



EDC Darts Transparency Guide

Season 4 - Fall, 2023

16 Weeks of League from 8/21/23-12/17/23* **

*Except Youth and 7-Week Express Leagues

**No league Thanksgiving Week. We WILL have league over Memorial Day Weekend, please reschedule if you cannot attend.

Please review ALL EDC Handbook Rules and EDC Rating Chart.

Please earmark our website, www.ellisamusements.com for stats, ratings, schedules, player contact info, and more.

Please follow us on Facebook @EllisDartCollective for current program info.

League Division	Total Cost Per Player, Per Match	Payback Per Win <small>*May fluctuate depending on final number of participating teams</small>	Description
Sunday Funday Doubles 12 Cap Reverse HCP, Sundays 12:00 PM MST	\$13	\$1.69	OIOO. Must attend 75% or more to qualify for pay back. Remote play is allowed. Shot clock will now be implemented.
Trios 26 Cap Non-HCP, Sundays 6:00 PM MST	\$13	\$2.13	OIOO. Must attend 75% or more to qualify for pay back. Remote Play is allowed. Shot clock will now be implemented.
Doubles 14 Cap Seniors 50+ Reverse HCP, Mondays 3:00 PM MST	\$13	\$1.69	OIOO. Must be 50+ years of age to participate. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
Master's Doubles 26 Cap Non HCP, Mondays 6:30 PM MST	\$20	100% PAYBACK	OIOO.MIMO. 1st Place winner will also be sponsored with up to \$150/player towards sign-up fees for the tournament of their choice and airfare for 2 on any Southwest flight within the Continental US for that tournament. Must participate in at least ONE additional REGULAR SEASON Division with 75% or more attendance in BOTH divisions to qualify. Must play in-person if the opponent's bar is less than 25 miles away.
10 Cap Doubles Reverse HCP, Mondays 6:30 PM MST	\$13	\$1.57	OIOO. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
14 Cap Doubles Non HCP Tuesdays 6:30 PM MST	\$14	\$1.73	Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
7 Cap 7-Week Express Doubles	\$12	\$1.40	OIOO. Must attend 75% or more to qualify for pay back. Remote Play is allowed. Shot clock

Reverse HCP, Session 1 Tuesdays 6:30 PM MST			will now be implemented. Because there are two sessions, this league will have a combined playoff after Session 2 only. This division is <u>not</u> a regular session division. Session 1 runs 8/22/23-10/3/23, Session 2 runs 10/24/23-12/12/23.
13" Open Singles Non HCP 7-Week Express, Tuesdays 6:30 PM MST	\$13	\$1.21	OIOO. Must play on the 13" side of the dart board. Must attend 75% or more to qualify for pay back. Remote Play is allowed. Shot clock will now be implemented. No Playoffs. 1 x 7-week Session only for Fall Season. Division runs 8/22/23-10/3/23.
18 Cap Doubles Non HCP, Wednesdays 6:30 PM MST	\$15	\$1.89	OIMO. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
Women's Wednesday Doubles 12 Cap Reverse HCP Wednesdays 6:30 PM MST	\$13	\$1.57	OIOO. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
Singles 10 Cap Reverse HCP Thursday 6:30 PM MST	\$13	\$1.41	OIOO. Must attend 75% or more to qualify for pay back. Remote Play is allowed. Shot clock will now be implemented.
Split Masters Doubles 22 Cap Non HCP Thursdays 6:30 PM MST	\$15	\$1.91	MIMO. Low-rated player may not exceed an 8 rating, low-rated player must throw first. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
EDC After Hours 20 Cap Doubles Reverse HCP Fridays 10:00 PM MST	\$13	\$1.69	OIOO. Must attend 75% or more to qualify for pay back. Shot clock will now be implemented. Must play in-person if the opponent's bar is less than 25 miles away.
Youth Mixed Doubles 12:30 PM MST Every Other Saturday for 12 weeks/6 total league matches per team	\$5	\$0.00/100\$***	OIOO. Available at Breakaway only. At least one person on each duo team must be between the ages of 6-20 at the time of sign-ups. This division is 12 weeks long, with games every other week and therefore does NOT qualify as the minimum second division for Master's Division Qualification. League dates will be 8/26/23-11/4/23, Playoff Tournament 11/18/23 The Team Captain will submit their best estimated rating for their youth player on the honor system with check-ins after the first week and adjustment as needed. League will be every other week for 12 weeks, no penalty for rescheduling. ***In lieu of payback, Ellis Amusement will host a FREE Round Robin Tournament to conclude the division and honor the participants with food, swag, and prizes for all Mixed Youth Division Participants! 100% OF PROCEEDS FROM THIS EVENT WILL FUND THIS EVENT.

EDC Fall, 2023 Division Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12:00 PM	Sunday FundayDoubles 12 Cap RevHCP						Youth Mixed Doubles RevHCP
2:00 PM							
3:00 PM	EDC Dart Crawl Tournament Series!						
6:00 PM	Trios 26 Cap NonHCP						
7:00 PM		Master's 26 Cap NonHCP	14 Cap Doubles NonHCP	18 Cap Doubles NonHCP	Singles 10 Cap Rev HCP		
		Doubles 10 Cap RevHCP	7 Cap 7 <i>Week Express Doubles</i> RevHCP,	Women's Wednesday Doubles 12 Cap RevHCP	Split Masters Doubles 22 Cap NonHCP		
			13" Side Open Singles NonHCP <i>7-Week Express</i> RevHCP				
10:00 PM						EDC After Hours 20 Cap Doubles RevHCP	

Other

Please visit www.ellisamusements.com and subscribe to the EDC Calendar to view all up-to-date information and be notified of events on the EDC page.

NDA Dart Association Membership (NDA)	NDA Association funds are built into division fees. Each player will be registered under NDA for association compliance and all additional revenue collected but not used for NDA will be added back into the prize pot.
EDC Sunday Dart Crawl Tournament Series	An EDC-hosted weekly Sunday tournament crawl alternating between our participating EDC Dart Bars, 1x/bar, with a playoff event following each series, and re-starting again the following Sunday. Players will earn their way into the Playoff event based on a points system in which they earn points for attendance, winning, and in our special events. Each week will feature a bar-chosen "special event" sponsored by Old Boise. Details will be made available on our Facebook Page, @EllisDartCollective, and website, www.ellisamusements.com . Full Transparency Sheet will be added to this document and re-posted to the website before it begins.
End of Season Playoffs	EDC and Bar Sponsored. Playoffs will take place January 5-7, and 12-14. More specific details will be announced at the end of the regular league season on our Facebook Page, @EllisDartCollective.
Holiday Shoots	EDC and Bar Sponsored. Details and dates TBD, taking place every Friday and Saturday throughout November and December.
All Stars Tournament	EDC and Bar Sponsored. Event will be hosted Saturday, January 20th, 2024.
Other	EDC and Bar Sponsored. Details and dates TBD. 1. Frontier Part Tournament on the Green and RYAN'S 40TH BIRTHDAY BASH AND TOURNAMENT! Taking place on 9/16/23 at Frontier Club in Meridian, in the park area, darts fly at 7:00 PM

Ellis Amusement and EDC Darts

1. EDC Promises Consistency, Transparency and Respect to all involved.
2. EDC will post all EDC-Hosted Events, all league season divisions, details, costs and player payback at the time of sign-ups for full transparency. Any additional EDC Official giveaways, events, or extras will be advertised on Facebook. Please follow the page to keep informed. **Please note that, if not directly posted, all EDC events and league times will be according to Mountain Standard Time (MST). Please know that shot clocks will now be in effect. Please also note that all handicapped leagues will now be REVERSE HANDICAP.**
3. Sign-ups will be advertised for 2 weeks prior to opening. Official information, format, cost and payback will be posted at the start of sign-ups and will run for 2 weeks. EDC will have 1 week of administration time prior to the start of the league season to prepare contact information, update ratings, create the season schedules, and post this and other important information to the website, www.ellisamusements.com, and social media (as indicated). The league season length will be determined specific to each season, followed by playoffs. Other special events will also be scheduled throughout the year, please see Transparency Guide for information.
4. End of Season Playoffs for Fall and Spring League Sessions will take place 1-2 weeks after the end of the season, over 2-weekends at the location of the winning team per division. The format will be a Round Robin Tournament with Double Elimination. There are no Greens Fees, but there will be coin drop charged. All other details will be released prior to these events for full transparency.
5. Ellis Amusement takes great pride in all aspects of our operation. Any issues, concerns, questions, machine problems, etc. will be addressed expeditiously if notified of the issue.

6. For the fastest service, please contact the Ellis Dart Coordinator. Calls and texts are always preferred. Your Ellis Dart Coordinator is:

Jeremy Buttram
(Cell) 208-995-6975
@JeremyButtram
ellisamusementdarts@gmail.com

7. You may also reach Ellis Amusement directly at: (208) 322-4524, on Facebook and Instagram: @EllisDartCollective or @EllisAmusements, or email us at: hello@ellisamusements.com.

EDC Player Rules

The following general rules will be enforced for all EDC and Non-EDC Players during any League or Special Event occurring at an Ellis Amusement location. Should we be informed of an issue, to respect the hosting establishment, players, operator, and to honor the culture that EDC is cultivating in our dart community, the following Rules are in effect. Please never use any rule out of the context for which it was intended. Common sense, good sportsmanship, and good intentions towards players, operators, establishment owners, and the league as a whole, will ensure fairness and fun for all involved in most cases. Due to the subjective nature of determinations based on situations involving player intent, Ellis Amusement and EDC reserve the right to examine each situation on a case-by-case basis to ensure that, to the best of our ability, we are making educated, researched, and fair determinations for all.

THESE GUIDELINES ARE CONSTANTLY EVOLVING. THEREFORE, WE RESERVE THE RIGHT TO UPDATE OR MODIFY THIS GUIDE AT ANY TIME. THOUGH WE DO OUR BEST TO BE CONSISTENT AND TRANSPARENT ABOUT ALL RULES, EDC RESERVES THE RIGHT UTILIZE OUR DISCRETION FOR ANY ISSUE THAT ARISES, PARTICULARLY IF THERE IS NOT CURRENT PRECEDENT FOR A GIVEN SITUATION OR ISSUE IN OUR PLAYER HANDBOOK.

General Rules of Conduct:

1. Be courteous of other players in all ways, including interactions, time, physicality, etc.
2. Do not interrupt or distract a player while they are in play.
3. Be courteous of the Operator and League Coordinator by communicating needs, issues, and requests directly, at an appropriate time, and with professionalism. Our on-call technician is available Monday-Friday from 8:00 AM-midnight, and Saturday and Sunday from 10:00 AM - Midnight. Our Dart League Coordinator will be available to accept calls for League needs during normal business hours, Monday-Friday, 9:00 AM -5:30 PM, with evening and weekend hours of 1 hour before and for 2 hours after each League Divisions begin. All other requests will be addressed the next day. Requests from Players calling in an intoxicated state will also be addressed the next day. Please also be courteous of the location by respecting the rules of the establishment, their property, staff, customers and their requests.
4. Operators and bar owners actively work to provide value to the program through competitive paybacks, events, drink specials and prizes/giveaways/contributions in a way that is still affordable to them. All operator payback and prizes that will be given during the league season will be included in our Transparency Guide and special giveaways/events/extras will be advertised. Locations will advertise their individual specials and giveaways as well. Please respect that what is advertised is what the Operator and Location can afford to contribute to the program. Suggestions are always welcome if they are provided at the appropriate times, through the appropriate avenues, and to the appropriate source. Please recognize that not all suggestions and requests can be accommodated, though we will always try our best to do so as reasonable.
5. If a participant (anyone who is involved with EDC) is being subjected to undesired actions from another player, and has made a reasonable effort to resolve the issue themselves, they should inform the Ellis Dart Coordinator who will determine if intervention is needed. If the Ellis Dart Coordinator finds that intervention is necessary, he will provide 1 warning to the violator. If another violation occurs indicating a pattern of misconduct, the Ellis Dart Coordinator will determine an appropriate course of action, not limited to removal of the player from the current and/or any future events, participation from the program, and with no refunds given.
6. EDC Players (league and tournament participants) who demonstrate physical aggression towards any other person or property at an Ellis Amusement location will not be tolerated. Ellis Amusement will reserve the right to immediately remove the aggressor from participation in our program (league, tournaments, special events, etc.) with no refunds, and will reserve the right to determine in what, if any, conditions the player would be allowed to re-join at a later time. Ellis Amusement will also notify all EDC locations of the Player's actions with recommendations to also restrict participation in bar-hosted events to match our ruling.
7. Players MUST honor the board reading / scoring at all times, but may inform the Ellis Dart Coordinator of the issue.

8. Players are to contact the event coordinator and/or Ellis Amusement for board issues, to obtain a game ruling, to report unsportsmanlike conduct, and/or for questions, concerns, requests, needs or other issues. We are here for YOU and we WILL consistently and fairly resolve any issues in a timely manner if given the opportunity to do so.

Team Captains:

1. Team Captains are responsible to ensure that their team members adhere to all stated rules, dart etiquette and sportsmanlike conduct, and follow the proper protocol for alerting the Ellis Dart Coordinator of any issues.
2. Team Captains must provide contact information to league officials and agree to allow the information to be distributed among the other Team Captains for the purposes of assisting in rescheduling missed matches and for match communication.

Player Ratings:

1. All new players (who have not played in the league within the last 2 years) must be rated prior to participation in the league. It is the player's responsibility to contact the Ellis Dart Coordinator who will schedule a time to meet with the player to establish an official EDC rating prior to the start of the current season.
2. Players may not drop more than 1 rating per season. Players who perform lower during any given season with stats that would have dropped them by more than 1 rating but are unable due to this rule will be denoted on EDC Rating Lists with an (*) asterisk.

3. The following rating guide will be used to obtain each player’s rating:

Skill level ratings based almost entirely on Cricket MPR

<u>Cricket MPR</u>	<u>Rating</u>	<u>01' PPD</u>	<u>Rating</u>
0.0 - 1.2	1	0.0 - 13.79	1
1 Rating is for Novice Players only - After 1-2 seasons you will be increased			
1.2 - 1.39	2	13.80 - 15.29	2
1.4 - 1.59	3	15.30 - 16.69	3
1.6 - 1.79	4	16.70 - 18.09	4
1.8 - 1.99	5	18.10 - 19.49	5
2.0 - 2.19	6	19.50 - 20.89	6
2.2 - 2.39	7	20.90 - 22.29	7
2.4 - 2.59	8	22.30 - 23.69	8
2.6 - 2.79	9	23.70 - 25.09	9
2.8 - 2.99	10	25.10 - 26.49	10
3.0 - 3.19	11	26.50 - 27.89	11
3.2 - 3.39	12	27.90 - 29.29	12
3.4 - 3.59	13	29.30 - 30.69	13
3.6 - 3.79	14	30.70 - 32.09	14
3.8 - 3.99	15	32.10 - 33.49	15
4.0 - 4.19	16	33.50 - 34.89	16
4.2 - 4.39	17	34.90 - 35.69	17
4.4 - above	18	35.70 - Higher	18

Substitutions:

1. Players may use a Substitute player that is within 2 ratings of the absent player as long as this does not exceed the division cap.
2. Players may physically add their Substituting player and corresponding ratings on location at the dart board. If the Dart Coordinator’s assistance is needed for this, please make contact with the pertinent information for their substitute preferably at least 1 day, but at a minimum of 2 hours in advance. We will do our best to accommodate all requests if given adequate communication and as much notice as possible.

Remote Play:

1. Refer to our EDC Transparency Guide for division offerings that include Remote Play during any given season. Divisions, tournaments and special events that are not listed as remote require travel and in-person play if the players' home locations are 10 miles or less from each other. Remote play may be accepted on a rare occasion and must be requested through the Ellis Dart Coordinator in advance.
2. Playoffs will default to being hosted in Idaho locations at this time. Players whose home locations are greater than 1 hour's drive time away from the playoff event may participate remotely with payouts earned being mailed after the fact. Please contact the Ellis Dart Coordinator to arrange to receive any payouts owed.
3. Communication must be readily available to both teams during remote play.
4. Players must respect the time of their remote opponent. Do not take uncommunicated breaks, and ensure that all players are taking their turns in a timely fashion. Please be reminded that Shot Clocks will also now be in effect.
5. All sportsmanlike conduct, etiquette, and game rules remain in full effect during remote play.

Missed Games, Forfeited Games and No-Call/No Shows:

1. All matches must be played or made up by the end of the league season, or each incomplete match will be forfeited.
2. Ellis Amusement will not tolerate the disregard of another player's time and resources. Players **must** be **present** and **on-time** for all scheduled matches unless they have previously made other considerate arrangements with more than 24 hours of notice, or at a minimum of by 9:00 AM the day of the match if it is due to an unanticipated emergency, such as illness or delay. We highly encourage the use of Substitutes so matches can be played on time, on schedule - please reach out to the Ellis Dart Coordinator if you need help finding a Substitute. Therefore, if a team no-call/no-shows, it will be counted and entered as an **automatic forfeit**. To avoid this occurring, if you CANNOT find a substitute and MUST reschedule your match's time or date, you must contact the team captain of the opposing team to cancel with AT LEAST 24-hours of ADVANCED notice for anticipated changes, or by 9:00 AM the morning of the event for UNANTICIPATED CHANGES DUE due to emergency ONLY, such as illness, etc., AND initiate rescheduling the match. The opponent MUST ALSO agree to the make-up match. If a player no-shows a match, or follows these guidelines to cancel, but does not initiate rescheduling the match, then the player(s) who no-showed or canceled will be the team to forfeit with all consequences associated in effect. If you are a team who has been NO-SHOWED ON, or have not been contacted by the team who canceled the match to initiate rescheduling by the last date to do so during a league season, please immediately alert the Ellis Dart Coordinator so the forfeit can be correctly documented. If players demonstrate a pattern of tardiness for league, all consequences outlined in this policy are subject to apply. Please DO NOT INPUT YOUR LEAGUE DUES INTO THE MACHINE UNTIL YOUR OPPONENT HAS ARRIVED.

3. Partial matches played will be counted as a forfeit by the team that elected to discontinue mid-match unless the alert the Ellis Dart Coordinator and receive explicit permission and directions by the Ellis Dart Coordinator to re-schedule and how. No refunds will be given for a partial match.
4. A player's first forfeit during the season will incur a \$50 convenience fee, which will be reduced from that player's winnings to cover the costs associated with the forfeit. If there is a second forfeit during the league season, that player will forfeit all prize winnings earned during the season. Any overages generated beyond operator cost due to forfeits or dropouts during a league season will be added to the player prize fund. Payouts will not be awarded for forfeited matches or dropouts if these above fees do not cover the minimum Operator costs associated.
5. In an effort to keep player stats consistent, in the event of missed/forfeited matches, un-earned wins will be awarded as follows respectively to the opponent/forfeiting team:
 - a. 11-Game Matches will be 8 wins/3 losses
 - b. 13-Game Matches will be 9 wins/4 losses
 - c. 15-Game Matches will be 10 wins/5 losses
 - d. 17-Game Matches will be 12 wins/5 losses
 - e. 19-Game Matches will be 13 Wins/6 losses

Refunds:

1. Ellis Amusement stands behind our product 100%. If any player loses money on one of our machines due to machine malfunction or error, Ellis Amusement will provide a full refund. Ellis Amusement reserves the right to verify machine errors prior to refunding. Please contact us directly at (208) 322-4524 if you are owed a refund. Refunds will be remitted in the form of a check and sent via mail.
2. Refunds will not be given for player error, or if a player is unable to complete a match or dart season for any reason.
3. All other refunds will be assessed on a case-by-case basis.
4. We are unable to provide refunds for partial matches played, or for players who input their league dues into the dart board but are unable to play their match due to their opponent no-showing for the match. Please wait to input your money until your opponent has arrived and both teams confirm that they intend to start and finish their match at that time, and please follow through.

Cheating:

1. Ellis Amusement will not tolerate cheating of any sort. All reports of cheating will be taken seriously, investigated, and addressed immediately. Players who are shown to demonstrate behavior that is suspicious of, or proven to be cheating will be given a warning, and the player will forfeit that match or event as well as face all associated consequences of forfeiting. Thereafter, Ellis Amusement will reserve the right to immediately remove players who are found to have cheated or demonstrate a pattern (2 or more instances) of cheating behavior from participation in our program (league, tournaments, special events, etc.) with no refunds, and the player will surrender all payouts, both current for events, and/or accumulated payouts for the league season. We will also reserve the right to determine in what, if any, conditions the player would be allowed to re-join at a later time, or to permanently ban the player from any future EDC-related participation. Ellis Amusement will also notify all EDC locations of the Player's actions with recommendations to also restrict participation in bar-hosted events to match our ruling.

Busting of a League or Event Cap

1. Ellis Amusement and EDC Darts both encourage players to play with their 100% effort and skill during every match to ensure that stats are accurate so that player stats will remain consistent wherever and whenever they are utilized. Therefore, EDC reserves the right to only notify players that they have busted the cap once we have officially ruled that they have busted during a given league or event. We will attempt to make this determination as early in the League Season as possible, but will still balance this with giving players time for matches to average out. If a player is determined to have busted a cap, this decision will be final. Ellis Amusement does this to discourage sandbagging behavior, which would be categorized as "Cheating," with all consequences thereafter in full effect. Once a Player has been informed by EDC Darts that they have busted the cap, they may continue to participate in the event or league division, but will not be eligible to receive payouts for winnings from league matches or playoffs from that time forward. If players are found to have been knowingly above caps for a given event or league with subsequent cheating behavior, they will be subject to the consequences found in the "Cheating" section of the EDC Player Handbook.

Ellis Amusement and EDC Darts retain regular AMOA Membership, and are a fully NDA-Sanctioned and Compliant Soft Tip Dart League. Therefore, in addition to these guidelines and rules as outlined above, the following rules have been adopted directly from the NDA and are enforced for NDA Compliance. These can also be found at www.ndadarts.com:

AMOA NDA Requirements

Dart Machine Specifications

8 ft. (96") from Face of Target to Front Edge of Foul Line*

5 ft. 8in. (68") from Floor to Center of Bull's Eye***

Note: The measurement is from the "Foul Line" to the "Face" of the dartboard and *not* from "Foul Line" to the front of the machine cabinet.

**Plus or minus one-half inch to allow for stability of the game during play.

Dart Equipment Specifications--

1. Players may use their own darts if they meet the following specifications:
 - a. They must be plastic-tip darts. They must be standard factory issue for electronic darting and cannot be broken.
 - b. Flights may be any length as long as they do not exceed eight (8) inches in total length (from end of tip to end of flight).
 - c. Flights may be no wider than $\frac{3}{4}$ inch as measured from shaft to flight edge and may not have more than four wings.
 - d. Flights that block, impede or otherwise prevent competitors' throws during the diddle are not allowed.
 - e. Complete darts may not exceed 20 grams in weight. This total weight includes the flight, tip, shaft, barrel, etc.
 - f. Darts may not have broken or cut off tips. No blow darts or magnetic darts are allowed.
 - g. Darts will be inspected upon request.

Throwing Area

The area directly in front of the assigned dart board, not to exceed either dart board to the left or right of the assigned board, is considered the official "throw area." 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. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul.

The "*players box*," located directly behind the foul line, is reserved for the players competing in the match. This area is considered part of the throw area. The only player allowed in the box is the one who is currently shooting. This area is considered part of the throw area. Any player who completely removed himself/herself from the throw area has indicated that his/her turn is complete.

For wheelchair-bound participants, the torso can be on but not across the foul line.

General Rules of Play

1. 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.
2. Players may use their own darts if they meet the following specifications:
 - a: They must be plastic-tip darts.
 - b. Flights may be any length as long as they do not exceed eight (8) inches in total length.
 - c. Flights may be no wider than $\frac{3}{4}$ inch as measured from shaft to flight edge and may not have more than four wings.
 - d. Flights that block, impede or otherwise prevent competitors’ throws during the diddle are not allowed.
 - e. Complete darts may not exceed 20 grams in weight.
 - f. Darts may not have broken or cut off tips.
 - g. Darts may be inspected upon request by the opposing player/team captain.
3. 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.
4. 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.
5. 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 the darts over. Dropped darts may be thrown again.
6. 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 may be removed as long as both teams agree.
7. A round is defined as the period of time from the end of a player’s turn to the start of his next turn. On games with stacked teams (players on one score), a round is defined as the end of the player’s turn to the start of his/her partner’s turn.

Rules of Play –’01

1. The game is ’01 Any In-Any Out.
 - a. Open in OpenOut: The Bull’s Eye will count 50 points, full bull.
 - b. In all Masters ’01 Double In, Double Out events, players can double bull-in or double bull-out and will play on a 25/50-point

split bull.

**Using DI/DO or OI/MO stats to qualify for Team Dart will automatically place you in a master level.

2. All players start with 301/501/701 points 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 existed 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 a player reaches zero when he is “blocked” or “frozen, the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

Rules of Play – Cricket

1. The game of Cricket will be played with a double Bull’s Eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull’s Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull’s Eye first, and has a greater or equal point score, wins.
3. An outer Bull’s Eye will count 25 points and an inner Bull’s Eye will count 50 points.
4. All general rules of play will apply.

Scoring on the Electronic Dart Machine

1. The score recorded by the machine is the score that the player receives. Players accept the machine is “always right.” The only exception will be on the “Last Dart-Winning Dart” that meets the following criteria:
 - 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: Player’s score is 24 at the beginning of his/her turn. His/ her first dart hits and sticks in the single 9 but does not register or score. His/ her 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.
 - d. Any dart that sticks in the board but does not register that segment will be manually scored upon agreement by both players/team captains. A dart that flights a beneficial mark on the way in, but sticks in another segment will not be manually un-scored. If darts are removed, play continues and the score remains the same.
 - e. 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. This assumes league allows and uses back up darts and correctable features, If not, the “board is always right” rule shall apply.

2. 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 either need to contact a league official or if possible, move to another available board. Scores will be re-entered and play will continue.
3. 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.
4. If a dart is thrown before the "Throw Darts" message light, the dart will not score and is considered a dart thrown. It may not be thrown again.

Player Correctable Features

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.

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 players/captains must agree the error falls within the above categories to use the backup feature.

If applicable in league play, the backup feature can be used two times, by either team, during a 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. Any use of the backup feature more than twice in a game is treated as a foul, and the corresponding penalties will apply (see section on **Fouls**).

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature, per the following rules.

- Shooting Out of Turn. If the player throws while the machine is displaying that player's partner or an opponent's 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 players/team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.
- Wrong Player Shooting. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed, 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 re-throwing or keeping his/her original score.
- Manually scored points

- On opponent's score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player who committed the foul loses his next turn.
- On player's own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.
 - a. If the game starts and ends in the same order, the game stands as played.
 - a. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand.
 - b. If the player throws while the machine is displaying an opponent's number, it constitutes a foul.
 - i. If the player has thrown fewer than three darts, the machine is advanced to his correct position by use of the "Player Change" button, and the player is allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
 - ii. If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed his turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
 - iii. If a player throws out of turn and ends the game on that turn, his team loses that game.
 - c. If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.
 - i. If the player has thrown all three darts, his turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lost their next turn.
 - ii. If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and he is allowed to throw the remainder of his three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

Fouls

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from league(s) or tournament, expulsion from site, or expulsion from future leagues or tournaments. Designated league official(s) shall 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.

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 and it is determined there is a foul, the player will lose his next three darts. If the team captains cannot agree, contact the league director or designated league official to resolve.
5. If a player throws out of turn or manually scores points and ends the game on that turn, that player/team loses that game.
6. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).
7. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.
8. Any machine reset, tilt or malfunction due to intentional or unintentional player action shall result in loss of game for the team committing the action.
9. Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league director may constitute a foul.
10. Any player/team that commits three fouls in one game will forfeit that game.
11. 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 end of the 3rd game and will not be allowed once a match has concluded.
12. Disregard of any rules may constitute a foul.
13. All decisions by league director/officials will be final.

Official Skill Rating Procedure

Points Per Dart (PPD) and Marks Per Round (MPR) are the official means of classifying and ranking players.

- **PPD:** Points Per Dart is used for all '01 games (301, 501, etc.). To obtain a PPD, divide the total points by the number of actual darts thrown. Example: Player #1 wins the game with his 12th dart. He has achieved a total of 301 points. His PPD is 25.08 ($301/12 = 25.08$). The winner of the game will use the total points of the game, all other players will use the actual points scored as reported by the machine.
- **MPR:** Marks Per Round is used for all Cricket games. To calculate MPR, divide the total number of marks scored by the actual number of darts thrown, then multiply by three (3). Example: Player #1 wins the game with her 46th dart. She has achieved a total of 59 marks. Her MPR is 3.85 ($59 / 46 \times 3 = 3.85$). Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually.

To establish a Skill Rating, a player must compete in a minimum of 24 league games in a league season that meets the following criteria:

- 301 (501, 701, etc.): Any '01 league game played open in/open out with a 50 point Bull's Eye on a 15.5-inch target.
- Cricket: Standard scoring Cricket games with a split (25/50) Bull's Eye on a 15.5 inch target.

Glossary of Terms

Here are some common terms or phrases that you will be hearing as a sanctioned player for the NDA:

Actual Darts Thrown – Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.

Blocked – A player is BLOCKED when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower, but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches zero but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.

Classified League – Any league that consists of teams with similar or closely matched team averages. Closed – When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.

Feats – Various darting accomplishments. (See '01 and Cricket Feats) **Frozen** – A player is FROZEN when his or her score is at one point (two points in "Double Out") and his or her partner's score is higher than the combined score of their opponent's. The player may not get his score any lower without losing the game (See Blocked).

Games – The individual components of a dart match.

Geographic League – Any league that consists of teams from the same area or location in a town.

Ladies – Teams consisting of only females. **League** – All teams that compete directly against each other in a season.

League Division – Teams in a specified combination or skill level. League System – All of a Charter Holder's leagues.

MPR – Marks Per Round – The system for averaging the marks a player throws each turn in a game of Cricket. The higher the MPR, the better the player.

Mark – Any throw that registers on a number either to help close the number or score points in Cricket. The Single segment portion of the Cricket number scores one (1) mark. The Double segment scores two (2) MARKS, WHILE THE Triple segment scores three (3) marks. The outer portion of the Bull's Eye scores one (1) mark and the inner section scores two (2) marks.

Match – The total games played on a league night.

Mixed Doubles – Teams made up of an equal number of males and females. In each game a female and male throw together.

Open – Teams made up of any combination of males and/or females.

PPD – Points Per Dart –The system for averaging the points a player throws on each dart in an '01 game. The higher the PPD, the better the player.

Passed Darts – Darts not thrown during a round or game for one reason or another.

Round – A player/team's turn during a game. Each player has the *option* of throwing zero, one, two or three darts each round.

Spot Darts – A way of handicapping players, teams and leagues. Better players throw fewer darts at the beginning of the game.

Spot Round(s) – The first or opening rounds of a spot-handicapped game.

Turn – A player is entitled to a maximum of three darts per turn. A player may opt to throw zero, one, two or three darts.

Unclosed – When a team has two or fewer marks on a number or Bull's Eye.