

AACTIVE DART LEAGUE

Owned and Operated by AACTIVE COIN MACHINES

SEASON XIV

2022-2023

PLAYERS HANDBOOK

SOFT TIP DART RULES



Captains are responsible for their team members knowing the rules. Make sure that you have this handbook available on league nights so that most questions and disputes can be avoided or at least solved quickly and easily.

Players save 10% on Darts & Supplies
purchased in our showroom at AACTIVE COIN
Monday to Friday: 9:30am - 4:30pm

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The rules, policies and related contents contained in this handbook are the official guide to teams playing in the Aactive Dart League.

Decisions are not made by reciting language contained in this handbook, but on the interpretation of the rules. As such, players agree to abide by the rulings made by the League Director or league officials.

The Aactive Dart League reserves the right to, from time to time, change, develop or amend any rule or policy contained in this handbook.

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PLAYERS HANDBOOK

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Acknowledgements

Official Rules of Play, National Dart Association, 2005, 2007, 2008, 2009, 2010, 2011, 2013, 2017, 2022

Aactive Pool League Players Handbook, Aactive Coin Machines Ltd, 2004, 2017

All Aactive Dart Leagues are all-inclusive. The player fee you pay each week covers your League Dues, ADL/NDA Sanction (Membership) fee, prize fund, awards and any Playoff Board Fees for the league you are playing in.

Any Tournaments we offer will require your entry fee (includes board & administration fee) paid in advance so we can offer the best events possible.

Policies & Procedures

A. INTRODUCTION

This Player's Handbook has been compiled to make the season go as smoothly as possible. It contains the operational and playing rules of our leagues. Knowledge of the contents contained is necessary for all players. A complete understanding of the rules, policies and procedures of the league will allow you to shoot darts and have fun without worrying about the technicalities.

B. OBJECTIVES OF THE LEAGUE

1. To offer players of all skill levels a league system that allows them to enjoy friendly competition against others of similar ability.
2. To offer rules and procedures that enhance the sportsmanship of the game so it can be played in an organized, competitive and enjoyable manner.
3. To promote business and goodwill for participating establishments and the game of darts in our community.

C. CAPTAIN'S DUTIES

1. They shall be present at or send an acting captain to all League Meetings. Any team not represented will forfeit any/all voting rights for that meeting.
2. The captain shall inform their players as to all league rules.
3. Captains are responsible for making sure that all players for their team will be present. Each team should have spares they can call upon if needed.
4. Both team captains will report to the board for league set-up. All league fees & board fees are to be paid into the dart machine before play. After monies from both teams have been entered, you can begin your match.
5. After the match has been completed, both captains shall ensure the league match has been saved on the dart machine. Please contact us if there are any problems with the machine.
6. Team captain's are responsible for settling any disputes that may arise during a match and for the conduct of their team.

D. ROSTERS

1. Rosters must include the name, phone number & email of all players on the team. **Captains must call the League Office for any roster changes.**
2. The first 4 players (Team), 3 players (Triples), or 2 players (Doubles) that you signed up with are classified as your **Regular Team Players**. Any other players will be considered spares. Changes to your Regular Team Roster will be dealt with by the League Office.
3. Teams may use an unlimited amount of players during the regular season. You can only have 4 spares listed under your team at any one time.
4. Spares on a team's roster may play for other teams in the same league. If a team folds, the players may be picked up by other teams.
5. Teams may add players at any point during the season, however, players added with less than **xx** number of weeks will not be eligible to play in your League Playoffs. **Please refer to you Leagues' IMPORTANT NOTES for your League Playoff guidelines.**
6. To permanently replace a Regular Team Player, the League Office must be notified. We will then add the remaining players PPD &/or MPR based on their ADL Player Ranking to start the season or current league stats (whichever is higher) and deduct from the Team Cap (if any) to determine your replacement player ability. **All guidelines for #5 will also apply.**
7. Regular Players may play for more than one team in the Aactive Dart League, however, they may only play for one team in the same league.
i.e. a player may play for an Open Vegas team and a Novice Vegas team but not on two Novice Vegas League teams.
8. If a player plays for two leagues; ie. Novice Vegas and Open Vegas, be aware that while the league tries to avoid conflicts, there will be no rescheduling of matches. Make sure you have spares to cover this eventuality.

E. LOCATIONS/BOARDS

1. Teams should choose their home locations carefully. It is very disruptive when teams want to change locations during the season. Reasons for changing such as lower drink prices, free shirts, etc. will not be considered.
2. In the event there are extenuating circumstances, this will be dealt with between the team captain, the location owner and the League.
3. One dartboard is used for a match unless teams are playing a Double-Header.

F. NDA / ADL SANCTION FEES

Any player that plays 3 weeks or more in the same league will be ADL/NDA Sanctioned. The sanction fees are included in your weekly league fees. The yearly fee is \$15 per player from September 1 to August 31.

G. SPORTSMANSHIP

1. Tactics such as excessive shouting, profanity, intimidation, harassment or poor sportsmanship are not permitted. Any members that repeatedly use this type of behavior to fellow players or League Representatives are subject to expulsion from the league.
2. Flagrant violations must be documented and submitted to the League Director, who after review will take appropriate action.
3. Misuse or manipulation of any rule, procedure or unbecoming conduct may result in disciplinary action.
4. Anyone fighting during league matches will be suspended for the balance of the season and playoffs. A review of the incident will take place, with a final determination of the penalty (i.e. extenuating circumstances).

H. TEAM MATCHES

1. Number of players: - Doubles League - 2 players per team
- Triples League - 3 players per team
- Team League - 4 players per team
2. Both team captains report to the board for set-up.
The Home team captain will enter their line-up and credits on the dartboard first, then the Visiting team captain will enter their line-up and credits.
3. The falsifying of names and averages on the machine will not be tolerated. If a team is caught in this situation the following will apply:
 - a) The opposing team will receive a win for each game the illegal player won or played in.
 - b) Repeat violations will result in the team's expulsion from the league.
4. Matches start at 7:15 PM (unless otherwise determined). The grace period to start a match is 15 minutes. If player(s) are missing, the teams must begin play and push through the missing player(s) score. The missing player(s) can start play during their next scheduled game - not in the middle of a game.
5. Teams that are short of players for a match are still responsible for the total team weekly fees. All teams contribute an equal amount to the prize-fund and have equal rights to the prize fund in the playoffs.
6. There are no substitutions allowed during the middle of a League match.
7. All teams will play the same number of matches during the season. If a League has an odd number of teams, the "BYES" will be played off ("Double-Header").

I. INDIVIDUAL & TEAM SCORING

1. PPD: Points Per Dart is used for all '01 games (301, 501,701). To calculate your PPD, divide the total points scored by the number of actual darts thrown.
2. MPR: Marks Per Round is used for all Cricket games. To calculate your MPR, divide the total marks scored by the number of actual darts thrown.
3. Wins will be scored in this manner:
 - a) In all '01 games when a player reaches zero, the game is over. If a player reaches zero when they are "blocked" or "frozen", the win will be credited to the opposing team as a team win only.

301 games have a 15 round limit, 501 & 701 games have a 20 round limit. If the round limits are met, the lowest total team points will then decide the winner.

- b) In all Cricket games, the first team to "close" all the numbers and Bullseye, and have a greater or equal point score, wins.

Cricket games have a 25 round limit. If the round limits are met, the winner is based on total points, unless points are tied, then total marks will decide the winner.

- c) For forfeited game(s); the opposing team receives a team win(s) only.

J. SCHEDULING / POSTPONED / FORFEITED MATCHES

1. In the event of an emergency or postponement, any rescheduling of matches must be by mutual consent of both team captains and the League Director.
 - a) If a team gives at least 24 hours notice that they will be unable to play their scheduled match, the match will be played at a later date.
 - b) If a team gives less than 24 hours notice that they will be unable to play their regularly scheduled match, we ask that the match be re-scheduled.

For matches not made up, both teams will be responsible for the FULL AMOUNT of the league fees. No wins or losses will be credited to either team.

Postponed matches must be played within two weeks OR a date agreed upon by both teams and the League Director.

Continual abuse of the above may lead to expulsion.

The League Office will determine the course of action and penalties.

2. Teams dropping out of the league will forfeit any funds they have paid.
3. In the event of forfeits near the end of the season that has an impact on the top finishers in a league, the League will decide the final remedy. The league would prefer that first place in leagues not be decided by forfeits. Possible outcomes include: based on overall team standings win%, the win% between the teams involved, or all wins awarded to the non-forfeiting team.

K. PROTEST PROCEDURES

1. Only the team captain has the right to lodge a protest.
2. Protests must be called in during your match, then presented in writing and delivered, emailed or faxed to the League Office within 48 hours.
3. All protests will be reviewed by the League Representatives.
4. Their decision will be final.
5. Protests during the playoffs must be accompanied by a \$50 deposit.
6. If the protest is upheld the money will be returned, if the protest is lost the money is forfeited and will be donated to charity.

L. LEAGUE PLAYOFF ELIGIBILITY & GUIDELINES

1. All teams must have **played and/or paid for all scheduled matches**. All teams will pay an equal amount into their respective leagues. If a team joins late or is missing matches, the matches must be made up or paid for. Monies for outstanding matches will be refunded when they are played. For Vegas Playoffs, all matches must be played to participate (for playoff seeding).
2. Monies owed by players and/or teams are the team's responsibility and must be paid to compete in the Playoffs.
3. All players, including spares must be ADL/NDA sanctioned to participate.
4. Unless otherwise stated: regular team players must have a minimum **96 total games** (combined '01 &/or Cricket) for their leagues' respective Playoffs. Spares must have a minimum **5 weeks** to be eligible for the Vegas Playoffs and a minimum **8 weeks** to be eligible for the Season-Ending Playoffs. All games must be from the same league system. Spares **must** be of equal or lesser ability than the player they are replacing. Shorter seasons will have their own qualifying standards.
5. Based upon the league you are playing in, the top four players (Team), three players (Triples), or two players (Doubles), you signed up with are classified as your **regular team players**. Any other players are considered spares. If there are any changes to your team, the League Office must be notified at least one week in advance. Any last minute or on-site changes will be at the discretion of the Tournament Director or designated staff.
6. Substitutions are allowed from match to match, but not game to game. Any player participating in the Finals must have played in at least one match for that team in that event. Criteria based on each league respective playoffs.
7. Players must be able to provide picture I.D. if asked to by the Tournament Director, referee or any designated staff.

Handicapping & Scoring

The AactiveDart League / NDA system for handicapping is called Spot Points, and Spot Marks. This gives a clearer picture of a players ability. It's similar to those systems used in bowling, golf and pool leagues, in that, it is based upon averages.

Handicaps are used during league play. NO HANDICAPS DURING PLAYOFFS (unless otherwise stated).

Experience has found most handicapping systems do not keep the best players from winning! Those players work harder, become better and still win because they are driven by competition. Handicapping helps equalize the league, making runaways and landslides a rare occasion. Having a handicap to complain about allow your better players to brag about their prowess.

The standardization of entry and skill level is important.. Forcing competition to a higher level is not to be viewed as punitive. In fairness to all players and in the spirit of sportsmanship, the Aactive Dart League reserves the right to make any and all objective and fair decisions on team/player placement as may be necessary.

A. TEAM SKILL / PLAYER SKILL RATING PROCEDURE

All leagues offered have a "Team and/or Player Ceiling"; where the total average of your team and/or player cannot exceed a set limit (PPD is used for '01 and MPR is used for Cricket). If you should excel throughout the season, CONGRATULATIONS! After the regular season and playoffs are completed, a review is done to determine if any players or teams should be moved to a higher league offered.

Player/Team skill ratings are compiled from the previous years Regular Season and respective League Playoff(s) to determine your **AACTIVE PLAYER RANKING** for the upcoming league season. The guidelines are listed below:

1. **NEW PLAYERS** that have no stats on file, players of known ability (soft tip or steel tip), players with minimal weeks of play, or players with league stats from another operator will be placed at the discretion of the Aactive Dart League for their first season as a regular player. A review will take place at seasons end to see if the player(s) can move down to a lower league offered.
2. **TEAMS** that reach the FINALS match of their leagues' respective playoffs twice within the same season (Vegas &/or Season-End); one of the following two options will apply:
 - #1) Playing with more than 50% of your regular team rostered players; your team will be moved up to a higher division / league offered for two years regardless of team skill rating. The team can move back down after one year if the team finishes in the bottom 25% (rounded down) in the regular season standings **and** all respective Playoff finishes.
 - #2) Playing with 50% or less of your regular team rostered players will allow the team to stay in the same league (based in team skill rating).

3. **PLAYERS:** An average of all regular season league stats vs average of all league Playoff stats vs Cricket MPR to PPD conversion. The highest of the three will be used. Stats are compiled from all league systems played in.

If no League Playoff games were played, their regular season stats will be used. Previous stats on file may be used for comparison on players with 48 games or less.

NOTE: Any player that exceeds, or current players that have reached the player skill rating for their league, must play a minimum 3 seasons as a *regular player* in that league. Players may move down to a lower league provided their Aactive Player Ranking falls below the league criteria for 3 consecutive seasons as a regular player.

Players will use their current Aactive Player Ranking for the upcoming season.

B. '01 AND CRICKET HANDICAPPING

1. **Spot Points (PPD)** is used for all '01 games, (301,501,701). This is where points are taken off the starting score of '01 for the lesser players.
2. **Spot Marks (MPR)** is used for all Cricket games. This is where marks are given to the lesser players.

On the first night of league play, no one will have an average established yet, so all players will start at the maximum score in '01 games, and zero marks for Cricket. Spares in any league must start their first week with no handicap in that league. Once a player has played in that league their name and averages will appear on the weekly stats. Any spares that are not listed under your team must be manually entered. Enter the player's FULL NAME and appropriate PPD/MPR average as it appears on the stats.

C. HANDICAPPING SPARES

We understand that all players cannot play each week and spares will be required. Depending on a players average it is sometimes hard to find a player of roughly the same ability. Offered below are the two options available to your team if a spare is needed. This applies to spares on your team roster.

1. **Equal or Lesser Ability.** If the spares average is rated equal to or less than the player they are replacing, enter the player and averages as it appears on the weekly stats.
2. **Higher Ability.** If the spares average is higher than the player they are replacing, the following will apply: ***the difference in average from the spare to the regular player will be added onto the spares average.*** This applies to both PPD/MPR. This will be manually entered at the machine during league set up.

	PPD	MPR
Scott (spare)	20.0	2.5
Bob (regular player)	<u>18.0</u>	<u>2.0</u>
Difference now added onto Scott's average:	2.0	0.5

Scott's average for the night is now: 22ppd 3.0mpr

D. RULES OF PLAY '01 (301-15 round, 501-20 round, 701-20round limit)

1. The game is '01 Any In - Any Out. The Bullseye will count 50 points. Other options include DI/DO with a 25/50-point split bull (players can double bull-in or double-bull out). On a 50 point Bullseye in DI/DO, players cannot bull-in or bull-out.
2. All players start with 301/501/701 points (less handicap if used) and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If the round limits are met, then the **lowest total team points** will decide the winner. If points are tied, the game will be played over.
4. In games with 4 scores, the "**blocked**" or "**frozen**" rule will apply. If a player reaches zero when they are "**blocked**" or "**frozen**", the win will be credited to the opposing team as a team win only.
 - a) **BLOCKED:** When a players partner's score is "higher" than the combined score of their opponents. The player may still throw to get their points lower, but cannot go out. If a player reaches zero and their partner's score is not equal to or lower than their opponents combined score, will result in a loss. You can go out if the score is tied.
 - ie. Bob and Lisa are on board positions 1 and 3. Scott and Ted are on board positions 2 and 4. Bob goes to shoot. He CANNOT go out because he is blocked. Lisa's score is 60. Scott and Ted's combined scores add up to 50. Since Lisa's score (60) is higher than the combined scores of Scott and Ted (50), Bob cannot go out.

pos.1	Bob	40	pos.2	Scott	30
pos.3	Lisa	60	pos.4	Ted	20
 - b) **FROZEN:** When a players score is at 1 point (2 points in Double Out) and their partner's score is higher than the combined score of their opponents. The player may not get their score any lower without losing the game. (See: BLOCKED)

E. RULES OF PLAY CRICKET (All Cricket games - 25 round limit)

1. The game of Cricket will be played with a double Bullseye. An outer Bullseye will count 25 points and an inner Bullseye will count 50 points.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bullseye in any order before your opponent(s). The player/team that closes all numbers and the Bullseye first, and has a greater or equal point score, wins. If the round limits are met, then **total points**, (unless points are tied), then **total marks** will decide the winner. If both points & marks are tied, the game will be played over.

League Night Procedure

League matches start at 7:15 PM (unless otherwise stated). There is a 15 minute grace period.

You may practice on other boards available. **No practicing on a non-coined board.**

Each team captain is responsible for collecting the nightly fees from their players.

Both captains will proceed to board for League set-up.

Any spares not listed under your team must be manually entered. Include the players' **FULL NAME** and enter the appropriate PPD/MPR average as it appears on the weekly stat sheet, or handicapping rule as necessary.

The Home Team will set their order up first, and enter their League Fees into the machine. The Visitor Team will set their order up to match as they feel fit and enter their League Fees as well. Enter the remaining credits for play.

Setting up a League Match

Both team captains report to the board for set-up.

1. Select "**LEAGUE MENU**" to view the following options:
Play League / View League Standings / View League Schedule
2. Select "**PLAY LEAGUE**" and select the league you are playing in.
3. Choose "**HOME TEAM**" and make any necessary changes to your team.
You can change the player order, add spares and adjust handicaps.
4. Press "**Enter**" and insert all your "**TEAM MONIES (aka league/player fees)**" into the machine when instructed to do so.
5. Choose **VISITING TEAM** and repeat Steps 3 and 4 as required.

Do not insert the money too quickly, as the machine may not track all the credits.

After Your Match

Once your match is over, you can view the stats for the match. After that, you can scroll down to exit out of the match by pressing the "Player Change" button. Once the screen displays "**SAVING STATS**" the match has been saved.

Prize Fund Payback

At the end of the Regular Season, all teams will be given the opportunity to compete for prize money in their leagues respective Season End playoffs. **Teams must compete in the playoffs to receive prize monies.** Any monies owed to teams must be picked up by the following September.

League Champions & Player Awards

The team with the most wins during the Regular Season will be the League Champion. In the event that two or more teams have won the same number of games, the following tiebreaker will apply:

- * the best record of matches played between the teams tied.
- ** in the event that the teams are still tied, the team with the highest team PPD, then MPR (if necessary) will decide the Champion.

Team trophies will be awarded to first place for each League / Division winner. All regular team members will be recognized.

To qualify for individual awards (player award pins to the top male(s) and female(s) in all feat categories), only players that play a minimum of 60% of the total games from the same league / division system will be recognized.

Season-End Playoffs: Team trophies will be awarded for 1st and 2nd place in each league / division.

Team Dart / Bullshooter Trip Winners

Trip Playoffs will not use handicaps and will follow all ADL/NDA Rules of Play and Eligibility as outlined in the ADL Rule Book. **Teams must compete in your leagues' respective Playoffs to be eligible for any Trip Draws.**

Teams will be seeded based upon the Team Standings in the league - first by team wins, or if all teams have not played the same number of games, then by winning %.

TEAM DART - LAS VEGAS: Playoff and/or Draw

League Vegas Winners (Playoff or Draw), will be determined by the end of January.

All player/team registrations are due sometime in February. Information to all Vegas participants will be handed out.

Vegas Draw winners will be determined at the conclusion of the Vegas Playoffs. Team members do not have to be present to win and will be contacted after the draw.

BULLSHOOTER - CHICAGO: Playoff and/or Draw (if applicable)

All League BullShooter Winners will be determined at the Season Ending Playoffs or Players Awards Party. All player registrations are due sometime in April.

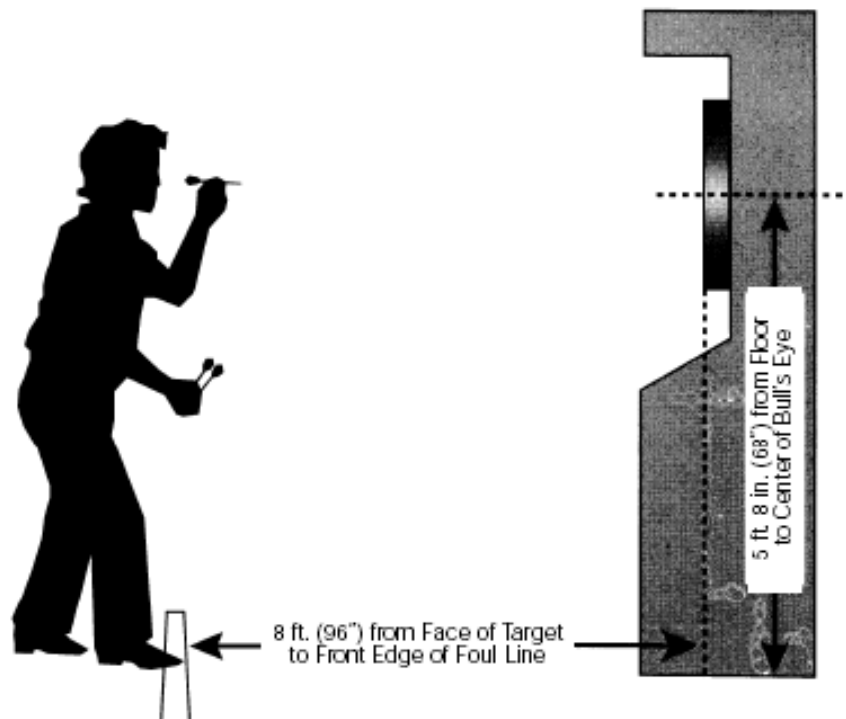
Team members do not have to be present to win and will be contacted after the draw.

Any players or teams that do not win a trip, and would like to participate at Team Dart in Las Vegas or the Bullshooter Tournament in Chicago can contact us for information and registration details.

NDA Official Rules of Play

The following rules will govern play in the Aactive Dart Leagues. These rules will apply equally to all Leagues.

Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across the line. For wheelchair bound participants, the torso can be on but not across the foul line.



Note: Attention should be given that the measurement is from the "Foul Line" to the "Face" of the dart board and *not* from "Foul Line" to the front of the machine cabinet.

The center of the Bullseye to be 5 feet 8 inches (68") from the floor plus or minus one-half inch to allow for stability of the game.

The throw line is 8 feet (96") from the face of the target to front edge of the throw line.

A. DART EQUIPMENT SPECIFICATIONS

1. They must be plastic-tip darts.
2. Flights may be any length as long as the dart does not exceed 8" in total length.
3. Flights may be no wider than 3/4" as measured from shaft to flight edge, and may not have more than four wings.
4. Complete darts may not exceed 20 grams in weight.
5. Darts may not have broken or cut off tips.
6. No blow darts or magnetic darts are allowed.
7. Flights that block, impede or otherwise prevent competitors throws during the diddle are not allowed.
8. Darts will be inspected upon request.

B. THROWING AREA

1. **THROW AREA.** The area directly in front of the assigned dart board, not to exceed either dart board to the left or right. Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side, or their turn is over. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul.
2. **PLAYER'S BOX.** This is located directly behind the "foul" line, and is reserved for the players competing in the match. This is considered part of the throw area. The only player allowed in the box is the one who is currently shooting. Any player who completely removes themselves from the throw area has indicated that their turn is complete.

C. GENERAL RULES OF PLAY

1. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "THROW DARTS" and the proper player's number is lit.
2. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three darts unless a foul occurs.
3. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out or if it misses the board completely. A player may not throw any darts over again. Dropped darts at the throw line may be thrown again.
4. Darts on the board may not be touched until the turn is over, the "PLAYER CHANGE" is activated, and the machine recognizes the end of the turn.
Exception: When a dart is in the board and machine reads "Stuck Segment" that dart must be removed by the opposing team captain before other darts are thrown. In Tournament play, a referee must be called.
5. A round is defined as the period of time from the end of a players turn to the start of their next turn. On games with stacked teams (players on one score), a round is defined as the end of the players turn to the start of their partners turn.

There is no rule against coaching.

D. SCORING ON THE ELECTRONIC DART MACHINE

1. Last Dart-Winning Dart. The process for "Last Dart-Winning Dart" that meets the following criteria or an approved score correction by a referee as outlined in 2 (a) of this section.
 - a) The "Last Dart-Winning Dart" must stick.
 - b) *However*, if the dart does not stick and the machine awards the win, the machine is right and the game is over.
 - c) The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game.

Example: Players score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. The second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart", that player/team wins the game.

2. **Approved Score Corrections** using the BACKUP feature:
 - a) Any dart that sticks in the board and but does not register that segment will be manually scored. A dart that flights a beneficial mark on the way in but sticks in another segment will not be manually un-scored. Darts must remain in the board to make the necessary changes. If darts are removed play continues and the score remains the same.
 - b) Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart.
3. If there is any question as to whether the machine is scoring or working properly, **STOP THE GAME**. Do not remove darts or activate the "Player Change". The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, play will need to be moved to an available board. Scores will be re-entered and play will continue.
4. If a dart bounces off the board, it is considered a dart thrown even if it does not score. It may not be thrown again.
5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

E. PLAYER CORRECTABLE FEATURES

Pressing the BENT DART button will activate the BACKUP feature.

It is each players responsibility to see that the machine is displaying the appropriate players number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- * Shooting out of turn.
- * Wrong player shooting.
- * Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above categories to use the backup feature.

The backup feature can be used two times per game. If the BACKUP button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature.

A referee may override the use of the backup feature if deemed appropriate.

If a player has thrown no more than three darts during their turn, they will be allowed to make use of the backup feature per the following rules. The backup feature can be used no more than twice, by either team, during a game. After a second use of the backup feature, any infraction will be treated as a foul.

The backup feature should only be used in the following circumstances:

1. If the player throws while the machine is displaying that players partner or an opponents number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.
3. If a player throws all three darts on their partners score and the following opponent throws their dart(s) before the infraction is noticed A REFEREE MUST BE CALLED. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping their original score.
4. Manually scored points: On an opponents score, players own score or partners score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

In Tournament play, the referee may override the use of the backup feature at their discretion if deemed appropriate.

F. FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from League, Playoff or Tournament, expulsion from site, or from future Leagues or Tournaments. The League/Tournament Officials identified by official ADL/NDA credentials will make all decisions concerning fouls without specific penalties.

The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
Throwing on an adjacent machine not activated for game play is considered a distraction.
Any spectator causing distractions may be removed from the tournament.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their turn.
5. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

If the foul is the result of already using the backup feature twice in the game, the referee may rule based on the infraction and their decision will be final.

If the game starts and ends in the same order, the game stands as played.

If the wrong player shoots in a game and the infraction is noticed after their turn is over but before that player has started their second round, the game is started over.

If the infraction is noticed after the second round, it will be a loss for the offending team.

If the infraction is noticed after the start of the next game, the preceding game will stand.

6. If a player throws out of turn or manually scores points and ends the game on that turn, their team loses that game.
7. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).

8. If a player reached zero in a round in which that player or that players partner committed a foul, that player/team loses the game.
9. Any machine reset, tilt or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
10. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a League Director or Tournament Official may constitute a foul.
11. Any player/team who commits three fouls in one game will forfeit that game.
12. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any challenge about weight of darts must be made before completion of the 3rd game and will not be allowed once a match has been concluded.
13. Disregard of any rules may constitute a foul.
14. All decisions by Referees, League and or Tournament Director will be final.

Playoff & Tournament Rules

The Aactive Dart League has established the following guidelines to ensure that all players have an enjoyable time. All "ADL/NDA GENERAL RULES OF PLAY" will apply. ALL DECISIONS BY THE TOURNAMENT OFFICIAL(S) ARE FINAL.

All teams must declare a full team roster, including substitutes when registering. Any player/team making unauthorized changes to their rosters or falsifying identities will be disqualified from the event and forfeit any entry fees paid. No roster changes will be allowed after a teams first match has begun.

All player/teams must check in before the start of the event.

A. SEEDING / CLASSIFICATION

Seeding for your League Playoffs are determined in the following manner:

- * If all teams in your league have played the same number of games, Total Team Wins will decide your team placement.
- ** If all teams in your league have not played the same number of games, Team Winning Percentage will decide your team placement.
- *** In the event teams are tied in Wins or Winning Percentage, the best record of matches played up to that point between the teams involved will be used. If still tied, the teams with the highest team PPD, then MPR will be used.

In Leagues that have more than one Division, the first place team from each Division will be seeded first, second, etc. All other teams will then use the above criteria.

In order to properly bracket players and/or teams in Tournament events, the following guidelines are used:

All league statistics from entries will be entered. Players with improper or no stats will be placed at the discretion of the Tournament Committee. Teams will be classified using the total Player Skill Rating of the four highest players entered.

All Player/Team Skill Ratings will be listed from high-to-low.

Once this is done, a decision will be made to separate the entries into levels.

This separation will be determined by two factors: the actual number of entries and skill ratings range.

The point of separation will be chosen to equalize competition for the benefit of all entrants.

Any league statistics that DO NOT follow correct tracking procedures may be placed at the discretion of the Tournament Director.

The gender indicated on a player's drivers license or official government ID will determine classification in league/tournament events. If no gender is identified, the player will be placed in the open division.

B. PROPER BEHAVIOR

Proper conduct and sportsmanship are expected & required of players at all times. No physical contact, words/actions with an intent to intimidate or harm others (players, referees, tournament officials/staff & spectators included), whistling, disruptive noises or behavior intended to distract players is allowed.

There is zero tolerance when it comes to violations of these rules.

No flash photography is allowed.

Cell phones must not have an audible ring.

One warning will be given to players or spectators. Penalty will be removal from the event.

C. REPEATED VIOLATIONS

Players found in violation of the same rules repeatedly will be asked to leave the event. Players will receive two warnings. The third time a player is found in violation of the same offence, player will be forfeited from the event.

D. CHEATING

Player(s) caught cheating in any way will be penalized, including, but not limited to, immediate ejection from the Tournament and/or suspension from all Aactive Dart League, NDA or Bullshooter events for any length of time. Players may be asked for picture identification at any time during the competition.

E. COACHING

Coaching is permitted during League, Playoffs, and Tournaments.

F. WARM-UP DARTS

Each player on each team may take 6 warm-up darts prior to the start of your match. You must know your start times and board locations.

After a match has begun, no practice darts are allowed.

G. DART BOARD ASSIGNMENTS

Once a match is called on a specific numbered board, that match must take place on that board unless moved by a Tournament Official. There are NO EXCEPTIONS. Failure to comply could result in loss of match.

H. DIDDLE

The winner of the coin toss will have the option to "see or show" on the diddle.

When diddling, the dart that is closest to the center will determine the winning dart. You may continue throwing until one dart sticks in the target. If the first player hits the center hole in the bullseye, the dart will be removed to allow the other player the opportunity to tie. In the event they are the same distance from the center of the bullseye, the players will continue diddling and reverse the order until a winner is determined. The darts will remain in the board.

I. THE MATCH

1. The player who throws the first dart in a game must announce to the opponent that they are starting the game. It is their responsibility to make sure the machine is set on the correct game.
2. If the machine is set on the incorrect game and play has begun, the game will be started over.

J. SCORESHEETS AND MATCH STATISTICS

1. All scoresheets are to be legible and filled in as required. Incomplete, inaccurate or illegible scoresheets can cause forfeit.
 - a) Player(s) and/or Team Name.
 - b) Record the wins and losses for each game, and enter the total wins for each team at the end of the match. Circle the team that wins.
 - c) Proper feat tracking (PPD/MPR) if required.
 - d) Scoresheet must be signed by both team captains. A signed and submitted scoresheet will indicate that the stats are correct.
2. If player statistics are to be recorded, the losing team shall retrieve statistics after each game.
If unable to record statistics, the team causing the problem will receive a loss, for the game.
3. If statistics are not recorded because the game was played and the machine was not correctly set up, the game will not count for either team. It is the responsibility of both teams to ensure the machine is set up correctly.

It is the responsibility of both teams to ensure the game is set up correctly.

K. NO-SHOWS / PLAYERS UNABLE TO COMPETE / FORFEITS

1. **ON-SITE ALTERNATE RULE.** Should a player need replacement, there may be an alternate from qualified, pre-registered players who are on site. Replacement players must meet all prescribed criteria and be of equal or lesser ability than the player they are replacing. If it is not possible to replace a player, that player's score will remain on 301, 501 or 701. In Cricket or stacked score games, their position will be skipped. In Ladies or Mixed events, the alternate player must be of the same gender.

A player cannot compete for more than one team in the same event. Any player participating in the Finals bracket must have played in at least one match for that team in that event.

2. No-Show Player or Team (Double Elimination Events).

- a) If a player/team is not at the board ready to play 10 minutes after the official start of the event, it will be a loss of match. Scoresheets for no-shows should be taken to the Tournament Station.
- b) Once first round matches have been assigned, pick up the scoresheet and proceed to the assigned board. Play will begin and no grace period is allowed. If your opponent is not at the assigned board for the match, take the scoresheet and proceed to the Tournament Station. The player/team **MUST STAY** at the Tournament Station until such time as a forfeit is called or the opponent has arrived and play can begin. If the opponent does not meet at the Tournament Station, the no-show rule takes effect (see a. above).
- c) If they arrive after the forfeit and before the start of the second round of play, they will be placed in the loser's side of the bracket.

3. No-Show Player or Team (Round Robin Events).

- a) A team will be given a 15 minute grace period for first round matches. There will be no grace period after the first round.
- b) If less than three players are present 15 minutes after the scheduled start time, that team will be forfeited from the event.
- c) If a team is missing a player after the 15 minute grace period, they may begin the match with three players, and they must finish the entire round robin with those three players.
- d) If a player/team is late for reasons beyond its control but shows up before the start of the second round of play, that match will be rescheduled for the end of the round robin set. This can only be done by a Tournament Official.

Any "No Show" violations will void entries, which are non-refundable.

4. **Forfeiting Team.** If a team should not finish a round robin for any reason, the following procedures will apply:
 - a) If the advancement of teams is affected, all wins obtained against the offending team will be subtracted from the win totals.
 - b) If no team advancement is affected, all win totals will stay intact.
 - c) Any team (all rostered players) not completing a round robin will forfeit all monies and any future participation will be at the discretion of the Tournament Director.
5. **Advancing Team Forfeit.** A team that advances to the Finals bracket but is unable to play, must notify the Tournament Director as soon as they advance. The next qualified team will then replace the forfeiting team. Failure to notify will result in a “bye” in the Finals bracket.
6. **Incapacitated Player.** Is defined as a player who is unable to compete. If a player is deemed incapacitated and no qualified substitute player is available, that team will be forfeited from the event. It is the responsibility of the players and teams to prevent this from occurring, and no exceptions will be made.
7. The Tournament Director has the discretion to expedite play as needed, including, but not limited to, having a match play on 2 boards simultaneously. When starting on two boards, the Home Team starts on board one and the Visitor Team starts on board two as identified by a coin flip to determine home and visitor. Loser of the first game starts the third game and loser of the second game starts the fourth game. There will be a flip and diddle for position of game 5. Winner of the diddle will start the game and loser of the diddle will chose the board between the two assigned for the match.
8. **Slow Play Rule.** Exaggerated slow play will be penalized. Certain times during a game may require extra thought or concentration. When an opponent abuses this rule, stop play. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called. If the referee determines there is a foul, the player will lose their next three darts. The third infraction after the warning will be loss of game.
9. **Overachieving Players.** Overachieving can and may result in expulsion from the tournament.
Underachieving will not move teams to a lower level.

We would encourage all players to wear Team Shirts, or any Tournament shirts you may have from Las Vegas, Team Dart etc.

L. TIEBREAKER PROCEDURES FOR ADVANCING

If two or more teams are tied in Total Games Won at the end of a round robin that will advance the winner to the next level, one of the following procedures will apply:

1. **PLAYOFF:** The first team to win one game will advance, the next team to win will advance next and so on.

'01 Events The game will be 301, 501 or 701 (stacked for team play).

Cricket Events The game will be "No-Score" Cricket (stacked for team play). The first team to close everything regardless of score.

Starting Order. Flip for diddle; a diddle will determine who starts first, second, etc., in the game. After one team advances, the remaining team(s) will flip and diddle. All player(s) participate and can play in any order.

Each player on a team may take 6 warm up darts prior to the start of the match. No warm up darts are allowed after the start of a match.

2. **MATCH PLAY / COUNTBACK:** Mostly used for seeding purposes where no advancement is affected.
 - a) Results of head-to-head competition within that grouping.
 - b) Most total games won involving tying teams only.
 - c) Playoff (see #1).

The results of round robin or bracket play will be unofficial until each advancing team has been reviewed. Final results will then be posted.



CompuSport is an electronic tournament software program. The Aactive Dart League (along with the NDA and other associations) will utilize this bracketing software for most league playoffs and tournaments.

CompuSport Tips:

View brackets online at compusport.ca or by installing the compusport app from your phones app store. You will need to log in and create an account. Here you can find any events you are playing in along with event schedules. Refreshing your browser will update the event brackets. With the phone app, you will receive notifications when your match is ready to be played.

You can also follow fellow darters and track their progress.

- 6 to 12 Darts Out** The number of darts it takes when you win the game.
A perfect game in 301 is accomplished with 6 darts.
A perfect game in 501 is accomplished in 9 darts.
- 4th & 5th Round Out** Winning the game in 10-12 darts (4RO) or 13-15 darts (5RO).
- Low Ton** A score of 100 to 150 points in one turn (a Hat Trick is not counted as a Low Ton).
- High Ton** A score of 151 to 180 points in one turn.
- Hat Trick** All 3 darts registering in either the inner or outer portion of the bullseye in one turn.
- Ton 80** Player registers 3 triple 20s in one turn.
- High Out** The highest out score in any '01 game.
- Win** What a player receives when he/she throws the winning dart.
- Assist** When a player receives credit for his/her partner winning the game.
- 5 to 9 Marks** When a player hits any combination of singles, doubles, or triples (including single and double bullseye) to account for marks needed.
- White Horse** 3 darts registering 3 different Cricket triples in 1 turn that have not previously been marked or scored upon by your team.
- Cricket Hat** All three darts registering in either the inner or outer circle of the Bullseye in one turn. A Cricket Hat will register anywhere from 3 MK up to a 6 MK depending on whether they land in the Bullseye's inner or outer circle.
- Unclosed** When a team has 2 or less Marks on a number or Bullseye in Cricket.
- Closed** When a team has scored 3 Marks on the same number or Bullseye in Cricket.
- League Champion** Player/Team champion at the conclusion of the league season.
- Top Gun** Player who is the top shooter.
- Actual Darts Thrown** Counting the actual darts that are used, not passed, in a match.
- Blocked** When a players partners score is higher than the combined score of their opponents. The player may still throw to get their points lower but cannot go out without losing the game. When a player reaches zero but their partners score is not equal to or lower than their opponents combined score, it will result in a loss. You can go out on a tie.
- Frozen** A player is Frozen when their score is at 1 point and their partners score is higher than the combined score of their opponents. The player may not get his score any lower without losing the game.
- Passed Darts** Darts not thrown during a round or game for one reason or another.
- Round** This is defined as a player/teams turn during a game. Each player has the option of throwing 0, 1, 2 or 3 darts.
- Turn** A player is entitled to a maximum of 3 darts per turn. A player may throw 0, 1, 2 or 3 darts.
- Games** The individual components of a dart match.
- Match** The total sum of games played per league night.
- Classified League** Teams with similar or closely matched team averages.
- League Division** Teams in a specified combination or skill level.
- Open** Teams made up of any combination of males and/or females.
- Mixed Doubles** Teams made up with an equal number of males and females. In each game, a male and female throw together.
- Mixed Triples** Team consisting of 3 players. One being of opposite gender.

Types of Leagues

The Aactive Dart League consists of players organized into teams for regular scheduled competition. All our leagues are designed for players of all abilities. From new or beginner players to master or elite, we have a league to play in.

Unless otherwise stated, leagues can be Ladies, Men's, Open or Mixed teams.

All Leagues will offer cash payouts at the Season-Ending Playoffs.

PINK LADIES LEAGUE: Charity Dart League. Established in 2014, Ladies play to raise awareness and money, with donations given directly to those individuals and families going through cancer treatments in the community.

- Ladies Doubles - 2 Ladies per team
- Mixed Doubles - female / male
- 10 week Fall Season (September-December)
- 10 week Winter Season (January-March)
- 10 week Summer Season (May-July)



VEGAS LEAGUES: September - March

- 4 Player Teams
- All teams will compete and/or draw for trip(s) to Team Dart in Las Vegas

'01 LEAGUES:

- 2, 3 or 4 Player Teams

CRICKET LEAGUES:

- 2, 3 or 4 Player Teams

BEER LEAGUE: on most weekend between September - March

- 2, 3 or 4 Player Teams
- A fun afternoon of darts

ELITE LEAGUE: 1 Saturday each month from September - March

- 4 Player Teams
- 501 double in, double out, split bull & Cricket

JUNIOR LEAGUE: Saturdays September - March (Location TBD)

- Teams formed based upon number of players
- Qualifies to participate in the NDA Junior Tournament each June

SPRING / SUMMER LEAGUES: April / May - June / July

- 2, 3 or 4 Player Teams

Notes

Your League Information

**Specific Rules, Guidelines, Playoff & Awards Information
pertaining to the League you are playing in can be found in
the RULES section on our website**

**www.aactivecoin.com/darts/rulebook
under “IMPORTANT NOTES”.**

