

# Youth Opportunities

**Aim for the middle.  
Shoot for the top.**



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## **INTRODUCTION**

Youth Electronic Dart Leagues are organized activities designed to provide an opportunity for young men and women to enjoy themselves in a clean, safe, DRUG FREE environment. As a team sport, electronic darting stimulates friendly competition among and between young people. Players and coaches must not lose sight of the fact that this is a leisure time activity. It is meant to be enjoyable and to expose youth darters to the principles of good sportsmanship, fair play and team work.

Why YEDL?

- ▶ Perpetuate the sport of electronic darts.
- ▶ Involve the entire family in the sport.
- ▶ Provide for more exposure for the sport.
- ▶ Enhance the future of the sport through the next generation.

YEDL is one of very few sports activities that may be mastered and enjoyed by male and female players on an equal basis. It is imperative that the Program be made available to all players without regard to gender. There really is something for everyone in YEDL.

This manual has been created and organized so that each section can serve as a teaching tool for young dart enthusiasts as they learn the basics of the game of electronic darts.

Grab your darts, and join a league. You're in for a great time.

## **SPECIAL THANKS**

To Vee Daughtery with Avalanche Amusements and Gina Dolby with Murray Amusements for their contributions to the revision of this manual and their continued commitment to promoting youth electronic dart leagues.

## LEAGUE AND TEAM COMPOSITION GUIDELINES

### GENERAL:

YEDL is an activity intended to accommodate a large number of young people of wide ranging ages and physical abilities. It is, therefore, necessary to structure YEDL and YEDL teams so that competition within a given league is evenly based. This may dictate the development of a system of "handicapping" or competition leveling based on readily available and accurate data.

The most desirable method of leveling competition is to base the "handicapping" system on the demonstrated abilities of the players. Statistics generated during actual league play are ideal for this purpose. Unfortunately, when a league is just starting, there are no statistics upon which to base handicapping decisions. In this case, the sponsoring operator must use the next best available standard of measurement, player ages.

It may be reasoned that older players have attained a higher level of physical development than younger players, giving the older player a competitive advantage. Therefore, it becomes necessary to control the impact of senior YEDL players within a given league system. Limitations on the number of senior players on a team are an effective control measure which warrants consideration. A system of age limit controls will allow competition among teams of various age groups in the same league without giving an unfair advantage to any one team.

As an aid to operators in developing age limit criteria, the following age' brackets are established as YEDL standard. Operators can use these brackets when designing their leagues based on player age. (Darters in the Level 5 age bracket may be eligible to play in adult leagues. If a Level 5 player is sanctioned as an AMOA-NDA Adult Player Member he or she is ineligible to play in YEDL organizations.)

Level	1:	7	to	9
Level	2:	10	to	12
Level	3:	13	to	15
Level	4:	16	to	17
Level	5:	18	to	21

NOTE: This is just a general guideline, depending on the number of players, and the ages they are. You may find that two brackets work just as well, Ages 8-12 and ages 13-18/21.

### AGE BRACKETED LEAGUE:

The ideal age bracketed league is one in which darters from the same age bracket compete among themselves. This minimizes conflicts between age groups and levels competition without imposition of restrictions. In locations with only one dart machine game or in areas where the player base is widely diverse in age, strict adherence to a single age level league format may be impractical and tend to limit the number of darters participating in YEDL activities. Therefore, it may be necessary to form teams using players from a variety of age brackets (or consider forming two-person teams.) This can be done without problems as long as care is taken to keep age distribution among all teams approximately equal. No team may be allowed to have or be perceived to have an unfair advantage due to the unequal distribution of older players. Maintenance of a competitive balance throughout the league is essential to the maintenance of league integrity.

The use of age as the sole league handicapping criteria disregards the skills of individual players and assumes that all darters in a particular age bracket possess approximately the same level of competence. This assumption may or may not be valid for youth darters in a particular area. It is therefore necessary

to constantly monitor league activities and player statistics to determine if and when modifications to the age bracketed league format become necessary.

#### **GENDER DISTINCTION:**

In all YEDL Programs male and female darters compete on an equal basis. A youth darter is a youth darter, regardless of gender. The sport of electronic darting is one of very few activities in which male and female players compete on an equal level. Internationally, darting is a sport that tends to be dominated by male players. This does not mean the female players are any less capable of mastering the game. YEDL welcomes the participation of female players in all phases of the sport.

#### **PERFORMANCE BRACKETED LEAGUES:**

After an initial period of age bracketed league play, it may be advisable to alter the league's "handicapping" system to one based on the demonstrated abilities of the players. Operators must be sensitive to the requirement to keep the "playing field" even for all teams. Establishment of a player rating system based on demonstrated ability combined with a system of "handicapping" or limitations on the number of top quality players on a team can be very beneficial in maintaining a competitive balance throughout the league.

#### **PLAYER RATINGS:**

Operators should develop a system for rating players based on individual league accomplishments. The data most readily available for this purpose is the Points Per Darts (PPD) and Marks Per Round (MPR). A by name listing of league players in descending PPD and/or MPR order will result in an order of merit list based on actual league play achievements. After the listing is completed, the operator makes some simple mathematical calculations to determine cut-off points for the various ratings.

Determination of rating cut-off points is a local decision based on the needs of the league system. Generally speaking, a league using a 3-level rating system would seek to have 20% of its players rated as "A's", 30% as "B's" and 50% as "C's". Operators desiring greater diversity in their ratings may elect to create additional ratings or use different percentages. This is a local decision and is not subject to AMOA-NDA review or scrutiny. Once a rating has been assigned, the player should retain that rating until the end of the league season when his or her performance is again reviewed and a new rating assigned if warranted. To adjust a player's rating during the course of a season tends to punish that player for improving his or her game and is also conducive to "sand bagging" in order to artificially lower a player's rating.

#### **TEAM COMPOSITION GUIDELINES:**

Once player ratings have been assigned it becomes necessary to insert players into a team composition formula which provides for the equitable distribution of skills among teams in the league at the beginning of the season. The exact distribution formula is again a matter for local determination based on players available and their ratings. Normally, however, a formula of 1 "A" Player, 1 "B" Player and 2 "C" Players works well. It should be noted that these are maximum limits. A player with a lower rating may always be inserted in place of one with a higher rating. For example, a team may have 2 "C" Players and 1 "B" Player, but there are no "A" Players. This team can use another "B" or "C" Player in place of the "A" Player and still meet league guidelines. This type of distribution may be warranted in cases where players have a strong desire to be part of the same team. Caution must be exercised, however, to not place in jeopardy the competitive balance of the overall league system by making this type of accommodation.

## **PROMOTIONAL AND DEVELOPMENTAL SUGGESTIONS**

## **GENERAL:**

Youth Electronic Dart Leagues are no different than any other new concept, game or program in that they all must be promoted if they are to be successful. This section offers suggestions to the operator for ways in which YEDL can be brought to the attention of potential youth darters and encourage them to become active in dart league play.

## **PROMOTION AS THE KEY TO SUCCESS:**

A successful program is the result of successful promotion. Youth Electronic Dart Leagues, like their adult counterparts, flourish where the operator is committed and actively involved from the start. Look back to the beginning of your association with electronic dart machine games and remember how you had to be out in the locations talking darts, playing darts, organizing small tournaments with darts as prizes. These actions, and others, worked well with adults, they will be equally successful with young people.

Identify locations that are doing business with young people. Look for spots that young people frequent such as pizza restaurants, game rooms, video arcades, family fun centers, bowling alleys, and miniature golf courses. The list can go on and on. The location should offer a food service menu of items young people enjoy. Items such as pizza, tacos, hamburgers, hot dogs, French fries and soft drinks are popular. There should be coin-operated amusement games on location; ideally they would be yours. Indoor seating for a minimum of 15 is a definite plus. Finally, there must be enough room to accommodate the dart machine game, the throw line and thrower's area.

Once you have identified your "targets," go after them. Talk to the location owners about the direct benefits of Youth Electronic Dart Leagues. Tailor your "pitch" to the audience. Stress the points that are of interest to the location owner - more traffic, more sales, more profits. After you have shown the location owner that an electronic dart machine game and Youth Electronic Dart Leagues are the wave of the future and that he or she cannot afford to not be a part of the action, set the machine(s).

Now you're in the door, what comes next? Promotional dart tournaments, of course. Spread the word through the adult dart leagues that there is going to be a youth dart event at your new dart location. Encourage the adult darters to bring their children to the event. You may choose to offer a combination adult/youth format for the event. Find sponsors for the tournament interested in becoming a league or team sponsor such as a soft drink distributor. Publicize the event by every means possible. Now is the time to go all out. The results of these events are crucial to the success of YEDL.

## **LEAGUE SIGN UP:**

At all promotional events, you must be prepared to let interested players sign up for the program. Have sign up sheets readily available. The parental consent form is a must, so have them close at hand. When a player shows an interest in the program, be sure he or she is given the forms to join and knows exactly what is required to become a member. It does not hurt to have a "League Data" fact sheet outlining the program that can be taken home to the parent along with the consent form. You also want to know which parents might be interested in becoming an adult coach.

## **COMMUNITY INVOLVEMENT:**

Support from the surrounding community is a tremendous asset to any program, particularly one involving young people. Sponsoring operators should seek such support for their YEDL's. Schools, churches, civic and fraternal groups are all potential sources of support for your program.

Development of a relationship between YEDL participation and achievement of satisfactory grades in school is an excellent device to gain program support from both schools and parents. There is a requirement to meet

certain grade criteria for participation in school-sponsored sports activities, why not have a similar arrangement for YEDL play?

The majority of churches have youth activity programs. A YEDL involving members of a specific church may present an excellent opportunity. These programs usually have adult or young adult leaders already in place, why not build religious fellowship along with athletic fellowship?

The VFW, American Legion, Disabled American Veterans, Elks, Moose, Eagles -- all of these organizations have an interest in the development of our nation's young men and women. Many local chapters sponsor ongoing youth activities. Talk to them about YEDL as an alternative and/or addition to their current programs. You might be surprised at the response.

#### **END OF SEASON LEAGUE ACTIVITIES:**

At the conclusion of each YEDL season, throw a party with League Fee collections. Recognize the achievements of the top players and teams. Present trophies and other prizes. Have plenty of food and soft drinks available. Always invite the parents. Let the parents watch as their children are recognized for their efforts over the course of a season. Offer an opportunity to have pictures taken to mark the event. Invite local press and media coverage of the event to further publicize the league and its players. Write a short article for possible publication in THROW LINES magazine recapping the league's achievements. Include pictures with the article showing the darters enjoying their party. The more you can do to make the end of season party a memorable event, the better subsequent league participation will be.

#### **IN CONCLUSION:**

YEDL's are for everyone. They offer a unique chance for sports participation by a wide variety of young men and women that might not otherwise be able to take part in an organized team sport activity. Sponsoring operators should stress this unique feature of the program in all promotional activities.

## **Youth Camps**

contributed by  
**Gina Dolby**

## Murray Amusement

The basics of youth camp are the same as youth leagues in regards to ages, locations, sponsors, awards, and advertising. I am very fortunate to be able to work with our local Volunteer Fire Department. I supply an instructor, record keeper, and the dart machines. They supply an excellent clean location, volunteers who love working with kids, hot dogs, chips & soft drinks (Not to mention a ton of patience). This arrangement is great for their public relations image. I believe the hot dogs and buns are donated to the fire hall by a local grocery.

The camp is usually held the first week after school is out until the last week before school starts. Depending on holidays and/or school make-up schedules, camp can be as short as ten weeks to as long as fourteen weeks. Kids do not have to show up every week. We know that most will miss a week or two due to family vacations, scouting camp, etc. Cost of the camp is \$2.50 per week. All the money is returned in the form of awards and prizes. All kids receive the same identical awards and prizes. I am able to obtain the awards (small trophies) at a discount because they are for kids. Prizes include items like t-shirts, hats, water bottles, key chains, movie passes, etc.

Unlike league, the machines are on free play, quarters are not needed. This is done for several reasons. Some smaller kids are great for jamming the machines with pennies, dimes and nickels. Since the games are free, I don't need to have a repair person available. The kids can easily set up the wrong game on the machine, and the instructors don't have to coin up the machine to demonstrate scoring or throwing techniques.

The youth are separated into groups by age brackets and then by basic ability. We have a lot of parents who are dart throwers that volunteer to help teach the kids. All are taught the basics of soft tipped darts: throwing techniques, scoring on the dart boards, rules & regulations of the game, how to play the various types of soft-tipped games, how to select the right equipment, and the principles of sportsmanship. All participants are required to return a parental consent form before they can play on the games.

The players are taught how to keep score on the same sheets that the adult leagues use. They are taught how to read the machine for points remaining and total darts thrown. Although they know how to calculate their PPD and MPR, it is only used to place the kids in groups.

One final note, we do use an eight foot foul line and a six foot foul line to accommodate the "weaker" throwers. As the players progress the six foot line is removed. Also, a small platform in front of the boards enables the smaller kids to reach their thrown darts.

## **OPERATOR/LOCATION OWNERS GUIDE**

### **GENERAL:**

The success of YEDL's is a direct result of the joint efforts of AMOA-NDA Charter Holders and location owners. Sponsorship of YEDL activities by organizations other than Charter Holders and location owners, although desirable, is not required for active and successful leagues. This section deals with specific aspects of YEDL's that come under the Charter Holders' control and are essential to the overall success of the program.

#### **LEAGUE FEES:**

Like their adult counterparts YEDL darters should be asked to pay a fixed dollar amount each week of league play as a league fee. The weekly amount may vary from area to area, but a league fee set by the sponsoring operator is necessary. League fees should be low enough to allow maximum player participation but high enough to cover league-related expenses. Generally, a figure of \$2.00 to \$3.00 per player per week is adequate. Over the course of a seven-(7) week-eight- (8) team league season, this fee generates between \$448.00 and \$672.00 in total collections which is used to cover league expenses such as administrative costs, an end of season party, feat pins and patches, and prizes or other items of direct benefit to the players. The sponsoring operator is entitled to deduct from total league fees an amount of money sufficient to cover reasonable and customary costs associated with administration of the league.

#### **PLAYER AWARDS:**

Completion of a YEDL season is cause for celebration. Players and coaches work hard over the seven (7) weeks of league play. At the end all are entitled to recognition of their efforts. First, second, and third place teams and players should receive trophies marking their accomplishment. All league players should receive either pins or patches noting their individual accomplishment of trackable "feats" over the season. There should be door prize drawings for special prizes and plenty of food and soft drinks for everyone. The operator, along with the location owner, are generally responsible to see that the league awards presentation is something to be proud of and memorable for all league players. The end of season party can be a great draw for follow-up leagues and can range from a pizza party and tournament to a baseball outing. The end of the season party is also a great time to invite the players' families along. It's a great way to spread the word about both your youth and adult leagues.

Appropriate awards include trophies, plaques, and medallions. Gift certificates for the local mall, fast food locations, movies and dart cases also are popular with youth players.

NOTE: YEDL players should not receive cash awards as prizes for league participation. The award of cash prizes to young amateur athletes may, in certain areas and situations, interfere with the player's amateur status, including school scholarships.

#### **SCORE SHEETS:**

Reproducible sample score sheets are provided with this Operations Manual. Space is provided for insertion of the sponsoring operator's logo, location's logo and/or sponsor's logo as appropriate. Modification

of the score sheets provided may be necessary to accommodate local needs.

**TEAM PACKETS:**

Prior to the start of league activities the sponsoring operator provides each team with an information packet containing the following:

- |                |                                       |                     |
|----------------|---------------------------------------|---------------------|
| 1 schedule     | 8 blank score sheets                  | 6 envelopes         |
| 1 league rules | 1 league players list w/phone numbers | 1 league teams list |

Materials contained in this packet allow the coaches and their teams to be fully prepared to participate in YEDL activities. Extra copies of all team packet information should be made available at each YEDL location as a backup.

**SUPERVISION:**

It is a program requirement that all YEDL activities be conducted under direct and active adult supervision. This requirement can be met in several ways but it can never be overlooked. Failure to provide adequate adult supervision for YEDL activities is grounds for revocation of AMOA-NDA sanctioning status.

Suggested methods of providing YEDL supervision are described below:

Utilization of Adult Coaches: Ideally, each YEDL team, like all other youth-oriented team sports would have an adult coach to supervise and direct the efforts of the team. This person need not be an expert darter. He or she need only have an interest in seeing a group of young men and women participate in a beneficial sporting activity that will help the child develop into a strong adult citizen in their community. Adult dart league players or parents of YEDL team members are excellent sources for finding adult coaches.

League Supervisors: If adult coaches for each team cannot be found, designation of at least one, preferably two, adults to be present during all league matches is required. These adults serve as monitors to insure proper conduct of matches and mediate any disputes that may arise during the course of league play.

**PROMOTION:**

Promotion of YEDL is no different than promotion of any other new product or activity. The objective is to stimulate interest and enthusiasm causing young darters to join and play. Operators must survey their respective areas to learn what type of promotional activities "trip the trigger" of local young men and women. It may be a tournament, a benefit or a school carnival. The basic rule is to use whatever works. Put electronic darting in front of as many young people as possible, whenever possible. Identify and target specific locations for youth darts. Install dart machines and encourage play in the targeted locations. Get involved and stay involved. The program cannot succeed without direct, enthusiastic operator participation.

Some other suggestions for getting the word out include taking out ads in your local newspapers or having a short article placed under the school district or local section of the paper (interest articles are usually free). Send flyers out with your adult league stats and to your locations and local businesses. You can often place free ads on TV and Radio community bulletin boards. Check with school offices to post notices on the school's bulletin boards and/or newsletters.

## **SPONSORS:**

Primary sponsorship responsibility for YEDL falls to AMOA-NDA charter holder and participating location owners. Additional assistance may be gained by offering team and/or league sponsorship opportunities to local business interests. These outside sponsors may be willing to provide material assistance to the league in exchange for the prominent display of their company name and/or product line in association with league activities. Remember to check with your local soft drink distributors, grocery stores, and your adult league locations. Although it is certainly not necessary to have outside sponsors, it can be an added league dimension worthy of consideration.

## **LOCATIONS:**

There is no ideal YEDL location. There is however, one characteristic which may serve to rank one location above another as a potential YEDL site. Specifically a location that has already established itself as a haven for young people is preferable to selection of one that is seeking to gain such stature. When considering initial YEDL placements, an operator must make maximum use of existing assets. The initial selection of sites with established youth patronage makes good sense.

Secondary to the existence of an established potential player base, yet vitally important to the long-term success and support of YEDL, is the issue of the selected location's image in the community. One of the founding principles of YEDL is that participation offers an opportunity to compete in a clean, safe, DRUG FREE environment. Parents will not support youth participation in activities held in locations known for their association with alcohol, drugs or violence. Care must be exercised to select only those locations meeting program guidelines for community support.

Good locations include:

- |                                                 |                                                                                                                                                                                                          |
|-------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| A) The YMCA & YWCA                              | Both are very youth orientated. There may be a small player, or group fee involved, but it covers the cost of other Y programs the youth can participate in and includes the cost of insurance coverage. |
| B) Bowling Alleys                               | Most have game rooms that can be used.                                                                                                                                                                   |
| C) Fraternal Organizations                      | Most have facilities and are youth orientated.                                                                                                                                                           |
| D) Township or Borough Recreational Facilities: | Usually available for a small fee.                                                                                                                                                                       |
| E) Churches                                     | Usually have a recreation room or hall.                                                                                                                                                                  |

Note: Remember to check on the insurance liability coverage for any location.

## **POST SEASON COMPETITION:**

Post season competition between leagues is a local option to be explored. To be a viable option, there must be more than one league in the immediate area from which to draw competitors. In time, there may be regional, national and even international competitions for youth darters much like those available to adult darters. Until that time, YEDL players must be satisfied by striving to be the best in their own local area.

## **PARENTAL CONSENT:**

Any organized activity involving minors should, and may be required by law, have written permission from a parent or guardian before a child may participate. It is the policy of AMOA-NDA that all YEDL darters must provide, in writing, a statement from their parent or legal guardian that he or she is allowed to participate in YEDL activities and agrees to hold AMOA-NDA, the sponsoring operator and location owner harmless for any accident or injury resulting from or related to YEDL play. Depending on your state laws, this form may or may not provide legal protection, but at least you've informed the adult(s) of the circumstances their child may be exposed to. NOTE: You should talk with the owner/manager of the establishment where you intend to hold your organization's activities about their liability insurance to cover potential injuries.

The laws concerning parental consent vary from state to state. It would, therefore, be advisable for each sponsoring operator to develop a consent form for the area in which they do business. To receive AMOA-NDA sanctioning of a local YEDL program, the sponsoring operator must certify that all players have parental consent. Failure to provide necessary certification will result in the denial and/or revocation of AMOA-NDA sanctioning.

## **LEAGUE AND PLAYER SANCTIONING**

YEDL's are sanctioned by the Amusement & Music Operators Association - National Dart Association (AMOA-NDA). This organization is recognized as the premier electronic dart league and player sanctioning body in

the world. AMOA-NDA currently lists as members nearly 400 Charter Holders and over 58,000 darters around the world. Only coin operated, amusement game operators that are members in good standing of both AMOA and NDA may operate sanctioned leagues under the YEDL program. Operators not currently members of AMOA and/or NDA must first be accepted for membership before beginning sanctioned league activities.

Individual players gain sanctioned status by taking part in an AMOA-NDA Charter Holder's YEDL program, payment of a \$3.00 annual membership fee, completion of a locally prepared AMOA-NDA membership application form and submission of a completed parental consent form. The AMOA-NDA requires the following membership application information: the players full name, mailing address, age, and gender. Charter Holders may ask for additional information for local use. A sanctioned youth player will receive a membership decal, personalized card, and sanctioned player pin.

Membership applications and sanction fees are collected by Charter Holders and submitted to AMOA-NDA for processing in accordance with established Association procedures. Once approved, each player receives a membership card and pin, quarterly copies of THROW LINES magazine (the official publication of AMOA-NDA) and other direct and indirect benefits.

Membership renewal is required annually. The membership year runs from September 1 through August 31 of each year. For those players joining NDA between June 1 and August 31 of a membership year, sanctioning will be extended through the end of the next membership year.

It is the responsibility of the sponsoring AMOA-NDA Charter Holder to ask for and receive parental consent prior to submission of all player membership applications. AMOA-NDA will accept for processing only those applications accompanied by a Charter Holder certification and the required parental consent form.

## **DEVELOPING OBJECTIVES**

Being in a position to perpetuate a tradition, to pass knowledge and skills to another generation, and to promote better human relations is a responsibility not to be taken lightly. Teaching youth the sport of darts

is no less a commitment than that of teachers in schools in your community. Your program may, in some cases, have a significant impact on a young person's life by creating an environment he/she finds easy to excel in. If this is a new experience for the child, the rewards by be staggering. However, the opposite effect can occur if a talented youngster finds darting skills challenging and has to learn to live with recurring defeats. In either case you must be prepared to respond professionally and consistently to their cry, be it for joy or for sadness.

Your first responsibility in teaching will be to train those who will be working directly with the kids to create a fun and nurturing environment. This is not always easy for some adults but can be as simple as being cautious with your wording and emotional displays around youngsters. For example instead of saying "Don't do that", say "Let's try something a little different." Both will redirect a young person's activity, but they will recognize the encouraging tone of the second saying and respond more positively.

When designing your YEDL program, you will determine the specific goals of your program and the objectives needed to reach these goals. You will be dealing with both moral objectives and the written objectives of your program and by-laws. The environment, the personnel, the activities, the goals and objectives should be focused on teaching our youth how to cope with a variety of situations in life and provide them effective techniques for controlling the release of competitive emotions. Goals may have more than one objective. Some sample goals and objectives are listed below:

Goal: To enrich the lives of the young people you serve.

Objective: Create a Board of Directors that is comprised of the young players.

Note: The sport of darts has many facets-- the game, the strategies, organization, promotion, record keeping, communications, etc. If you teach the game(s) of darts you will be developing players; if you teach the methodology you will be developing organization leaders that can perpetuate not only the sport, but other areas of the youngster's life.

Goal: Develop the young players' sportsmanship, etiquette, and professionalism skills through the game of darts.

Objective: Teach the kids how to win *and* how to lose.

Note: Volumes of information have been written about the sportsmanship of darts. Make sure you are consistent with your praise and reprimands. One good method to assure continued sportsmanship is an award that provides recognition of the traits you most want to develop. Spread the wealth by awarding several trophies for age groups, skill levels, boys/girls, etc. Make this award the pinnacle of all the awards you present. Have the players and coaches vote for the recipient(s) by blind ballot and make sure the player's name appears on the award. Also, don't forget to set the example!

## HISTORY OF DARTS

According to legend, the game of darts originated many years ago when English knights, bored because there were no dragons to slay or damsels to rescue, began throwing their lances and other such weapons at

the ends of logs in the courtyards of their castles. This was great sport when the weather was good; who really wants to play outside when it is raining or snowing? There had to be a better way.

One bright knight came up with the idea of shrinking the size of the lance to a size more suited for throwing indoors. These first "darts" were fashioned from wood with a leather working needle stuck in the end for a point. These "weapons" were thrown at cross sections of logs brought inside to serve as targets. After awhile, the idea of placing turkey feathers on the ends of the darts, like arrows, to provide stability in flight was conceived. This completed the birth of the dart as we know it today.

It is said that a monk with a mean streak developed the segmented scoring pattern we see on dart boards today. It seems that he felt the game was too easy and needed to be made more challenging. Well, one must admit, he accomplished his goal.

The game of darts originated as a leisure time activity for the rich and powerful in England. It was not until the early 1900's that the game became popular among the "common folks". Today, darts are played in almost every public house or "pub" in England as well as many other locations around the world.

Darts are said to have come to America on the Mayflower, but the game did not become really popular in this country until some time around the Great Depression. It was then that men and women found they could gain some measure of relief from the troubled times by throwing a few games of darts with friends.

Over the last ten years or so, the electronic dart machine has caused a rebirth in popularity of an old game. Dart leagues, dart associations, and other organized groups have popped up around the country to play and promote darts. There are literally millions of dart throwers in America today. The sport is enjoyed by darters of all ages, from all walks of life. It is one of very few sports that can be played and enjoyed equally by both men and women.

## THE DART BOARD

The dart board or "target" most commonly used around the world is the "English Clock Face Dart Board". This style board, measuring 15 1/2 inches in diameter, is the target used in all YEDL competition. The board is divided into 20 pie shaped segments each with a point value assigned. There are three additional areas of interest on the board. These are the outer or "Double" ring, the inner or "Triple" ring and the "Bull's Eye".

A dart thrown into the "Double" ring of a segment scores twice the point value assigned to the segment. A dart thrown into the "Triple" ring of a segment scores three times the assigned point value for the segment. The "Bull's Eye" is the circular area at the center of the dart board. The point value for a dart thrown into the "Bull's Eye" is 25 points. The exception to this is for a dart thrown into the small circular area within the "Bull's Eye" called the "Double Bull". A dart thrown into this area receives a score of 50 points.

Many electronic dart boards offer flexibility in the assignment of point values to the "Bull's Eye". On most electronic dart boards the point value for the entire Bull's Eye is set at 50 points. This is a deviation from the "traditional" scoring value as directed by the Amusement & Music Operators Association - National Dart Association (AMOA-NDA) and is the standard for AMOA-NDA sanctioned 301 and 501 league play and tournament events. A by-game selection of a 25/50 point Bull's Eye may be made on most electronic dart machine games when playing 301 and 501 Double In/Double Out (DI/DO) or Cricket. Care must be taken to only select this option when it is specifically required for the type game selected.



## THE PLAYING FIELD

The size and arrangement of the play area will vary from location to location. Each YEDL location has its own set of individual characteristics which make it unique. These characteristics in some cases may constitute what can be referred to as a "home field advantage". This means that players from the "home team" are familiar with the characteristics of a particular location's layout and may have developed ways of overcoming any problems they might present to a visiting player or team.

Despite the individual characteristics of a location, each YEDL location is required to meet certain basic and non-negotiable standards. For instance, the dart machine must be against a wall. It cannot be freestanding in the middle of a room. The standard height of the dart board is fixed with the center of the Bull's Eye exactly 5' 8" above the floor. The floor must be reasonably level with no more than 1" height difference between the dart machine location and the "throw line" location. The "throw line", or spot from which darts are thrown is exactly 8' measured horizontally from the face of the dart board. The placement of the throw line must give the thrower a clear and unobstructed path to reach the board. There cannot be any obstacles between the throw line and the dart board. There must also be adequate lighting in the game area to allow the dart throwers to easily see the board.

These "standards" allow darters from one location to visit another location and throw the same quality darts "away" as they throw at "home". Maintenance of these standards is essential to the enjoyment of the sport of electronic darting around the country.

## THE DARTS

All YEDL matches are played on electronic dart boards which accept ONLY soft-tip darts. At NO TIME may steel tip darts be thrown at an electronic dart machine game.

A player may use darts of his or her choice, with certain restrictions. The darts may have a maximum combined weight of no more than 54 grams or 18 grams each. As previously stated, the darts must have soft-tip points. The overall length of the dart may not exceed 8" measured from the pointed end of the tip to the rear end of the installed flight. Flights may have no more than four (4) fins each of which can be no more than 3/4 of an inch wide measured from the shaft to the edge of the flight at its widest point.

Players are encouraged, but not required, to have their own darts when throwing in league play. This speeds up play and helps in getting all games completed within the allotted time. Also, most players find that they throw a better game when they use the same darts over and over again. Personal dart sets are generally available at stores selling a full line of sporting goods. They may even be available at the location which hosts your YEDL.

## GAME DESCRIPTIONS

### The "01" Family

The games of this family are by far the most common in the sport of electronic darts. They get their name because games in the family end in "01". 301, 501 and 701 are the most common games and serve as the backbone for most dart leagues and tournaments in America. There are several variations on these basic games such as Open In/Open Out (OI/OO), Double In/Double Out (DI/DO) and Open In/Double Out (OI/DO). The basic rules and objectives of these games are described below.

#### 301 OI/OO

This is a basic game in which each player begins with a score of 301 points. The object of this game, as with all "01" games, is to reach a score of exactly zero before your opponent. The designation of OI/OO means that a player may begin reducing his or her score by hitting any numbered segment on the dart board. Play continues with each player taking a turn throwing up to three darts. The dart machine automatically subtracts the points earned from the player's score as each dart hits the board. The game ends when a player reaches the exact score of zero.

Should a player throw darts which score a value greater than the number of points needed to reach a score of exactly zero, that player "busts" and his or her score goes back to the number of points shown at the start of that player's turn. For example, if a player needs 15 points to reach a score of zero and that player throws darts which register a score of 17 points, that player "busts" and his or her score returns to the original score of 15. He or she must wait until their next turn to try again to reach the score of exactly zero. This is where the expression "it's easy to get down but tough to go out" gets its meaning.

In team competition, such as YEDL play, there is a need to do some simple math before a player throws his or her "out shot". There is something called the "freeze rule" in team YEDL "01" play. This rule states that before a player may "go out", his team's combined score must be less than the combined score of the opposing team. For example, player 1 and player 3 are partners against players 2 and 4. It is player 1's turn to throw and the scores are as follows:

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
15	30	65	45

Player 1 must determine if he or she can "go out" on this turn before a dart is thrown. He or she adds the scores of the opponents together to reach a total of 75 points. If player 1 goes out, his or her score would be zero while his or her partners score would be 65. Player 1's combined team score ( $0+65=65$ ) would be less than the opposing teams combined score ( $30+45=75$ ). Therefore, Player 1 can go out with a score of exactly 15 points on the next dart(s) thrown and win the game.

If the situation were different in that the scores were as follows:

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
15	30	65	30

Player 1 must add the scores of the opponents ( $30+30=60$ ) and add his or her team score ( $0+65=65$ ). If Player 1 were to go out on his or her next turn, the opposing team would have a lower total combined score than Player 1's team. This would mean that the team of Players 2 and 4 would win the game by virtue of the "freeze rule".

To avoid a situation like the one described in the second example, a player may "pass" or not throw any or all of the three darts he or she is entitled to throw in a turn. If a player elects to pass, he or she simply goes to the dart board and activates the "PLAYER CHANGE" sequence. This advances the game to the next player and play continues. The opportunity to pass should always be considered when a team or partners "01" game is being played.

In OI/OO games, a "Single Bull" is used. This means that a dart scores 50 points in any area of the Bull's Eye.

### **501 OI/OO**

The game of 501 OI/OO is played exactly like 301 OI/OO with one exception. Each player starts the game with 501 points to his or her credit instead of 301. The rules for this game are the same as for 301 including the "freeze rule". This game normally takes longer to play and is generally used in YEDL play as a match tie breaker. It is scheduled as the last game in a YEDL match. In this game all players participate taking turns in alternate order until one team wins the game.

### **701 OI/OO**

Again, this game is like the basic game of 301 OI/OO except the players start with a score of 701 points. All "01" rules apply to this game in the same manner. This game is not normally used in YEDL matches

### **Double In/Double Out (DI/DO) Option**

Most of the "01" family of games can be played using the DI /DO option. The rules are the same with two exceptions. First, before a player can begin to reduce his or her score, he or she must first throw a dart into the "double ring" of a dart board segment. This explains the term Double In. Second, the only way a player may go out in a DI/DO game is to throw a dart which lands in the "double ring" of a dartboard segment scoring the number of points necessary to bring the player's score to exactly zero. Not a game for the faint of heart.

It should be noted that DI/DO games are usually played with the "Double Bull" activated. This means that the small center area of the Bull's Eye scores 50 points and is considered a "double", while the outer area of the Bull's Eye is considered a single and scores only 25 points.

The DI/DO option is not normally used in YEDL play but may be an option for use in local tournaments involving the better players in the area.

### **Cricket**

Cricket is another of the basic games in the sport of electronic darting. It is, however, one played primarily by more experienced darters. The objective of a Cricket game is to score at least 3 "marks" in each of 6 selected numbered segments, plus the Bull's Eye before your opponent. A "mark" is defined as any throw that registers on a number either to help close the number or score points. This is an oversimplified explanation of a somewhat complicated game.

In the game of Cricket, the only numbered segments of value are the 20, 19, 18, 17, 16, 15 and the Bull's Eye. The game is usually played with the Double Bull's Eye activated. A player must close each of the valued segments by scoring 3 "marks" in each segment. This may be done in a variety of ways. Each player is allotted a maximum of 3 darts per turn.

A dart landing in the "triple ring" of a valued segment scores three "marks" and closes that segment. A dart landing in the double ring of a valued segment scores two "marks" and requires the player to score at least one more "mark" in that segment to "close". A dart landing in a valued segment but outside of the double or triple ring scores one "mark" in that segment.

After a player has "closed" a particular segment but before his or her opponent has "closed" the segment, points may be scored by throwing darts into that segment. The accumulation of points is a very valuable tool. Point values are equal to the number value assigned to each segment. This value is either doubled or tripled for a dart landing in the double or triple ring of the segment. The Bull's Eye scores 25 points or one "mark" for a dart thrown into the large outer portion of the area. The small inner area of the Bull's Eye is worth 50 points or two "marks".

The winner of a game of Cricket is the first player or team to "close" all valued segments, plus the Bull's Eye, and amass a greater number of points than the opponent. A player with all valued segments and the Bull's Eye closed but having fewer points than the opponent can only throw at valued segments not closed by the opponent in an effort to score additional points. If he or she can amass sufficient points to surpass the opponent's total before the opponent closes all valued segments and the Bull's Eye, that player or team will win the game.

### **YEDL Formats:**

YEDL's sanctioned by NDA use 301 01/00, 501 01/00 and Cricket. The use of games other than 301 01/00, 501 01/00 and Cricket in YEDL formats invalidate the league's sanction and may preclude YEDL darters from participating in regional, national and/or international NDA sanctioned competition.



### **HOW A MATCH IS PLAYED**

Like most team sports, the first order of business is to determine the line-up of players. This is normally the coach's job. The coach chooses 4 players from the team's roster of up to 8 players for the match. The 4 players selected to play the match must complete that match. Substitution after a match has started is not allowed except in the case of emergency.

After the line-ups have been determined, the player names are entered on the score sheet. This step is critical because player match-ups throughout the match are generated by the player positions occupied on the score sheet. Home team players will always be numbered A1, A2, A3 and A4. Visiting team players will always be numbered B1, B2, B3 and B4.

The last step taken prior to beginning the match is the collection of league fees from all players. The **HOME TEAM** Captain is always responsible for collection of league fees. At the end of the match, he or she places this money, along with the completed score sheet in the envelope provided by the operator and leaves it at the designated spot for collection of league statistics. Remember, the **HOME TEAM** captain is responsible for this step.

Once all preliminary steps have been accomplished, the match may begin. The players scheduled for the first game deposit the required number of coins in the dart machine and begin to throw darts in the order shown on the score sheet. It is essential that players maintain the throwing order shown on the score sheet. Throwing darts out of turn is a foul and results in the imposition of a harsh penalty as provided for in the YEDL rules.

Play continues until all games are completed or the two hour time limit expires. Games in progress at the expiration of the time limit are stopped with the win going to the team in the lead at the time play is halted. Should the time limit expire in the middle of a round, that round is completed and the scores compared at that time. Games not played due to the expiration of the time limit are not counted. No wins or losses are recorded for games not played.

Team standings are based on the percentage of games won compared to those games that are played. There should be an equal number of games scheduled for each team at the start of the season. There may, however, be an unequal number of games played due to the expiration of the time limit in some matches. This method of determining team standings takes into consideration the skill level of league players, the need to limit playing time as a control measure and gives each team an opportunity to compete for end of season honors on an equal basis.

After all games have been completed, or upon expiration of the time limit, the score sheets are reviewed by both team captains. Any discrepancies are resolved at that time, and the score sheet is signed in the appropriate places by both team captains. The completed score sheet is placed in an envelope along with the already collected league fees and is deposited in the place designated for the collection of league statistics. This step completes the match.

## LEAGUE PLAY RULES

## General Rules

1. The throw line is placed with the front edge of the line (Closest to the dart machine) exactly 8 feet (96") measured horizontally from the face of the dart board. (If you have a lot of younger players, you might want to give them an option of 6 feet. Once they make the decision, they must continue to throw from that line. Most will choose the 8' line)
2. All players must throw from behind the front side of the throw line. Players may lean over the line but must stand with both feet behind the front edge of the throw line.
3. Each player may throw a maximum of three (3) darts per turn. Players have the option of passing any or all of the darts allowed in their turn.
4. A dart thrown is a dart thrown. Whether or not the dart registers on the machine, a dart thrown at the board in an attempt to score points counts as one of a player's three darts for the turn. A player may not throw any darts over again.
5. It is the responsibility of the player at the throw line to insure that the machine is ready to accept his or her darts. Darts thrown at the board before the machine displays a "Throw Darts" indication and the correct player position number may not be thrown again.
6. No player may touch the dart board or darts stuck in the dart board until the player change sequence has been activated either automatically or by pushing the player change button.
7. All matches must be completed within the allotted time of two hours. A game in progress at the expiration of the time limit will be stopped at the end of the round in which the time limit expires. Scores are compared at that point and the win is awarded to the team with the lowest total combined score. Games not yet started are considered canceled with no wins or losses awarded to either team.

## Scoring

1. The dart machine automatically scores darts thrown. A dart does not have to stick in the board to receive a score.
2. The score registered by the machine is the score the player receives. The machine score is always accepted as correct.
3. A dart thrown that does not register a score will not receive a score. No player may manually score or re-throw any dart.
4. When playing in team competition, a game is won when a player reaches a score of zero (0) and his or her team has the lowest combined total score. A game is lost under the "Freeze rule" when a player reaches a score of zero (0) and his or her team does not have the lowest combined score. In cases of a tie, the team reaching zero first wins the game.

## Fouls

The following points constitute fouls. Fouls committed during league play may lead to the imposition of a penalty. Since there are no umpires, referees or judges available at league matches, the volunteer coaches

must be responsible for the administration and enforcement of league rules.

1. Distracting behavior by opponents while a player is at the throw line is not allowed.
2. A player shooting may not leave the "throw line area" after a dart has been thrown. Leaving the "throw line area" after a dart has been thrown results in that player losing the opportunity to throw his or her remaining darts in that turn.
3. If a player's foot crosses the "throw line" before the last dart scores, a foul has been committed. The first occurrence of this foul will result in a warning. The second and any further occurrences will result in the loss of that player's next turn. No player may win a game on a turn in which a foul has been committed nor may his or her partner win the game on his or her next turn.
4. It is each player's responsibility to see that the machine is displaying the correct player position number before throwing any darts. If a player throws darts while the dart machine is displaying an opposing player's number, a foul has been committed.
  - A) If a player has thrown less than three (3) darts, the machine is advanced to the correct player number using the "player change" button and he or she is allowed to throw their remaining darts. The game proceeds normally from that point with the opponent throwing all three darts on his turn. Any score received by the throw of the errant darts is awarded to the opponent.
  - B) If a player throws all three darts on his or her opponent's player number before the foul is noticed, that player is considered to have completed his or her turn. The machine is advanced to the opposing player's number using the player change button and the opponent is allowed to throw three darts. Any score received by the throw of errant darts is awarded to the opponent.
5. If a player throws darts when the machine is displaying the player position number of his or her partner a foul has been committed.
  - A) If a player has thrown all three darts before the foul is noticed that player's turn is considered complete. The machine is advanced to the correct player's number using the "Player change" button and play resumes. The penalty imposed for this foul is the loss of turn for both players on the team committing the foul in the next round.
  - B) If a player has thrown less than three darts when the foul is noticed, play is interrupted, the correct player is allowed to throw the remaining darts in that turn. The machine is advanced to the opposing player number and play resumes. The penalty imposed for this foul is the loss of turn for both players on the team committing the foul in the next round.

Note: No team may win a game through the commission of a foul. Should the commission of a foul result in the ending of a game, the team committing the foul will be judged as the loser and the win will be awarded to the opposing team.
6. If a player manually scores by touching the board or darts stuck in the board before the "Player Change" sequence has been activated and points are scored, a foul has been committed. The player committing the foul will be penalized by loss of turn in the next round. It may be necessary to advance the board a full round to allow a player to throw three darts on the next turn.

7. Should a machine malfunction occur and the problem is corrected in a reasonable period of time, the game in which the problem occurred will be played over in its entirety.
8. Should there be a machine malfunction and the problem cannot be corrected within a reasonable period of time to allow the completion of league play, the remaining games in the match should be rescheduled. If rescheduling is not a viable option the games not played will be canceled.
9. Abuse of equipment, poor sportsmanship and/or the use of foul or abusive language is grounds for the imposition of the following penalties: loss of game, loss of match, expulsion from the match location, expulsion from the league or other penalties as may be deemed appropriate by league officials.
10. Players may use their own personal darts if they meet the following specifications:
  - A) All darts must have soft-tips
  - B) Flights may be of any length so long as the darts total length does not exceed 8 inches. Flights may be no wider than 3/4 of an inch measured from the shaft to the edge of the flight at the widest point and may not have more than four wings.
  - C) A player's complete dart may not exceed 18 grams in weight.
  - D) Darts may not have broken or cut off tips.
  - E) Darts will be inspected by league officials upon receipt of a formal protest.
11. Any player found to be using overweight or otherwise illegal darts shall cause his or her team to lose all games in the match in which the darts were used. A protest regarding dart weight must be made during the match. No protest will be accepted or ruling made after the completion of a match.
12. Teams scheduled to play a match should be at the match location at least 15 minutes prior to the scheduled start time of the match. Should a team find that they are unable to field a team for a scheduled match, the coach of the team that is unable to play should attempt to reschedule the match with the opposing coach. If this can be accomplished, the match is played at the newly agreed upon time. The team that was available to play at the originally scheduled date is not required to accept a re-schedule of the match.
13. YEDL teams must complete no less than 90% of their scheduled matches to be considered for end of season honors. Failure to meet this requirement due to the inability to re-schedule a postponed match does not count against the team that was available to play on the originally scheduled date. The team that was unable to play on the originally scheduled date will, however, have the unplayed match held against them when making the 90% calculation.
14. All decisions made or rulings handed down by league officials are final.
15. The location owner is the final authority regarding admittance to a YEDL location. No YEDL rule will take precedent over a location owner's option to bar a player on any team from entering the location. It is the coach's responsibility to insure his or her team's players are not barred from entering a match location.

## SCORE SHEET ENTRIES, FEATS & PLAYER RANKINGS

Each YEDL match requires the completion of an Official Score Sheet by the Coach of the HOME TEAM. This score sheet is simple and straight forward with no tricks or traps. It must, however, be fully completed so that each YEDL player and team gets full credit for their individual and collective accomplishments.

The first required entry on the Score sheet is the entry of the players' names (first and last names **ALWAYS**) in the correct position. Entry of the players' names on the score sheet determines the order in which the players throw. The HOME TEAM captain, with the assistance of the adult coach, enters the players' names in the proper position to establish the throwing order.

With completion of this task, the match may begin. The players for the first game are called to the dart board and told which position they will occupy on the board. The required number of coins are deposited in to the machine, the correct game is selected and the players begin throwing darts. This routine is repeated until all games of this match are played or the time limit expires.

As each player completes his or her turn, any "trackable feats" accomplished are recorded by the HOME TEAM Captain in the appropriate blocks on the score sheet. All "trackable feats" accomplished by a player in a game must be recorded. A "trackable feat" is the achievement of a notable task by a player during league play and is used in the calculation of that players Points Per Darts (PPD) or Marks Per Round (MPR). Trackable feats are listed below:

### TRACKABLE FEATS FOR 301 GAMES:

- 6 dart out - completing a game using only 6 darts
- 7 dart out - completing a game using only 7 darts
- 8 dart out - completing a game using only 8 darts
- 9 dart out - completing a game using only 9 darts
- 10-11-12 dart out-completing a game using only 10,11 or 12 darts
- Lo ton - scoring between 100 and 149 points in one turn
- Hi ton - scoring between 151 and 180 points in one turn
- Hat Trick - scoring all three darts in the Bull's Eye in one turn for a score of 150 points
- Win - Scoring the winning dart

### TRACKABLE FEATS FOR 501 GAMES

- 9 dart out - completing a game using only 9 darts
- 10 dart out - completing a game using only 10 darts
- 11 dart out - completing a game using only 11 darts
- 12 dart out - completing a game using only 12 darts
- 13-14 15 dart out - completing a game using only 13, 14 ,or 15 darts
- Low Ton - scoring between 100 and 149 points in one turn
- High Ton - scoring between 151 and 180 points in one turn
- Hat Trick - scoring all three darts in the Bull's Eye in one turn for a score of 150 points
- Win - scoring the winning dart
- Assist - participating in a game in which your partner- scores the winning dart

## TRACKABLE FEATS FOR CRICKET GAMES

- 8 dart out - completing a game using only 8 darts
- 9 dart out - completing a game using only 9 darts
- Whitehorse - 1 dart in 2 different, unmarked Cricket triples
  - 9 mark round - 9 marks in one 3 dart round
  - 8 mark round - 8 marks in one 3 dart round
  - 7 mark round - 7 marks in one 3 dart round
  - 6 mark round - 6 marks in one 3 dart round
  - 5 mark round - 5 marks in one 3 dart round
  - Crick Hat - 3 darts in the Bull's Eye
  - Win – scoring the winning dart
- Assist - participating in a game in which your partner- scores the winning dart

These "trackable feats " are recorded in blocks provided on the score sheet. The HOME TEAM Captain makes a small mark in the appropriate block adjacent to the player's name indicating he or she accomplished one of the "trackable feats". At the end of the match the HOME TEAM Captain counts the "trackable feats" for each player and enters the numerical total in the space provided. The operator makes the required entries on the individual's league statistics.

Each of the above listed "trackable feats" has a point value assigned by NDA. As a player accomplishes a "trackable feat" in league play, he or she receives the number of points for that achievement. The total number of points generated in league play is divided by the total number of games played to reach a number called the Points Per Darts (PPD) or Marks Per Round (MPR). PPD is calculated for 301, 501 and MPR for Cricket.

The PPD or MPR calculation is ongoing and indicates the current and cumulative quality of darts thrown by a league player. Its purpose is to rank players so that they may be grouped into competitive levels based on their demonstrated skills and abilities. The PPD or MPR calculation is made by the operator and is provided weekly as part of the regular league statistics.

The last game of the match is one in which all players take part. Because there are only four player positions on the dart machine two players must play on the same position in this game. Because of this, there are no individual statistics kept in this game. The only statistic generated is a team win or loss.

The normal player match ups for the last game are as follows:

- Position 1 - Players A1 and A3
- Position 2 - Players B1 and B3
- Position 3 - Players A2 and A4
- Position 4 - Players B2 and B4

A home team pair will always shoot first in this game. Play is started by the first player of the first home team pair followed by the first player of the first visiting team pair. The third thrower is the first player of the second home team pair and so on. Players shoot in alternate rounds until one team reaches a score of exactly zero (0). The "freeze rule" applies to this game the same as it does to all other league "01" games so players must use caution in deciding when to go out.

After all games have been completed, both team captains review the score sheet to see that it has been properly and completely filled out. Although it is not required, it may be a good idea for the visiting team captain to keep a separate "unofficial" score sheet for comparison at the end of the match. Once both team captains are satisfied that the "Official" score sheet is accurate and complete, they both sign it and the HOME TEAM captain places it in the envelope provided along with both teams' league fees. He or she then deposits the envelope in the place designated for collection of league statistics. At this point, the match is officially completed.



X,Y,Z Dart Company  
1234 Address Line  
City, State Zip  
(123) 456-7890

### Youth Electronic Dart League Team Sign-Up Form

YEDL Location: \_\_\_\_\_

Team Name: \_\_\_\_\_

Team Captain: \_\_\_\_\_

Adult Coach: \_\_\_\_\_ Phone #: \_\_\_\_\_

Coach's Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Player # 1: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone:(\_\_\_\_) \_\_\_\_\_

Player # 2: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone:(\_\_\_\_) \_\_\_\_\_

Player # 3: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone:(\_\_\_\_) \_\_\_\_\_

Player # 4: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone:(\_\_\_\_) \_\_\_\_\_

Note:Each team must have an adult coach (21 years old or older) in order to participate and a completed parental consent form is required for each player.



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## PARENTAL CONSENT FORM

I give my consent for \_\_\_\_\_  
(Player's Name)

to participate in Youth Electronic Dart League play. I agree AMOA-NDA,  
\_\_\_\_\_ and \_\_\_\_\_  
(Sponsoring Operator)(League Location)

are to be held harmless for any accident, or injury, incurred by my child  
relating to Youth Electronic Dart League activities.

\_\_\_\_\_  
(Parent or Guardian printed name)

\_\_\_\_\_  
(Address)

\_\_\_\_\_  
(Address)

\_\_\_\_\_  
(Telephone Number)

\_\_\_\_\_  
(Parent or Guardian Signature)