Date:	WEEK	MERICAI	.	AM	HR	GAI	TEAM			HOME TEAM	EVENTS	VISITING 1	TEAM				
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Division:		AS	SOCIATIO	N ®	adad	arters.	.com					Game #2 Cricket	ı — —				
Session Schedule and Weekly Standings Online																	
						Game #3 -'01											
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AMERICAN DART LEAGUE TEAM LEAGUE RULES OF PLAY

BEFORE THE MATCH:

FILL IN HEADER

RED SECTION:

LIST EACH TEAM MEMBER.

WHITE SECTION:

ENTER MEMBERS PPDA AND STARTING SCORE.

BLUE SECTION:

ENTER THE NUMBER OF *NEUTRALIZER*® MARKS IN THE APPROPRIATE BOXES.

STARTING THE MATCH:

TO DETERMINE WHO STARTS THE GAME

Home Team throws first for the bull's-eye. The closest dart to the bull's eye starts the game.

Electronic Darts (soft tip)

Count holes, closest to the center is the winner. A dart is pulled only when it hits the very center hole. In the event of a tie, reverse the order and throw until the tie is broken

English Darts (steel tip)

A single or double bull's-eye can be pulled. In the event of a tie, pull both darts, reverse order and throw until the tie is broken.

NEUTRALIZER® DIVISION

301 Games

Determine Neutralizer® points and subtract from 301. Winner of bull's-eye now begins the game.

Flectronic Darts

Coin game and select 301 for positions 1 & 2. Set game to proper handicapped position (player 1 or 2 based on the bull's-eye throw). Manually score the required points needed to reach the *Neutralizer*® starting score. Set the game to position one and begin the game.

English Darts

Simply list the *Neutralizer*® starting score on the score board opposite opponents 301 score and begin the match based on the bull's-eye throw.

Cricket Games

Double games are Cricket.

Determine *Neutralizer*® marks. *Neutralizer*® team can place marks anywhere on their side of the game but are limited to 2 marks per number.

Electronic Darts

Coin game and select Cricket for position 1 & 2. Set game to proper *Neutralizer*® position (player 1 or 2 based on bull's-eye throw). Manually score the required marks needed to reach the *Neutralizer*®. Set game to correct position (1 or 2) and begin the game.

English Darts

Score the required marks on the score board and begin the match based on the bull's-eye throw.

OPEN LEAGUE

English and Electronic Darts

Single games are 501 straight start, double finish. Double games are Cricket. All games are played scratch.

For additional rules refer to the ADA's American Dart League Rule Book at your sponsoring location or through your ADA Representative.

MEMBER ACHIEVEMENTS

Record the following achievements for each member in the spaces provided:

180 = Three Scoring Triple 20s (-01 Games Only)

Nine Mark = Round of 9 (Cricket) Three Scoring Triples

Hat Trick = Three Scoring Bull's Eyes (-01 and Cricket) in three darts

CRICKET MARKS PER ROUND (MPR)

At the end of each cricket game, record each member's MPR and total rounds as appropriate on the score sheet. MPR scores can only be recorded as calculated by ADA approved electronic dart machines and scoring devices. The approved list of electronic dart machines and scoring devices is available online at adadarters com

Game # --- 4 Member 1 -- 1 & 2 2 -- 3 & 4 3 -- 1 4 -- 2 5 -- 3 6 -- 4 & 2 7 -- 1 & 3 8 -- 4 9 -- 1 10 -- 2 11 -- 4 & 1 12 -- 3 & 2 Game # --- 5 Member 1 -- 1 & 2 2 -- 3 & 4 3 -- 5 4 -- 1 5 -- 2 6 -- 3 & 5 7 -- 4 & 1 8 -- 2 9 -- 4 10 -- 3 11 -- 5 & 2 12 -- 1 & 3 Game # --- 6 Member 1 -- 1 & 2 2 -- 3 & 4 3 -- 5 4 -- 6 5 -- 1 6 -- 2 & 5 7 -- 4 & 6 8 -- 3 9 -- 2 10 -- 4 11 -- 1 & 3

12 -- 5 & 6