

Dart League Rules

We are going to follow the rules of the ADL (American Dart League) for the cricket game. We will play best team of 3 games of cricket and 2 games of 501. Your team will get 2 points for each game that they win. If you have time for a quick game of 301 that is up to everyone playing to squeeze in a quick game.

Equipment- SOFT-TIP DARTS

Any and all electronic darts devices and/or equipment used for sanctioned ADA activities must be approved by the ADA. ADA competition, including tournaments, shall be on standard, electronic dart machines. No single dart shall exceed 24 grams (flight, shaft, and barrel) or the weight limit set by the machine owner. The minimum throwing distance shall be 7-feet 9 1/4 inches from the surface of the board to the front of the line, placed parallel to the board and at least 24-inches in length. The maximum throwing distance is 8-feet.

Cricket

The object of the game is to score three “marks” in each of the numbers 15 through 20 and the bull’s-eye. On an open number, a triple scores three marks, a double scores two marks and a single scores one. Additional marks on a closed number will score points if the opponent is still open on that number. The first team to close all numbers, the bulls-eye, and have the highest score wins.

501

To play 501 darts the rules are simple, both players or teams start with a score of 501 points. Each player then takes alternating turns at throwing their darts at the dartboard. The points scored are removed from the total, and then the opposing player/team does the same. The first to reach zero wins the game.

Scoring

The winning team will get 2 points for each game won. With it being best of 5 games there is a chance for a team to win up to 10 points.

Fees:

1. The current weekly dues are \$5.00 per player.
2. The cost to play the games varies per format depending on the number of games and players (cost ranges between \$10.50-\$14.50 per team).
3. 100% of the dues are used towards the league. This includes the banquet, t-shirts, blind draws, plaques and payouts. Specific items depend on the season.
4. Team captains are responsible for collecting and depositing the weekly dart dues for their team. Each week the fee is put in the dart board’s coin slot or bill acceptor before the galaxy dart board will allow league play. Home team signs in first.
5. Money entered into the board before league play will not automatically transfer over towards league dues and games. You must select the option that appears on the monitor when the first team goes to select their name in order for those credits to transfer. If you do not select that option those credits will reappear once the match has finished.
6. If a team drops out or is removed from the league, they forfeit all money.
7. The cost to play each game is the player’s responsibility.
8. Make sure you put in the correct amount of money for the games you wish to play. We do not reimburse for games not played.