

Rules & Regulations Handbook
Revised 9/2026

AMARILLO DART ASSOCIATION BY-LAWS

ARTICLE I. NAME
SECTION 1.
The name of the organization shall be the Amarillo Dart Association, herein after referred to as the ADA.

ARTICLE II. OBEJECTIVE
SECTION 1.
The objective of the ADA is to foster and promote darts in the Greater Amarillo area. The ADA shall be the controlling organization for all leagues and other competition sponsored by the ADA.

SECTION 2.
A) PURPOSE
The purpose of ADA is to provide positive aid in our local community through acts of charity such as monetary donations, item donations (such as food or clothing), and other acts of kindness to other charitable organizations and/or individuals in need.

B) DISSOLUTION OF ASSOCIATION
If, at any time ADA must dissolve for any reason, all money in ADA's possession (be it in the bank account or petty cash) must be given to a local charity organization voted upon by the Board.

ARTICLE III. AMARILLO DART ASSOCIATION YEAR
SECTION 1.
The ADA year shall run from September until the end of the season banquet depending on number of teams in the league each year.

ARTICLE IV. DUES
SECTION 1.
Individual dues and requirements for play will be established by a simple majority of the Board of Directors.

SECTION 2.
Team dues and requirements for play will be established by the Board of Directors. Social and Tournament fees and prizes will be established by the Board of Directors.

SECTION 3.
The Board of Directors shall meet prior to the beginning of the season.

SECTION 4.
Any team failing to submit a roster and dues on time will be ineligible for play that season.

SECTION 5.
Dues and membership fees are non-refundable under any circumstances. A surcharge will be assessed on all returned checks; this fee will be determined by what the bank is charging at the time and ADA will provide documentation for all charges.

ARTICLE V. MEMBERSHIP
SECTION 1.
ADA membership is limited to permanent residents from the Greater Amarillo Area, which shall extend no further than one hundred and thirty (130) miles from the city of Amarillo. A permanent resident shall be anyone who anticipates residing in the Greater Amarillo Area for the duration of at least one ADA league season.

SECTION 2.
Participating pub membership is limited to a permanent physical location within five (5) miles of the city limits of Amarillo.

SECTION 3.
The Board of Directors retains the right to terminate or suspend any member, team, or pub that it deems to be in violation of By-Laws, Rules and Regulations, or Captain's Duties of the ADA.

SECTION 4.
No ADA sanctioned event will be conducted at any sexually oriented establishment.

ARTICLE VI. BOARD MEMBERS

SECTION 1. QUALIFICATION AND ELECTION OF OFFICERS
An acceptable candidate for an elected office must have been a participating member of the ADA for at least the previous league season and never have been removed from any office or appointed position in the ADA except for honorable resignation or expiration of term of office. Nominations will be accepted during the month preceding the ADA Spring Banquet at which elections are scheduled. The election will be made by secret ballot and counted by a committee of at least one ADA Board member and two (2) ADA members present. Each officer will be elected by a simple majority of the general membership attending the Spring Award/Election Banquet.

SECTION 2. TERM OF OFFICE
A) The term of office for the elected members shall be for one year, beginning 2 weeks from the end of the season banquet.

B) Any Board position can be held by a person indefinitely until said Board member either steps down or is voted out.

SECTION 3. RESPONSIBILITY OF THE BOARD OF DIRECTORS
A) The Board of Directors shall consist of the President, Vice President, Treasurer, Secretary, League Administrator, ADO Representative, and Public Relations Coordinator/Tournament Coordinator.

B) The Board of Directors shall meet once each month during the league season. Each new Board shall designate which night of the week that the Board shall meet. All meetings will be held in a public place with adequate facilities, unless a special meeting is scheduled for the purpose of working on rules, schedules, etc.

C) A quorum of 2/3 (a minimum number of members required to be present before an assembly can transact its business) of the Board of Directors must be present to have the power to make decisions it deems necessary to conduct the business of the ADA.

D) Special meeting of the Board of Directors may be called by the President or by the petition of 2/3 of the sitting Board with a reasonable amount of notice to the Board of Directors.

E) The Board of Directors shall maintain a checking account, which will require at least two (2) Board members to sign ***ALL*** checks.

SECTION 4. REMOVAL OF OFFICERS AND DIRECTORS
Any member of the Board of Directors may be removed from office for misconduct, dereliction of duty, incompetence, missing two consecutive board meetings, 2/3 votes of the Board of Directors, or by signed petition of a majority of ADA members.

SECTION 5. OFFICERS DUTIES

A) PRESIDENT

The President shall be the executive officer of the ADA. He/she shall act as Chairman of the Board of Directors and Rules Committee meetings. He/she shall participate as a member of all committees, appoint committees as elsewhere specified, and be generally responsible to members of the ADA for the proper operation of the Association.

B) VICE PRESIDENT

The Vice President shall assume the duties of the President during his absence. He/she shall assist the President with any task assigned by the President, or Board of Directors. He/she shall make occasional inspections of the sponsoring establishments to see that the dartboards, oches, scoring area, and the overall general area meets the ADA requirements.

C) TREASURER

The Treasurer shall receive all ADA funds and maintain them in a checking or savings account approved by the Board of Directors. He/she shall maintain an accurate account of all monies collected and disbursed, with a supporting file of bills and invoices. He/she shall submit copies of a financial report to each of the Board of Directors at each board meeting. He/she shall present the books for review at all Board meetings. He/she shall, in conjunction with the Board of Directors, prepare a budget showing anticipated income and expenses for each league season. He/she shall also be responsible for filing all federal, state, and local tax records as required by law.

D) LEAGUE ADMINISTRATOR

The League Administrator shall compile results of all league matches from weekly score sheets and publish, in timely manner, a weekly result sheet for league play and playoffs. He/she will be responsible for decisions and actions necessary for the day-to-day running of ADA league play. Additional duties may be assigned by the Board of Directors.

E) SECRETARY

The Secretary shall keep the minutes of the ADA meetings (including Board meetings, captains' meetings, and Membership meetings. , which shall be an accurate and official record of all business transacted. He/she will be responsible, along with the League Administrator, for the custody of all ADA records, and shall cause other notices and information to be mailed/ emailed as directed by the Board of Directors.

F) ADO REPRESENTATIVE

The ADO (American Darts Organization) Representative will act as the liaison between the ADA and the ADO. All communications and correspondence between the ADA and the ADO shall be directed through the ADO Representative. He/she shall be responsible for dispensing ADO information to the Board of Directors and the ADA members in a timely manner and will head committees on ADO related events. He/she shall represent the ADA at meetings called by the ADO. He/she shall make occasional inspections of the sponsoring establishments to see that the dartboards, oches, scoring areas, and the overall general area meets the ADA and ADO requirements.

G) PUBLIC RELATIONS COORDINATOR/ TOURNAMENT COORDINATOR

The Public Relations Coordinator shall be responsible for recruiting new members and bars/pubs throughout the season. He/she is also responsible for handling any affairs with the media, such as weekly standings and any other issues that may arise. This position shall also include dealing with sponsors and non-profit organizations for tournaments.

The Tournament Coordinator shall organize all tournaments for the season. He/she may be allowed to assign a personal assistant at his/her sole discretion. This shall include organization, advertising and running of all tournaments held by the ADA. He/she shall oversee the disbursement of the tournament equipment owned by the ADA.

SECTION 6. VACATED OFFICES
Appointed officers of the ADA shall be designated and appointed by the Board of Directors.

A) The President shall appoint replacement officers with the consent of the Board of Directors.

B) The term of a replacement officer shall be the same as the officer being replaced.

ARTICLE VII. MEMBERS, CAPTAINS, AND BOARD MEETINGS
SECTION 1.
It will be the responsibility of the newly elected officers and Board of Directors to set up the new league with the advice and assistance, as requested, from the outgoing officers and Board of Directors.

SECTION 2.
Special meetings may be called by written request signed by 25% of the MCB (member, captains, and Board of Directors). Upon receipt of this request, the Board of Directors will have ten (10) days for notification of the special meeting. The meeting must be scheduled within three (3) weeks of the request.

SECTION 3.
Only team members, captains, and the Board of Directors will be allowed at special meetings. Pub owners or employees may be present if the need arises or by special invitation. The Board of Directors may not represent a team.

SECTION 4.
For a MCB meeting to be official there must be a quorum of team members, team captains, and at least four (4) members of the Board of Directors.

ARTICLE VIII. CAPTAINS' DUTIES
SECTION 1. RESPONSIBILITY OF THE CAPTAINS
A) Anyone agreeing to be a captain must agree with, and abide by, the captains' responsibilities.

B) The captain is responsible for assigning a co-captain, and *making* sure he/she has score sheets, materials, etc., to conduct a match in the captain's absence.

C) The captain is responsible for becoming familiar with the By-Laws, Rules & Regulations, and Captains' Duties for ADA league play.

D) The captain is responsible for the conduct of their team.

E) If a team captain is negligent in the performance of his/her duties, the ADA Board of Directors has the authority to require the team to provide an acceptable replacement.

F) The Board of Directors is available to assist the captain as needed, and captains should not be hesitant to call if there is a question.

SECTION 2. MEETINGS
A) There shall be two (2) captains' meetings annually. The captain or the designated representatives of each team will be required to attend the captains' meeting. This is essential for organized conduct for league play and other league functions. Teams may be penalized a win for lack of representation.

B) captains, or their designated representatives, are also responsible for attending any "special" captains' meetings called by the Board of Directors. Teams may be penalized a win for lack of representation.

SECTION 3. ROSTERS

A) Rosters must be finalized and submitted, with sponsor fees, no later than seven (7) days before the captains' meeting or at the scheduled roster meeting. Sponsor fees are nonrefundable after the schedule has been made up for that league season.

SECTION 4. MEMBERSHIP FEES AND MEMBERSHIP FORMS

A) Membership fees and member applications must be collected and submitted with the weekly score sheet from the first scheduled match. Failure to submit will result in forfeiture of non-paid player's games. If a new player is added later, his/her fees and member application are due with the score sheet from the first match in which he/she participates as a team member.

B) The captain shall be responsible for seeing that the add/drop section is completed properly each week that there is such player activity.

C) Weekly fees MUST be submitted with the weekly score sheets. The captain shall also make sure that the players' paid amount is filled in on the score sheet to ensure proper credit for each player that plays in each scheduled match. Failure to submit weekly fees will result in loss of two (2) wins. NO EXCEPTIONS. Failure to submit fees at least prior to the next week's match will result in league sanctions, which can include forfeiture of all games from the non-paid week.

SECTION 5. SCORESHEETS

A) Captains are responsible for learning how to fill out properly the weekly score sheets and add members into Dart Connect. The home captain has the responsibility for supplying a tablet, the score sheet and keeping the stats for matches played. The visiting captain has the responsibility for providing a tablet and checking accuracy of such sheets. Failure to complain of inaccuracy at the time the score sheets are signed and distributed will result in waiver of the complaint if the complaint cannot be remedied through Dart Connect. The Board of Directors will be available to assist any captain in learning how to use the score sheets.

B) Weekly score sheets shall be submitted (with fees specified above) within 48 hours of completion of the match. Failure to timely submit will result in loss of two (2) wins. Failure to submit prior to the next week's match will result in league sanctions specified by the Board of Directors. It shall be the traveling captain's responsibility to complete and submit in a timely manner the score sheet and fees of that week's match. Both captains are, however, responsible for the accuracy of the score sheet, with their signatures attesting to the same.

C) Captains shall be responsible for collection of all fees for their teams, record-keeping for all team matches, and timely submission of both (as stated above).

SECTION 6. RULES & REGULATIONS, SPORTSMANSHIP, & CONDUCT

A) Captains shall be responsible for ensuring that an ADA rule book is available to all team members and at all home matches, either by bringing one or ensuring that the sponsoring institution has one on hand. This is to ensure that any disputes or disagreements concerning matches can be settled at the time they arise. In the event such a dispute cannot be settled, captains shall use the protest procedure specified in the ADA Rules & Regulations.

B) Captains are responsible for ensuring sportsmanship of their team members, as well as themselves. This includes, but is not limited to, ensuring that participants in an on-going game are not crowded by non-participant spectators, are not subjected to shouting while they are attempting to shoot, and are not taunted by opposing team members. If in doubt about a situation, err on the side of good sportsmanship. If a particular team member or captain engages

in continual bad sportsmanship, such member or captain shall be referred to the Board of Directors for determination of appropriate sanctions.

C) Please remember that the intent of the ADA is that all participating members have an enjoyable evening of competition and fellowship at league matches and other functions. Sportsmanship and camaraderie are the primary objectives and winning should not interfere with the good time that can be had by all. When we play in sponsoring establishments, we are the ambassadors of ADA. If people see us having a good time and enjoying each other's company, dart participation and the ADA can only grow and get better.

SECTION 7. RESPONSIBILITY WITH SPONSOR

A) Captains shall be responsible for good communication with the sponsoring establishment during all home matches.

B) The captain is responsible for ensuring that the sponsoring institution provides a dart competition area that complies with ADA specifications. If a captain has a question concerning the compliance of his/her dart area with ADA specifications, he/she may contact any member of the Board of Directors, who will ensure that the captain is assisted in checking and remedying any problem.

D) ADA IS NOT responsible for complimentary drinks, drink prices, or drink specials being extended to teams (per TABC Regulations).

SECTION 8. RESPONSIBILITY TO TEAM MEMBERS

A) Captains are required to play each regular (full-time) player a minimum of two (2) games if the player is present and has the intent to play. A player may request not to play, for cause (such as injury). In this case, the captain is responsible for stating the reason on the back of the original (white) copy of the score sheet. If a player reports to the Board of Directors that they are not being played or are being asked to sit out for the team to gain an advantage, the captain will be subject to sanctions such as suspension for 1 match, and the team will be subject to a loss of 5 wins.

B) Each team is allowed a minimum of six (6) players and a maximum of nine (9). More than nine (9) players playing in a scheduled match will result in a forfeiture of each of the games played over the nine (9) player limit. Each team is required to have one (1) female player that is required to play 75% of the scheduled matches. If this requirement is not met, the team will lose one (1) win, for each game not played by a female. (Two are required for each scheduled match.) The same woman is not required to play the entire 75% of the games.

C) Captains are responsible for providing their team members with match schedules and for advising them of any changes.

ARTICLE IX. COMMITEES

SECTION 1.

Committees shall be appointed by the President and ratified by a majority vote of the Board of Directors.

SECTION 2.

Standing committees shall be designated and appointed by the Board of Directors.

SECTION 3.

Standing committees shall be headed by an officer of the ADA and may contain at least one (1) member of the membership at large.

SECTION 4.

Temporary committees may be appointed by the President, serving without formal ratification.

SECTION 5.
Membership of all committees shall end at the expiration of the term of the President who appointed said members.

ARTICLE X. AMENDMENTS

SECTION 1.
Any amendments to these By-Laws may be proposed at a regular MCB meeting to be adopted by a majority vote of quorum of MCB, provided that the proposed amendment or amendments are submitted to the Board of Directors and receive the approval of the Board of Directors prior to being adopted, or by a 2/3 vote of a quorum of MCB present at the following meeting.

SECTION 2.
All amendments shall become effective at the commencement of the next competition scheduled unless otherwise provided for in the amendment.

ARTICLE XI. AWARDS PRESENTATION

SECTION 1.
A) An Awards Banquet will be held following each league season's play-off matches. The date and place of the award presentation will be determined at the discretion of the Board of Directors.

B) Any team that forfeits two (2) matches during any given season shall not be eligible to receive any awards at the award's presentation at the discretion of the Board of Directors.

AMARILLO DART ASSOCIATION RULES & REGULATIONS

1. GLOSSARY OF TERMS

The following terms and meanings shall apply when used in the body of these Amarillo Dart Association Rules of Play.

1. Amarillo Dart Association: ADA.
2. Board of Directors: Board of Directors.
3. league match: The total number of events being competed for between two (2) teams during a single ADA sanctioned and scheduled league competition.
4. event: All matches of unique format.
5. leg: The individual dart games (601, 501& Cricket) played that are part of the team, doubles, and singles games.
6. match: The total number of legs being competed for between two (2) players or teams.
7. scorer: Scorekeeper, Marker, or Chalker.
8. stat sheet: Statistic Sheet.
9. Bull's-eye or Bull.
10. ton: 100 points.
11. throw: Consisting of 3 darts thrown.

2. LEAGUE PLAY

All league schedules of matches and play-offs will be handled by the Board of Directors, or an appointed scheduling committee created by the Board of Directors. All league tournaments will be scheduled and conducted by the Tournament Coordinator, or someone appointed by the Tournament Coordinator with adequate knowledge of tournaments.

3. RULES COMMITTEE

The Rule's Committee shall consist of the Board of Directors and any other members appointed to said committee. All committees shall be appointed by the majority vote of the Board of Directors.

4. AMENDMENTS

A) Any amendment to the Rules & Regulations must be made by the Rules Committee and must have a majority vote approval of the Board of Directors to be adopted. All amendments shall become effective at the beginning of the forthcoming season, unless otherwise provided for in the amendment.

B) In proposing amendments to Rules & Regulations, all proposals pertaining to one section shall be discussed before voting on that section.

5. LEGAL AGE TO PLAY

The legal age to play on a league team will be 21 years of age. Any player found playing on a team that is not of this age will be suspended from the ADA immediately. If a team wants to play anyone under the age of 21, they must notify the Board of Directors. The Board of Directors will then vote on whether to let them play. The minor must be at least 18 years old, and their parent must be a member of the ADA playing on the same team. The parent must accompany the minor at all times. The minor will be the sole responsibility of the parent. It will also be the responsibility

of the parent to contact the sponsoring establishment to ensure there is not a conflict with any of their rules. The ADA will not take any responsibility for repercussions.

6. DUES

A) MEMBERSHIP APPLICATIONS

Each person on a team will be required to complete and turn in a membership application on the first evening of play. Any player not turning in a membership form could result in being penalized individual win points and being removed from the weekly and season stats. Team captains should note that the white copy of the application must go to the Treasurer and the pink copy is kept for the captain's copy.

B) MEMBERSHIP CHANGES

Any changes that occur during the season should be written on a membership change form and turned in with the weekly score sheet as changes occur.

C) INDIVIDUAL MEMBERSHIP DUES

There will be an $8.00 (eight dollar) individual membership fee for each season. This fee will apply for the entire season and is **due the first week of play**. This fee is non-refundable.

D) WEEKLY DUES

There will be weekly dues for each player for each week of play. This fee will be paid weekly by each player. Not paying this fee will result in the player and the team being penalized games played by the player not paying and quality points for that week. The penalized games include triple, double, and single player matches. This fee is non-refundable. Any player that shows up for play and does not have his/her fee may not be allowed to pay at a later date. It will be up to the captain to decide whether to make arrangements with the player and pay the fee for the player, or the captain may also choose not to let the player play for that evening if the player does not have his/her dues. Any captain paying fees for a player cannot hold the ADA liable for these fees. This is a personal agreement made between the player and the captain.

E) TEAM DUES

Team dues shall be paid by each sponsoring establishment, per team playing out of that establishment and shall accompany the team roster. Along with the roster, these dues will enroll the team in the league, subject to scheduling by the Board of Directors. This fee is non-refundable after the schedule has been made up for that league season.

F) INDIVIDUAL PLAYERS

Individual players are not eligible until said dues have been paid.

7. TEAM ROSTERS

Team rosters must be submitted by the team captain at the pre-season ADA membership meeting, of which the date and time shall be set by the Board of Directors. Any captain turning in a roster late will be accepted at the discretion of the Board of Directors, and if accepted, that team will be charged a $5.00 (five dollar) late fee.

The sponsor fee and team name shall also be turned in at this time. The team roster shall contain the following:

1. The Sponsoring establishment name.
2. The captain and co-captain.
3. A minimum of six (6) players, a maximum of nine (9). Each team is required to have at least one (1) female player.
4. A team name. The team's name can be more than 12 characters on the team roster, but for stat sheet purposes, each team will be allowed 12 characters to also be turned in on the roster. EXAMPLE: Amarillo Dart Association would be ADA.

8. PLAYERS

A) The minimum number of players on a team will be six (6) players. The maximum number of players allowed per team roster shall be nine (9), one of which must be a female.

B) Each team is required to play each player that shows up each evening (with the intent to play) twice (2) in each scheduled match. Failure to play each player twice (2) in each scheduled match will result in a loss of one (1) win for each violation, unless that player requests to not play and this reason is written on the back of the score sheet before the match begins.

C) The female player for each team is required to play 75% of the scheduled matches. The same female is not required to play the entire 75% of the games if you have more than one (1) female on the team. If this requirement is not met, the team will lose one (1) win for each game not played by a female. *Example: The league is scheduled to play 16 weeks. This would mean a female must play two (2) games each week for at least twelve (12) scheduled matches of the season. If a female only plays in 10 matches the team will lose 4 wins.*

D) No additions may be made to the team during the last third of the season. Absolutely no players will be added during the playoffs. If a new player plays after the assigned cut-off date, games played by that player will be considered null and void and the team will be penalized one (1) win for each win that player receives. The opposing team will not be penalized in the event they have wins.

E) An add/drop form must be completed and turned in with the weekly score sheet when a player is traded, quits or is voted out, or added to a team.

F) A player may be terminated by his/her team though written notice to the Board of Directors including the signatures of a majority of the team members. A terminated player will be eligible to join any other team, if not suspended by the Board of Directors.

G) A player may play on only one (1) regular league team at a time. If for some reason a player quits or is voted out from a team, they may not join the same team again for the remainder of that season. However, the player may join another team after the player has given written or verbal notice to the team that they are leaving at least forty-eight (48) hours before the scheduled play and contacted one of the Board of Directors and told him/ her about the change. A player is allowed to make this change once per season. *Exception: At the discretion of the Board of Directors, a player's status may be reviewed, and the decision will be made in the best interest of the league.*

9. DATE AND TIME OF MATCHES

A) All scheduling of league play will be set by the Board of Directors, or a committee chosen by the Board of Directors.

B) A match may be re-scheduled with the mutual consent of the concerned and must be played prior to the next regularly scheduled match or at the Board of Directors' consent, in a reasonable amount of time.

C) The roster should be complete fifteen (15) minutes prior to league play. Play should begin within five (5) minutes after the designated start time. Any match not under way ten (10) minutes after the designated start time can be subject to forfeit. The home team roster must be made out by the designated time of play. The visiting team roster must be made out by ten (10) minutes after the designated time of play.

D) No adjustments are allowed in the team lineup once the score sheet has been folded and given to the opposing captain, unless *both* captains agree to a change in the lineup. A player on the night's lineup must be present when his/her turn comes up, or forfeiture rules go into effect. No substitutions will be allowed after the lineup sheet has been opened. (Refer to forfeit rules.)

10. MATCH PROFILE

A) A match shall consist of two (2) games of 601 triples, single in/double out; six (6) games of 501 singles, single in/double out; six (6) games of singles cricket; three (3) games of 501 doubles, single in/double out; and three (3) games of doubles cricket; for a total of twenty (20) match points. No player may play in more than two (2) singles games, one (1) triples game, and two (2) doubles games. If less than six (6) players are present at a match, a forfeiture will result for each missed singles game, and a missed turn per round will result for each missing player in the doubles and triples games.

B) The doubles and triples teams shall throw in the order they are eligible on the score sheet. The player throwing the bull, however, does not have to throw first for his/her team at the start of the game.

C) The home team has the prerogative of choosing the board(s) the matches will be played on in the event of the establishment having more than two (2) boards.

D) No later than thirty (30) minutes before match time, the game boards must be cleared of players and warm-up time allowed for the players in that night's match.

E) Each player will be allowed nine (9) darts warm-up before each game he/she plays.

1) If a player is currently involved in a game, no "practice" darts will be allowed on another dart board in the establishment during the match.

2) If there are more than two (2) dart boards available, not in the immediate vicinity of the match boards, at the establishment, players may practice on these boards when they are not involved in a scheduled game.

F) The captains are responsible for the smooth running of each match, and any dispute that may arise during the course of play. If there are any disputes, they must be settled privately and in an appropriate manner between the team captains only. The captains may be allowed to discuss any disputes with their players in a "team meeting" for suggestions on how the team feels about a disagreement, but the final decision will be made between the captains. If an agreement cannot be made between captains, refer to protest procedures.

G) The captain of the traveling team is responsible for the completion of the score sheet, fees and getting them to the established drop box within 48 hours of the match. Both captains are responsible for the accuracy of the score sheet, with their signatures attesting to the same. Any traveling team turning in a score sheet and/or fees for that evening's play, late, will be penalized two (2) wins. If a captain is late turning in score sheets and fees more than once in a regular season, other actions may be taken at the discretion of the Board of Directors. These same rules will apply if any traveling captain relinquishes this responsibility to another person and score sheet and fees are turned in late. NO EXCEPTIONS.

11. RULES OF CRICKET

Whenever cricket is played in an ADA sponsored event, the game is American Cricket, with the following rules:

A) Innings will be 20, 19, 18, 17, 16, 15, and Bull's-eyes.

B) Three (3) marks will close an inning. Three marks are three (3) singles, one (1) single and one (1) double, or one (1) triple. May also be: one (1) bull and one (1) double bull or three (3) single bulls.

C) Once an inning is closed, a player may score additional points until his opponent closes the inning. Points will be the value of the inning scored.

D) The winner will be the first person to close all innings, providing he/she is tied or ahead on score.

E) A player may mark or score in any unclosed inning without calling his/her darts.

July 22, 2009, Amendment

It has been motioned and second that an amendment be made to reinstate cricket hits to league play. This will affect singles and doubles cricket games. It is the consent of the Board that cricket hits not be abused. In order to control un-sportsman like conduct during league play, the Board has voted and passed the following guidelines:

1) It will be up to each captain to monitor each game.

2) In the event that any one player shows un-sportsman like conduct, pertaining to cricket hits, the captain of either team can and must step forward and ask that the player displaying the poor conduct please end the game.

3) If this player refuses to end the game and continues to purposely throw cricket hits, that player will forfeit the match.

4) The win will then be given to the opponent's team.

5) Misuse and abuse of this amendment should be reported to a Board of Directors President immediately. At that time the Board of Directors will meet and decide repercussions to the individual event.

6) Cricket hits are a nine (9) hit and four (4) or more bulls.

12. SCORING

A) All matches will begin by throwing for the bullseye. In throwing for the bull, the visiting team throws first, thereafter, bull shots alternate. In the case of a tie, both darts shall be removed from the board and the bull shot will be re-thrown, with the player who shot first throwing second. This will continue until someone wins the bull shot. The second shooter has the option of asking for either a single or double bull to be pulled and put to the outside of the board for the second shooter to throw. (The dart must remain in the board, in order to count.) Additional throws may be made when throwing the bull, until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first, a re-throw will be made with the second thrower now throwing first. Re-throws shall be called if the person scoring cannot decide which dart is closest to the bull, or if both darts are anywhere in the inner bull, or both darts are anywhere in the outer bull. A double bull constitutes a win over a single bull. The decision of the score keeper is final. In any doubles or team event, the person throwing the bull does not have to be the first player throwing.

B) The captain of each team is responsible for providing a score keeper for each match. The home team shall keep score of the games that completed on the "home" board and the visiting team shall keep score on the "visitor" board. Any person scoring who is not a member of one of the teams playing must be agreed upon by both captains and must be familiar with and follow explicitly the ADA Rules & Regulations.

C) The score keeper must face the score board during the time that any player is throwing his/her darts with as little movement as possible. Moving during or in between a player's three (3) throws

can be distracting to the player and should be avoided at all times. If this occurs with a score keeper, a player can ask for a new score keeper, with his/her team captain's approval.

D) The foul line will be strictly enforced. If a player has any portion of their feet or shoes across the throw line, in the judgment of the captain, acting captain or official, the score for that turn will not count. A violating player must be warned immediately by the captain, acting captain, or official. All opposing players must give the throwing player at least 2 feet of clearance while they are throwing. All spectators of a match in progress must stay out of the throwing area. The captain and score keeper will be responsible for patrolling this area.

E) Any changes made to correct mistakes in calling the score must be corrected before the darts are pulled from the board. Any mistakes in scoring must be correct before the next turn of the player or team against whom the error was made, either in his/her favor or against. If the player or team against whom the error was made throws the first dart of his/her next round before the error is corrected, then the score stands as scored. The score of each round must be written next to the running score.

F) The score keeper can tell (or enter into the tablet) a player what amount is left to attain and/or what has been scored with the darts that have been thrown, IF ASKED BY THE PLAYER. It is the player's responsibility to throw at the right numbers. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand as thrown and the correct score prevails. Once the final double has been thrown in any 01 game, the game is over.

G) BUST RULE-In 901, 601, & 501, a player must throw a double to win the leg. (If a player has 20 left, he must throw a double 10 to win.) A player "busts" when, with three darts or less, they:

- Have a remaining score of one, or
- Have a remaining score of zero without ending with a double, or
- Have scored more points than they had remaining at the beginning of the throw.

When a "Bust" occurs, the score remains as it was prior to their throw. The next opposing player then takes their regular turn.

Note: If a player "busts" on his/her 1 or 2 dart, that player should not continue throwing the rest of his/her darts at the dart board. When the "bust" occurs, the player should STOP throwing and pull his/her darts from the dart board.

H) A dart shall be scored where the point of the dart first penetrates the board. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. For a dart to score, it must remain in the board 5 seconds after the third dart has been thrown by the player. The tip of the dart point must be touching the bristle/sisal portion of the board in order for that dart to be counted as scored, called by the score keeper.

I) In doubles/ team events, no player may throw (during a leg) until each of his/her teammates has completed his/her throw. The first player throwing out of turn shall receive a score of zero points for that round and his/her team shall forfeit such turn. Corrections may be made if both parties involved agree.

J) All darts must be thrown by, and from the hand. A throw shall consist of three (3) darts, thrown one at a time, unless a leg/match is completed in lesser amount. Any dart bouncing off, or falling out of the dart board, shall not be re-thrown in that turn, or any other turn.

K) A dart shall be considered a thrown dart when it leaves the hand while in legitimate forward motion of throwing.

L) The scorer shall enter the score into the electronic tablet utilizing the scoring app "Dart Connect".

N) Quality points will be counted if a total of 95 points or more is scored in a player's turn. This will pertain to men and women.

O) Any quality points or cricket hits that are not written down on the score sheet during the match must be reviewed by the League Administrator within Dart Connect.

P) Cricket hits will be nine (9) hits or four (4) or more bull's-eyes in a player's turn. Cricket hits will not count if that number has already been closed by the opponent. 4 bulls will count to finish the game as long as the opponent does not have their bulls closed.

13. FORFEIT

A) A forfeit can be declared for failure of a team to attend a match by the set time of play. *(See under Date and Time of matches.)*

B) A forfeit can be declared for a team having less than four (4) players in attendance by 15 minutes after designated time of play.

1) If an individual player forfeits a singles 501 game, the present player will have the option to play the game against a ghost player. During this game the player shall have the ability to score quality points and compete for the low dart game. The single player shall play until the game is completed.

C) The score of a forfeited match will be 20/0. The forfeiting team shall receive zero (0) win points and twenty (20) loss points. The team forfeited against shall receive twenty (20) win points and zero (0) loss points. If a team with four (4) or more players are present and do not play the match, the score will be 20-0 with the forfeiting team receiving zero (0) win points and the team forfeited against receiving twenty (20) win points.

D) A team forfeiting two (2) matches during a league schedule will be suspended from the league for the balance of the schedule unless approved by the Board of Directors. When a team drops out of the league or is forced out of the league at any time during the season, all scores for the season against the dropped team shall become zero (0) wins and (0) losses to allow no advantage to be given to any team, and the remainder of the season shall be treated as a bye regarding the team dropping out. Any season records/awards that occurred during any of these matches will remain in place, except by the team that is being dropped. There will be NO refunds on any of the dropped matches.

E) Any team forfeiting either of the last two (2) regularly scheduled matches of a regular season without a legitimate excuse may be disqualified from that season's play-offs at the discretion of the Board of Directors.

F) A forfeit will be declared for the use of an ineligible player or players to the extent that all win points involving such players shall be forfeited to the opposing team or teams. Team captains must be responsible for the integrity of their team rosters and for ascertaining the eligibility of each member. When in doubt, team captains should contact the League Administrator for verification. A team that uses ineligible players may appeal such a forfeit and be heard by the Board of Directors, but that forfeit shall stand unless rejected by the Board of Directors.

G) Any team which knowingly and willfully plays a person known to be ineligible to play on that team shall forfeit, as a penalty, three (3) extra win points (*over and above forfeiture of any points won by that person).* In the event that a team shall violate this provision more than once in any season, the captain and the ineligible player shall be suspended from the ADA for that season from the point of infraction until the end of the season, including all play-off matches.

H) Anyone caught playing on an accredited dart team under an assumed name shall be automatically suspended from the ADA for two (2) consecutive regular seasons. Any captain who knowingly uses an illegal player shall also be suspended for two (2) consecutive regular seasons.

14. PLAY-OFFS

A) No play-offs shall begin until the final order of finish has been determined.

B) No play-offs shall begin until all protests have been heard by the Board of Directors and appropriate action taken.

C) The League Administrator and any appointed committee shall arrange all play-offs, with approval of the Board of Directors.

D) All play-off matches will be a "best of 40" format with full 20-game matches played. Separate rosters will be made out for all 20 game legs, with a 15-minute break between legs. Each 20-game match shall be the same as regular league. In case of a tie, one four-person 901 game, (single in/double out) will be played as a tiebreaker. A woman **MUST** play in the 901 game.

E) FINAL ORDER OF FINISH

The team with the best win-loss record shall be the first-place team in the division; the team with the second-best win-loss record shall be the second-place team, and so forth. Win-loss records shall be the percentage achieved by dividing the total games won (less any penalty points assessed) by the total win-loss points and rounding off to the third decimal point.

1) Playoff brackets shall be broken into 2 divisions. The "A" division will consist of the top 4 ranked teams based on win percentage at the end of the regular season. The "B" division will consist of the remaining teams and ranked in order by their regular season win percentage.

2) In the event that at the end of the regular season play the 4th and 5th ranked teams have identical win-loss records, the League Administrator will arrange a tie-breaker match to determine the final order of finish.

3) In the event that at the end of the regular season play more than two (2) teams have identical win-loss records affecting which division the teams will play, the League Administrator will arrange a round robin tie-breaker match, with the Rules Committee being responsible for drawing up the rules of play for the match and setting forth the criteria for determining the teams' order of finish.

4) In the event that at the end of the regular season play any two (2) teams in the same division have identical win-loss records, the League Administrator will arrange a tie-breaker match to determine the final order of finish.

5) In the event that at the end of the regular season play more than two (2) teams have identical win-loss records in the same division, the League Administrator will arrange a round robin tie-breaker match, with the Rules Committee being responsible for drawing up the rules of play for the match and setting forth the criteria for determining the teams' order of finish.

6) No tie-breaker matches will be played if the teams involved will not be in the play-offs or move up or down in division.

F) Each play-off game will be played at the highest ranked team's home establishment. If a scheduling conflict exists (making it impossible to play there), then the match will be played at the opposing team's home establishment. In the case that a conflict exists at both teams' home establishment, then the highest-ranking team has the option of choosing another location to play.

G) Each team is required to play their female player in all play-off matches. If she is not played twice on each score sheet, the team will be penalized one (1) win for each violation of this rule.

H) To be eligible for the playoffs all players will be required to have played at least 1/3 of the matches during the scheduled season. This will include women. Any player that does not meet this requirement shall forfeit all games that are played. There shall be a one (1) win penalty for each game played for the player that is in violation of this rule.

I) The ADA is to have a Board of Directors member, or a representative of the ADA that is not playing, present at all play-off matches to referee the matches. In the event that there are no Board of Directors members (or ADA representatives) available, (due to playing in matches with their own teams), the captains will be responsible for the smooth running of the match.

15. PROTEST

The captain of any team and/or member of the Board of Directors may file a written protest about any irregularity relating to an ADA sanctioned event. The opposing team captain will be notified that the match is being played under protest from that point on. All details of such a protest will be submitted to the Board of Directors and to the opposing team within 48 hours. A protest hearing is to be set up and both team captains notified within seven (7) days of the protest. Attendance at these hearings is to be limited to the two (2) teams involved and members on the Board of Directors. Failure of the defendant to appear at the hearing will be considered a plea of no contest. If the incident occurs during a match, the word “PROTEST” MUST be indicated on the score sheet and signed by both captains. Any action of the ADA Board is to be taken within seven (7) days of the hearing and will be submitted in writing by the President. Extenuating circumstances may exist which would nullify these requirements.

NOTE: A protest not handled in the manner described above will be considered by the Board of Directors in any action that will be taken.

16. EQUIPMENT

A) All league competitions, including tournaments and play-offs, shall be conducted on a standard English “bristle” 20-point clock-faced dart board of top quality.

B) Dart boards shall be placed five (5) feet and eight (8) inches from the floor to the center of the bull’s-eye, with the “20” bed at the top center. This wedge must be dark-colored.

C) The sponsoring establishment owner will be responsible for supplying and maintaining the league play dart board, which must be deemed acceptable for play by the Board of Directors.

D) The foul line will be seven (7) feet, nine (9) and one-quarter (¼) inches from the surface of the board, measured along the floor to the front edge of the line, and will be at least eighteen (18) inches on either side of center.

E) All league play dart boards shall be firmly anchored and well illuminated with a flood light type light. (LED, Halogen, Florescent, etc.)

F) A scoring area must be provided and located in such a position that the score may be read easily by the players and spectators. An electronic tablet, provided by each team, will be used to keep score. A screw should be supplied in the scoring area to hang the tablet holder.

G) The dart board spider wider must not be broken, and the double and triple rings must be within a tolerance of 1/32” of the normal space measurement of 3/8”.

H) Darts used in league play shall not exceed an overall length of 30.5 cm (12”) nor weigh more than 50g per dart. Each dart shall consist of a recognizable point, barrel and flight.

17. ENVIRONMENT

It is the sponsoring establishment's owner and the team captain's responsibility to see that normal pub-type environment is maintained during league play. Excessive noise, loud machines near the dart area, and extremely loud and boisterous behavior should be avoided. Repeated offenses of this nature may result in the establishment being suspended from the ADA. If such loud noise is a result of live entertainment or regular activity normally provided by or attendant to the business of the establishment, then it may constitute an exception to this rule.

18. PLAYER CONDUCT

A) Any member or team who, by their actions, bring discredit upon the ADA, a sponsoring establishment and/or sponsor, may be subject to sanctions against him/ her or team. These sanctions may include reprimand, forfeiture of points in league standings, suspension, or revocation of membership. Player conduct will also include any written statements to or about the ADA (Including social media). First offenses of this nature will result in suspension from the ADA up to two (2) years. Offenses thereafter will result in permanent termination from ADA.

B) Heckling or other harassment is forbidden. A team may make as much noise as it wants while it is throwing, but it must remain quiet while the other team is throwing. All players and spectators must give the player plenty of room to throw and must refrain from undue movement in or near the dart board lane. Repeated harassment or loud, foul language may result in forfeiture of up to six (6) match points. Physical abuse will not be tolerated and can result in suspension or termination as deemed by the Board of Directors.

C) The following is a list of infractions that come under the heading of CONDUCT. This is not all-inclusive and any infraction that falls under CONDUCT may be considered.

1) There will be no throwing darts in anger or in a manner not intended for play where a person might reasonably be expected to be harmed. First offense will be a written warning. Second offense will be suspended from the following week of play. Third offense will be decided by the Board of Directors.

2) Theft of personal property.

3) Non-payment of obligations: ADA Membership fees, ADA weekly dues, or ADA products. If all payment obligations are not met by the awards banquet, no awards will be given to that member. If a check is rendered for payment and is returned for "insufficient funds" or "account closed," this is to be considered non-payment. A surcharge will be assessed on all returned checks; this fee will be determined by what the bank is charging at the time and the Association will provide documentation for all charges.

4) Any attempt to cheat during a match: i.e., attempting to learn an opponent's lineup before both sides of the scoresheet are filled out, altering score sheets without the initialed approval of the opposing captain, reporting results in an erroneous manner, falsely reporting quality points, cricket hits, highs, lows, ins, outs, etc.

5) Any conduct that causes destruction of personal property whether of an individual or a sponsoring establishment.

6) Continual unsportsmanlike conduct and respect for other players and teams.

19. DISCRIMINATION

The ADA shall practice no discrimination because of sex, race, religion, or national origin.

20. GAMBLING

The ADA does not encourage nor condone betting, gambling, or any other illegal acts during ADA sanctioned events.

21. SUSPENSION BY THE BOARD OF DIRECTORS

The ADA Board of Directors reserves and has the right to suspend or terminate any member or team that does not conduct themselves in a manner that is in the best interest of the ADA.

22. BOARD RULINGS

The ADA Board of Directors reserves the right to make a decision on any situation not covered by these Rules.

If at any time a situation should arise that is not covered in these Rules, refer to the American Darts Organization Tournament Rules.

AMARILLO DART ASSOCIATION TOURNAMENT RULES
Blind Draw Doubles

1. GLOSSARY OF TERMS. (See Amarillo Dart Association Rules & Regulations.)

2. DATE & TIME OF MATCHES
A) The Tournament will be scheduled by the Board of Directors of the ADA.

B) Sign-up time will begin at the designated time of play. Play shall begin at the designated time of play if there are either at least 16 in attendance or 16 or more with an even number of players in attendance, whichever transpires first. If neither of the above transpire by the designated time of play, the Tournament Coordinator may have the option of waiting until either there are 16 in attendance or an even amount show up, with play being delayed no later than thirty (30) minutes after the designated time of play.

C) As soon as one of the scenarios above transpires, procedures for matching teams will go on.

D) If by thirty (30) minutes after designated time of play there is an odd number of players, one (1) player will be dropped. If there are no volunteers, one (1) name will be drawn from the pot to determine which player will be dropped.

3. EQUIPMENT (*See ADA Rules & Regulations*.)

4. TOURNAMENT COORDINATOR & PLAY
A) There shall be an assigned Tournament Coordinator at each of the scheduled tournaments.

B) The Tournament Coordinator may be the ADA Tournament Coordinator, another member of the Board of Directors, or someone appointed by the Tournament Coordinator with knowledge of the running of an ADA tournament.

C) The Tournament Coordinator will be allowed to select an assistant for the evening if he/she so chooses.

D) The Tournament Coordinator that is present for the evening of play will be responsible for:

1) Signing each person up and collecting his/her money.

2) Matching names at random to determine teams.

3) Setting up tournament bracket.

4) Smooth running of the tournament.

5) Any issue that may arise during the course of the tournament.

6) Depending on the number of players and money collected, how many places that will pay, and the amount paid for each place.

5. SET-UP OF TOURNAMENT
A) The Tournament Coordinator will begin accepting player names and entry fees at the designated time of play.

B) Either a list will be made out, or an entry slip will be filled out on each player with indication of payment of entry fee by each with an initial of the collector.

C) Names of the players that have entered the tournament will be drawn at random to match teams and filled in on the tournament bracket selected according to the number of players/teams.

D) Matches will be called in the order that they are placed on the tournament bracket, as the matches are finished, and/or availability of dart boards.

6. MATCH PROFILE

Winners' Bracket

A) Each match shall consist of one (1) 501 doubles game, single in/double out; one (1) cricket doubles, and either one (1) 501 doubles game, single in/double out or one (1) cricket doubles, decided by the team that wins the bull. *See SCORING 7, A for details of the diddle.*

Losers' Bracket (Sudden Death)

**Note: Sudden Death Losers' Bracket will play at the discretion of the Tournament Coordinator, however default for most ADA tournaments will be "A."*

B) One game that shall consist of either one (1) 501 doubles game single in/double out, or one (1) cricket doubles, decided by the team that wins the bull. *See SCORING 7, A for details of the diddle.*

All Brackets

C) On the first match, a coin shall be tossed to determine which team will bull first. Thereafter, teams will alternate who shall bull first.

D) The dart board that each match will be played on will be determined by the Tournament Coordinator.

E) Each player will be allowed nine (9) warm-up darts before each match he/she plays.

1) If a player is currently involved in a match, no "practice" darts will be allowed on another dart board in the establishment during the match.

F) A match game will not be postponed for longer than five (5) minutes by any player. If a player does not show after 5 minutes, the game will be forfeited.

G) The winning team of the match will be responsible for making the Tournament Coordinator aware of who won/lost the match.

H) When the first-place team in the winners' bracket is playing the first-place team of the losers' bracket, the first-place team of the losers' bracket must win three (3) consecutive games to win the tournament. The 3rd game played will be determined by the team closest to the double bull, that shall consist of either one (1) 501 doubles game, single in/double out, or one (1) cricket doubles game.

7. SCORING (*See ADA Rules & Regulations*.)

8. ENTRY FEES

A) The entry fee for each tournament will be a designated amount for each person.

B) If a player pays an entry fee for another player that has not yet arrived, and if that player does not show up by the point of which he/she is scheduled to play his/her game, this person will cause a forfeit and the partner of the person that did not show shall have the choice of playing the match alone or getting his/her money back as well as the entry fee of the person that did not

show. The person that paid the entry fee for the person that did not show will be owed repayment of the money by that person. There will be no refunds once the tournament has begun.

9. PAY-OUT TO PLACING TEAMS

A) In all "regular" tournaments, there will always be 1st, 2nd, and 3rd place cash prizes, with the amounts being 50% for 1st, 30% for 2nd, and 20% for 3rd place.

B) In the event that there are more than 16 players in attendance with cash being thrown in by the sponsoring establishment, there could be more than 3 places paid. Usually, 4th place will get the amount of the entry fee that was paid for entering the tournament.

C) On occasion the ADA will have a tournament in conjunction with another organization, charity, or special event. Depending on the event, all of or part of entry fees may go to a "cause" instead of a pay-out situation. In this case, sometimes something other than cash prizes are given such as gift certificates, trophies or plaques, or merchandise.

10. FORFEIT

A) If a person is put into the tournament by another person and that person does not show at the point of when it is his/her time to throw in his/her first match of the evening, that player's partner will be given the choice of playing in the tournament alone or receiving a refund of his/her and his/her partner's entry fee, except in "special" tournaments. In the event the player decides that he/she will play alone in the tournament, he/she will throw as if there were two (2) people on the team (the second player on the team is a ghost).

B) If for some reason a player of a team must leave before the tournament is completed by the team, the player that is leaving will not be allowed a refund, but the other player on the team will receive a refund, except in "special" tournaments. The remaining player will not be allowed to continue to play in the match and is not allowed to "select" another partner. It will be at the discretion of the Tournament Coordinator and the players vote if a "SUB" is to be allowed. It **MUST** be a unanimous vote to be allowed.

C) "Blind Draw" means exactly that. If you are willing to take the chance, then you should intend on playing with whatever hand you have been dealt. If you leave the tournament out of anger, you will not be refunded and will not be allowed to play the next event that you show up to.

11. CONDUCT

A) The Tournament Coordinator in charge for the evening's play will handle any disputes that may occur. The Tournament Coordinator will be allowed to terminate any player's participation in a tournament for the following reasons:

1) There will be no throwing of darts in anger or in a manner not intended for play where a person might reasonably be expected to be harmed.

2) Theft of personal property.

3) Non-payment of entry fees.

4) Any attempt to cheat during a match.

5) Any conduct that causes destruction of personal property, whether of an individual or a sponsoring establishment.

6) Unsportsmanlike conduct and/or respect for other players and teams.

7) Heckling or other harassment is forbidden.

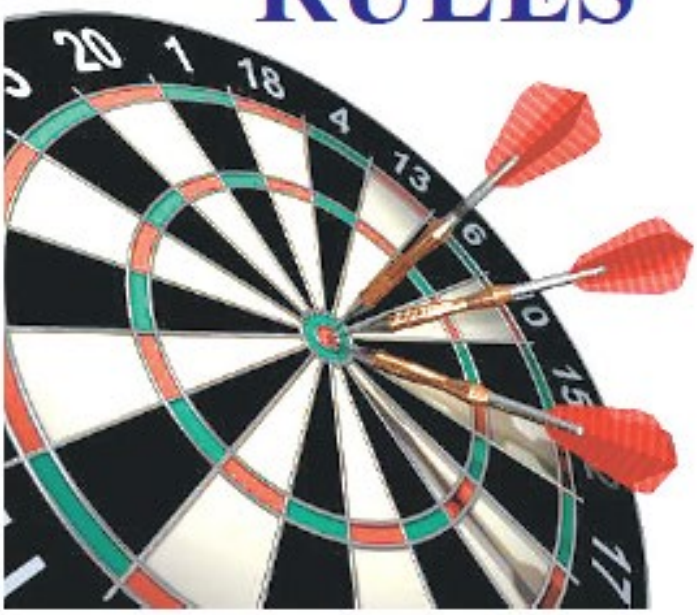
B) Any player of an ADA tournament who, by their actions, brings discredit upon the ADA, a sponsoring establishment and/or sponsor, may be subject to sanctions against himself/herself or team. These sanctions may include reprimand, forfeiture of tournament play, or suspension from tournaments.

C) Any player that has been suspended from the ADA may be allowed to play in an ADA tournament at the discretion of the Tournament Coordinator for that evening's play. However, there will be no warning given to a suspended player if any situation occurs during the evening; the Tournament Coordinator has the right to terminate a suspended player from tournament play with just cause.

D) If at any time a situation should arise that is not covered in these rules, ADA By-Laws, Rules & Regulations then ADO Tournament Rules should be referred to.

American Darts Organization®

TOURNAMENT RULES



GLOSSARY OF TERMS
The following terms/meanings apply when used in the body of these Tournament Rules.

ADO: American Darts Organization

Bull: The center of the dartboard. See rules #23-31, 49, 52, 57, 61 and 62

Chalker: Scorekeeper

Leg/Game: That element of a Match recognized as a fixed odd number, i.e., 301/501/701/1001 or Cricket

Oche: A line or toe board marking the minimum throwing distance in front of the dartboard. See #16, 17, 18, 62, 64 and 65

Masculine: Masculine gender nouns or pronouns include female

Match: The total number of Legs in the competition between two players/teams

Singular: Singular terms, where necessary, include the plural

Turn: A Turn consists of three darts, unless a Leg/Match is completed in a lesser amount

PLAYING RULES
All darts events played under the exclusive supervision of and/or sanctioned by the ADO will be played in accordance with the following rules.

GENERAL
1. Good Sportsmanship will be the prevailing attitude throughout the tournament.

2. All players/teams will play by these Tournament Rules and, where necessary, any supplemental Rules stipulated by local Tournament Organizers.

3. The interpretation of these Tournament Rules, in relation to a specific darts event, will rest with local Tournament Organizers, whose decisions shall be final and binding. Protests after the fact will not be considered.

4. Any player/team, who, during the course of any event, fails to comply with any of these Tournament Rules, will be subject to disqualification from that event.

5. Gambling is neither permitted nor sanctioned by the ADO.

6. The ADO will in the course of Tournament Sanctioning, ensure to the best of its ability, that the host/sponsor organization has the funding and/or sponsorship necessary to support the advertised cash prize structure for a darts event. The manner and matter of tournament prize payments are the responsibility of the respective host/sponsor organization and not that of the ADO.

7. The ADO assumes no responsibility for accident or injury on the premises.

8. The ADO reserves the right to add to or amend the ADO Tournament Rules at any time.

PROCEDURAL

9. Decisions regarding the prize structure and event schedule, the method of player registration, and the choice of the match pairing system, are left at the discretion of local Tournament Organizers.

10. Each player is entitled to (6) six practice darts at the assigned matchboard prior to a match. No other practice darts may be thrown during the match without the permission of the chalker.

11. Tournament boards are reserved for assigned match pairings only. Boards are not to be used for practice, unless so designated by the Tournament Organizers.

12. Match pairings will be called three times only (minimum of 5 minutes between calls). Should a player/team fail to report to the assigned board within the 15 minutes allotted time, a Forfeit would be called. NOTE: Should a player/team be called to matches in two concurrent events (i.e. a female in both Women's only and an Open event), that player/team must choose in which event she/they wish to continue play. A Forfeit will be called, unless that player/team can reach their assigned board within the 15 minutes.

13. Should a player's equipment become damaged, or be lost during the course of a turn, that player will be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.

14. A maximum time limit of 5 minutes under exceptional circumstances, subject to the notification of the opponent and the chalker, will be allowed in the instance of a player requiring leaving the playing area during the course of match play.

15. Opponents and chalkers ONLY are allowed inside the playing area.

16. Opposing players must stand at least 2 feet behind the player at the oche.

17. Should a player have any portion of his feet or shoes over the oche line during a turn, all darts so thrown will be counted as part of his turn, but any score made by said darts will be invalid and not counted. One warned by a tournament official will be considered sufficient before invoking this rule.

American Darts Organization
TOURNAMENT RULES

18. A player wishing to throw a dart, or darts, from a point either side of the oche must keep his feet behind an imaginary straight line extending from either side of the oche.

19. A Turn consists of three darts, unless a Leg/Match is completed in a lesser amount.

20. All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn as timed by a tournament official. No darts will be allowed to be thrown after 3 minutes.

21. Should a player 'touch' any dart that is in the dartboard during a turn, that turn will be deemed to have been completed.

22. A dart bouncing off or falling out of the dartboard will not be rethrown.

STARTING AND FINISHING (ALL EVENTS)

The tournament director will have the option of a draw, a toss of a coin, or a throw for the bull to determine the order of play in each match. If a throw for the bull is used, rules #23, 24 and 25 apply:

23. Matches will begin with a coin flip to determine who has the option to throw 1st or 2nd at the Inner Bull. The player throwing closest to the Inner Bull will throw first in the 1st Leg. The Loser of the first Leg has the option of throwing for the Inner Bull first in the 2nd Leg. If the 3rd Leg is necessary, the Inner Bull will again be thrown, with the loser of the original coin flip having the option of throwing first.

24. The second thrower may acknowledge the first dart as an Inner or Outer Bull and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2nd thrower, a rethrow will occur; with the 2nd thrower now having the option of throwing first. The dart must remain the in the board in order to count. Additional throws may be made, until the player's dart remains in the board. Should the 2nd thrower dislodge the dart of the 1st, a rethrow will be made with the 2nd thrower now throwing first. Rethrows shall be called if the chalker cannot decide which dart is closest to the Inner Bull, or if both darts are anywhere in the Inner Bull, or both darts are anywhere in the Outer Bull. The decision of the chalker is final. Should a rethrow be necessary, the darts will be removed and the person who threw 2nd will now throw 1st.

25. For the purpose of starting and finishing a Leg/Match, the Inner Bull is considered a double
25. If a draw or a toss of a coin is used, the following shall apply:

26. The winner of the draw or toss shall throw first in the match. If the match is divided into legs, the winner of the draw or toss shall throw first in the odd-numbered legs, and the loser shall throw first in the even-numbered legs.

27. If the match is divided into sets, then the winner of the draw or toss shall throw first in the odd-numbered legs of the odd numbered sets, and first in the even-numbered legs in the even numbered sets, with the loser throwing first in the other legs.

28. In the instance of a match that is divided into legs, being equal before the start of the deciding leg, then the throwing order of the deciding leg shall be decided by throwing for the bull. The procedure at this point shall be as set down in rules 23-25.

29. In the instance of a match that is divided into sets, being equal before the start of the deciding set, then the throwing order for the deciding set shall be decided by throwing for the bull. The procedure at this point, shall be as set down in rules 23-25.

30. In those tournaments where a Tie-Breaker Rule is applicable, then the proceeding two paragraphs shall not supercede that rule.

(DOUBLE/TEAM EVENTS)

31. It is permissible for the Doubles/Team player finishing a Leg, to throw for the Inner Bull and start the subsequent Leg. It is also permissible for one member of a Doubles or Team to throw for the Inner Bull 1st, and have his partner or teammate shoot first in the leg.

32. It is permissible for a Double or Team to participate with fewer than the required number of players, provided that the team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may NOT join a Leg in progress, but is allowed to participate in a subsequent Leg(s) of that Match.

33. At the tournament director's discretion, women may be recycled in mixed doubles and triples events only.

34. No substitutes will be allowed after the first round of Doubles/ Team play.

SCORING

35. A scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45-degree angle from the dartboard. It must be clearly visible in front of the player at the oche.

36. In all ADO sanctioned tournaments, you must have a chalker if one is available. If one is not available, the player must leave the darts in the board until the score is recorded.

37. The chalker will mark the scores made in the outer columns of the scoreboard, and the totals remaining in the two middle columns.

38. The chalker, if asked, may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match. See #1.

39. No one including the thrower or chalker, should touch the darts prior to the decision of the chalker.

40. For a dart to score it must remain in the board until retrieved by the thrower except in the case where the thrower requires assistance due to physical injury or disability. The tip of the dart point must be touching the bristle portion of the board.

41. A dart's score shall be determined from the side of the wire at which the point of the dart enters the wire segment.

42. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot. Determination as to whether the dart is directly between the wires will be made in accordance with rules #34 and #36.

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

44. In Doubles/Team events, no player may throw (during a Leg) until each of his teammates has completed his turn. The FIRST player throwing out of turn will receive a score of zero points for that round and his Team will forfeit the turn.

ADDITIONAL ADO '01' COMPETITION RULES

45. Errors in arithmetic stand as written, unless corrected prior to the beginning of that player's next turn. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.

46. A Leg/Match is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero, unless otherwise stated by the local Tournament Organizers. All darts thrown subsequently will not count for score.

47. The 'BUST RULE' will apply. If the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts to the score required prior to the beginning of his turn.

48. Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc., do not apply.

ADDITIONAL ADO AMERICAN CRICKET RULES
The following rules shall apply for ADO Sanctioned Cricket events, effective January 1, 1984.

49. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and both the Inner and Outer Bull.

50. To close a number, the player/team must score three of that number. The double and triple ring count as 2 or 3, respectively. Closure can be accomplished with three singles, a single and a double, or a triple.
51. Once a player/team closes a number, he/they may score points on that number until the opponent also closes that number. The double and triple count as 2 or 3 times the numerical values, respectively. All numerical scores are added to the previous balance. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be made on that number by either player/team.

52. To close the bull, the Outer Bull counts as a single, and the Inner Bull counts as a double.

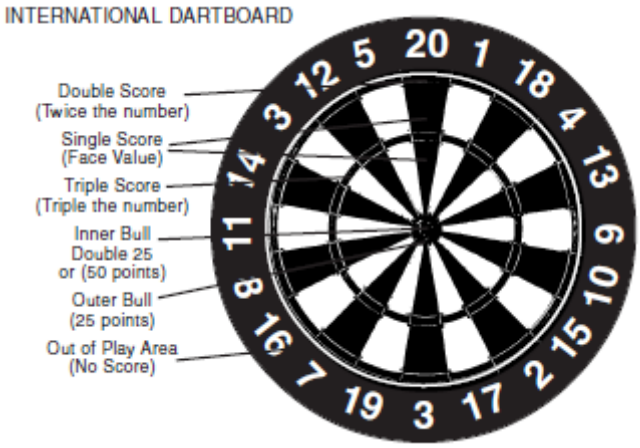
53. Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.

54. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, corrections in arithmetic must be made before the next player throws. See #1.

55. Winning the game:
- The player/team that closes all the numbers first and has the highest numerical score, will be declared the winner.
- If both sides are tied in points, or have no points, the first player/team to close the specified numbers will be the winner.
- If a player/team closes the numbers first, and is behind in points, he/they must continue to score on any number not closed until either the point deficit is made up, or the opponent has closed all the numbers.

EQUIPMENT (DARTS)
56. Darts used in tournament play cannot exceed an overall maximum length of 30.5 cm (12 in.), nor weigh more than 50 gm per dart. Each dart will consist of a recognizable point, barrel, and flight.

(DARTBOARD)
57. The dartboard will be a standard 18" bristle board, of the type approved by the ADO, and will be of the standard 1-20 clock pattern. A scoreboard is necessary, see rule #30.



STANDARD DIMENSIONS

Double and Triple rings inside width measurement	= 8 mm. (5/16 ins)
Inner Bull inside diameter	= 12.7 mm. (0.5 ins)
Outer Bull inside diameter	= 31 mm. (1.25 ins)
Outside edge of Double wire to Inner Bull	= 170 mm. (6.75 ins)
Outside edge of Triple wire to Inner Bull	= 117 mm. (4.25 ins)
Outside edge of Double wire to outside edge of Double wire	= 342 mm. (13.5 ins)
Overall dartboard diameter	= 457 mm. (18.0 ins)
Spider wire gauge (Maximum Standard Wire Gauge)	= 16 SWG

58. The scoring wedge indicated by 20 will be the darker of the two wedge colors and must be at the top center wedge.

59. No alterations/accessories may be added to the board setups.

60. The inner narrow band will score ‘Triple’ the segment number and the outer narrow band will score ‘Double’ the segment number.

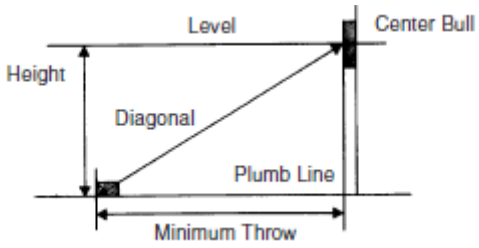
61. The outer center ring (Outer Bull) is scored at ‘25’ and the inner center ring (Inner Bull) is scored at ‘50’.

62. The minimum throwing distance is 7’9¼”. The board height is 5’8” (floor to the center of the Inner Bull; 9’7-3/8” measured diagonally from the Inner Bull to the back of the raised oche at floor level).

(LIGHTING)
63. 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.

(OCHE)
64. Whenever possible, a raised oche, at least 1½” high and 2’ long, will be placed in position at the minimum throwing distance, and will measure from the back of the raised oche 7’9¼” along the floor to a plumb line at the face of the dartboard.

65. In the event the oche is a tape or similar ‘flush’ marking, the minimum throwing distance is measured from the front edge of the tape closest to the dartboard.



OTHER DIMENSIONS

Inner Bull Height	= 1.73 metres (5ft – 8 ins)
Minimum Throwing Distance	= 2.37 metres (7ft – 9¼ ins)
Diagonal – Inner Bull to back of oche	= 2.93 metres (9ft – 7-3/8 ins)
Height of raised oche	= 33 mm (1½ ins)
Length of raised oche	= 610 mm (2ft – 0 ins)

Conversion Factor

$$\text{Diagonal Length} = \sqrt{\text{Height}^2 + \text{Hockey}^2}$$

$$= \sqrt{1.73^2 + 2.37^2}$$

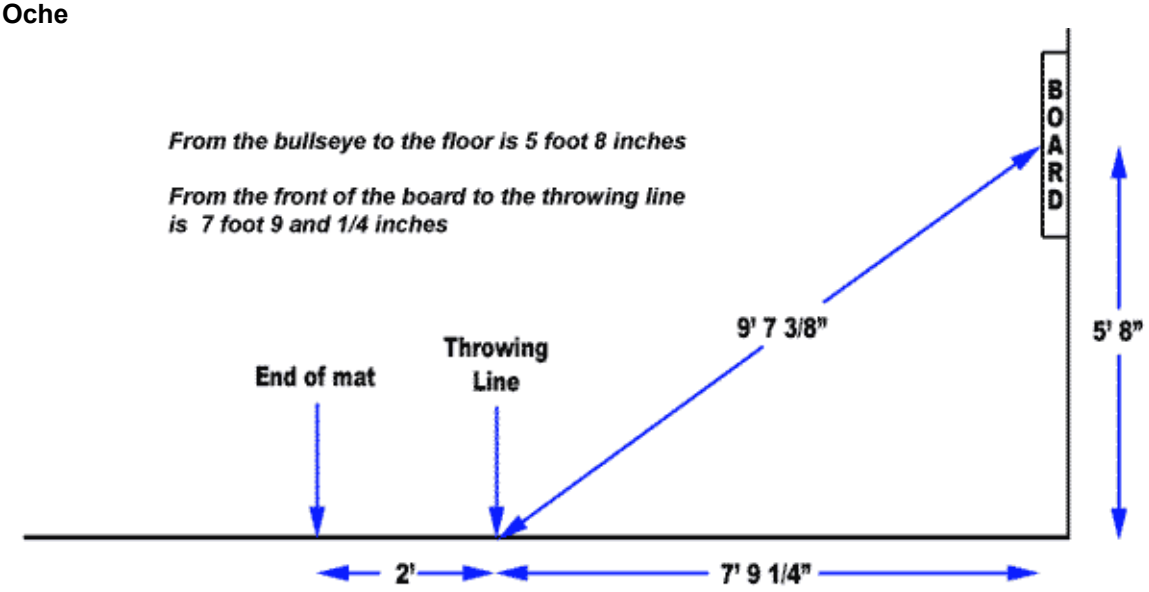
$$= \sqrt{2.9929 + 5.6169}$$

$$= \sqrt{8.6098}$$

$$= 2.934 \text{ metres (9 ft - 7½ Ins)}$$

AMERICAN DART ORGANIZATION
GENERAL, EQUIPMENT AND '01' COMPETITION RULES APPROVED August 21, 1981
CRICKET RULES APPROVED 8/19/83
REVISED 8/14/86
REVISED 11/14/87
REVISED 1/1/89
REVISED 3/10/91
REVISED 8/12/04
REVISED 2/27/05
REVISED 4/28/08
REVISED 4/23/10
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Oche


From the bullseye to the floor is 5 foot 8 inches
From the front of the board to the throwing line is 7 foot 9 and 1/4 inches
BOARD
9' 7 3/8"
5' 8"
End of mat
Throwing Line
2'
7' 9 1/4"

SCOREKEEPERS' ETIQUETTE

A few simple rules which cannot be repeated enough…

1. Never look at the thrower and most of all, don't follow the dart's flight with your head or even your eyes. Just stand still, facing somewhere between the score board and the dart board, looking at the latter, of course.

2. Don't move or lean toward the dart board until all three darts have been thrown. The only exception comes when a player asks you the score of a particular dart, one that you cannot see without approaching the board; then, and only then, should you do so.

3. Unless a player asks, don't give either the score or what is left after one or two darts. Don't say anything, in fact, until all three darts are in the board.

4. When all three darts have been thrown, call out the total score and confirm it with the player before his darts are pulled. Don't take anyone's word for the score, add it up yourself. Don't worry about speed, because accuracy is far more important.

5. Always double-check your subtraction by mentally adding the score shot and the remaining total.

6. Above all else, don't move or jump around, wave your arms, slurp your beer, answer your cell phone, or make any other distracting movements while the contestants are shooting.

Dart shooters: Please remember that you are always responsible for the scores and subtraction. If an error is made, that's too bad, but don't put all the blame on the scorekeeper.

Last, but not least, remember to thank your scorekeeper, because good scorekeepers are indeed hard to find.

THE TEN COMMANDMENTS
For Keeping Score

1. Scorekeepers Shall Not talk while keeping score!

2. Scorekeepers Shall Not move about while keeping score---stand still!

3. Scorekeepers Shall Not look at the shooter---stand facing the board!

4. Scorekeepers Shall Not call out a score, of one dart or all three, unless the shooter asks you!

5. Scorekeepers Shall Not tell a shooter what to shoot or what combination to shoot for an out!

6. Scorekeepers Shall Not change a score unless it is brought to the attention of both shooters (teams).

7. Scorekeepers Shall Not change a score -regardless- if that player (team) has shot again and a second score written down. An error is a shooter's score MUST be corrected before he (team) shoots again or it stands.

8. Scorekeepers Shall Not lean out to see where a dart is or is going, nor shall he follow the darts with body or head movement!

9. Scorekeepers Shall Not show any sign or disgust or excitement while at the scoreboard!

10. Scorekeepers Shall Not change the side of the scoreboard of the player in three leg matches. If you start a player on the left side of the scoreboard, continue to keep his score on the left---regardless of what the bull shots are!

SUGGESTED OUT SHOTS

170 - T20, T20, DB	137 - T17, T18, D16	104 - T18, 18, D16	71 - T13, D16
169 - Not Possible	136 - T20, T20, D8	103 - T20, 11, D16	70 - T18, D8
168 - Not Possible	135 - T20, T15, D15	102 - T20, 10, D16	69 - T19, D6
167 - T20, T19, DB	134 - T20, T14, D16	101 - T17 18, D16,	68 - T16, D10
166 - Not Possible	133 - T20, T19, D8	100 - T20, D20	67 - T17, D8
165 - Not Possible	132 - T20, T20, D6	99 - T19, 10, D16	66 - T10, D18
164 - T20, T18, DB	131 - T20, T13, D16	98 - T20, D19	65 - T15, D10
163 - Not Possible	130 - T20, T18, D8	97 - T19, D20	64 - D16, D16
162 - Not Possible	129 - T19, T20, D6	96 - T20, D18	63 - T13, D12
161 - T20, T17, DB	128 - T18, T14, D16	95 - T15, 18, D16	62 - T10, D16
160 - T20, T20, D20	127 - T19, T18, D8	94 - T18, D20	61 - T15, D8
159 - Not Possible	126 - T20, T16, D8	93 - T19, D18	60 - 20, D20
158 - T20, T20, D19	125 - B, T20, D20	92 - T20, D16	59 - 19, D20
157 - T20, T19, D20	124 - T20, D16, D16	91 - T17, D20	58 - 18, D20
156 - T20, T20, D18	123 - T19, T16, D8	90 - T18, D18	57 - 17, D20
155 - T20, T15, DB	122 - T18, T20, D4	89 - T19, D16	56 - 16, D20
154 - T20, T18, D20	121 - T20, T15, D8	88 - T16, D20	55 - 15, D20
153 - T20, T19, D18	120 - T20, 20, D20	87 - T17, D18	54 - 14, D20
152 - T20, T20, D16	119 - T19, T10, D16	86 - T18, D16	53 - 13, D20
151 - T20, T17, D20	118 - T20, 18, D20	85 - T15, D20	52 - 20, D16
150 - T20, T18, D18	117 - T20, 17, D20	84 - T20, D12	51 - 19, D16
149 - T20, T19, D16	116 - T20, 16, D20	83 - T17, D16	50 - 18, D16
148 - T20, T16, D20	115 - T20, 15, D20	82 - T14, D20	49 - 17, D16
147 - T20, T17, D18	114 - T20, 14, D20	81 - T15, D18	48 - 16, D16
146 - T20, T18, D16	113 - T20, 13, D20	80 - T16, D16	47 - 15, D16
145 - T20, T15, D20	112 - T20, 20, D16	79 - T13, D20	46 - 14, D16
144 - T20, T20, D12	111 - T20, 19, D16	78 - T14, D18	45 - 13, D16
143 - T20, T17, D16	110 - T20, 18, D16	77 - T15, D16	44 - 12, D16
142 - T20, T14, D20	109 - T20, 17, D16	76 - T20, D8	43 - 11, D16