



ATLANTA DOUBLES DART LEAGUE RULES AND GUIDELINES

I. Atlanta Doubles Dart League Goals

- A. Atlanta Doubles Dart League (ADDL) is an independent player run league.
- B. ADDL will consist of two person teams and have a Substitute Player Pool. Each team will be comprised of two permanent players.
- C. The league will be comprised of bars/pubs in the Metro Atlanta surrounding area, unless current members vote for exceptions.
- D. The league will operate as a “money” league. All funds collected will be paid out as awards.

II. ADDL Revenue

- A. The ADDL financial records will be made available to any player in the league that wishes to review the records.
- B. ADDL revenue will consist of a \$40 team fee and \$20 per player fee. Hence, each team will be responsible for \$80. Should an area choose to have higher player fees, they may do so and increase their area payouts.
- C. Player fees are as follows for each area for Season 33:

Area 1 (Alpharetta/Roswell) - \$20

Area 2 (Kennesaw) - \$30 (Increased to \$30 with Season 20)

Area 3 (Decatur – Trackside) - \$20

Area 4 (Athens) - \$20

Area 5 (Duluth/Lawrenceville) - \$20

Area 6 (Cumming) - Inactive

Area 7 (Monroe) - Inactive

Area 8 (Norcross) - \$20

Area 9 (Marietta – Brewsters) - \$20

Area 10 (Conyers) - Inactive

Area 11 (Smyrna) - \$20

Area 12 (Decatur – Twain’s) - Inactive

Area 13 (Marietta – Kayhill’s Place) - Inactive

Area 14 (Milton) - \$20



- D. Area Managers are responsible for collecting the ADDL player fees. Players are responsible for paying their fee by the sixth week of each season. Should a player not pay their fee prior to week seven, then the Area Manager at their discretion may or may not allow the player to continue playing. Should the player not be allowed to continue playing, he/she will be deleted from the ADDL standings, schedule, and statistics. Any deleted player may be replaced under the replacement rules. There will be no refund of any partially paid amounts.
- E. Area Managers are responsible for collecting the ADDL team fees from their sponsoring bar/pub. The ADDL will send invoices to the sponsoring bars/pubs during the first week of play. Bar invoices are to be paid within 30 days of the invoice date. A \$20 late charge will be applied to any establishment paying past the 30 days.
- F. All league revenue will be dedicated to area and playoff payouts.

III. Members, Players and Bars

- A. The ADDL is open to dart players of all skill levels. Please note that we are only looking for those players that have already displayed a dedication to the game. All players must understand that the Atlanta Doubles Dart League is an established and highly competitive dart league that does not support separate divisions of play.
- B. All new bars will be inspected and approved by the Area Manager to ensure that it complies with league specifications.
- C. Upon an approved inspection by the Area Manager, new bars must be approved by the current ADDL players.
- D. Individual teams are responsible for submission of their team rosters to the Area Manager.
- E. A team must be comprised of two permanent players. Once a season begins, a permanent player can not switch teams or be a substitute for any other team in the league.
- F. Every permanent player must pay the player fee of \$20 or \$30, depending on your area of play. All player fees must be paid prior to week seven. Should a player not pay their fee prior to week seven, then the Area Manager at their discretion may or may not allow the player to continue playing. Should the player not be allowed to continue playing, he/she will be deleted from the ADDL standings, schedule, and statistics. Any deleted player may be replaced under the replacement rules. Substitute players are not required to pay the player fee.



- G. A team may replace a player due to illness, injury, job loss, work schedule changes, non-payment, etc. The replaced player will be removed from the team's roster and moved to the substitute player pool. Provided that the replaced player has already paid their league fee of \$20 or \$30, the replacement player will not be required to pay the league fee. Otherwise, the replacement player is responsible for payment of the league fee of \$20 or \$30.
- H. Replacements will be "comparable" in ability to the player requesting the replacement. Each player has a responsibility to only bring in a replacement that they know is already "comparable" to them.
- I. Replacements will be approved by the Area Manager prior to them beginning league play. Area Managers are responsible for verifying if a replacement has a historical Player Rating and determining if they are comparable.
- J. A historical player rating is the weighted average of a player's ratings during the last five seasons of the ADDL. Hence, for season 34 we will use player ratings from seasons 29 – 33 to determine a replacement's historical player rating.
- K. A replacement will be considered comparable if their historical player rating is no more than 0.5 greater than the historical player rating of the player requesting the replacement.
- L. Should a player not have a historical player rating, then the Area Manager will work with the League President to assign a historical player rating based on their known ability, older ADDL seasons, or play in any other league.
- M. All bars must have two dart boards in good shape available for each and every match. The ADDL does not purchase or provide any dart boards.

IV. Match Play Conditions

- A. Each team must have one permanent player in attendance for each match. A team may not use two substitutes during a match.
- B. Area Managers are responsible for working with their home bars to provide optimal playing conditions for all matches, to include but are not limited to the following: league quality dartboards; toe lines; proper lighting that shines directly towards the dart board in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by darts, and not physically impede the flight of a dart; scoreboards, and backboards.
- C. Each dart board shall be placed five feet and eight inches from the floor level of the foul line to the center of the bull, with the "20" bed at the top center. The toe line will be clearly marked seven feet, nine and ¼ inches from the surface of the board, measured along the floor to the front edge of the line.



- D. Each player must have both feet behind the front edge of the toe line while throwing the darts. Any dartboard and/or toe line not meeting the outline specifications may not be used during league matches.
- E. If a dartboard is unavailable or does not meet the league's optimal playing conditions, the area manager will assist the teams with rescheduling of the match.
- F. Two dartboards must be utilized during singles cricket and 501 games.
- G. The Away team will choose the dartboard for each game.
- H. Tardiness not only affects the team you are scheduled to play with, but their families as well. Should both permanent players of a team be tardy, starting at 8:15 PM the tardy team will forfeit two points or the first two singles cricket games. The tardy team will continue to forfeit two points at 15-minute intervals. Once the tardy team is late a total of 1 hour, they will forfeit the entire match and follow the rules of forfeiture. (Please see the following example)

8:00 PM – Match Start Time

8:15 PM – Tardy team forfeits first two cricket singles games (-2 points)

8:30 PM – Forfeit next two cricket singles games (-2 points)

8:45 PM – Forfeit first doubles cricket game (-2 points)

9:00 PM – Forfeit next doubles cricket game, the entire match is forfeited and the forfeiture rules apply

Should one of the permanent players on the tardy team show up in between any of the intervals listed above, the match can be started at that point. For example, if one player shows up before 8:15 PM, then only one of the first two cricket singles games is forfeited at 8:15 PM. The team with only one player may continue the match with only one player, knowing that their team will forfeit one of the singles games and play one against two in the doubles games. The team captains may agree to waiver this only if “both” teams are in agreement.

- I. A match may be played by a team that has only one player present. Please note that the second player will have up to 8:15 PM to arrive and play the entire match. Should the second player not arrive by 8:15 PM, then the above tardiness rule goes into effect.
- J. Each team captain prior to the start of the match will complete their roster on the scoresheet. Please note that the scoresheet requires each team to declare a player as either #1 or #2. The player listed in the top box of each doubles game will throw for the cork and will be the first player to throw for their team during each of the doubles games.



- K. Each match will consist of the following games – 4 Singles Cricket games, 2 Doubles Cricket games, 4 Singles 501 games, 2 Doubles 301 games, and 2 Doubles 501 games. Each player will play each opponent 1 game of Singles Cricket and one game of Singles 501. Singles are worth 1 point per game and Doubles games are worth 2 points per game, totaling 20 match points. Once match play has started, each player may take nine practice throws immediately prior to a game. The count of nine practice darts shall not begin until all players scheduled for the immediate upcoming game are at the line ready to throw. Reasonable exceptions to this policy may take place if the opposing player(s) grant permission for extra practice darts, or there is an open board and the opposing team's captain does not object to practice darts being thrown on an open board.
- L. A 301 game begins scoring when a player scores a “double” of any kind. All darts thrown prior to scoring a “double” do not count and will not be used to reduce a player's score.
- M. A 501 game begins scoring when a player's dart produces a score of any kind.
- N. A 501/301 game is concluded when a player hits the “double” required to reduce their remaining score exactly to zero. The player's turn will be considered “busted” if a player's score after one, two, or three darts thrown is one less, equal, or more points than needed to reach zero without their last dart thrown reducing their score exactly to zero by virtue of hitting the “double”. Should a player “bust”, their score will revert to their score prior to the beginning of their last turn.
- O. If a player “busts” an out in any 01 match, the player's turn is considered over and any remaining dart(s) should not be thrown for the purpose of gaining extra practice.
- P. A player may use one, two, or three darts to conclude a game. Should a player have 40 points remaining, then the player may throw a “double” 20 to conclude the game with one dart. Should the player score a single 20 on their first dart, then they may throw a “double” 10 to conclude the game with two darts. A player may throw a single 20, single 10, and then “double” 5 to conclude the game with three darts thrown. Many possibilities exist for reducing a score to zero.
- Q. The first player to throw in each game shall be determined by throwing for the cork. The Away team has the choice of throwing for the cork first or second. A double bull beats a single bull. The dart shall be thrown until a dart remains in the board. If both darts are thrown in either the single or double bull or are equidistant from the bull, then the throw is a tie. In case of a tie, all darts will be removed from the board and players will alternate first throws until one player wins. The second thrower has the option of pulling a bull only after verifying it as a single or double bull. If the second dart dislodges the first dart, both darts are thrown again.



- R. The throwing of the cork will alternate between team members during the doubles games. The same player cannot throw for the cork on both of the Doubles Cricket, Doubles 301, and Doubles 501 games. The player that throws the cork will also be the player to throw first for their team during that Doubles game.
- S. During each game, it is the player's responsibility to throw at the correct numbers and ensure all scoring is correct. If the player is told what to throw by anyone and it is the wrong number, the darts stand as thrown and the score actually thrown is counted.
- T. If a player shoots out of turn and it is realized prior to the next player's first dart being thrown, the erring player's score should be erased and the game shall return to the correct line up. If the next player's first dart has been thrown, all scores shall remain as written, however, the next player on the erring player's team must forfeit their turn, which allows the opposing team to shoot twice prior to returning to the correct line up.
- U. Teams are responsible for the running of each match and each team must attempt to settle any dispute that may arise during the course of play.
- V. While a match is in progress, both team captains have a responsibility to ensure that stats are recorded on their side of the score sheet at the conclusion of each and every game. At the conclusion of a match, both team captains must verify that their side of the score sheet is complete and then sign the score sheet. Each team captain that signs the score sheet is guaranteeing that their side of the score sheet is correct and completely filled out.
- W. Home team captains shall submit the completed score sheet to the area manager within 24 hours.
- X. Score sheets that are submitted with the "Darts Thrown" and "Score Left" boxes being left blank will be assessed penalties. Should the winner of the game leave their boxes blank, the penalty will be 50 "Darts Thrown" and a "Score Left" of zero. Should the loser of the game leave their boxes blank, the penalty will be 50 "Darts Thrown" and a "Score Left" of two. Any "Stars" listed on the score sheet for these games will be forfeited by the team that has blanks and will be subtracted from each player's total for the match. For any team that has blanks in these boxes, their side of the score sheet will be considered incomplete.
- Y. A team will receive a one point deduction penalty as per the following (This list is not all-inclusive):
 - 1. Home team will receive a one point deduction penalty for "not" submitting their score sheet within 24 hours.



2. Away team will receive a one point deduction penalty for a score sheet that is incomplete on their side of the sheet.
3. Home team will receive a one point deduction penalty for a score sheet that is incomplete on their side of the sheet.
4. Away team will receive a one point deduction penalty for a score sheet that is not signed on their side of the sheet.
5. Home team will receive a one point deduction penalty for a score sheet that is not signed on their side of the sheet.
6. Both the away team and the home team will receive a one point deduction penalty should the week # box on the score sheet be left blank.
7. Away team will receive a one point deduction penalty for a score sheet where the summary table is not filled out on their side of the sheet.
8. Home team will receive a one point deduction penalty for a score sheet where the summary table is not filled out on their side of the sheet.

V. League Play Format

4 games of singles cricket, 1 point each	= 4
2 games of doubles cricket, 2 points each	= 4
4 games of singles 501, 1 point each	= 4
2 games of doubles 301, 2 points each	= 4
2 games of double 501, 2 points each	= 4
Total Points	= 20

During the playoffs or when a winner is required there will be one additional game of Doubles 501 to break a 10-10 tie.

VI. Scorekeeping

- A. All players must score their own game unless a scorekeeper is available.
- B. Teams may use a scorekeeper if one is available and all players agree. Any time during a game, players can request for a new scorekeeper or ask the scorekeeper to leave the scoreboard. The scorekeeper can only tell a player the value of each dart thrown, total points scored, or the amount remaining. A scorekeeper can never coach a player during a match by recommending a segment to throw at or an out possibility. The scorekeeper can only step into the field of play if requested by the throwing player to determine the value of a dart thrown.



- C. When a player completes a turn, that player must announce their results and confirm the results with the scorekeeper. The scorekeeper will then mark the score before the darts are removed from the dartboard.
- D. Should a scorekeeper not be available, a player may not remove their darts from the board until he/she has confirmed with their opponent that the written score is correct.
- E. Corrections for 301 or 501 - An error not detected by the beginning of the same player or team's next turn shall stand as written.
- F. Corrections for Cricket - An error must be corrected before the opponent's next turn or will stand as written. In other words, a player's cricket score must be verified as correct prior to your opponent's turn.
- G. A player may walk to the dartboard and check a score during their turn, but may not touch their dart(s) already lodged in the dart board. The turn is over if the player touches any dart already lodged in the dartboard.
- H. At the end of the game, both teams must confirm the results and record them on the ADDL score sheet.

VII. Protests

- A. Teams should take steps to calmly resolve any controversial situations that may arise during a match. A formal protest can be initiated if a situation cannot be resolved.
- B. Any team wishing to file a protest should send an email to an ADDL officer within 24 hours following the protested match.
- C. After the protest is received, each side will be asked to file a written description of the event within 48 hours of the protested match.
- D. The ADDL president will form a review board consisting of the Area Managers and three randomly selected ADDL players. Each member of the review board will independently review each written description. The review board will vote and render a decision based on the ADDL rules within 48 hours of receiving both descriptions.
- E. The ADDL review board will rule in favor of the team that completed a written description if one team fails to file a written description within the allotted 48 hours.
- F. All decisions by the ADDL review board are final.



- G. A player involved in a protest may not serve on the review board resolving the protest. In the event that the ADDL Area Manager's team is involved in the protest, he/she can not be on the review board. The ADDL president or vice president will assume the Area Managers spot on the review board.

VIII. Match Dates

- A. All matches are to be played on their scheduled league night of play.
- B. Each area will decide their night of play.
- C. The schedule for league play may have board assignments.
- D. Each area will decide their start time.
- E. The last day for make-up matches will be part of each area's schedule.
- F. It is encouraged that all areas start and end each season during the same week.
- G. An area must have a minimum of four teams. The ADDL can schedule for the following number of teams: 4, 5, 6, 8, 9, 10, 11, or 12. Scheduling will be as follows:

4 Teams – 3 rounds of round robin play, then a position round – 10 total weeks – 10 matches played

5 Teams – 2 rounds of round robin play – 10 total weeks – 8 matches played and 2 bye weeks

6 Teams – 2 rounds of round robin play – 10 total weeks – 10 matches played

8 Teams – Teams will be split into two groups of four based on player ratings. Top four teams will be in one group, the remaining four teams in the other group. Each team will play 2 rounds of round robin play versus their group and one round of round robin play versus the other group – 10 total weeks – 10 matches played

9 Teams – 1 round of round robin play – 9 total weeks – 8 matches played and one bye week

10 Teams – 1 round of round robin play, then a position round – 10 total weeks – 10 matches played

11 Teams – 1 round of round robin play – 11 total weeks – 10 matches played and one bye week



12 Teams – 1 round of round robin play – 11 total weeks – 11 matches played

IX. Match Rescheduling

- A. Teams requesting to reschedule a match must contact the opposing team at least eight (8) hours prior to the scheduled match time. This means that a request to reschedule must be acknowledged by the opposing team no later than 12:00 noon of the day of the scheduled match. The opposing team must verify receipt of a request to reschedule. A match can be rescheduled for an earlier or later date and time. Matches may be played prior to the date of the schedule. Hence, it is encouraged that team captains begin rescheduling matches as soon as possible when it is known of the need to reschedule.
- B. Make-up matches must be played within two weeks of their scheduled date. The only exception to this will be when an area has an extra week in their schedule for makeup matches. However, only one match may be scheduled for the extra week. The stock piling of matches for the extra week will not be allowed.
- C. A team may have only one match rescheduled at any time. This means that should a team have one match rescheduled, they cannot reschedule any other matches until their already rescheduled match is played. Should an emergency arise for a team that has one match rescheduled, they will be provided one week to make-up their first rescheduled match. At no time will it be acceptable for a team to have three matches rescheduled. Non-compliance with this rule will result in forfeiture of matches.
- D. Both teams must make a reasonable effort to reschedule. Should one of the captains experience scheduling difficulties with the opposing team, the captain must contact their Area Manager for assistance.
- E. Should the Area Manager not resolve the scheduling, then the Area Manager will contact the ADDL President for assistance.
- F. If a team is unwilling to reschedule a match and the ADDL President is unable to help with resolving the rescheduling, then the ADDL President will form a review board to decide which team forfeits the match.

X. Forfeits

- A. A forfeit can be declared for failure of a team to provide an 8 hour notice when they cannot be present for play. This will be at the discretion of the opposing team.
- B. A forfeit will be declared for a team playing a match without one permanent member in attendance. In other words, a forfeit will be declared should a team play a match with two substitutes.



- C. Any team playing an illegal player in a match must forfeit the match and all statistics.
- D. Should a forfeit be declared, the winning team will receive 11 points or their weekly average of wins to date, whichever is greater.
- E. Stars will be awarded to the winning team based on their weekly averages to date.
- F. Player points will be awarded to the winning team as a proportion of their weekly averages to date versus the awarded team points due to the forfeit. In other words, it may be necessary to prorate the player points to the team points so they match. For example, should player "A" be averaging 5 player points per week, player "B" be averaging 4 player points per week, and their team receives a forfeit worth 11 points, then player "A" will receive 6 player points and player "B" will receive 5 player points due to a forfeit.
- G. The winning team will receive 3 doubles points or their weekly average to date, whichever is greater.
- H. No team points, stars, player points, or doubles points are awarded to the forfeiting team.
- I. No perfects, high-ins, or high-outs are awarded to either the winning team or the forfeiting team.
- J. PPD's for both singles and doubles are not affected by a forfeit. They will remain the same.
- K. Any team that forfeits three matches during a regular season will be removed from play. Its' players will not be allowed to substitute during the regular season, play in their in-house playoffs, or substitute in the playoff finals.
- L. Any team that quits during a season will be removed from play. Its' players will not be allowed to substitute during the regular season, play in their in-house playoffs, or substitute in the playoff finals.
- M. All matches already played by a team that forfeits three or more matches will still be included and count as part of their area play.
- N. Should a team quit, only their remaining matches will be forfeited. All matches already played will still be included and count as part of their area play.
- O. Any team that is removed from play will not be allowed to win any area payouts for either the team or individual awards.
- P. Player fees will not be refunded to any team that forfeits three matches or quits.



XI. Playoff Format and Awards

- A. The playoffs will be seeded. A team's seeding will be based on the average of a team's player ratings for its permanent players only. Substitute player ratings will not be used to determine a team's average.
- B. The team with the highest average will receive the number one seed, and so on. In other words, the number one seed is awarded to the team with the best regular season stats for its permanent players.
- C. An example of a seeded 8-team playoff format is as follows:
 - #1 versus #8
 - #2 versus #7
 - #3 versus #6
 - #4 versus #5
- D. The higher seeded teams are the "Away" team. For the above example, #1, #2, #3, and #4 are the Away teams.
- E. The first stage of the playoffs will be held at the area locations.
- F. The first stage of the playoffs, also known as the in-house playoffs, will be seeded for each area. Please note that seedings during the playoffs are not based on wins and losses during the regular season, seedings are based solely upon permanent player ratings during the regular season.
- G. There is no postponement of in-house playoff matches. In-house playoff matches may be played early, but not later than the assigned date on the schedule.
- H. The second stage of the playoffs, also known as the playoff finals, will be held at a location deemed suitable for hosting 16 dartboards. Due to the volume of players, it is imperative that the location provide servers, have adequate heat/AC, and provide more than one bartender. The winning teams from the first stage will be included in the playoff finals.
- I. Should a team know in advance that they will not be attending the playoff finals; it is recommended that they forfeit their in-house playoff match. In this way, their in-house playoff opponents are guaranteed a spot in the playoff finals. If the match is played, it will be recorded with the winning team getting a guaranteed spot in the playoff finals. The loser of the match will be placed in the wild-card standings.



- J. For seasons with less than 24 in-house playoff winners, wild-cards will be awarded in an attempt to bring to bring the number of teams to 24 at the playoff finals. Wild-cards will be awarded to the teams with the highest player ratings that lost in their in-house playoffs. A maximum of three wild cards will be awarded each season.

First Round (Begins at 12:00 noon)

Seeds #1 through #8 receive a bye

Teams seeded #9 through #24 play each other

Second Round

The eight first round winners play against the teams seeded #1 through #8

Third Round

This is the Quarterfinals

Fourth Round

This is the Semi-Finals

Fifth Round

This is the Finals

- K. For seasons with more than 24 in-house playoff winners, we will combine the in-house playoff winners with wild card teams in an attempt to bring the number of teams to 32 at the playoff finals. A maximum of four wild cards will be awarded each season.

First Round (Begins at 10:00 AM)

Seeds #1 through #16 receive a bye

Teams seeded #17 through #32 play each other

Second Round

Seeds #1 through #8 receive a bye

The eight first round winners play against the teams seeded #9 through #16

Third Round

The eight second round winners play against the teams seeded #1 through #8

Fourth Round

This is the Quarterfinals

Fifth Round

This is the Semi-Finals

Sixth Round

This is the Finals

- L. Wild card teams will begin play in the first round of the Playoff Finals.



- M. Permanent players that lose in their in-house playoffs are “not” allowed to substitute in the playoff finals.
- N. The playoff finals will be seeded based on the average of a team’s player ratings during the regular season. The team with the highest average of their player ratings will receive the number one seed, and so on. Please note that a team’s seeding in their in-house playoffs may be different than the seeding received for the playoff finals.
- O. The team fees will fund the payouts for the playoff finals. For example, forty teams create a playoff fund of \$1,600.
- P. Any extra monies collected for the playoff finals through contributions will be added to the playoff fund.
- Q. Any team not completing three regular season matches of play will not be allowed to participate in their in-house playoffs or the playoff finals.
- R. All teams will be included in the playoffs. The in-house playoff brackets and the playoff finals’ bracket will not be re-seeded for teams not attending the playoffs.
- S. The brackets for the in-house playoffs will be finalized once all teams in an area have completed the regular season. The bracket for the playoff finals will be finalized upon completion of the in-house playoffs for all areas.
- T. The in-house playoffs will follow the tardiness rule as written in the Section for Match Play Conditions. (Section IV. I.)
- U. Tardiness for the playoff finals not only affects the team you are scheduled to play against, but slows down the entire playoff finals for everyone. Hence, punctuality is a must for the playoff finals. Should both permanent players of a team be tardy, starting at 10 minutes past the scheduled start time of a match the tardy team will forfeit two points or the first two singles cricket games. The tardy team will continue to forfeit two points at 10-minute intervals. Once the tardy team is late a total of 40 minutes, they will forfeit the entire playoff match. (Please see the following example)

12:00 Noon – Match Start Time

12:10 PM – Tardy team forfeits first two cricket singles games (-2 points)

12:20 PM – Forfeit next two cricket singles games (-2 points)

12:30 PM – Forfeit first doubles cricket game (-2 points)

12:40 PM – Forfeit second doubles cricket game and the entire match



Should one of the permanent players on the tardy team show up in between any of the intervals listed above, the match can be started at that point. For example, if one player shows up before 12:10 PM, then only one of the first two cricket singles games is forfeited at 12:10 PM. The team with only one player may continue the match with only one player, knowing that their team will forfeit one of the singles games and play one against two in the doubles games. For the Playoff Finals, there will not be any waivers provided to this rule. Team Captains are responsible for ensuring that their team is on time for each and every Playoff Finals' match.

XII. Area Team and Individual Awards

- A. All League revenue will be dedicated to area and playoff awards.
- B. Team fees will fund the playoffs, while the player fees will fund each area's individual and team awards.
- C. Area payouts for team placement are based solely on game wins and losses. Should two teams tie in placement, the tie is broken by their head-to-head matchup(s) game wins and losses. Should a tie still exist, the prize monies may be split between the two teams or they may choose to play one game of Doubles 501 as a tiebreaker.
- D. Individuals may tie for individual awards. Prize payouts will be split.
- E. Area Managers will ensure that individual and team awards payout schedules are distributed to their players prior to the fourth week of league play.
- F. The ADDL can never pay out more money then it takes in during a current season.

XIII. Stars

- A. For 01 games, a score of 95-125 equals one Star, 126-169 equals two Stars and 170-180 equals three Stars.
- B. One bonus Star is given for a Star score of in or out. For example, a 95-125 scored as your "In" for 301 would receive 2 stars. The same is true if you scored a 95-125 as your "Out" for 301 or 501.

301 In of 95-125 = 2 Stars
301 In of 126-169 = 3 Stars
301 In of 170 = 4 Stars



301 Out of 95-125 = 2 Stars
301 Out of 126-169 = 3 Stars
301 Out of 170 = 4 Stars

501 Out of 95-125 = 2 Stars
501 Out of 126-169 = 3 Stars
501 Out of 170 = 4 Stars

- C. Cricket games, 5 marks, 6 marks and 3 or 4 bulls equals one Star; 7 marks, 8 marks or 5 bulls equals two Stars; and 9 marks or 6 bulls equals three Stars. Each bull counts as 1.5 marks.
- D. The total marks hit are not rounded up for a Star.
- E. Perfects – 180 during a 01 game, 170 in during a 301 game, 170 out during a 01 game, or 9-Marks (includes 6-Bulls) during a Cricket game.

XIV. Areas

- Area 1 (Alpharetta/Roswell)
- Area 2 (Kennesaw)
- Area 3 (Decatur – Trackside)
- Area 4 (Athens)
- Area 5 (Duluth/Lawrenceville)
- Area 6 (Cumming) *Inactive*
- Area 7 (Monroe) *Inactive*
- Area 8 (Norcross)
- Area 9 (Marietta – Brewsters)
- Area 10 (Conyers)
- Area 11 (Smyrna) *Inactive*
- Area 12 (Decatur – Twain's) *Inactive*
- Area 13 (Marietta – Kayhill's Place) *Inactive*
- Area 14 (Milton)

XV. League Meetings

- A. Prior to the beginning of each season or at the conclusion of a season, a league meeting will be held. All ADDL players for the next upcoming season will be encouraged to be in attendance. The area managers will be responsible for notifying the players in their area. All votes as part of a league meeting will be decided by a majority vote of the players in attendance at the league meeting.



- B. The ADDL rules will be discussed at each league meeting. Any proposed changes to the rules will be voted upon.
- C. Each area will discuss and vote on an area structure as part of the league meeting.
- D. All areas will collectively discuss and vote on when to start the next ten week season as part of the league meeting. It should be noted that the ADDL may have more than one area, hence it is encouraged that the areas work together to ensure that all areas complete league play within one week of each other.
- E. All areas will discuss and vote on a season ending playoff format as part of the league meeting. This discussion will include at a minimum: date or dates for the playoffs, location or locations for the playoffs, etc.
- F. New league Officers will be nominated and voted on as needed.

XVI. League Officers

- A. President – All ADDL players will nominate and vote on a President from all active ADDL players once every third season or as needed. The President communicates with all ADDL players to resolve any issues to keep the ADDL running smoothly. The ADDL president mediates and controls voting during league meetings and ensures all players have a voice. The President calls for a vote and tallies the votes during league meetings.
- B. Vice President – All ADDL players will nominate and vote on a Vice President from all active ADDL players once every third season or as needed. The Vice President will assist the league President to resolve league issues and run the ADDL meeting. The Vice President will assume the duties of the ADDL President in their absence.
- C. Area Manager – Players in an area will nominate and vote on an Area Manager from active players in the area. Area managers will communicate with the President and Vice President to take the proper steps stated in the rules to resolve disagreements and issues within the area. The Area Manager will be responsible for team signups, area schedule, area player listings that includes email and cell phone numbers, collection of player fees, assist in the collection of bar invoices, providing blank score sheets for each week and the in-house playoffs, collection of the score sheets each week, review of the score sheets for accuracy and completeness, forwarding of reviewed and corrected score sheets within 24 hours each week to the league statistician, validating all substitutions or replacements prior to their play, distributing the stats each week, and payment of the Area payouts within one week after completion of a season. An Area Manager can serve as President or Vice President.



XVII. Substitutions

- A. A team may use one substitute during a match. One permanent player from a team must be in attendance for every match and the playoffs.
- B. Once a match is started with a substitute player, the match must be played to completion with the substitute player.
- C. A substitute may be used at any time during the regular season. The regular season is considered to be the scheduled matches of normal league play during the ten week season.
- D. Each substitute will be “comparable” in ability to the player requesting the substitution. Each player has a responsibility to only bring in a substitute that they know is already “comparable” to them.
- E. All substitutes will be approved by the Area Manager prior to each match. Area Managers are responsible for verifying if a substitute has a historical player rating and determining if they are comparable.
- F. A historical player rating is the weighted average of a player’s ratings during the last five seasons of the ADDL. Hence, for Season 34 we will use the player ratings from seasons 29 – 33 to determine a substitute’s historical player rating.
- G. A substitute will be considered comparable if their historical player rating is no more than 0.5 greater than the historical player rating of the player requesting the substitution.
- H. Should a player not have a historical player rating, then the Area Manager will work with the League President to assign a historical player rating based on their known ability, older ADDL seasons, or play in any other league.
- I. Once approved, each substitute will become part of the League’s Substitute Player Pool. Upon becoming a member of the pool, each substitute will be considered as roving and allowed to substitute for any comparable player on any ADDL team in any area for the remainder of the season and the playoffs.
- J. Substitute player contact information (telephone number and e-mail address) will be collected by the Area Manager and then be made available to all other Area Managers.
- K. A substitute’s stats will “not” count towards the player needing the substitution.



- L. For a substitute to be eligible to play in the playoffs, the substitute must have completed at least one week of play during the regular ten-week season. New players will “not” be allowed to substitute during the playoffs. An approved substitute player listing will be kept by the league statistician.
- M. Should a team begin the Playoff Finals with a substitute, that substitute must play all matches for that team at the Playoff Finals.
- N. Should a team begin the Playoff Finals with both of their permanent players, both permanent players must play all matches for that team at the Playoff Finals. In other words, there is no substituting for a player that leaves the Playoff Finals early.

XVIII. Sportsmanship

- A. Sportsmanship is the ethical, appropriate, polite, respectful, and fair behavior of an individual while participating in a game.
- B. Consistent heckling or harassment of a player is bad sportsmanship.
- C. Standing too close to your opponent while they are throwing is bad sportsmanship. A minimum distance of three feet should be provided to your opponent.
- D. Standing behind your opponent and rattling your darts in your hands while they are throwing is bad sportsmanship.
- E. Talking to your opponent while they are throwing is bad sportsmanship.
- F. Throwing of your darts at anything other than the dart board is bad sportsmanship.
- G. Causing disharmony amongst the players is bad sportsmanship.
- H. The penalty for a violation of this section shall be:
 - 1. First Offense – Forfeiture of two stars
 - 2. Second Offense – Forfeiture of one game and three stars
 - 3. Third Offense – Forfeiture of the match

XIX. Cricket Sportsmanship

- A. Cricket is a strategy game and scoring “points” is an important part of the game. When good cricket players “point” each other, it is out of respect for their opponent's potential for closing numbers and you know that you need to “point” to ensure a good game.



- B. Excessively pointing at any time during a cricket game for the purpose of gaining more stars is bad sportsmanship. Every player should keep a cricket game moving towards closure.
- C. Extending a cricket game when the game is approaching the end for the purpose of gaining more stars is bad sportsmanship. For example – If a player has 20's, 19's, 18's, 17's, 16's, and 15's closed and their opponent is sufficiently behind in closed numbers and points, the player should make an attempt to use at least one, maybe all three, of their darts to score bullseyes. Every player should attempt to bring a cricket game to closure.
- D. The penalty for a violation of this section shall be:
 - 1. First Offense – Forfeiture of any stars gained
 - 2. Second Offense – Forfeiture of the game and all stars scored in the game
 - 3. Third Offense – Forfeiture of the match

XX. Governance

These rules will govern the Atlanta Doubles Dart League and will serve as the final word. These rules supersede any written rules from the ADO, BDO, WDF, PDC, or any other darting organization.