



CAPTAINS CHECK-IN AND ROSTER CHANGES

Team captains can check in at the National Championship Wednesday, August 5, at 10:00 AM at the Registration Center. All captains **MUST** check-in prior to Thursday's team event to confirm your team's participation. Teams that fail to check-in may be removed from the championship. Captain, if you're unable to make the check-in, have another teammate check-in for the team.

CAPTAINS MEETING

The Captains Meeting takes place on Wednesday, August 5th at 12:00 PM (location to be announced). Important information regarding rules and regulations of the championship will be outlined. If you cannot make this meeting, please appoint a representative from your team to attend.

IDENTIFICATION REQUIREMENTS

All members must have two (2) forms of I.D. with them while they are participating in the National Championship events.

- Valid photo I.D. (State issued driver's license, passport, military card, etc.)
- Current ADA Membership Card. Replacement membership cards are available at the Registration Center. There is a \$5.00 service fee
- New members (walk-ins) and renewal members can complete a membership application and submit it along with the membership fee at the Registration Center. A 2009 temporary membership card will be issued. The real membership card will be mailed 3 – 4 weeks after the Championship is over.

This permanent ADA membership card is required to register for all events and to collect prize money.

EVENT REGISTRATION

Team events and Singles events are by pre-registration only. Only members that pre-registered for the Singles events when their team registered are eligible to compete.

Teams: Captains should check in at the Championship registration desk prior to the Opening Ceremonies on Thursday, August 6th.

Registration for Men's & Women's Doubles and Mixed Triples should be done at the Championship Registration Center. Check the Registration hours for exact times. Only

members that have competed on teams in the National Championship are eligible for the Doubles and Mixed Triples events. Membership cards are required to register for these events. The order that the members register in the Neutralizer Doubles event determines their playing order (Player #1 & Player 2).

Wednesday's Cricket Events and Draw Doubles events are open to ALL ADA members. Register at the Championship Registration Center. Team members can only compete in the draw doubles event that corresponds with their team dart type.

EVENT COMPETITION

The ADA Championship software is designed to make the National Championship more effective and efficient. This system eliminates the time consuming element of writing during registration. ADA personnel simply "swipe" your ADA membership card entering you into events. When registration closes entries are transferred electronically to the Control Center. The software randomly places members onto the competition bracket. A dartboard is assigned and your match card is printed.

The event bracket is displayed at the "Leader Board" in the Competition Room indicating the match and board assignment. In the team events, match cards will be available along a table by the bracket for each round. There will be NO matches announced. Members are responsible for finding their board assignments at the Leader Board, picks up the match sheet and proceed to their match. Should the opposing team/member not arrive within ten (10) minutes the match will be forfeited. After five minutes take the card to the Control Center and the Championship Director will make a first call. This process will repeat after five minutes for a second and final call. Check the event schedule for start times for additional rounds.

Each match card contains bar codes, the board assignment, bracket position and pay out indications. Upon competition of the match, simply circle the winner's name and return it to the Control Center. DO NOT interfere with the bar code. ADA staff will "swipe" the winner's bar code. The Championship software advances the winners to the next round of the bracket. Once a match is ready another card is generated.

To keep events on time please return match cards to the Control Center immediately following the completion of the match.

For Neutralizer events and selected Open events, there will also be a score card with the match card. _01 starting scores, points remaining and total darts MUST be recorded on the score card and returned with the match card to the Control Center at the conclusion of the match.

ADA NATIONAL CHAMPIONSHIP RULES

ADA Championship competition will follow the basic rules as outlined in the ADA League Rules Manual used in the American Dart League. Exceptions or additional rules are listed below.

STARTING RULES FOR ALL EVENTS

To determine who throws first for the bulls-eye in ALL events, toss a coin. The winner of the toss is the "home team" (or singles player #1) and throws first for the bulls-eye in the odd numbered games. The loser of the toss throws first for the bulls-eye in the even numbered games. In each game, the closest dart to the bulls-eye starts the game.

- a. Soft Tip Darts – count the holes to determine who is closest to the center. In the event of a tie, re-throw with the darts remaining in the board. A dart is pulled only when it hits the very center hole.
- b. Steel Tip Darts – a double bulls-eye defeats a single bulls-eye. The member second can request a dart to be removed from the bulls-eye only (single or double). In the event of a tie, remove the darts and re-throw until the tie is broke, reverse throwing order.

GENERAL RULES

1. All ADA members/teams shall abide by these Championship Rules and, where necessary, any supplemental rules established by ADA personnel.
2. Only approved ADA team members are eligible to compete in the National Championship Team, Singles, Doubles, Mixed Doubles and Mixed Triples events. Non-team ADA members are eligible to compete in the Draw Doubles, “Warm-Up Cricket Singles and Satellite events only.
3. Every member listed on the ADA approved team roster **MUST** play in the first round of play. No team will be allowed to play with less than the minimum required members, 4 members minimum for Team and Express events are required for all other events (exception draw doubles).
4. Any member/team, who during the course of any event, fails to comply with any of these Championship Rules, may be subject to disqualification from any and all remaining events including possible forfeit of entry fees.
5. Good sportsmanship shall be the prevailing attitude throughout the championship.
6. Decisions regarding the prize structure, event schedule, method of member registration, and the choice of match pairing shall be the responsibility and discretion of the ADA.
7. Protests – ALL matches must be completed in a sportsmanlike manner regardless of the alleged violation. To file a protest, request an “Official Protest Form” at the Control Center. Complete the form and submit with a \$100.00 filing fee that is refundable if the protest is granted. You will be contacted before the Championship ends if further action will be taken. Your protest will follow the member/team throughout the championship. A “Protest Committee” will review your protest.
8. Skill Level Review – matches cannot be protested for issues regarding from the Skill Level complaints. For ALL Skill Level concerns, request a “Skill Level Review Form” at the Control Center. The member’s PPDA will then be reviewed by the official “Skill Level Review Committee” on staff at that time. This committee will then take action as needed including future reviews and adjustments to PPDA’s.
9. Once a member/team is assigned a match, competition must begin within 15 minutes. Should a member/team fail to report to the assigned board with the 15 minute allotted time, a forfeit will be called. Each member is allowed a nine-dart warm-up.
10. Only members involved in the match are allowed inside the playing area.
11. The minimum throwing distance shall be 7’-9 ¼” from the surface of the dartboard to the front of the throw line. The maximum throwing distance is 8’-0”.
12. There will be a 2 ½ hour time limit for each round of Thursday’s team events. If a match is still in play at the end of the time period the team with the most match points will be declared the winner. In the event score of the game wins is tied, the team with the lowest points remaining total from _01 games will be declared the winner.
13. It is permissible for a doubles or triples team to participate while missing a player provided the team forfeits that turn in the throwing rotation. The missing member may join a game in progress provided they join in the proper sequence.

14. Coaching by team members and spectators is allowed but be considerate to other members in matches being played on boards/matches nearby.
15. All prize money **MUST** be collected from registration/payout center prior to the conclusion of the National Championship. Uncollected prized money will be forfeited and will not be forwarded to any members. Please make certain to watch your match sheets for your place in the event bracket/payout and stop by the registration/payout center frequently to check for unclaimed prize money.

EQUIPMENT RULES

Soft Tip Darts: All competition shall take place on Shelti Eye2 dart machines. The maximum weight allowed for electronic soft tip darts is 24 grams (barrel, shaft and flight).

Steel Tip Darts: All competition shall take place on standard bristle English dartboards. The maximum weight allowed for steel tip darts is 50 grams (barrel only).

SCORING RULES

For both Soft Tip and Steel Tip darts, a dart shall be counted as part of the turn if it hits the dartboard, backboard or dart machine.

Soft Tip Darts

Neutralizer 301 games are to be played with the double bull “deactivated” (entire bull worth 50 points).

Open 501 games are to be played with the double bull “activated” (split bull-single worth 25 points & double worth 50 points)

All cricket games, both Neutralizer and Open, are to be played with the double bull “activated” (split bull-single worth 25 points & double worth 50 points)

Shelti Eye2 Correct Score Feature

The score recorded by the machine is the score the player receives, unless a dart(s) remaining in the board clearly indicates an incorrect score for that dart(s).

DO NOT PULL YOUR DARTS FROM THE BOARD

Once the dart(s) have been pulled from the board, no correction for those darts is allowed. No score should be corrected without verification buy the opposing team member. Based on the Shelti dart machine the score can be corrected each game up to a maximum correction of the 12 darts. There will be no additional corrections once there 12 are used. The correct score feature may be used to correct machine scoring errors, member throwing out of turn, or member throwing on the wrong machine position.

A dart that remains in the board but does not activate the electronic scoring **MAY** be manually scored, but **MUST** be verified by the opposing team member.

The player accepts that for darts that dislodge from the board that “**THE MACHINE IS ALWAYS CORRECT**”. 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.

Steel Tip Darts

All games are to be played with the bull split (bull-single worth 25 points & double worth 50 points)

- a. For a dart to score it must remain in the dartboard a minimum of five (5) seconds after the third or final dart is thrown.
- b. A dart's score shall be determined from the side of the wire in which the point of the dart entered the dartboard. Should a dart lodge directly between the connecting wires of the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question.
- c. Verification of the score is the responsibility of the score keeper and the score shall stand once the darts are pulled from the dartboard. No darts shall be touched prior to the decision of the score keeper.
- d. The score keeper may inform the member on how many points have been scored or how many points remain, but only when asked.
- e. While the score keeper shall be the sole authority in charge of the game, his calling of the scores may be challenged by either member or their respective Captain.
- f. In all events, a member throwing out of turn shall receive zero score for that turn and his team shall forfeit that turn.

Neutralizer Express League Event

Based On American Dart League match format using Express League score sheet.

First team to win seven (7) games (no bonus point) wins the match. Home team will list their members on the score sheet in the order they will compete. The score sheet will be folded in half, such that the Away Team cannot see the Home Team lineup. The Away Team will complete their lineup. Both captains are responsible for entering the correct data onto the score sheet. Games will be played using the ADA Neutralizer system of 301 OI/OO and cricket with PPDA's listed on the score card. PPDA information MUST be recorded for each member on the score sheet.

Team League Event

Based On American Dart League match format using Team League score sheet.

First team to win seven (7) games (no bonus point) wins the match. Home team will list their members on the score sheet in the order they will compete. The score sheet will be folded in half, such that the Away Team cannot see the Home Team lineup. The Away Team will complete their lineup. Both captains are responsible for entering the correct data onto the score sheet. Games will be played using the ADA Neutralizer system of 301 OI/OO and cricket with PPDA's listed on the score card. PPDA information MUST be recorded for each member on the score sheet.

Mixed Doubles Event

Cricket – Best of three (3)

First team to win two (2) games advances to the next round. Designate a captain. Member PPDA's are located on the match sheet. Event game is Neutralizer cricket doubles. Either member may throw first in cricket games, no set order.

Mixed Triples Event

Cricket – Best of three (3)

First team to win two (2) games advances to the next round. Designate a captain. Individual and Triples team PPDA's are located on the match sheet. Use team PPDA' to determine Neutralizer marks. Event game is Neutralizer cricket played on positions 1&2. Any member may throw first in cricket games, no set order.

Men's & Women's Doubles Event

National Format – Best of five (5)

First team to win three (3) games advances to the next round. Designate a captain. Both captains are responsible for entering the correct data onto the score sheet. Event games are Neutralizer 301 singles and cricket doubles. Upon completion of the match, both team captains must sign the score sheet and the winner must return it immediately to the Control Center. Either member may throw first in cricket games, no set order.

Game 1	301	Player 1 vs Player 1
Game 2	301	Player 2 vs Player 2
Game 3	Cricket	Team
Game 4	301	Player 1 vs Player 2
Game 5	301	Player 2 vs Player 1

Men's & Women's Singles Event

301 Open In/Open Out – Best of five (5)

First member to win three (3) games advances to the next round. Event game is 301 OI/OO played with the Neutralizer system. PPDA's are located on the score sheet and game information MUST be recorded. Upon completion of the match, both members must sign the score sheet and this winner must return it immediately to the Control Center.

Members: Record 180, 9-Mark & Hat Trick

Open

Draw Doubles

Best of three (3)

First to win two (2) games advances to next round. Losers Bracket: One (1) game, winner advances. Designate a captain. Either member may throw first in cricket game, no set order.

Express League Event

Based On American Dart League match format using Express League score sheet.

First team to win seven (7) games (no bonus point) wins the match. Home team will list their members on the score sheet in the order they will compete. The score sheet will be folded in half, such that the Away Team cannot see the Home Team lineup. The Away Team will complete their lineup. Both captains are responsible for entering the correct data onto the score sheet. Games will be played using the ADA Neutralizer system of 501 OI/OO and cricket with PPDA's listed on the score card. PPDA information MUST be recorded for each member on the score sheet.

Team League Event

Based On American Dart League match format using Team League score sheet.

First team to win seven (7) games (no bonus point) wins the match. Home team will list their members on the score sheet in the order they will compete. The score sheet will be folded in half, such that the Away Team cannot see the Home Team lineup. The Away Team will complete their lineup. Both captains are responsible for entering the correct data onto the score sheet. Games will be played using the ADA Neutralizer system of 501 OI/OO and cricket with PPDA's listed on the score card. PPDA information MUST be recorded for each member on the score sheet.

Mixed Doubles Event

Cricket – Best of three (3)

First team to win two (2) games advances to the next round. Designate a captain.

Member PPDA's are located on the match sheet. Event game is Open cricket doubles.

Either member may throw first in cricket games, no set order.

Mixed Triples Event

Cricket – Best of three (3)

First team to win two (2) games advances to the next round. Designate a captain. Event game is Open cricket played on positions 1&2. Any member may throw first in cricket games, no set order.

Men's & Women's Doubles Event

Cricket – Best of three (3)

First team to win two (2) games advances to the next round. Designate a captain. Event game is Open cricket doubles. Either member may throw first in cricket games, no set order.

Men's & Women's Singles Event

501 Open In/Double Out – Best of five (5)

First member to win three (3) games advances to the next round. Event game is 501 OI/DO played with the Open format. PPDA's are located on the score sheet and game information MUST be recorded. Upon completion of the match, both members must sign the score sheet and this winner must return it immediately to the Control Center.

Members: Record 180, 9-Mark & Hat Trick