Captain. One may protest when a line-up change is made without the agreement of both Captains. **WHEN A CAPTAIN LISTS A PLAYER BY NAME**, such player is, “locked-in”, to the particular line-up slot even if the accompanying number proves to be erroneous, unless a change is initialized by the opposing Captain.

F – Captains **REQUESTING A LINE-UP CHANGE**, should insist on the opposing Captain's initials in agreement. Initializing the scorecard prevents protests and changes made to the scorecard after the Match.

RULE 9 – BEGINNING A GAME

A – “ALL GAMES” includes the Team Game.

D – EXAMPLE: Home throws the cork and the dart falls out. Home continues to throw until a dart remains in the board. Visitor then throws and knocks Home dart from the board. Both players must re-throw, with visitor now throwing first.

G – Prior to the decision of the scorer, **IF A DART IS TOUCHED**, a re-throw of such dart may be called by the scorer or by request of the offended Team’s Captain. A re-throw of both darts, when throwing the cork, may be necessary, where touching one dart changes the position of the opposing Team’s dart. **WHEN DARTS ARE INTENTIONALLY TOUCHED**, to alter their position or influence the decision of the scorer, the scorer may award the decision to the non-offending Team. The scorer should take care not to touch and straighten the darts while taking measurement for closeness to the cork. Closeness to the cork should be measured from the points where the darts enter the board without regard to the angle of entry.

RULE 10 – TEAM GAME

B – An incomplete but legal Team, playing in a four person Team Game, will be allotted only as many sets of three darts per round as the number of players it has entered in that Game. **EXAMPLE:** Two players against four players would throw two sets against four sets, per round. Throwing order would be: A1, B1, A2, B2, A3, A4 or A1, B1, A2, B2, B3, B4, repeated to completion of the Game.

C – Players should be listed on the chalk board in playing order prior to the start of the Team Game. A player may not throw another set of darts prior to each of his teammates completing his throw for that round. A player throwing in improper playing order shall forfeit his/her Team’s throw for the round providing the opposing Team has noted such a violation prior to the beginning of the offending Team’s next throw. When the violation results in finishing a Leg or Game, the opposing Team has a reasonable time in which to recognize the throw was taken out of order. **EXAMPLES:**

(1) Team A, player 4 begins to throw immediately after Team A, player 3, without allowing the opposition, Team B, a chance to thro; **RESULT:** Player 4’s score does not count. Team B throws followed by Team A, Player 4.

(2) Player 4 Team A throws, in error, prior to player 3, Team A. Team B must note the error prior to another Team A players’ throw (one dart) or they will lose the right to claim a violation. When the above violation of playing order is claimed in time, player 4 loses his/her score on that throw and Team A forfeits such turn. Team B’s next throw will be followed by Team A, player 3, then Team B again, then Team A, player 4. The same result takes place whether or not Team B has taken a turn following the violation.

(3) Player 4, Team A throws, in error, prior to player 3, Team A. Team B does not catch the error prior to the first dart thrown by Team A's next player.

RESULT: Player 4's throw will stand. Team A's next player will properly be EITHER player 3 followed by player 1 (4's turn counted above) or player 1 followed by player 2 (eliminating player 3 from the round).

RULE 11 – SCORING AND MARKING

A – A **CENTER BULL** is taken to be a double for the purpose of ending a Team Game.

B – A **DART THROWN**, and hitting the scoring surface of the board, **AFTER A FINISHING DOUBLE** has been hit, is of no consequence. This is the interpretation whether or not the thrower realized that the finishing dart had previously been thrown.

I – **WHEN A DART HAS BEEN TOUCHED** prior to the decision of the Scorer, the Scorer may refuse to count such dart to the detriment of the thrower. The Scorer may rather choose to count the score of such dart to the detriment of the individual throwing such dart or call for a re-throw of any or all darts in question. The Scorer should be guided by the situation. The Team not committing the violation may protest the Scorer's decision. **ALL EFFORTS SHOULD BE MADE TO REACH AN AGREEMENT IMMEDIATELY.** Call you Division Advisor and abide by his/her decision.

L – When a Scorer violates this rule it is common practice to ask the Scorer to refrain from such activities. A protest may be filed if the scorer continues to ignore your requests. **NOTE:** To avoid a protest, request change of Scorekeeper.

M – Ask the Scorer to adjust the **MARKING LOCATION.** When the Captain fails to request a change, no protest will be heard concerning a violation of this rule.

P – In chalking Cricket the Scorer should use the symbol “/” for one score on a number, “X” for two scores and “O” for three scores, adjacent to the numbers 20 through 15 and the Bulls-eye, in a column, next to each number hit, in the middle of the scoreboard. Points scored should be tallied in the outer columns.

RULE 12 – REPORTING RESULTS

B – Call-ins must be made by 10:00 a.m. of the day following the Match being reported. Unless the results are received timely or appear on the tape of recorded telephone messages, the results are considered not to have been phoned in. If the scorecard has been received at the A.D.L. office by the above stated time, no call-in is required. **REVISION:** Current league policy is to email the results by to the league score email by 6 p.m. the day after the match and to mail scoresheets in within one month (or hand them to the appropriate board member).

RULE 14 – DIVISION CHAMPIONS AND PLAYOFFS

E – (1) SINGLES/DOUBLES LEAGUE – Three way ties are resolved in a single Match following the regular season format, but with three playing entities instead of two and an increased award of points. **EXAMPLE:** After two Legs of a Singles Game, A and B each have won one point and C none. A wins the next Leg and is awarded 2 points. B and C continue to play that Game with the score B – 1 Leg, C – no Leg. Whichever then goes on to win with a score of 2 Legs is awarded 1 point and the Game is over. The same procedure is followed in the remaining three Singles Games and in both Doubles Games. In the Team Game only one leg is played, points being awarded as follows: 2 points for the first Team to double out and 1 point for the next Team to double out. If all three Teams are tied at the end of the Match, the procedure is repeated. If two Teams are tied, they play a regular season type Match until a Champion is decided.

(2) MIXED DOUBLED LEAGUE – See the above example and use the same format for four Doubles Games and one Team Game.

(3) CRICKET LEAGUE – The winner of a Leg in a three-way Cricket playoff is the one with the lowest score or is tied for low score, provided he/she or it has closed all numbers and the bulls-eye (see 14 – E – (3) for further explanation).

RULE 17 – FORFEITS

B – A three player Team could not play one of the Singles Games. The Team Game may be played with fewer than four players. One player can play against two opponents (or against one) in the Doubles Games of the **SINGLES/DOUBLES LEAGUE** or **CRICKET LEAGUE**. One player **CAN NOT** play alone in the **MIXED DOUBLES LEAGUE** since the purpose of that League is to have players of both genders competing together against opponents of both genders.

RULE 19 – PROTEST PROCEDURES

C – Protests may be initiated by stating same on the scorecard. The indication, of a **PROTEST ON THE SCORECARD, IS NOT A PROTEST IN WRITING**. The details must be in writing, separate and apart from the scorecard, to maintain a valid protest. **NOTE:** Protests should be avoided if at all possible. Failure to contact your Advisor, on Match night, when the protest arises, may weigh against your arguments. When a protest cannot be avoided, most situations allow for your Team to continue the game, although registering your protest.

RULE 20 – NEW PLAYERS and ILLEGAL PARTICIPATION

A – In addition to forwarding the application and dues to the A.D.L headquarters, the Captain must **WRITE THE NEW PLAYER’S NAME IN FULL ON THE SCORECARD** in order to register the player with the A.D.L. This Rule means a Captain may not use initials or nicknames on the Scorecard and expect his players to be registered. The letters “PD” shall be entered in the box designated for that player’s card number. For subsequent Matches, if the player’s card has not been received, “PPD” shall be entered in said box.

A **NEW PLAYER** is an individual who has not played on a specific Team during the current season.

When a player is judged an illegal player, the Team having the illegal player on their roster, will have **ALL** points won on the night in question forfeited.

Any of the points forfeited that had been won in singles, doubles, triples or team game, in which the illegal player threw darts, **SHALL GO TO THE OPPOSING TEAM**.

RULE 21 – PLAYER TEAM STAUS

C – A player, **IN RARE CASES**, may be allowed to change Teams by petitioning the Board in writing, describing the unusual set of circumstances. The limitations indicated in this section apply to those individuals petitioning the Board for changes in Team status. Such a petition is filed under **Rule 1 – C**.

RULE 22 –DRESS CODE

Any player failing to comply with the dress code will result in the forfeiture of all points won by his/her Team in Games in which that player participated while in violation of the dress code, the forfeited point(s) being awarded to the opposing Team. It is the responsibility of the Captain of the opposing Team to advise the offending Team's Captain of the violation and permit the player to correct the violation, without any unusual delay of the Game, before forfeiture may be declared.

If a player cannot, or refuses to, correct a dress code violation following the warning from the opposing Team, the offended Team's Captain may elect to play the Game out or claim a forfeit at that point. If the A.D.L. later determines that the player was not in violation of the dress code and the Game was not played out, the point or points will be awarded to the exonerated player's Team. Prudence would dictate playing out all questionable Games.

For the purpose of this rule, a shirt consists of any upper body garment that is clean and in good repair, other than what is commonly regarded as an undergarment; socks, including slipper-socks and the below-ankle socks frequently worn with tennis shoes, are **NOT** shoes.

For all A.D.L. tournaments and social events, the dress code applies to all in attendance and not only participants.

Excluded from the rule are events such as swimming parties and picnics, but there, as everywhere, good taste would apply.

TABLE OF CONTENTS

Bylaws

<u>Article</u>	<u>Title</u>	<u>Page</u>
I.	Name	1
II.	Definitions	1
III.	Objectives	1
IV.	Fees	1
V.	Membership	2
VI.	The Board	3
VII.	Board Duties/Quorum	4
VIII.	Duties of the Officers	4
IX.	Meetings	5
X.	Elections	7
XI.	General	7
XII.	Contracts and Agreements	8
XIII.	Recall of Board Members	8
XIV.	Area Committees	9

Rules

<u>No.</u>	<u>Title</u>	<u>Page</u>
1.	Membership	9
2.	Definitions	9
3.	Divisions	10
4.	Schedules	10
5.	Equipment-Installation	10
6.	The Team	11
7.	Time Factors	12
8.	The Match	12
9.	Beginning a Game	15
10.	Team Game	15
11.	Scoring and Marking	16
12.	Reporting Results	18

Rules (continued)

<u>No.</u>	<u>Title</u>	<u>Page</u>
13.	Results	19
14.	Division Champions and Playoffs	19
15.	Awards	20
16.	Postponements	21
17.	Forfeits	22
18.	Teams Withdrawing	22
19.	Protest Procedure	22
20.	New Players and Illegal Participation	23
21.	Player-Team Status	23
22.	Dress Code	24
23.	Gambling	24
24.	Duties of the Captain	24
25.	Division Advisors	24
26.	Sportsmanship	25
27.	Rule Changes	25
28.	Final Word	25

Addendum

<u>Title</u>	<u>Page</u>
Introduction	26
Bylaws	26
Rules	27-34