

ADDA Rules

Revised Fall 2018

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. It will operate “money” leagues that commit as many league funds as possible to awards.

II. Officers, Policies and League Meetings

- D. The players in the Monday night league will decide all major issues involving ADDA, however, there will be a Board of Directors comprised of a President, past-President and board members – that will make other decisions and help set the direction of the Association.
- E. The President and board members will be elected by league-wide votes at the Annual Meeting.
- F. 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.
- G. The ADDA Coordinator will be hired and supervised by the ADDA President, with input from the other board members, should the position be deemed necessary. The paid position will serve to assist the ADDA President with the day-to-day responsibilities of operating the Association. The Coordinator may not be a member of the board of directors.
- H. The ADDA President shall assign all duties for the board and the ADDA Coordinator.
- I. 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.
- J. In addition to these rules, ADDA policies will be created each season to elaborate on or determine other guidance not described in these rules.
- K. 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.
- L. Special league meetings may be called by three of the five board members or by at least nine current league teams.
- M. The ADDA President will vote only to break a tie for issues decided by the board or issues decided by team/league votes.

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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 association member will owe fees when they join the association, 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.
- E. At the end of the season, any balance between \$0 and \$200 will be paid to Dacey. Any amount over \$200 (\$201 and above) will be rolled over to the next season or used as the League President sees fit. – *Approved at the Summer league meeting (5/20/2013).*

IV. Association Members, Players and Bars

- A. ADDA shall be open to all interested players who are willing to pay the association membership fee in order to join the Association. Association members do not have to participate in the league or leagues, but may name ADDA as their official association for America Darts Organization tournaments, etc. League players that did not participate in the league at any time prior to Season 7 must pay the one-time association fee prior to participating in the league.
- B. ADDA shall be open to all dart players who wish to throw in a competitive league.
- C. 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.
- D. Each team shall name a captain and an alternate captain to serve as team decision makers, as well as to assist the board and ADDA Coordinator in dissemination of league information.
- E. All team captains are responsible for submission of team roster registration forms and 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 and roster registration forms completed by the first week of the season, each match can be forfeited until a complete roster registration form is submitted and all fees paid. Player fees must be paid for every player that throws in any match. If a player has not submitted their fees within 35 days from the start of the season, that player cannot compete in a match until their team captain receives their fees. Player fees and applicable association fees must be paid for any player that is named on a roster by the fourth week of the season even if that player has not yet competed in a match. No refunds will be issued for any player named on a roster that does not play in a match during a season.
- F. 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 and applicable association fees must be paid for each alternate. Once a season begins, no player can switch teams until the completion of that season.

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- G. 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. Player fees for additional players are due one week after the player has been added to the roster. Failure to pay the player fees at this time will result in forfeiture of matches in which that player participated. 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.
- 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. 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. Only one board will be used for the two-point cricket game and the doubles and 801 games unless both team captains agree to use two boards.
- E. In bars that have more than one board, the visiting team shall have the right to choose the board on which the two-point cricket game, doubles games and the 801 game will be played if only one board is to be used. Once the board has been selected, that board must be used for all remaining games in the match, unless both captains agree to a change in boards.
- 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 score sheet. Once both rosters are completed, the team captains will switch rosters and fill-in the opposing team's roster on their score sheet. Both teams must keep a score sheet during the match. Once a name is placed on the line-up sheet, it cannot be changed without the consent of the opposing captain.

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- 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, divisions that are designated as a “beginner’s division” may opt out of the double out if certain circumstances are agreed to prior to the start of a season. The circumstances and further information are described in section 4 of the current season’s policies.
- 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 player 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. 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.
- P. 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.
- Q. 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

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- the board with the intent of gaining extra practice will result in the forfeiture of that player's next turn.
- R. 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.
 - S. At the conclusion of each match, both team captains must verify each other's score sheet and sign the opposing team's score sheet. Each captain shall keep all score sheets until the end of the season. Home team captains shall report the results of the match online through the ADDA website within 48 hours of the start of each match. If scores are not submitted within the 72-hour period, a penalty will be assessed at the discretion of the league officers of a one point deduction from the home team's win total for each 24-hour period that the results are not reported after the initial 72-hour period.
 - T. Unless specifically stated within this document, ADDA rules will default to ADO rules.

VI. Scorekeepers

- A. Each game must have a scorekeeper. The scorekeeper should be a player not currently throwing in a game from one of the teams and each team shall alternate scorekeeping duties. In bars where it is not possible for a scorekeeper to mark the scoreboard, players may mark their own score, however, someone still must be designated as scorekeeper in order to verify the darts thrown.
- B. When a player completes a throw, that player must announce the results and receive acknowledgement from the scorekeeper and the opposing player before the darts are removed from the board. The scorekeeper or the player will then mark the board before the darts are removed from the board. If the darts are removed from the board prior to the scorekeeper's acknowledgement and recording of the score, the player shall lose the turn and no darts will count for that throw.
- C. In 01 games, errors in arithmetic not detected by the beginning of the same team's next turn shall stand as written. In Cricket, errors must be corrected before the opponent's next turn or will stand as written. A player may walk to the board to see what they have scored, but they may not touch their dart(s). If the player touches a dart in the board, their turn is over and the score for that dart and any previously thrown dart is counted.
- D. The scorekeeper can only tell a player what number the thrown dart(s) has/have scored. In 01 games the scorekeeper may also recite the amount remaining. The scorekeeper must limit all unnecessary movement while keeping score. The scorekeeper can only step into the field of play if requested by the throwing player to determine the location of the dart thrown. It is the responsibility of the team captain to remove a scorekeeper that has committed multiple infractions of this rule.
- E. At the end of the game, the scorekeeper is to report the result of the game, as well as any individual statistics (addas, high-ins or outs, perfect shots, number of darts thrown and remaining score for 501 games) to each team captain. Team captains should only mark results on the score sheet that have been reported at the end of the game by the scorekeeper.

VII. Protests

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- 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.

VIII. 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 also receive their weekly average for the season-long individual statistics of adda's and player points, will have their required number of 501 games played reduced by one in order to qualify for the 501 average title and will have their previous week's Mystery Out number(s) counted for the forfeited match.
- 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.

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IX. Regular Season and Post-Season 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.

X. 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.

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- 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, and
 - v. the 501 Average Champion.
- D. Addas (previously known as all-stars) shall be awarded for the following marks:
- i. In 01 games, the score of 95-125 shall equal one adda, 126-170 shall equal two addas and 171-180 shall equal three addas. If the darts thrown are either an In for 301 or an Out in any other 01 game, one additional adda will be awarded on the previous scale (i.e. a 100 In/Out is worth two addas, etc.).
 - 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. Bull's eyes shall count as 1.5 marks, however, marks will not be rounded up for adda scoring unless three or six bull's eyes are hit (three bulls equals one adda).
- 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, a player must participate in a minimum number of matches determined at the beginning of the season in order to be eligible. During the singles 501 games, the scorekeeper must keep track of how many darts are thrown by each player and report the numbers to each team captain so they may record the results on their score sheet at the conclusion of each game. The scorekeeper should also report the losing player's remaining score, as it is essential to the calculation of averages.
- H. A Mystery Out shall be named each week of the regular season. The Mystery Out is an out from an 01 game that is drawn blindly from possible numerical outs. Every league player can opt-in for the weekly Mystery Out by paying \$1 per week for the number of weeks they wish to compete for the Mystery Out (if the number of dollars paid is less than the number of weeks in the season, then consecutive weeks shall be played, players do not get to pick which weeks they play). The pot for the Mystery Out will start with the contributions from the first week, and the pot will carry over

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each week with the contributions for the following week being added until the Mystery Out is hit. Once the Mystery Out is hit, the pot will start over with the next week's contributions. The drawing of the Mystery Out will occur following a designated league match each week and the draw will happen in front of both teams playing in that match. Reporting of all outs hit in every match will be recorded on the score sheet and the announcement of the Mystery Out will occur in the league results posted on the website. If a player misses a match or matches for which they contributed toward the Mystery Out, they will not be reimbursed for that week's contribution.

XI. 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. Individual players for the non-forfeiting team will also receive their weekly average for the season-long individual statistics of adda's and player points, will have their required number of 501 games played reduced by one in order to qualify for the 501 average title and will have their previous week's Mystery Out numbers counted for the forfeited match.
- 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).

XII. 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.