Date: _____

Location: _____

League: Neutralizer®/Open

Division: _____

WEEK #

AMERICAN DARTERS ASSOCIATION®

AMERICAN DART LEAGUE®

EXPRESS LEAGUE

adadarters.com

Session Schedule and Weekly Standings Online

Home Team Name: _____

Team Dues: $ _____

Player's Names - Achievements | **PPDA**

1. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

2. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

3. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

TOTAL

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS

Points Remaining Total

Visiting Team Name: _____

Team Dues: $ _____

Player's Names - Achievements | **PPDA**

1. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

2. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

3. _____

___Ton 80___   ___Hat Trick___   ___9 Mark___

TOTAL

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS

Points Remaining Total

EVENTS

HOME TEAM					VISITING TEAM
MARKS	PLAYER #	MPR	# ROUNDS	MPR	PLAYER # MARKS

Game #1 Cricket

	1	_____			1
	2	_____			2
	3	_____			3

Game #2 -'01

| | 1 | _____ | | | 1 |

Game #3 Cricket

| | 3 | _____ | | | 3 |
| | 2 | _____ | | | 2 |

Game #4 -'01

| | 2 | _____ | | | 2 |

Game #5 Cricket

	3	_____			3
	1	_____			1
	2	_____			2

Game #6 -'01

| | 3 | _____ | | | 3 |

Game #7 Cricket

| | 1 | _____ | | | 1 |
| | 2 | _____ | | | 2 |

Game #8 Cricket

	2	_____			2
	3	_____			3
	1	_____			1

BONUS POINT   **BONUS POINT**

TOTAL POINTS   **TOTAL POINTS**

HOME TEAM CAPTAIN'S SIGNATURE

VISITING TEAM CAPTAIN'S SIGNATURE

Triples Cricket *Neutralizer*® Calculation

Add the averages of all 3 players. Divide by 3. Then multiply by 2. Use this number on the ***Neutralizer*®** Cricket chart to determine marks.

Date: _____ **WEEK #**

Location: _____

League: **Neutralizer®/Open** _____

Division: _____

Session Schedule and Weekly Standings Online

Home Team Name: _____

Team Dues: $ _____

Player's Names - Achievements   **PPDA**

1. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark

2. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark

3. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark   **TOTAL**

Visiting Team Name: _____

Team Dues: $ _____

Player's Names - Achievements   **PPDA**

1. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark

2. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark

3. _____

_____ _____ _____
Ton 80   Hat Trick   9 Mark   **TOTAL**

Triples Cricket *Neutralizer*® Calculation

Add the averages of all 3 players. Divide by 3. Then multiply by 2. Use this number on the *Neutralizer*® Cricket chart to determine marks.

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS

Points Remaining Total

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS

Points Remaining Total

EVENTS

HOME TEAM			VISITING TEAM	
MARKS	PLAYER #	MPR	# ROUNDS	MPR	PLAYER #	MARKS

Game #1 Cricket
HOME: 1, 2, 3 — VISITING: 1, 2, 3

Game #2 -'01
HOME: 1 — VISITING: 1

Game #3 Cricket
HOME: 3, 2 — VISITING: 3, 2

Game #4 -'01
HOME: 2 — VISITING: 2

Game #5 Cricket
HOME: 3, 1, 2 — VISITING: 3, 1, 2

Game #6 -'01
HOME: 3 — VISITING: 3

Game #7 Cricket
HOME: 1, 2 — VISITING: 1, 2

Game #8 Cricket
HOME: 2, 3, 1 — VISITING: 2, 3, 1

BONUS POINT ☐   ☐ **BONUS POINT**

TOTAL POINTS ☐   ☐ **TOTAL POINTS**

_____
HOME TEAM CAPTAIN'S SIGNATURE

_____
VISITING TEAM CAPTAIN'S SIGNATURE

AMERICAN DART LEAGUE EXPRESS LEAGUE RULES OF PLAY

BEFORE THE MATCH:

FILL IN HEADER

<u>RED SECTION:</u>

LIST EACH TEAM MEMBER.

<u>WHITE SECTION:</u>

ENTER MEMBERS PPDA AND STARTING SCORE.

<u>BLUE SECTION:</u>

ENTER THE NUMBER OF 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.

ROSTERS

All rosters must consist of 3 members. Team members must be finalized by the 3rd week of the season.

Substitutes

Any ADA member can substitute for an absent team member in regular league match play. Substitutes may not compete in the playoff matches.

NEUTRALIZER® DIVISION

301 Games

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

Electronic 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 and Triple 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.

NEW MEMBERS

New members without a *Neutralizer*® average will assume the average of the members playing in the match by adding together the two members PPDA and dividing by two.

OPEN LEAGUE

English and Electronic Darts

Single games are 501 straight start, double finish. Double and Triple 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.

PLAYER ACHIEVEMENTS

180 = Three Triple 20s (301 Games Only)
RD 9 = Round of 9 (Cricket) Three Scoring Triples
Hat Trick = Three Bull's Eyes

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