

OFFICIAL PLAYERS GUIDEBOOK



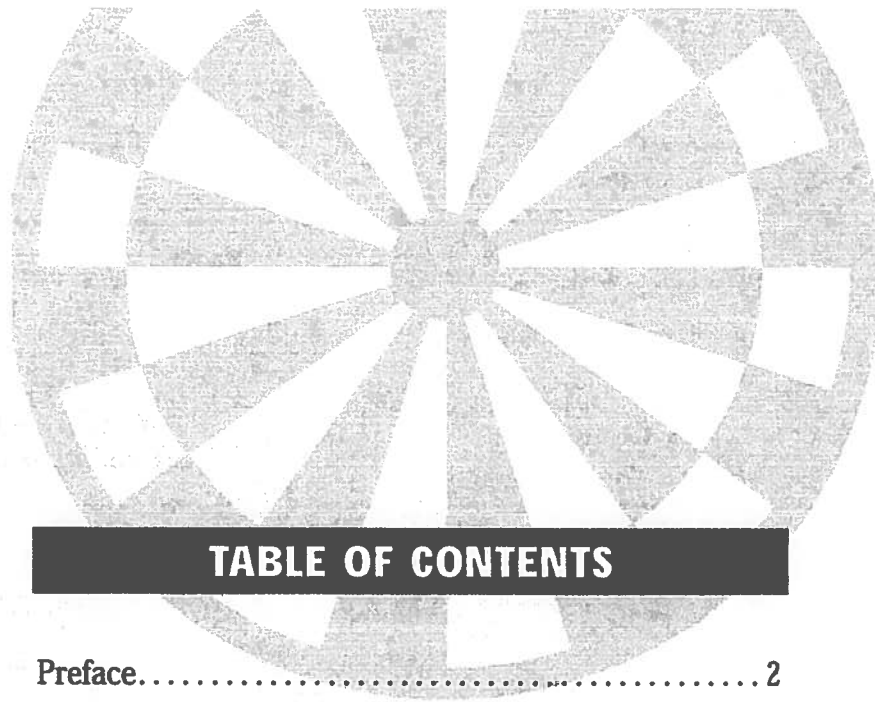


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PREFACE

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.

FOREWORD

This player pamphlet entitled "Player's Guidebook" has been prepared for the exclusive use of the members of the NDA. Areas of copyright are protected.

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

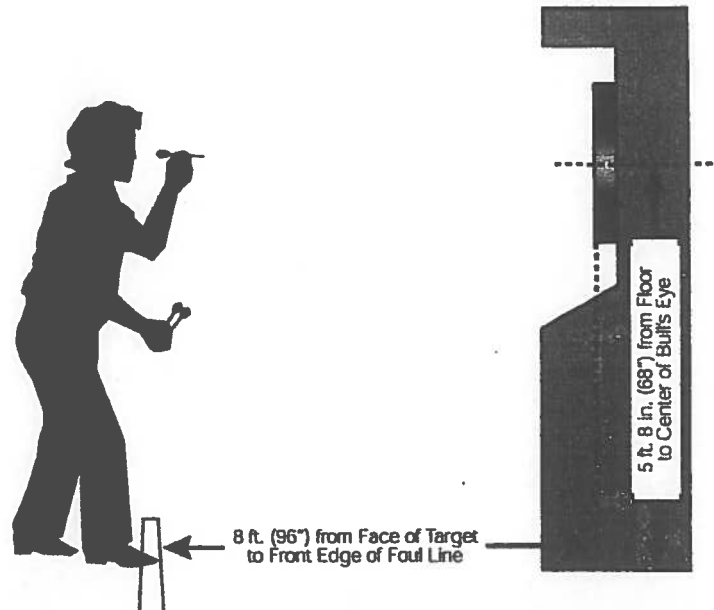
Secondly, there are areas that have been included herein that are suggested means of conducting local league play. In all of these areas your local NDA Charter Holder will have full and unequivocal authority to implement rules for league play. Examples of those areas are:

- Protest
- Fines
- Forfeits
- Fees

We hope this pamphlet will be an asset to you in maximizing your enjoyment of the fastest-growing recreational sport in history: *"Electronic Darting—The Game You Can Count on."*

AMOA NDA REQUIREMENTS

Dart Machine Specifications/Installation



Note: Attention should be given that the measurement is from the “Foul Line” to the “Face” of the dart board and *not* from “Foul Line” to the front of the machine cabinet.

DART EQUIPMENT SPECIFICATIONS

1. Tips used must be standard factory issue for Electronic Darting and can not have broken tips.
2. Darts may not exceed eight (8) inches in length measured from end of tip to end of flight.
3. Darts may not exceed NDA standard for Officially Sanctioned NDA Tournaments. The current weight standard is 18 grams. (Local standards may vary for league and tournaments.)

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 removes himself from the throw area has indicated that his turn is complete.

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

You are allowed to stand at the Foul Line with your foot

PROPER THROWING TECHNIQUE

no farther than the front edge of the line. A suggested stance is to have the throwing side of your body toward the board. If you are right-handed, your right foot should be on the line and your left foot approximately 18 inches behind. Lean forward slightly with the right knee slightly bent. Balance yourself with the toes of the left foot. Your throwing arm should be in front of your body and the upper arm at approximately a 45-degree angle down, while the forearm is perpendicular. Find the center balance of the dart and hold it lightly. This should be comfortable; you do not need to use all four fingers. The throwing motion should be from your elbow out, holding the upper arm as motionless as possible. Bring your forearm back slightly and with a fluid motion throw the dart toward the target. Remember to follow through by pointing your index finger at the area from which you threw.

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 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.
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 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 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. The Bull's Eye will count 50 points.
2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing 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," they will not be credited with any individual feats (4RO, 6DO, etc./5RO, 9DO, etc.), and 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.

FOULS

The following items 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, or expulsion from future leagues or tournaments. The tournament officials identified by official NDA credentials will 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 a non-coined machine 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, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose his next three darts.
5. 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 game starts and ends in the same order, the game stands as played. 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.

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

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

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

- a) 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 lose his 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 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 his next turn.

6. Manually scored points

- a) 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.
- b) 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 his next turn.

7. If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).
8. 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.
9. 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.
10. Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league director or tournament official may constitute a foul.
11. Any player/team that commits three fouls in one game will forfeit that game.
12. 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 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.
13. Disregard of any rules may constitute a foul.
14. All decisions by referees or tournament committee will be final.

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 the "Last Dart-Winning Dart" that meets the following criteria:
 - a. The "Last Dart-Winning Dart" must stick.
 - b. 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 turn. His first dart hits and sticks in the single 9 but does not register or score. His second dart scores a single 15, leaving the player on 9. The third dart is then throw 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 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 need to call for service. If the situation cannot be resolved, play will need to be moved 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.

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, (301, 501, etc.) 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 obtain a 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 have achieved a total of 59 marks. Their 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.

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

- **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.

PLAYER ACHIEVEMENTS

The NDA recognizes the following player achievements:

W I N N I N G S

- **6 through 12 Dart Outs (Abbreviated 6DO, 7DO, etc.)**
A perfect game for 301 is accomplished with 6 darts. A perfect game for 501 is accomplished with 9 darts. A 7 or 10 Dart Out occurs when you win the game while throwing only 7 or 10 darts. The same is true for 8, 11 and 12 Dart Outs.
- **4th Round Out (Abbreviated 4RO)**
Winning the game on either your 10th, 11th or 12th dart.
- **Low Ton (Abbreviated LT)**
A score of 100 to 150 points in one turn. (A Hat Trick is not counted as a Low Ton.)
- **High Ton (Abbreviated HT)**
A score of 151 to 180 points in one turn.
- **Ton Over**
Same as High Ton.

- **Hat Trick (Abbreviated HAT)**
All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.
- **High Out**
The highest out score in any '01 game.
- **Assist (Abbreviated A)**
When a player receives credit for his/her partner winning the game.
- **Win (Abbreviated W)**
What a player receives when he/she throws the winning dart.
- **5th Round Out (Abbreviated 5RO)**
Winning the game on either the 13th, 14th or 15th dart.

CRICKET

- **8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO)**
8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.
- **White Horse (Abbreviated WH)**
3 darts registering 3 different Cricket triples in 1 turn that have not previously been marked or scored upon by your team. (While there are 9 marks in a White Horse it is not scored as a 9 Mark. See: 9 Mark)
- **9 Mark (Abbreviated 9M)**
Registering 3 Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, 2 triples that are same and a different triple or the same 3 triples.
- **8 Mark (Abbreviated 8M)**
Registering 2 triples and 1 double (could be a double Bull's Eye) in one turn.
- **7 Mark (Abbreviated 7M)**
Registering 2 triples and 1 single. 1 triple and 2 doubles (could be two double Bull's Eye) in one turn.
- **6 Mark (Abbreviated 6M)**
Registering 2 triples, 1 triple and 1 double (could be a

double Bull's Eye) and 1 single, or 3 doubles in one turn.

- **5 Mark (Abbreviated 5M)**
Registering 1 triple and 1 double (could be a double Bull's Eye), 1 triple and 2 singles, or 2 doubles (could be two double Bull's Eye) and 1 single in one turn.
- **4 Mark (Abbreviated 4M)**
Registering 1 triple and 1 single, 2 doubles (could be two double Bull's Eye), or 1 double (could be a double Bull's Eye) and 2 singles in one turn.
- **Crick Hat (Abbreviated CHT)**
All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from 3 marks up to 6 marks depending on whether they land in the Bull's Eye's inner or outer circle.
- **Assist, Win** - same as in before 01

SPECIALTY ACHIEVEMENTS

- **Perfect Attendance**
Player participates/plays on every night of his/her scheduled league play.
- **Captain**
Player who is Captain of their respective team.
- **League Champion**
Player/team champion at the conclusion of the league season.
- **Very Improved**
Given to a player whose performance has improved greatly during the league season.
- **Top Gun**
Player who is the top shooter.
- **5-Year Member**
Player who has been sanctioned for 5 consecutive years.
- **10-Year Member**
Player who has been sanctioned for 10 consecutive years.
- **1st-Year Member**
Player who is sanctioned as a first-year member.

- **Good Sportsmanship**
Given to a player who is not the best player, but exhibits a good attitude.
- **Three In A Bed**
All three darts registering in the same triple in one turn.
- **Top Hat**
Player who has registered the most Hat Tricks.
- **Ton 80**
Player registers 3 triple 20s in one turn.

GLOSSARY OF TERMS

Here are some common terms or phrases that you will be hearing as a sanctioned player for 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 0 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: 301, 501 & Cricket Feats)

Frozen: A player is FROZEN when his or her score is at 1 point (2 points in "Double Out") and his or her partner's score is higher than the combined score of their opponents. 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 of 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 the Charter Holder's Leagues.

MPR: Marks Per Round - The system for averaging the "marks" that 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. The Single segment portion of the Cricket number scores "1" mark. The Doubles segment scores 2 marks while the Triple segment scores 3 marks. The outer portion of the Bull's Eye scores 1 mark and the inner section scores 2 marks.

Match: The sum total of games played per 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 that a player throws 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: This is defined as a player/team's turn during a game. Each player has the *option* of throwing 0, 1, 2 or 3 darts each round.

Spot Darts: A way of handicapping players, teams and leagues. The better the player the fewer darts he/she would be permitted to throw at the beginning of the game.

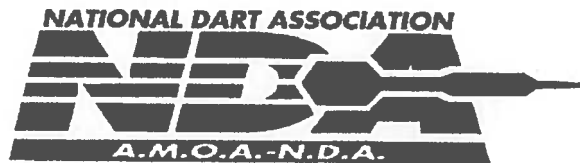
Spot Round(s): The first or opening rounds of a spot handicapped game.

Turn: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2 or 3 darts.

Unclosed: When a team has 2 or less Marks on a number or Bull's Eye.

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