



Introduction

The AMOA National Dart Association (NDA) is the sanctioning body of electronic darting dedicated to the standardization, recognition, promotion, and growth of competition worldwide. Memberships are processed without regard to race, color, religion, ethnic origin or age.

Forward

This player publication, entitled “*NDA-Recommended League Play & Rules Guidebook*” has been prepared for the exclusive use of the members of the NDA. Areas of copyright are protected.

Topics covered in this document are to be viewed in two ways. First, there are areas of *standardization* that require compliance of NDA-sanctioned leagues.

Secondly, there are areas that have been included herein that are suggested means of conducting local league play. In all of these areas, your local NDA Charter Holder will have full and unequivocal authority to implement rules for league play. Examples of those areas are:

- Protest
- Fines
- Forfeits
- Fees

We hope this material will be an asset to you in maximizing your enjoyment of our fun, competitive sport: “*Electronic Darting –The Game You Can Count On.*”

AMOA NDA Requirements

Dart Machine Specifications

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

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

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

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

Dart Equipment Specifications--

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

Throwing Area

The area directly in front of the assigned dart board, not to exceed either dart board to the left or right of the assigned board, is considered the official "throw area." Up until the time a player has thrown a dart, he/she is allowed to leave the throw area. Once a dart has been thrown, a player is not allowed to completely leave the throw area to the rear or the side. Partially stepping on or placing one foot over the back or the side does NOT constitute a foul.

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

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

General Rules of Play

1. Players stand at the “throw line,” 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across, the line.
2. Players may use their own darts if they meet the following specifications:
 - a: They must be plastic-tip darts.
 - b. Flights may be any length as long as they do not exceed eight (8) inches in total length.
 - c. Flights may be no wider than $\frac{3}{4}$ inch as measured from shaft to flight edge and may not have more than four wings.
 - d. Flights that block, impede or otherwise prevent competitors’ throws during the middle are not allowed.
 - e. Complete darts may not exceed 20 grams in weight.
 - f. Darts may not have broken or cut off tips.
 - g. Darts may be inspected upon request by the opposing player/team captain.
3. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to “Throw Darts” and the proper player’s number is lit.
4. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three darts unless a foul occurs.
5. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw the darts over. Dropped darts may be thrown again.
6. Darts on the board may not be touched until the turn is over, the “Player Change” is activated, and the machine recognizes the end of the turn. Exception: When a dart is in the board and machine reads “Stuck Segment,” that dart may be removed as long as both teams agree.
7. A round is defined as the period of time from the end of a player’s turn to the start of his next turn. On games with stacked teams (players on one score), a round is defined as the end of the player’s turn to the start of his/her partner’s turn.

Rules of Play –’01

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

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

2. All players start with 301/501/701points and attempt to reach zero. If a player scores more than the total required to reach zero, the player “busts” and the score returns to the score that existed at the start of the turn.
3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when he is “blocked” or “frozen, the win will be credited to the opposing team as a team win only.
4. All general rules of play will apply.

Rules of Play – Cricket

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

Scoring on the Electronic Dart Machine

1. The score recorded by the machine is the score that the player receives. Players accept the machine is “always right.” The only exception will be on the “Last Dart-Winning Dart” that meets the following criteria:
 - a. The “Last Dart-Winning Dart” must stick.
 - b. However, if the dart does not stick and the machine awards the win, the machine is right and the game is over.
 - c. The machine was displaying the “Throw Darts” message and all other rules were followed. Then, no matter if the machine fails to score, or scores incorrectly, the player/ team will be credited with the win in that game.Example: Player’s score is 24 at the beginning of his/her turn. His/ her first dart hits and sticks in the single 9 but does not register or score. His/ her second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the “Last Dart-Winning Dart,” that player/ team wins the game.d. Any dart that sticks in the board but does not register that segment will be manually scored upon agreement by both players/team captains. A dart that flights a beneficial mark on the way in, but sticks

in another segment will not be manually un-scored. If darts are removed, play continues and the score remains the same.

e. Any dart that sticks in the board and registers two or more times will be corrected by removing the extra points awarded by that one dart. This assumes league allows and uses back up darts and correctable features, If not, the “board is always right” rule shall apply.

2. If there is any question as to whether the machine is scoring or working properly, STOP THE GAME. Do not remove darts or activate the “Player Change” The team captains must try to solve the problem. If they are unable to do so, they will either need to contact a league official or if possible, move to another available board. Scores will be re-entered and play will continue.
3. If a dart bounces off the board, it is considered a dart thrown, even if it does not score. It may not be thrown again.
4. If a dart is thrown before the “Throw Darts” message light, the dart will not score and is considered a dart thrown. It may not be thrown again.

Player Correctable Features

It is each player’s responsibility to see that the machine is displaying the appropriate player’s number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- Shooting out of turn
- Wrong player shooting
- Manually scored darts.

The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both players/captains must agree the error falls within the above categories to use the backup feature.

If applicable in league play, the backup feature can be used two times, by either team, during a game. If the backup button must be pushed more than one time consecutively to correct the error, this counts as only one use of the feature. Any use of the backup feature more than twice in a game is treated as a foul, and the corresponding penalties will apply (see section on **Fouls**).

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

- Shooting Out of Turn. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both players/team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.
- Wrong Player Shooting. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed, the backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of re-throwing or keeping his/her original score.
- Manually scored points
 - On opponent's score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player who committed the foul loses his next turn.
 - On player's own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.
 - a. If the game starts and ends in the same order, the game stands as played.
 - a. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand.
 - b. If the player throws while the machine is displaying an opponent's number, it constitutes a foul.
 - i. If the player has thrown fewer than three darts, the machine is advanced to his correct position by use of the "Player Change" button, and the player is allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
 - ii. If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed his turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
 - iii. If a player throws out of turn and ends the game on that turn, his team loses that game.
- c. If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

- i. If the player has thrown all three darts, his turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lost their next turn.
- ii. If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and he is allowed to throw the remainder of his three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

Fouls

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from league(s) or tournament, expulsion from site, or expulsion from future leagues or tournaments. Designated league official(s) shall make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. Throwing on an adjacent machine not activated for game play is considered a distraction.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. **A player must receive a warning from the opposing captain.** If the problem continues and it is determined there is a foul, the player will lose his next three darts. If the team captains cannot agree, contact the league director or designated league official to resolve.
5. If a player throws out of turn or manually scores points and ends the game on that turn, that player/team loses that game.
6. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).
7. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.
8. Any machine reset, tilt or malfunction due to intentional or 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 may constitute a foul.
10. Any player/team that commits three fouls in one game will forfeit that game.
11. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any challenge about weight of darts must be made before end of the 3rd game and will not be allowed once a match has concluded.
12. Disregard of any rules may constitute a foul.
13. All decisions by league director/officials will be final.

Official Skill Rating Procedure

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

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

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

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

Glossary of Terms

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

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

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

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

Feats – Various darting accomplishments. (See '01 and Cricket Feats)

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

Games – The individual components of a dart match.

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

Ladies – Teams consisting of only females.

League – All teams that compete directly against each other in a season.

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

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

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

Match – The total games played on a league night.

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

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

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

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

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

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

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

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

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