

ADDA Rules - Revised Fall 2025

I. ADDA Goals

- A. Atlanta Decatur Dart Association (ADDA) will operate competitive dart leagues, which will be run by its players.
- B. It will be comprised of bars in the City of Atlanta and Decatur area, unless current members of the Monday night league vote for exceptions. ADDA may expand its area in order to operate other leagues; however, the Monday night league will be the main operating league and shall be known as ADDA.
- C. ADDA will operate as a not-for-profit that invests as much as possible into player awards and league growth and operations.

II. Officers, Policies and League Meetings

- A. The players in the Monday night league will decide all major issues involving ADDA, however, there will be a Board of Directors composed of a President, past-President and board members – that will make other decisions and help set the direction of the Association.
- B. The President and board members will be elected by league-wide votes at the Annual Meeting.
- C. The Board shall be elected on an annual basis by a majority vote. Each team will have one vote for the election of President and one vote for each of the board members, as well as one vote on all other association issues. The election shall take place between seasons in the late spring or early summer at an ADDA Annual Meeting.
- D. The ADDA Coordinator and IT Manager will be hired and supervised by the ADDA President, with input from the other board members, should the positions be deemed necessary. The paid positions will serve to assist the ADDA President with the day-to-day responsibilities of operating the Association. Neither position may be a voting member of the board of directors.
- E. The ADDA President shall assign all duties for the board. the ADDA Coordinator, and the IT Manager.
- F. The Board shall make final decisions on behalf of the league at times league participants cannot be consulted, and the ADDA Coordinator will make final decisions on behalf of the league at times the board cannot be consulted.
- G. In addition to these rules, ADDA policies will be created each season to elaborate on or determine other guidance not described in these rules.
- H. League meetings are open to all league players and shall be held prior to each season. The Annual Meeting will be held in conjunction with the regular league meeting during the spring or summer to address such issues as the election of the board, the setting of league dues, etc.
- I. Special league meetings may be called by a majority of board members or by at least a majority of current league team captains.
- J. The ADDA President will vote only to break a tie for issues decided by the board or issues decided by team/league votes.

III. ADDA Funds

- A. ADDA financial records shall be made available to any player in the league or association member that wishes to review the records.
- B. Each league player will owe player fees at the beginning of each season and each bar hosting a team or teams will owe bar fees at the beginning of each season. The amount of all fees will be set at the ADDA Annual Meeting or at the start of a new league.
- C. The ADDA Board and ADDA Coordinator will be responsible for seeking other sources of league revenue, such as sponsorships, donations, etc.
- D. ADDA revenue will be dedicated to team and individual awards after necessary and approved league expenses are deducted.

IV. Players and Bars Membership

- A. ADDA shall be open to all dart players who wish to throw in a competitive league.
- B. Any bar in the City of Atlanta or Decatur area can host a team or teams; however, all new bars and teams after the first season must be approved by a majority of current league teams.
- C. Each team shall name a captain and, optionally, an alternate captain to serve as team decision makers, as well as to assist the board and ADDA Coordinator in dissemination of league information.
- D. All team captains are responsible for ensuring that the team roster is up-to-date in DartConnect and for the collection and payment of their team's player and bar fees within 35 days from the start of the season. If all fees are not paid on time, each match can be forfeited until all fees are paid. No refunds will be issued for any player named on a roster that does not play in a match during a season.
- E. A minimum of four players is required in order to field a team, although five or six players per team are recommended. Teams may have alternate players in addition to regular players; however, full player fees must be paid for each alternate. Once a season begins, no player can switch teams until the completion of that season.
- F. Teams can add new players up to the fourth week of each season. The ADDA Coordinator shall be notified of any additions to the team roster after the start of the season. No new players may be added after the fourth week unless the team roster drops below the 4-player minimum and the board approves the roster change.
- G. Captains are responsible for making sure their bars have paid the bar fee.
- H. An alternate pool may be created so that any teams may make use of alternate pool players if needed during the season. The specifics of the alternate pool will be defined in each season's ADDA Policies.

V. Match Play

- A. The home team is responsible for working in conjunction with the home bar to provide optimal playing conditions for all matches, to include but are not limited to the following: league quality dartboards and foul lines, proper lighting, score boards, backboards, etc. Both teams should bring a charged smart device suitable for running the DartConnect scoring app. League dartboards will be designated for league use only.

- B. The league dartboard shall be placed five feet and eight inches from the floor level of the foul line to the center of the bull, with the "20" bed at the top center. The foul line will be clearly marked seven feet, nine and one-fourth inches from the surface of the board, measured along the floor to the front edge of the line. Each player must have both feet behind the front edge of the foul line while throwing the darts. Any dartboard and/or foul line not meeting the outline specifications may not be used during league matches.
- C. If no dartboard is available for competition according to league specifications, the opposing captain will have the option of calling a forfeit or allowing a reschedule. If a match is rescheduled, the rules governing the non-mandatory reschedule will apply. Any unfounded protest of dartboard quality will result in the forfeiture of the match by the protesting team.
- D. Two dartboards must be utilized in bars that have a two or more board set-up for all singles games with the exception of the two-point singles cricket game.
- E. In bars that have more than one board, the visiting team shall have the right to choose the boards on which the games are played.
- F. All dart matches will start at 8:00 p.m. A 15-minute grace period will be allowed to teams that have members who arrive late. Both team captains must agree upon variations of this rule.
- G. Each team captain prior to the start of the match will complete a match lineup in DartConnect. Once a name is submitted in the lineup, it cannot be changed without the consent of the opposing captain.
- H. Each match shall consist of the following games in the following order – four singles 501 games worth one point each, three singles cricket games worth one point each, one singles cricket game worth two points, two doubles 301 games worth two points each, two doubles cricket games worth two points each and one four player 801 game worth four points*, totaling 21 match points.
- I. No player may play two of the same set of doubles or more than one of the same set of singles.
- J. "01" games will start with the prescribed number of points and the aim is to reduce the score exactly to zero, finishing with a double. In 301, the players must also start with a double, with no score being given for any darts thrown before the double has been hit. In the other "01" games, no double is required to start scoring.
- K. In "01" games, the game is won once the appropriate double is hit, regardless of any darts thrown after.
- L. As an exception to rule J. above, players may opt out of the double out if these conditions are met:
 - a. A total of 60 darts have been thrown by both players in the game
 - b. Both players agree to the single out finish
 - c. Both team captains agree to allow the single out
 - d. The player that won the cork must have the first chance at the single out
- M. Once match play has started, each player may take the customary maximum nine practice throws immediately prior to a game in which they will compete. The count of nine practice darts shall not begin until all players scheduled for the immediate upcoming game are at the line ready to begin. Reasonable exceptions to this policy may take place if the opposing player(s) grant permission for extra practice darts, or there is an open board and the opposing team's captain does not object to practice darts being thrown on an open board.

- N. The first side to throw in each game shall be determined by corking (throwing for the bull's eye). The visiting team has the choice of throwing for the cork first or second. A double bull beats a single bull. If either player's dart bounces out of the board, the dart shall be thrown again until a dart remains in the board. If both darts are thrown in either the single or double bull, the throw is a tie. In the case of a tie, the cork will be thrown again with the player who shot second the first time, throwing first the second time, and then alternating first throws until one player wins. The second player has the option of requiring that a double bull be pulled. If the second dart dislodges the first dart, both darts shall be thrown again.
- O. For doubles sets and the 801 set, the player order for each team will be the order the captain set in the DartConnect lineup.
- P. During each game, it is each player's responsibility to throw at the correct numbers and to ensure that all scoring is correct. If the player is told what to shoot by anyone and it is the wrong number, the darts stand as thrown, and the score actually thrown is counted.
- Q. If a player shoots out of turn and it is realized prior to the next player's first dart being thrown, the erring player's score should be erased and the game shall return to the correct line up. If the next player's first dart has been thrown, all scores shall remain as written, however, the next player on the erring player's team must forfeit their turn, which allows the opposing team to shoot twice prior to returning to the correct line up.
- R. If a player busts an out in any 01 match, the player's turn is considered over and any remaining dart(s) may not be thrown for the purpose of practice. Any darts thrown at the board with the intent of gaining extra practice will result in the forfeiture of that player's next turn.
- S. The captains are responsible for the smooth running of each match, and the captains must settle any disputes that arise during the course of play.
- T. At the conclusion of each match, both team captains ensure that the match results are synced from their tablets to DartConnect.
- U. Unless specifically stated within this document, ADDA rules will default to ADO rules.

VI. Protests

- A. The captains of the competing teams should settle any controversial situations that may arise during a match. If a situation cannot be resolved, then a formal protest can be initiated.
- B. Any captain wishing to lodge a protest should send an email to the board and Coordinator by Noon on the day following the match.
- C. Each team captain will then be asked to file a written description of the event that occurred within three days of the match. If either captain fails to file a written description, the board shall rule in favor of the captain's team that completed a written description.
- D. The board will review each written description and will render a decision within two days of receiving both descriptions. All decisions by the board will be final.
- E. In the event that any board member's team is involved in the protest, that member cannot be involved in the rendering of a decision. If the board cannot resolve the dispute, the ADDA President shall render a decision. If the President's team is involved in the protest, then the

Past-President shall render a decision, if the Past-President cannot, then a committee of volunteer captains representing teams that do not benefit from the decision shall render a decision.

VII. Forfeits

- A. A forfeit can be declared for failure of a team to attend a match without prior warning. If a team forfeits a match, the higher of thirteen points or the weekly average at the end of the season will be awarded to the winning team and zero points will be awarded to the forfeiting team. Individual players for the non-forfeiting team will have their required number of 501 games played reduced by one in order to qualify for the 501 average title.
- B. In order to avoid a forfeit, a team can play with less than four players; however, no player can play in more than one set of the singles cricket or 01 games. The point totals for games that do not have a player shall be awarded to the opposing team. One player may play a doubles game, however, the turn for the absent player must be skipped. Three or less players may play in the 801 game, however, the turn for the absent player(s) must be skipped.
- C. Any team that forfeits two matches during the season will be suspended from any further play and their position on the schedule will become a "bye". All points and individual statistics from previous matches will be removed from the weekly standings, resulting in zero points in those matches played.
- D. Any team, which plays an illegal player in a match, will forfeit that match. The opposing team will receive no less than thirteen points or their weekly average. The forfeiting team will receive zero points.
- E. A match can be forfeited if heckling and/or harassment occur. A team or its spectators must remain reasonably quiet while the other team is throwing. All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dart area. Repeated harassment or loud behavior may result in forfeiture of the match, however, the forfeiture must take place as a result of a protest following the procedure in the previous section.

VIII. Regular Season and Postseason Tournaments

- A. The length of the regular season shall be determined at the League Meeting prior to each season.
- B. All teams must play each other an equal amount of times in order for a season to be complete, unless the league is divided into competitive divisions, then each team must play their division opponents an equal amount of times, unless a different format is approved at a League Meeting prior to the start of a new season.
- C. If competitive divisions are planned for each following season, the make-up of teams in each division shall be determined at the League Meeting prior to the start of the season. The Coordinator will make a proposal of teams in each division based on the previous season's regular season standings for returning teams and his or her best assessment of new teams. A vote will be taken at the League Meeting to accept or vary the proposal by a majority vote. There shall not be a set number of teams moving up or down between divisions for each new season, but every effort will be made to promote a division winning team to a higher division and relegate a division losing team to a lower division. Prior to or after the vote at a League Meeting, any teams slated for play

in the same division as the previous season that finished in one of the two top places in the standings the previous season has a right to challenge the last place team in the division directly higher than the challenging team, if the team from the higher division played in the higher division the previous season. The "challenge match" must take place at least seven days before the start of the season and the upper division team has the home bar advantage. If the upper division team chooses not to accept the challenge, the lower division team will automatically win the challenge match and will play in the higher division, while the team not accepting the challenge will be placed in the lower division.

- D. The standings at the end of the season shall determine seeding for the post-season tournaments, unless otherwise determined at a League Meeting.
- E. Post-Season Tournament format(s) shall be decided upon and announced prior to the beginning of the regular season.
- F. In order for a player to be eligible for the post-season tournaments, they must compete in at least one match during the regular season. For each regular season match, players will receive a credit of one game for each round in the post-season tournament(s). A player must compete in at least five regular season matches in order to be fully qualified for all post-season tournament games. Special consideration may be appealed to and granted by the Board. If by majority vote of all teams present at a league meeting, the number of qualifying matches can be raised for any division, or the entire league.

IX. Team and Individual Recognition/Awards

- A. Monetary and other awards and recognition shall be determined, and amounts of payouts discussed, and if possible, set at the league meeting prior to each season.
- B. The ADDA Champion shall be the team that wins the highest post-season tournament.
- C. Individual recognition and/or awards shall be given for the following categories at the end of the regular season:
 - i. the High-Out Champion for any 01 game
 - 1. First player to hit the out wins the award if there is a tie at the end of the season.
 - ii. the High-In Champion for 301 games
 - 1. First player to hit the in wins the award if there is a tie at the end of the season.
 - iii. the ADDAs Champion
 - iv. the Player Points Champion,
 - v. the 501 Average Champion
 - vi. the Cricket MPR Champion
- D. ADDAs (previously known as all-stars) shall be awarded for the following marks:
 - i. In 01 games, the score of 95-132 shall equal one ADDA, 133-170 shall equal two ADDAs and 171-180 shall equal three ADDAs.
 - ii. In cricket games, five or six marks shall equal one ADDA, seven or eight marks shall equal two ADDAs and nine marks shall equal three ADDAs. Additionally, three

bullseyes equals one ADDA, four or five bullseyes are two ADDAs, and three bullseyes are three ADDAs.

- E. The Player Points Champion shall be the player with the most points scored during all matches of the regular season. Each player is awarded the point value for their portion of a winning game (i.e. one point for each singles victory, two points for each 2 point singles cricket game victory, one point for each doubles victory in which they participated and one point for each 801 victory in which they participated).
- F. When determining the High-In/Out Champions, once a high-in/out number is established, that number must be beaten during subsequent weeks, not tied in order for a player to have the high-in/out title. The only way for a tie to be possible is if two or more players hit the same number during the same week.
- G. When determining the 501 Average Champion and Cricket MPR Champion, a player must participate in a minimum number of singles 501 or singles cricket sets, respectively, to be eligible. The minimum number will be the smallest amount that is greater than half the number of matches during the season. For example, during a ten match season, a player must play six singles 501 sets to be eligible to be the champion.

X. Match Rescheduling

- A. A team can request a match to be rescheduled if that team cannot field four or more players on the night of the scheduled league match. A rescheduled match must take place before the next week's match (within seven days). When a team makes a rescheduling request, the request should include two alternative dates that the team is available to play. The ADDA Coordinator and ADDA President must be copied on rescheduling requests.
- B. If a team makes a rescheduling request to the opposing team, the opposing team does not have to accept the request. If the request is denied, the requesting team may choose to forfeit the match, or play with less than four players which allows such team the opportunity to score points for the standings, as well as individual statistics for the players competing. If a team chooses to forfeit, the rules of a forfeit as defined by Section VIII. Forfeits will be enforced. Under these rules, the higher of thirteen points or the team's weekly average at the end of the season will be awarded to the team that did not request the reschedule.
- C. No matches may be played after the final Monday night of the regular season (a rescheduled match may be played prior to the final night of the regular season).

XI. Rule Changes

- A. These rules may be changed by two-thirds majority vote of teams attending a league meeting, or changed by e-mail or message board discussion if two-thirds of all current league teams agree with the change or changes.

XII. Final Division Standings Tie-Breakers

- A. In the event of a tie within a division, the teams will split any prize money for regular season finish evenly. For the purpose of playoff seeding, the following tie-breakers will be used in order:

head-to-head match points, season win-loss record; season set win-loss record; team '01 average. In the event the two teams are still tied, a coin will be flipped to determine the higher-placed team.

XIII. Player Qualification for Post-Season Tournaments

- A. A player qualifies for one game per tournament round for every match played during the season. A player must compete in five matches of the regular season in order to play in all five-match games (2 singles, 2 doubles and the 801 game) during each tournament round. Likewise, if a player only competes one week during the season, they are only eligible to play one game during each tournament round.
- B. The captains of all teams will receive a report of eligible player status prior to the first round. It is each captain's responsibility to know their team's eligibility and to check the eligibility of opposing team's players when the rosters are exchanged prior to the match.
- C. Any team that plays a player in excess of their qualified number of games shall forfeit all points that involved the ineligible player unless the infraction is discovered prior to the ineligible game. If such infraction is discovered after the start of the match, no player can be substituted in the ineligible games, and the ineligible player's game(s) must be forfeited, or their turn forfeited if scheduled for a doubles or the 801 game.

XIV. Member Code of Conduct

- A. ADDA has established this member code of conduct to maintain a positive and safe playing environment, promote sportsmanship, ensure fair play, and manage potential conflicts by setting clear expectations for player behavior. Everyone participating in our league is expected to respect others, avoid excessive aggression or verbal abuse, and uphold the golden rule of treating others as we would want to be treated. Let's create a fun and inclusive experience for everyone.
- B. Sportsmanship
 - a. All members are expected to know and follow the ADDA rules and policies, as well as standard darts rules and etiquette.
 - b. Address any potential rule violations or disputes in good faith, and assume others are doing the same.
 - c. Be gracious in victory and defeat; celebrate the successes of all players.
 - d. Do not taunt or ridicule others for mistakes.
- C. Respect
 - a. Treat everyone (opponents, teammates, the staff and patrons of our host bars, and league administrators) with respect.
 - b. Do not engage in verbal or physical abuse.
 - c. Check yourself before you wreck yourself; excessively aggressive actions, such as throwing darts (other than in the manner intended) or other objects, are not acceptable.
- D. Violations of the Member Code of Conduct may result in sanctions up to and including suspension or prohibition from the league.