

WCDA Rules for League Play

The following has been condensed for easier interpretation and to provide teams with a quick reference of the basic rules of league play. Any situation that arises that is not covered in the following rules section should be taken up directly with your division representative.

Article 1: Equipment and Playing Area

- A) All matches must be played on an English bristle dartboard. The league provides each team with a board at the beginning of the season. All boards must be in good condition for match play. If a replacement board is needed it is the responsibility of the establishment to provide one. A proper scoreboard must be provided and be visible by each player during game play. A throw line/oche must be provided that is approx. 2 to 3 feet wide and centered to the bulls-eye.
- B) All dartboards and throw lines must be set up with the following dimensions: The board must be attached firmly at a height of 5 feet 8 inches from the center bulls-eye to the floor. The throw line/oche will be 7 feet 9 ¼ inches straight back from the front of the board. The diagonal measurement from the center bulls-eye to the throw line/oche is 9 feet 7 ¾ inches.
- C) There must be no obstructions between the throw line/oche and the board. The dartboard and scoring area must be well lit (2 lights, 1 coming from the left and 1 coming from the right side of the board seem to be the best way to illuminate the area without creating shadows on the board). All team members and spectators must remain behind the throw line/oche during game play. There must be sufficient room to play the game.

Article 2: Match Start Time and Forfeits

- A) All season league matches are to start at 8pm sharp. Post-season matches/playoffs start at 7:30pm. A regular season match forfeit may be taken at 8:15pm if a team is not present to play and the other team has the minimum number of players to start the match. A team may start/play a match with four players if it is a 6-man format or 3 players if it is a 4-man format. A team may choose not to take a forfeit at 8:15pm and give additional time for a team to show up. This is completely at the discretion of the team that is present and ready to play. Once a match starts a match forfeit can no longer be taken. Game forfeits may be taken 5 minutes after a game is called to the board and a player does not show to the board. A sub for that game may be used if the opposing captain agrees. Each game is an individual game and may be treated as such in the case of taking forfeits (i.e. an opposing captain may allow you to use a sub for 1

game but not another). The league takes a neutral position on this type of agreement and neither discourages or encourages its application.

Article 3: Penalty Points

- A) The home team is responsible for calling and faxing in all results. Failure to do so will result in the following penalty points. The phone number and fax number are the same: 888-822-1216.
- B) Failure to call in results = 1 point penalty
- C) Failure to fax in results = 2 point penalty
- D) Failure to fill out the score sheet properly = 1 point penalty
- E) There are other penalty points that can be awarded to teams (call your Div. rep)

Article 4: Score sheets

- A) Captains must fill out 1st section of the score sheet by 8pm to start the match.
- B) Home team Captain then has 5 minutes after the completion of each set to fill out the next section.
- C) Away team captain has 5 minutes to fill out the next section after the home team captain has put in his/her line up.
- D) No more than 10 minutes between sections of play. This is to ensure the timely completion of the match.

Article 5: Eligible players

- A) A player can only play in a league match if they are on the roster.
- B) Additions to the roster can be made throughout the season.
- C) Your division rep must approve any additions or changes to the roster.
- D) All requests for changes must be made by the Friday night prior to Tuesday's match night.
- E) You must call your division rep and email the specific changes. Information on your rep is on the folder.

- F) To qualify for the playoffs a person must play at least one game in 50% of the seasons matches. You can check eligibility for playoff throughout the season on the league web site.

Article 6: Reschedules

- A) If teams need to reschedule, both teams must agree to it.
- B) When rescheduling a match the home team must call in to the league with a reschedule notice and a prospective date of the rescheduled match.
- C) If changes are made at any time you must notify your division rep
- D) You must make up any match within 3 weeks of the regularly scheduled match. Postponement after 3 weeks will result in penalty points.
- E) No postponements can occur during the last 2 weeks of the season. Additionally, no postponements from prior to this time can be made up during the last 2 weeks of the season.

Article 7: Conduct/Sportsmanship

- A) The WCDA has instituted a zero tolerance policy on fighting. If you start a fight during a league match with another league player you will be terminated from the league.
- B) Un-sportsman like conduct, harassment, intimidation and any form of abuse will result in the league taking disciplinary action. Each infraction will be dealt with on a case-by-case basis by the board. Actions can range from penalty points to expulsion from the league.
- C) If you have any complaints regarding conduct please call you division rep immediately. If you do not report it, we cannot do anything about it.

Article 8: General rules

- A) **Bull shot starts all games.** The away team has option to shoot bull first or second. In the case where multiple games are played between players, loser of the first game has choice for bull in the second.
- B) **All games** are either 501 or cricket.
- C) **Scorekeepers** may tell a player what they have shot, or in the case of 501 what they have left. The scorer may not tell the player what to shoot at. For example if a player has 32 left the scorer cannot say double 16 left.

- D) **Ultimately the player is responsible for darts thrown.** If you are not sure what it is check it yourself.
- E) **In 501**, once the double is hit the game is over. Even if the player throws a dart in the board after the double was hit. It is not considered a bust.
- F) **Foot faults:** both feet must remain behind the throw line until the dart is released. If this occurs a warning must be given by the opposing captain. If the same player commits the same infraction in a subsequent game or at any time during the match, then the score for that turn shall not count.

Remember any questions on rules call your division rep for help.