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**American Darters Association
ADL Franchise Owners**

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American Dart League Local Bylaws

These local by-laws are a secondary source of information created in accordance with and in addition to the League Rules Manual. The League Rules Manual is your primary source of information and all rules in the manual will be followed. Keep these by-laws with your League Rules Manual. You should have your League Rules Manual and By-Laws with you at all League matches.

Fees:

Sponsor fee will vary and an invoice and sponsor letter will be provided the first week.
Doubles (2 members) league weekly fees are \$16 per week per team.
Express (3 members) league weekly fees are \$21 per week per team.
Team (4-6 members) league weekly fees are \$25 per week per team.

Team Dues **MUST** be paid the week of play. Checks are preferred, and must be made **payable to Jack Holloman**. Checks made out to ADA, or American Darters Association will be returned and must be paid within 5 days. **Repeated submissions of incorrectly made out checks may be result in a penalty. Dues are not considered paid until an acceptable form of payment is submitted.**

A \$35 service fee will be charged for each returned check, in addition to the amount of the original check. You may use the self-addressed envelope and mail your packet each week or you can drop it off at the location on the envelope. **If cash is mailed and the packet is lost the visiting team captain will be responsible to provide a copy of the score sheet and replace all dues that were in the envelope.**

Sponsor Fees are due by the **second** week of play unless otherwise coordinated with the league owners. It is the **team captain's responsibility** to obtain this fee from the sponsor. If the sponsor is unwilling to pay the fee, the team may pay the fee or elect to move to another location. Sponsor Fees not paid will result in disqualification from play offs, and forfeiture of team winnings.

New player registration or renewal is due the first night the player is on the roster. If a new player, a registration sheet **must** be filled out and submitted. Players are encouraged to go online to the ADA web site at www.adadarters.com and complete the registration and payment online. Players who are not registered or current on fees will forfeit all games played until fees are paid. Teams with unpaid members at the end of the season will be disqualified from season play offs and fees will be removed from their payout.

Weekly Score sheets and Standings:

Weekly division standings and schedules will be posted on the ADA web site at www.adadarters.com. Each Team captain/member should print the standings from the web site and bring to their match. Each team will be given a packet containing weekly envelopes, by-laws, score sheets and rulebook (new teams or by request) for the session. The visiting team is responsible for providing a score sheet and completing the score sheet. Following the match, the **VISITING TEAM** is responsible for placing

the score sheet and all fees in the provided envelope. This envelope **MUST** be received via mail or dropped off at the address on the envelope and received by the League Owners within 3 days of the match play. The **RESPONSIBLE TEAM** will be penalized 3 points from their standings for a late envelope. All dues **MUST** be paid each week, failure to submit dues and membership fees can result in penalty and/or suspension from the league. To avoid complications, you may text a photo of the completed scoresheet that night. If you need extra envelopes or sheets for your packets please contact us before day of play to coordinate. Schedules are posted on line at the beginning of the season and are included in your packets. If there are changes we will let you know and distribute new schedules as needed. **IF THERE IS EVER ANY DOUBT IF WE ARE PLAYING ON A CERTAIN DAY PLEASE LOOK ON LINE.** Assuming we are not playing on a day is no excuse for not showing if it is clearly posted on line and will count as a forfeit.

Team Composition and Players who quit league

Each team should ensure they have enough players to cover the season. Players cannot be added after week 5. If you are unable to shoot the match due to a lack of players follow the section on rescheduling. You will not be able to add a player to cover one night after week 5. This does not fall under the "team survival" as set forward by national rules. Team survival only applies when the team cannot finish the season due to lack of players.

If a player quits a team, especially in doubles or express, that player will remain responsible for weekly fees until a permanent replacement player is found. If the team cannot find another player and is unable to continue, that team will also be responsible for all remaining weekly fees for the season and to repay the sponsor all fees for the remaining weeks. Money left owed to the ADA will be deducted from payouts. If a debt remains the team and players will not be able to play future seasons until the debt is resolved.

Match Start Time

All leagues are slotted to start at a certain time. Tuesday and Thursday leagues start at 7:30pm. Sunday Express begins at 6:00pm, and Sunday Doubles at 7:30pm. Each team is expected to be in place and ready to begin by that start time. A 15 minute grace period will be allowed after start time unless otherwise agreed to by the team captains. Teams arriving late may be penalized up to and including forfeiture of that match.

Communication is the key to preventing this from occurring. It also shows respect for the other players for their time and commitment to the league.

Prizes and awards:

Teams will be awarded a minimum of \$1 per point based on the regular session standings. **Bye points will not be included in the prize pay-out**, Bye points will be used for overall standing. Prizes and awards will be given to the team captain for distribution, unless other arrangements have been made. At the end of each league a Player Appreciation Tournament may be held. At that trophies and all monies will be paid out to the team captains.

Match Rescheduling:

Matches during the session can be rescheduled for a number of reasons, including but not limited to: inclement weather, team hardships, etc. Both teams must agree upon the reschedule and contact League Owners with date and time. If a match is to be rescheduled for a different night of the week, please consult with the location manager to avoid any problems.

Rescheduled matches must be played within 2 weeks of the original match date. Except in the last 2 weeks of the session when they must be completed prior to the playoffs.

The team captain must contact the other team captain to reschedule. Informing a Division Rep or owner of the need to reschedule does not constitute contact. Any team failing to contact and coordinate a rescheduling need prior to the start of the match will forfeit that night. If the other team is unable or unwilling to reschedule, it is their right and a forfeit will be entered.

Unsportsmanlike Behavior:

All members of the American Dart Association are adults and expected to treat each other with respect. At no time will physical or verbal confrontations be tolerated. In the event this occurs all involved members will be suspended from the league. The length of the suspension will be determined by the league owners. Belittling, taunting, or disruptive behavior will result in a game penalty or suspension.

Questions, Disputes, and Protests

A majority of questions and concerns can be resolved by referring to the provided league rule book. But for questions and minor disputes all team captains should do the following.

Questions

1. Refer to the league rule book and bylaws.
2. Work with the other team captain and players.
3. Call your **Division Representative**. If the Rep cannot answer the question, they will contact another Rep or League Owner for resolution. Your schedule will contain the phone number of your Rep and other captains.

Disputes and Protests

1. Refer to the league rule book and bylaws.
2. Work with the other team to resolve informally.
3. Call your **Division Representative**. Inform the Rep that both teams are in dispute/protest over the match or issue. **League play should continue as scheduled**, the Rep will determine if a reschedule of the match is necessary due to concerns over player behavior.
4. Both Captains will submit a written description of the protest along with \$10 (as outlined in the league rule book) to one of the League Owners for submission to the Board of Governors (BoG) for review. If the \$10 fee is not paid, it may be deducted from team payouts. If a written description is not submitted by one team the BoG may rule in favor of the submitting team. If neither team submits a written description both teams may be penalized at the discretion of the BoG.
5. The BoG will review the information and make a ruling, the team who receives the favorable ruling will be refunded their \$10. The other team forfeits their fee, and may receive further penalties or sanctions depending on the ruling of the Board.
6. The highest authority in Area 622 rest with the League Owners. If a reconsideration of the ruling is requested it must be done in writing to the **BOTH** owners. They will then review and determine if the BoG ruling should be upheld, modified, or set aside.

Playoffs

The rules regarding playoff matches are described in the League Rule book. This is the first source to answer most questions.

The team line up can be changed at the end of each sheet of play. A player cannot be added to a current sheet after the match begins. They can be added on the next sheet, and any other players may be removed.

To qualify to play in playoffs players are required to have been on the team roster prior to week 5. Players will not be allowed to play in the playoffs if they were added after week 6 without prior approval from the BoG and Owners. Players must also have played three weeks during the regular season to play in play offs. The exception to this rule is only for Sunday night league, which will be managed by the Division Rep.

Start time for playoffs will be the normal start time of that league unless otherwise arranged between the two teams.

Teams will have no more than 4 minutes after the completion of a sheet to start the matches on the next sheet.

Skills and Average Review

A player or team captain may request a review of an average for themselves or a teammate. The player's average will be reviewed and a determination made if it should be adjusted based upon the results.

A player's average will not be adjusted based on rumors and complaints by other league members. If there are concerns over "sand bagging" or "stacking averages" a formal complaint must be submitted to that Div Rep for review by the Board of Governors.

Averages are based on the last 10 '01 scores for that player. One average if they play open, and a second average if they also play neutralizer. Each new '01 game they complete knocks the 10th game on the list off and recalculates their average. If a player shoots two neutralizer or two open leagues their average is carried over into both, and their 10 game average is based on both leagues. Open matches do not affect neutralizer averages, and vice versa.

ADA Sponsored/League Tournaments

Only league players may compete in the league tournaments. ADA Sponsored events in 622 are open to any darter who wishes to play. The rules of play, lineup, and order of games for events will be set before game play starts. We rotate the events through all of our sponsors who have at least 3 dart boards for play, those with more boards will logically get the larger events.

Respect for fellow darters will be followed in these events as in season. At no time will physical or verbal confrontations be tolerated. The offending parties (regardless of instigator) will be ejected from the tournament and the remaining partners may receive a refund or become their own team. Players ejected from more than one event will be banned from future events for 1 year.

The time of the players is valuable. Listen closely for when you are playing and where. All matches will start within 5 minutes of being called. Any team that is not on the line prepared to throw at that time will forfeit the game.