Date: _____

Location: _____

League: Neutralizer®/Open

Division: _____

WEEK #

AMERICAN DARTERS ASSOCIATION ®

AMERICAN DART LEAGUE ®

DOUBLES *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

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

TOTAL

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS
GM 4		
GM 8		
GM 6		
GM 10		

LEAGUE NIGHT -01 RESULTS

STARTING SCORE	POINTS REMAINING	TOTAL DARTS
GM 6		
GM 8		
GM 4		
GM 10		

EVENTS

HOME TEAM					VISITING TEAM	
MARKS	PLAYER#	MPR	# ROUNDS	MPR	PLAYER#	MARKS
	1		Game #1 Cricket		1	
	2				2	
	2		Game #2 Cricket		2	
	1				1	
	1 & 2		Game #3 -'01 (DOUBLES)		1 & 2	
	1		Game #4 -'01 (SINGLES)		2	
	1		Game #5 Cricket		1	
	2				2	
	2		Game #6 -'01 (SINGLES)		1	
	1 & 2		Game #7 -'01 (DOUBLES)		1 & 2	
	1		Game #8 -'01 (SINGLES)		1	
	1		Game #9 Cricket		1	
	2				2	
	2		Game #10 -'01 (SINGLES)		2	
	1 & 2		Game #11 -701 (DOUBLES)		1 & 2	

TOTAL POINTS [ ]   [ ] **TOTAL POINTS**

HOME TEAM CAPTAIN'S SIGNATURE

VISITING TEAM CAPTAIN'S SIGNATURE

AMERICAN DART LEAGUE DOUBLES RULES OF PLAY

BEFORE THE MATCH:

FILL IN HEADER

LIST EACH TEAM MEMBER.

ENTER MEMBERS PPDA AND STARTING SCORE.

ENTER THE NUMBER OF MARKS IN THE APPROPRIATE BOXES.

GM# = COINCIDES WITH THE GAME # AS LISTED IN THE EVENTS SECTION FOR EACH PLAYER.

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 2 paid members. Team members must be finalized by the 5th 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. All substitutes must be a paid ADA member.

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
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 play scratch.

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.

MEMBER 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

PAY YOUR ADA MEMBERSHIP ONLINE @ ADADARTERS.COM