

AMOA National Dart Association

*Dedicated to Promoting the
Sport of Electronic Darting*



The NDA is the sanctioning body of electronic darting, dedicated to the standardization, recognition, promotion, and growth of competition world-wide.

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League Administrators Guide

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PLANNING YOUR LEAGUE BEFORE IT STARTS:

Plan your league carefully to avoid surprises. Review the following questions and make your decisions before you begin to compile the materials. This is the most important stage during your initial league development, done correctly and your leagues will be successful. Other information is available from Game Operators in your Charter Holder Address Book, National Dart Association and Local Dart Organizations in your state that are dedicated to the type of league activity your starting. Make sure you know about the game of darts and it's rules, the more you know the easier it will become and the better your leagues will be.

(NDA has a League Administrators Guide that also shows a checklist to go by.)
The 3 Dart Manufactures also have some type of league start-up guide they put together and are able to send you a copy.

The list below is NOT in order of importance, since each one of these are equal in value. Remember these are things to help you increase your league numbers and your awareness. Please make sure you read each one, and review and ask yourself questions in order to understand them all.

- Are there any other leagues in your town? If so what nights do they play on?
- What night would be best to maximize your player base that you have names for?
Make your leagues on a different night than a bar ran leagues, you don't want to lose income on
the games by taking away an extra night of play.
- Are there enough players in your area that work swing shift hours to form a day/weekend league?
- Are any Pool Leagues running in your area by local tavern's or tournaments that might interfere with dart your leagues, due to room size making it too crowded or having people play both pool and darts? Again remember that the more nights of play the better. You need to make it work, their leagues just make you extra money in your cash box.
- How many seasons of leagues can you run during the year?
Most everyone has 2 or 3 seasons per year - 2 (14) week leagues and a short summer (8) week
league, or 2 (21-22) week leagues.
- When is the starting time for the nights/weekends?
Many leagues start at 7:00-7:30 p.m.
- How much are the nightly player fees going to be?
The low average is \$3.00 per player plus 25-50 cents for Secretary fees.
The high is \$6.00 per night and no Secretary fee.
- How many weeks is the league going to run?
Most leagues run 14-15 weeks long giving each team a home and away game with
the same team,
and all teams play each other.

- How many games will be played each night? 6-8 games are average. Will they all be Open 301 or a mixed format? Most leagues use 301 or 501 matches and some use a tie breaker game for no tied scores.
- Are players wanting a mixed partner type of a league (male and female)? Most say that Mixed Leagues are their biggest leagues in the week.
- How many players/substitutes allowed on a team? How will you handle substitutes?
 - Most leagues use a 10-person roster / 4 players and 6 subs.
 - Subs are done several ways - use a last season average to start the night, or start with a (0/301) or no handicap for the first night. After that night the average is figured by the computer and he or she plays with that handicap the next week.
- Will your league use a Handicap system? Will it be capped, classified or open skill level?
 - There are many to choose from here, it is just whatever seems to work and what your players accept using. Several meetings and test tournaments will let players see how the different handicaps work. Most leagues have or are using the Spot points (0-3) method - See the Admin. Guide Book for more information. The new handicapping seems to work well - the Points off the Top System - the new chips should be available at your Distributors or the manufacturers now.
- Do you have dart machines that use a card system for scoring? If, so do you know how it works? If not, what method are you going to use?
- How will you track and compute league statistics, create schedules and prepare reports?
 - Most leagues are using one of the 3 manufacturers programs - and a few use Excel.
- Collection of nightly player fees and score sheets each week? (Drop off locations, mail, etc..)
 - Most of the boards do have slots in them for an envelope to be placed with the money and score sheets and notes if not using a card system.
- How will you distribute player statistical results to taverns/players or just taverns?
 - Most leagues use the Route Collector to pick the envelopes up and then mail out the standings as well as deliver a copy back to the bar or location.
- Do you have a good set of rules to follow? Are there National Standard Rules available?
- Trophies - See Attached Samples - Do players want trophies and awards at the end of the league? How many places will receive trophies? Do players and sponsors get one each? Will players receive individual achievements (pins, certificates, patches)? Do you have local companies to provide these services? Will the cost of these be paid from league funds?

- How will the prize money for the league be divided? Will you use a financial statement?
Most leagues pay 100% back to the players and might also have another nightly collection going on to get funds for National Team play or travel etc.
- Will the league have an end of league banquet or tournament? If so what are the plan?
Most, here again, had some type of League End function, Regional Event (all teams play), just a
Dinner Banquet and Pay Backs of a Singles Tournament.
- Are your leagues going to still be playing when the NDA's Team Dart Tournament is being held? Does this affect your players in qualifying?
- How do you advertize the Dart League information? (Newspapers, Flyers, Radio, Posters, etc.)
- How soon before your starting date should you get flyers sent out so players have time to review?
Most leagues send out information and had Meetings 1-1/2 months before sign up sheets were due
and leagues starting 1-2 weeks after sign-up date.
- How will you get the sign up packets back in to schedule teams and divisions? (Pickup, player drop off or collect with route man during week)?
We all have our employees go get them or Route Collectors as there checking locations.
- What locations will be involved? Offer it to all or just build from single tavern? (In house league)
- Will there be a Sponsor fee charged to the locations to help off set administration costs?
Most leagues have \$30 as a sponsor fee - a few do nothing and 1-2 have \$40-50 per team. One
operator has had the players pay the Sponsor fee of \$25 for their team.
- Do you need to have a tavern owners and players meeting?
Most leagues have player meetings but few have had location owners' meetings. The location owners' meeting can be as or more important as the players. Who knows better than the bar owner who plays and doesn't play darts and pool in his establishment. He needs to promote business to get the most income he or she can per night and offer his or her customers something fun while in the location.

LEAGUE MATERIAL CHECKLIST:

Flyers
 Sign-Up Posters (your own idea or manufacture posters)
 Team Schedules or Rosters
 Score sheets/Card System material on newer machines
 Collection Envelopes for money and score sheets
 Rules/Booklet or folder type
 Procedure/Policy Manual

Computer and accessories
League Management Software
Financial/Ledger sheets
Tournament Bracket Charts

MARKETING:

- Meet with location owners and staff to explain the benefits of league activities. Get them involved in recruiting the players teams for the league. A few of the manufacturers have promotional videos to buy that can help in the sell of dart and pool leagues. It let's the bar owners see the benefits in a league system and how to build up slow nights into great income nights.
- Newspaper 1/4 to 1/2 page advertisements sponsored with the help of beer and liquor distributors. Sometimes even a Coke-Cola Distributor will help, as well as other businesses.
- Post free of charge each week in your local newspaper in the Sports section as a News Release or as a weekly column under local events.
- Web sites that are in your company name or a easy web address to remember. Your site can support your total league information from rules, special events and tournaments, league policies, schedules, players rosters/schedules, player reports, to everything and anything.
- Fax machines and E-mail are another great way to get the information to the public/players.
- Distribute your flyers and posters to the location(s) involved making sure they are hung in a prominent place near the equipment used in your league. Hang them yourself if necessary.
- Table tents, glass/mug coasters, bar napkins, etc. with your league information on them printed by 3rd party companies or help from your local beer company. These napkins have your year schedule on them for players and non-players to read and review each time they lift their glass.
- Visit the locations you have selected in the evening when your prospective league members are out playing pool, darts, foosball or whatever game you are forming leagues for. Talk to the players and invite them to become a Team Captain and gather their friends for a night of fun in your league.
- Create promotions to bring the players to the location(s) on the night your league will play. Mystery Dart Out (win a home electronic dart board). Happy hour prices to bring in players on an off night to practice. Consider blind draws, or giveaways for the customer who express interest and leave you with their name and address for follow up contact.
- Contact the local beer, wine, and liquor wholesalers to see if they will support your efforts with some of the items that you give away (beer tins, hats, shirts, mirrors, etc.). Schedule your Team Captains meeting on the same night of the week your league will play and invite all of the team members to attend. If your league will play in several locations be sure to choose a site that will accommodate the meeting. League functions such as your meetings, banquets and Championship events will be important to your customers as a source of additional revenue. Be sure to spread these around and plan

events to be at locations that are well suited for the event. This meeting would also be a good opportunity to conduct a tournament or promotion for the players present.

LEAGUE FORMATION:

- Collect all of your rosters and create a league schedule, Team Captains contact list and Host Location address and contact list. This will be given to all Team Captains and the Host Locations. Start on this early so it will be ready for your Team Captains meeting.
- Once you know who your teams are and where they will play, invoice your sponsors for their sponsor fees. Do this early and follow up until all fees have been paid. It is very difficult to collect these fees after the league is over.

TEAM CAPTAINS MEETING:

- This is where you will distribute and explain all of the policies, procedures, schedules, the rules of the game, and the league. You may wish to invite the location representatives so they will also know what you expect from the league and its players.
- Distribute the packets of information to the Team Captains with the intention of going through all of your information with them on item at a time. Be sure to explain the score sheet, league rules, schedule and the league procedures. The more questions you can answer here the fewer you will be faced with when league play begins. If this is the first league of its type for you and the players you should also play a few games using the league rules and score sheets and or the card system. This will give you and your players an opportunity to become familiar with the program.

1st WEEK OF PLAY:

- Visit the location(s) where your league is playing, be available to answer players questions.
- Retrieve the score sheets and weekly fees, and enter the information into your ledger or software program.
- Prepare a statistical report and distribute it to show the players how they fared in their first week of league play.
- Begin your planning for the season ending banquet/awards presentation. Although this is many weeks away you will need to make arrangements with the host and order your trophies in advance.

END OF SEASON:

Prepare your final league standings report. Reconcile your league fee ledger and determine if any of your teams have failed to stay current with their dues. Prepare the league payout report and deduct any delinquent fees from the team payout. The report should include all fees the league has deducted from the prize monies, all weekly fees paid by the players (income), and the cost of trophies/awards that have been deducted.

NOTES:

Many of the things suggested here can and will be modified to fit the needs of you and your customers. A successful league administrator will be able to assess these and make adjustments and modifications to encourage continued support from the players and host locations. Offering leagues to your customers should rank right up there with good service, routine maintenance, late model equipment and all of the other things that make you a competitive amusement machine operator in today's marketplace.

Machines that are promoted will insure a greater return on your cold hard investment. To be successful and develop a solid league program, takes good old fashion hard work and commitment. This hard work will create loyalty form your customers, and their customers to your program, securing your future in this dynamic industry.

Once you have gotten your league program off the ground you might want to incorporate some or all the items below into your line up.

- A League Newsletter to inform your players and Host Locations of upcoming events, new promotions and outstanding accomplishments.
- League Secretaries to assist you in administrating your program. Players are likely candidates and could be responsible for collecting and recording the weekly results in the league that they are responsible for. They could be compensated by the other players or from league fees. This would be especially valuable in leagues outside your local service area.
- Individual Player Recognition Awards for feats achieved while participating in your league. These might include Most Valuable Player, Perfect Attendance and Sportsmanship etc.. Awards like these are typically available from National organizations (see below) for the exclusive use of their members.
- Local, State and National Associations and sanctioning bodies are available for most forms of league sports. These organizations provide support, guidelines and championship events for their members.

PLAYER PERFORMANCE RATING SYSTEMS

The information, samples, examples and illustrations contained herein are provided to you by the National Dart Association Classification Committee. The formulas contained herein are specific tot the example score sheets and should be adapted to accommodate your league format. The examples provided here are only to represent the mechanics of the current rating systems of the National Dart Association and due to the many different types of electronic dart machines available today you may arrive at the same real average using a different method. It is extremely important and mandatory for association tournament entry that these ratings are not established using game by game or week by week averages to calculate players skills. Game by game averages or recording the average as reported by an electronic dart machine at the end of the game is averaging the averages. An example of the differences between a players reported skill using the averages o f the averages and the real average can be found on the following pages. Each of the association's manufacturer members are committed to the Implementation of the follow rating system. Software enhancements for the machines are being developed to assist in retrieving the needed information. Each machine manufacturer member will

make upgrades for all of the machines manufactured for the last five (5) years and in some cases even longer. Specific information regarding which machines are upgrade able, how you will receive the upgrades, the cost, and when they will be available may be requested by contacting the manufacture's customer support departments. Each upgraded machine will display the information needed in the order agreed upon by the manufacturers and the Board of Directors. Only the leagues that play on the oldest machines will have to manually track the darts and marks for each player. The sample tally sheets we have included will help in this situation. This new rating system does not make any machine obsolete, and in fact as designed will allow this system to be used by any one playing and type of darts so long as the same format is used.

WHAT ARE THEY?

Player rating systems are a vital tool for league management. This requires recording, calculating and reporting the player's ability or rating. Using this rating, when comparing the players in your league, constitutes ranking your players. By tracking your league player's abilities, you can develop a handicapped and / or classified league or tournament. The rating systems described here can be used for all -01' (301,501,701 and etc.) Or standard scoring Cricket games. Various systems exist, such as CDA or Composite Dart Average which is the end result of Spot Players Ranking Evaluation (SPRE) And Points Per Dart / Mark Per Round. The newest system called Spot Points / Spot Marks where points are taken off the starting score of 301 for the lesser players. Spot Marks are the result of Marks given to the lesser player in order to help. It is assumed that the reader knows the mechanics of SPRE and the resulting CDA, so no further description will be given. Points Per Dart also referred to here as PPD is a mathematical calculations which if used in accordance with the National Dart Association's guidelines will result in dart players world wide being ranked and rated accurately. The same is true of Marks Per Round which will be commonly referred to as MPR. In the following pages each system is described in detail along with the guidelines for their use and the mechanics of implementation. There is no secret or magic to this rating system and the National Dart Association encourages all leagues everywhere to take advantage of it's features to improve the quality of their league program.

WHY USE A NEW PLAYER RANKING SYSTEM?

Though a great tool, the SPRE formula which has been used for over ten (10) years allows the player(s) to manipulate their rating. Example: Instead of shooting a ton which would raise the player's rating, they might shoot a 97, thus avoiding the ton feat. Or "throwing off" to avoid other feats. By using PPD or MPR average, you will get a clearer picture of a player's ability. It is also easier for opponents and League Administrators to notice and take action when players are intentionally sandbagging (cheating) or where they may have been classified incorrectly. REMEMBER in order to win you must score points.

AVERAGE WHAT - PPD & MPR

Average PPD and average MPR are just what they express, an average. PPD is total points scored divided by the number of actual darts thrown. A 301 game won in 9 darts will result in a 33.44 PPD. MPR is total marks scored divided by the actual darts thrown,

then multiplied by 3. This calculation will accurately consider any round where less than three (3) darts have been thrown. A Cricket game where 57 total marks have been scored with 51 actual darts thrown will result in a 3.35 MPR. Both PPD and MPR will be calculated to the hundredth, displaying the average with two (2) digits behind the decimal point.

SPOT POINTS & SPOT MARKS

This is a new system that was developed last year as another option to use in your leagues. The advantage of this system is taking your PPD or MPR average and plugging this information into the new type machine card systems and letting it do the rest. There are 3 charts in this booklet to use in case the machines you are using do not have this capability. The example sheet for Spot Points shows how the machine cross references the PPD's between players to get a starting point for each player. One player will always start with 301, 501 or 701 depending on the game played and the others with a lower score. In 301 Player 1 has PPD of 22; and Player 2 has PPD of 14, Player 2 has a starting score of 192 and Player 1 starts at 301. That is a handicap difference of 109. In Cricket the Spot Marks is the difference between the players' averages. The lesser MPR player would be given more marks on his/her score at the start of the game. The greater the difference the greater amount of marks the machine/chart gives. (See chart- Spot Marks Cricket)

POINT PER DART or “PPD”

Players can be rated using any open in/out 01' (301, 501, 701, etc.) Game so long as there is only one (1) player on each scoring position. 01 game where two (2) or more players share the same scoring position cannot be used in the National Dart Association PPD rating system as presented here. Special instructions and additional tracking are necessary during league play to meet association tournament requirements. PPD will show gradual increases or decreases each week based upon the players actual performance. Current match totals will be added to the previous totals and recalculated for each player in your league. This will result in the correct, or real average.

Referring to the score sheet example below the scorekeeper has recorded the points remaining and actual darts thrown directly from the machine at the end of the game, in the appropriate box for each player. This is the only information required in the PPD player rating calculation. Feats, accomplishments, wins, losses and games played no longer have a value when determining player skill. Recording feats will be optional and used only when awarding feat pins, patches or other recognition awards.

Again referring to the score sheet example below I'll use Ken who is player one (1) on the home team to demonstrate the formula for the PPD rating system. In the six (6) 301 games he plays he has 51, 115, 0, 193, 5, and 159 points remaining for a total of 523 points remaining. Since he has played six (6) games of 301 he had a possible 1806 total points. In these games he threw 12, 6, 13, 6, 9, and 9 actual darts for a total of 55 actual darts thrown. Using this information you subtract 523 from 1806 to determine the total points scored, which is 1283. Now you divide 1283 (total points scored) by 55 (actual darts thrown) for a PPD of 23.32. The player with 0 points remaining is the game winner except when a foul has been committed. Additional markings to indicate this will be needed, such as an “F” in the fouling players box.

MARK PER ROUND or “MPR”

Players will be rated using standard scoring Cricket only. Any game of Cricket that restricts the player's ability to score marks in the form of points cannot be used in the National Dart Association MPR rating system. In games where two (2) players share the same scoring position the total marks scored and actual darts thrown must be recorded individually. New and ungradable machines, as mentioned earlier in the opening paragraphs will provide this information correctly only if the necessary upgrades are installed. Generally MPR will show gradual increases or decreases each week based upon the players actual performance. Current match totals will be added to the previous totals and recalculated for each player in your league. This will result in the correct, or real average.

Referring to the score sheet example below the scorekeeper has recorded the total marks scored and actual darts thrown directly from the machine at the end of the game, in the appropriate box for each player. This is the only information required in the MPR player rating calculation. The round information displayed by the machine is not used to calculate player's MPR. Feats, accomplishments, wins, losses and games played no longer have a value when determining player skill. Recording feats will be optional and used only when awarding the feat pins or other recognition awards.

Again referring to the score sheet example below I'll use Ken who is player one (1) on the home team to demonstrate the formula for the MPR rating system. In the six (6) scoring Cricket games he played he has 10, 7, 10, 12, 7 and 8 total marks scored for a total of 54 total marks scored. In these games he threw 12, 15, 12, 15, 9, and 7 actual darts for a total of 70 actual darts thrown. Using this information you divide 54 by 70, which is .77. Now you multiply .77 (marks per dart) by 3 (to convert to rounds) for a MPR of 2.31. Notice the circles around one player in each game that indicate the winner.

Description of Terms & Usage

League Examples

The following page contains four weeks of 301 league play using PPD. This text league played twelve (12) games of 301 and a team game of 701. Since the point remaining method was developed for games of x01 where each player has their own scoring position, no information was collected for the last (team) game. However this game will count as a game played for tournament eligibility, since it is a scheduled League game (see tournament eligibility). The players averages were calculated on points remaining and actual darts thrown. A comparison of the players real average and the average of the averages (game by game) follows the examples.

The score sheets were calculated only for the teams that played against the host team in this example. Since this was prepared only to provide an example, a limited amount of data was used.

The statistical report that precedes the score sheets is an example of the type of information that can be displayed from the score sheets. Your league report may be different depending on the software used to track the players' information. It is not necessary to show the points remaining or darts thrown for each game individually. The requirements for tournament statistics are below. You may choose to show win percentage, spot darts, handicaps, gender, or any other item pertinent to your league.

Tournament Statistics

Statistics submitted to the National Dart Association for tournament entry eligibility must contain the following information in an intuitive, easily understood, and readable report. This information will be used to classify players at International Championships events and failure to provide the needed information will be deemed non-compliance and mandate at minimum level one (1) tournament entry only.

| | | |
|---------------------------|------------------------------|--------------------|
| Players Name | Total Marks Scored (Cricket) | Total Games Played |
| Players ID# | Total Actual Darts Thrown | |
| Team Name | Players PPD (real average) | |
| Total Points Scored (x01) | Players MPR (real average) | |

Spot Dart Examples

The following examples were created using the handicap information from the previous pages. Start with a player report from the league and determine where the lines should be drawn. This concept works regardless of the rating system used. The percentage method can be modified to fit your leagues.

25%

25%

25%

25%

Handicapping

In order to keep interest in your dart program, adequate competition must be provided for all your players. A league system which continually has predictable champions goes stale easily. Players who consistently fall outside the norms of a league (whether at the top or at the bottom) must be brought back into the middle of the pack, or at least moved in toward the middle. When league outcomes are assured before the season half, players in the bottom half tend to drop out. Likewise the 10% at the top grow complacent, and only stay in additional leagues when the money tempts them. The solution to keeping interest in you league system is to handicap using one or more of the following methods.

FIRST SOME WARNINGS

1. Like all changes in program, handicapping must be thoroughly explained and sold! The top of your league players won't readily embrace a system designed to let other players win. They currently hold that top position, a handicap will force them to work harder to keep what they feel is their rightful place.
2. Experience has found, most handicapping systems do not keep the best players from winning! Those players work harder, become better, and still win because they are driven by competition. Handicapping systems help equalize the league, runaways and landslides will be a rare occasion with a good system.
3. Some handicap methods work better than others, some won't fit a geographic locale, to skill level differences. You may want to try multiple methods, as some methods are complimentary.
4. Having a handicap to complain about allows your better players to brag about their prowess. Use this strategy to help sell the handicap methods.

Classification

Classification is not generally regarded by the players as a handicapping method, but in fact it accomplishes the handicap function. When the size of your player base allows, the strongest teams are grouped in a separate league from the weakest teams. Determination of team strength is the key to successful classifying. Last seasons final team standings, team tons, or total team PPD or MPR Skill Rating can give you increasingly accurate abilities. Pre-posted league levels can push the better teams to higher skilled leagues, positioning the "c" league as a 4 player limit of 70 PPD, the "b" league team limit of 85 PPD, "a" limit of 100 PPD, and masters unlimited is a good place to start. Other more subtle classifying can be done when assigning the league sign ups or the scheduling. Obviously, classification requires a system with multiple leagues, and requires the largest player base of all handicapping methods. If player base numbers are not a concern, all league systems should do some classification.

Team Skill Rating Limits

While similar to classification, team skill rating limits are not hampered by league size, the 4 players individual classification from a previous season are added to form a total team skill rating. A team skill rating limit and all new players skill ratings are arbitrarily designated by the league administrator. NO total team skill rating may go over that limit, they must find 4 players whose total stays below the limit. This forces the best players to recruit or dropout. The short coming of this method is established teams are continually being broken up. This method should be used in a single league system where on team continually dominates.

Spot Darts

Although the players tend to think spot darts are additional darts for the weaker players, this method simply restricts darts from the better players. At the beginning of every game in a nights series, the first round is called the spot round. The weakest players throw their normal 3 darts, the stronger players possibly may throw none, simply passing their turn. The better a player is the more this passing (not throwing) successive darts effects him. Any size league can be "Spot Darded" as long as a rating systems is available, preferably using the PPD and MPR skill rating formulas. Because this is a perpetual handicap system, "Spot Dart" must be educated and sold to the player base before instigating the method.

Spot Darts 25% Method

Give the top 25% 0 spot darts; 2nd 25% gets 1 spot dart in round 1; 3rd 25% gets 2 spot darts each game, and the bottom 25% gets to throw all 3 spot darts in the first round of each game. This method is relatively easy to mange and is supported by most league management software. (See chart on following pages.)

Spot Darts Based on Player Skill Rating

Using Player Skill Ratings, spot darts are assigned according to the inverse of the Player Skill Rating. Ever 3 PPD costs the player one spot dart: 0-14 6 spots; 14.01-17 5 spots; 17.01-20 4 spots, etc. and 29.01 and above have no spot darts. A 0 spot darter would pass this first 2 rounds and begin his game in the 3rd round, effectively a 6-dart handicap. The method self-adjusts. As the players get better, they are increasingly handicapped. (See chart on following pages.)

PLEASE NOTE: Players must closely observe how many darts they have actually thrown, when using the spot dart method for their Player Skill Rating feats.

Hand Scoring Points

A.M.O.A. - N.D.A. is not an advocate of hand-scoring, but this method is self-explanatory.

Conclusion

- Handicapping keeps interest in your league.
- Most handicapping methods will need to be explained and convinced to your player base.
- Classification is the best method of handicapping is size or locale is not a restraint. Classifying is not exclusive. Other methods of handicapping can be used with it.
- Limits on total team Player Skill Rating is classification at it's most extreme. It forces the best players to drop out or recruit.
- Spot darts can be tied to a % of your Player Skill Rating ranking or on a point for dart method. The % method uses 3 to 0 spot darts. The point/dart method has no limit on its spot darts.
- All these methods increase the level of competition and excitement in your program.

National Dart Association

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 specification:
 - A. They must be plastic-tip darts.
 - B. Flights may be any length as long as they don't exceed 8" in total length.
 - C. Flights may be no wider than 3/4";, as measured from shaft to flight edge, and may not have more than four wings.
 - D. Complete darts may not exceed 18 grams in weight.
 - E. Darts may not have broken or cut off tips.
 - F. Darts will be inspected upon request.
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. A player will always be allowed to throw all three of their darts.
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.
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 any darts over again. 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 must be removed by opposing team captain before other darts are thrown.
7. A round is defined as the period of time from the end of a player's turn to the start of their next turn. In a game that is played with two players sharing a score, a round is defined as the period of time from the end of a player's turn to the start of their partner's turn.

Scoring On The Electronic Dart Machine

1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on “Last Dart-Winning Dart” that meets the following criteria:
 - A. The “Last Dart-Winning Dart” must stick.
 - B. 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 their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart", that player/team wins the game.

2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.
3. If there is any question to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the "Player Change". The team captains must try to solve the problem. If they are unable to do so, they will need to call for service. If the situation cannot be resolved, a tournament official will need to move the match to an available board. Scores will be re-entered and play will continue. In tournament play, a referee must be called to resolve the problem.
4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.
5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.

Fouls

The following points constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, expulsion from future leagues or tournaments. All decisions concerning fouls without specific penalties will be made by the tournament officials identified by official NDA credentials. 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. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
3. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their next three darts.
4. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

If the player throws while the machine is displaying an opponent's number, this constitutes a foul.

a) If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.

b) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.

c) If a player throws out of turn and ends the game on that turn, their team loses that game.

If a player throws then the machine is displaying the number of that player's partner, it constitutes a foul.

a) If the player has thrown all three darts, their turn is completed. 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.

b) If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their 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.

5. Manually scored points

a. on opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul losses their next turn.

b. on players 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.

6. If a machine resets due to power failure or other reason beyond control, the game will be started 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 non-intentional 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 or tournament official 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 they are currently shooting. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game, and will not be allowed once a match has been concluded.

12. Disregard of any rules may constitute a foul.

13. All decisions by referees or directors will be final.

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Notes: