



Rules of Play

Last Revised: March 2023

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1. Membership.

- A. Only members holding a permanent WADA membership card and who have paid season shooting fees may participate in WADA league play. Eligibility starts on the night of payment. Permanent membership in WADA is a one-time fee, and a membership card, with the WADA number, will be issued upon payment of the fee.
- B. Each WADA member is responsible for knowing the rules of play.
- C. The Executive Director and/or any member of the Board of Directors have the authority to suspend any WADA member for due cause. Such suspension may be appealed to the Board of Directors.

2. Definitions.

- A. Match. The entirety of the night's play; the total number of games played.
- B. Section. Within each match, a sequence of one or more games in which the minimum full team lineup is played (ie, 4 players in a four-person format, 6 players in a mixed doubles format).
- C. Game. One element of a match for which three points are assigned.
- D. Leg. A segment of each game played for which one point is assigned. If the first two legs are won consecutively, three points will be awarded.
- E. Player. A person who throws darts in a WADA event.
- F. Technical Penalty. A penalty that affects the won-lost record of both teams involved.
- G. Personal Penalty. A penalty assessed against a team that does not affect any other team's won-lost record.
- H. Team Percentage. The number of wins divided by the sum of wins, losses, and penalty points; determines the team's ranking within a division.
- I. Forfeit. A technical penalty for which the opposing team receives the wins (based on current team win percentage times the number of games in the match) and zero (0) losses, and the forfeiting team receives the losses (based on current team loss percentage times number of games in the match) and zero (0) wins.
- J. Double Forfeit. A technical penalty for which both teams receive the losses and neither team receives the wins.
- K. Cycle. A sequence of matches in which each team plays every other team in the division. (ie, there are two cycles in a six-team division, and three cycles in a 4-team division, each season.)
- L. Incomplete Team. Anything less than a Full team. (see Rule 5.A)

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3. Schedules.

- A. The Executive Director will prepare schedules for each season. A three-week period will be allowed after the announced start date of the season for the Executive Director to make necessary schedule changes.
- B. No teams will be added to the schedule after the first week of play.

4. Equipment.

- A. Two standard English-style bristle boards of good quality and in good condition must be secured to the wall so that the distance from the center of the board to the floor is five feet, eight inches, plus or minus one-quarter inch. (Champion Choice boards are not considered to be standard.)
- B. The “20” scoring wedge shall be the darker of the two wedge colors and positioned as the top center wedge.
- C. Lights must be mounted in such a way as to light the board brightly, reduce shadows to a minimum, and not impede the flight of the darts. Sufficient contrast lighting of the throwing areas shall be provided so that dart throwing is not hampered by the lack of visibility or distracting lighting.
- D. The toe line shall be a fixed toe block or tape line, in place and visible at all times. The distance from the toe line to the face of the board will be seven feet, nine and one-quarter inches, plus or minus one-quarter inch. This distance will be measured from the back side (shooter’s side) of the toe block or the front side (Board side) of the tape line. Players may shoot from any reasonable distance behind the toe line. (If a player shoots from a distance less than the minimum, the captain of the opposing team should inform the shooter’s captain, so that he/she may inform the shooter of the problem. Any further violations by that player will result in forfeiture of the shooter’s score for the offending dart(s) thrown, with the thrown dart(s) remaining where it has landed until completion of the turn.)
- E. Dartboards should be placed so that the edge of the board is a minimum of 18 inches from any ceiling and 24 inches from an abutting wall or elevated area. Multiple boards must be placed a minimum of 24 inches from each other. Scoreboards should be placed to the outside of either board (ie. to the left of the left board and to the right of the right board). If the scoreboards are placed between the dartboards, the distance from the outer edge of each scoreboard must be a minimum of three inches from the other scoreboard or either dartboard.
- F. WADA suggests that each sponsoring establishment provide a designated area for the prominent display of result sheets or standings and other darts information.
- G. If, in the opinion of one of the participating teams, an equipment problem exists, a protest shall be made to the home team captain prior to the start of the match. If the problem cannot be resolved, the match shall be played, and a protest should be filed in accordance with WADA protest procedures.

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- H. For noncompliance with Rules 4A through 4E, all “home” matched shall be played “away” until the deficiencies are corrected.
- I. An establishment will be accepted as a sponsor for WADA league competition only if it is in compliance with the above equipment standards.

5. The Team.

- A. A full team consists of four people in a four-person format; for mixed doubles, a full team is three men and three women. If a full team is present, no substitutes are allowed. There is a maximum number of six (6) players allowed on a team (twelve for mixed doubles teams).
- B. For the four-person format, no fewer than two people shall be considered a legal team. For mixed doubles format, no fewer than two males and one female or one male and two females shall be considered a legal team. A match may not be started without a legal team. Teams may start a match with a legal but incomplete team and may play late-arriving players, providing Rule 6 is not violated; however, late-arriving players/substitute may not enter into a game already in progress.
- C. Lineups for the first section of play must be exchanged by the starting time, and the first game must be played within ten minutes of the start time (see Rule 6.B). After the first game is played, the team captain of the incomplete team may choose which game(s) the team will forfeit.
- D. Once the lineups have been exchanged, changes and substitutions may be made only with the consent of the opposing team captain who, upon consent, will initial such changes on the score sheet.
- E. When both teams present a legal but incomplete team, both teams must forfeit the points of the game(s) which they are unable to play (see Rule 2.J)
- F. Teams may play more than the minimum needed for a full team during a match as long as all other rules are observed.
- G. Players shall comply with the dress code of the establishment in which they are shooting. A player denied admission for noncompliance with a dress code shall be considered “not present”.

6. Time Factors.

- A. Boards will be made available for league practice thirty minutes before starting time.
- B. The starting time for all matches shall be 7:30 pm, unless otherwise designated or agreed to by both captains. One game must be started at that time (see Rule 5.C).
- C. No more than ten minutes will elapse between games.

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7. Format of Play.

- A. All WADA matches are played in sections, each section to be played consecutively as designated on the score sheet. Each player may play only one game in each section of a match. (The score sheet clearly indicates specific singles, doubles, and/or team games to be played in each section.)
- B. All games are the best two out of three legs, except for team games.
- C. 01 Games. 301 is double in, double out (DIDO). All other 01 games are free in, double out (FIDO).
- D. Cricket. The number being shot does not have to be called (ie, “slop” counts). Points are kept, not given.
- E. Cork Calls. The winner of the cork (see Rule 8) selects the game to be played in the first leg and shoots first. The loser of the first leg selects the game to be played in the second leg, and has the option on cork; the winner of cork shoots first. The third leg (if needed) is played the same as the first leg. Cork Call options include: 301, 501, or Cricket.
- F. Team Game. There is no maximum number of legal players who may play in the team game, as long as proper rotation is maintained.
- G. Playing Short. Teams may play short; in doubles, one may play against two and, in team games, two or three may play against four or more, or two may play against three. In all cases, when one team presents fewer players than the other, the team that has less than a complete lineup (ie, 2 in doubles, 4 in team game) forfeits the turn(s) in which it has missing players.

8. Beginning a Game.

- A. In any sponsoring bar that has boards in a non-smoking section, all teams must honor any request by a player to their portion of a match in that non-smoking section. If that request is made, all portions of the match involving that player must be played in the non-smoking section. Such request must be made prior to the start of a match, or upon the arrival of the player, if they arrive after the beginning of the match. Whenever possible, requests should be made by the captain of the team to the captain of the opposing team. If no request is made, matches will be played on boards designated by the home team captain.
- B. All games begin by throwing cork. The “home” team always has the option to throw cork on the first leg. The loser of the first leg has the option on throwing cork in the second leg. If a third leg is necessary, “home” team has option on throwing cork. The team that throws closest to the cork throws first in the leg. Only players scheduled to play in the game may throw cork.
- C. Measurements for darts hitting outside the cork will be from the outside wire of the cork. Double cork beats a single cork, and corks of equal value tie. In the case of a tie, both darts must be removed from the board and the cork is thrown again, with the order of the players reversed. This process will be continued until a winner can be declared. If a second player

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requests that the first dart thrown be removed from the cork (single or double), the request must be granted.

- D. When throwing for cork, darts must remain in the scoring part of the board (inside the double ring) to count, with the player throwing additional darts until this happens. If a second dart dislodges a first dart, players will throw again.
- E. Darts must not be touched by anyone prior to declaring a winner. If a member of either team touches a dart before the decision, that team shall forfeit cork. If a spectator violates this rule, cork will be thrown again, retaining the order.

9. Scoring and Marking.

- A. There should be a scorekeeper whenever possible. If no scorekeeper is available, players will keep their own score, leaving their darts in the board until the score is marked. All players directly involved in a game must agree to using a scorekeeper for each game.
- B. The scorekeeper must not converse with anyone unless requested by the game's participants, at which point the scorekeeper may inform the shooter(s) what has been scored and/or what is left. The scorekeeper may not inform the shooter as to what is left in terms of number ("out") combinations. It is permissible for anyone other than the scorekeeper to advise the shooter.
- C. In 01 games, errors in arithmetic will stand if not corrected prior to the beginning of that team's next turn, unless the winning dart was thrown in the meantime. In Cricket games, it is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts have been removed from the board; no alterations in score shall be allowed "after the fact".
- D. In 01 games, a player "busts" when scoring more points or one point less than the number of points remaining in the game, or when scoring the exact number of points remaining when the last dart thrown is not a double. After a "bust", the score remains as it was prior to the turn. Darts thrown after a finishing do not count.
- E. For a dart to score, it must remain in the board for five seconds after the last dart is thrown. The tip of the dart must touch the bristle scoring surface to count.
- F. A dart's score shall be determined from the side of the wire in which the point of the dart enters the board. On boards with "bands", a dart thrown between the bands shall count as the higher score.
- G. No dart may be touched by anyone prior to the decision of its score. It is the responsibility of the player to verify the score before removing the dart(s) from the board. The score of any dart removed from the board before the score is verified, by either the scorekeeper or the opponent, will be counted as zero.
- H. A dart is "thrown" when it leaves a player's hand as the hand and arm move toward the board, after the player has taken a position at the line. A dart which is dropped while a player is taking

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position at the line, or resetting for a second or third throw, does not count as a thrown dart. A dart scores as thrown, even if deflected, whether or not it strikes the board.

- I. When a player throws “out of turn” and it is discovered before the next team throws, the score will not be counted and the proper player will throw. When a player throws “out of turn” and it is discovered later in the same game, the scores and the new order will stand, and that player will lose his/her next turn in the new order.

10. Score Sheets.

- A. Each team captain will be provided score sheets for each match. Captains are responsible for the completion, accuracy, and neatness of their score sheets, and must sign them both at the end of a match. Score sheets are not required for “forfeits” and “byes”.
- B. Each player’s full name and WADA number must be entered once on each score sheet.

11. Reporting Results.

Immediately following the match, both team captains must report the match results to WADA. Failure to report scores by noon the following day will result in the assessment of three penalty points. (Thursday night teams are requested to report their scores immediately following the match.) Teams that knowingly report incorrect scores will be assessed five (5) penalty points. Scores may be reported by phoning the WADA Message System or electronically mailing the results by the deadline.

12. Captains Meetings.

- A. Captains meetings will be held prior to the beginning of each season for distribution of team packets, Board elections (if necessary), and dissemination of other information. The meetings will be conducted within each region (VA, MD, and DC).
- B. The captain, any shooting member, or anyone with a written proxy signed by the team captain, may represent a team at a designated captains meeting. Captains that miss the meeting are responsible for picking up their packets.

13. Sponsors.

- A. Establishments sponsoring WADA teams are essential to our association; players will respect the rules and guidelines established by the sponsors. Amenities, such as team drinks or discounts on food and/or beverages, are at the discretion of the sponsor.
- B. WADA has the authority to limit the number of teams at any sponsoring establishment.
- C. A sponsorship fee must be paid for each team for each league season. Sponsors should include the sponsorship fee(s) with the team application(s) by the due date. Teams with sponsor fees due at the end of the 6th week of play will be dropped from the league for the remainder of the season. Sponsors with outstanding financial obligations will not be allowed to sponsor any team(s) in subsequent seasons until payment is received by WADA.

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14. Team Applications, Rosters and Fees.

- A. Team applications for each WADA season must be received by the announced deadline to be guaranteed a position on the schedule. Applications received after the deadline will be considered on a first-come, first-served basis, and will be accepted only if there are positions available on the schedule. Applications will not be accepted after the first week of play.
- B. Team rosters, individual shooter fees, and new membership fees are due for all team members by the end of the second (2nd) week of each season. A team will not be considered as Paid until all fees and a completed Team Roster are received.
 - 1. End of Week 2 – If payment and/or Roster form have not been received, 3% penalty points will be assessed for each week.
 - 2. End of Week 3 – If payment and/or Roster form have not been received, unless an Exception has been granted by the Executive Director, the team will be dropped from the league for the remainder of that season.
 - 3. It is the responsibility of the team captain to ensure that the required team fees are paid and the completed Team Roster form has been submitted and received.
 - 4. See Rule 5A for definition of a Full Team and the maximum number allowed on a team.
- C. Shooter fees must be paid by each team member for each team of which that player is a member for each league season.
- D. All players on a team roster must play in a minimum of four (4) regular season matches to be eligible to play in the division playoffs and League Championships.

15. Individual Player Status.

- A. Any player who shoots for a team, other than as a substitute, shall be considered to be a member of that team, regardless of the number of games actually played. A player is either a team member or a substitute. Players may change teams only between seasons, except that a player may change teams if his/her team withdraws or is dropped from the league.
- B. Non-playing captains (NPCs) are allowed in all leagues, and do not count toward the maximum number on the roster. NPCs are not subject to Rule 14. D, unless they elect to shoot as a legal substitute during the first nine weeks of play. NPCs are not required to pay shooter fees, and are not eligible for individual awards. "Non-Playing Captain" must be clearly marked above "Captain's Name" on the Season Application.

16. Individual Player Rankings.

- A. Players receive a rating based on singles win point (WP) percentage known as the Weighted Aggregate Rated Percentage (WARP).
 - 1. The wins and losses are rated so that wins count more for the higher league (A3, B2, C1) and losses count more for the lower league (C3, B2, A1) for comparison.

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2. The threshold for each WARP ranking is as follows:

AA	\geq	8.3
A	\geq	6.7
BB	\geq	5.0
B	$>$	3.3
C	$<$	3.3

- B. All win-points and loss-points are totaled for a predetermined number of seasons which will be referred to as the Rolling Average Cycle (RAC).
- C. A “RAC” should not include more than the last 6 seasons as a MAX.
- D. A player must play 7 games (21 points) in the RAC to get a WARP.
1. Anyone who plays A league during the RAC may not be ranked any lower than B.
 2. Anyone who plays B league as their highest level during the RAC may not be ranked any higher than A.
 3. Anyone who plays C league as their highest level during the RAC may not be ranked any higher than BB.

17. Points on the Line.

- A. A point system for ranked players (Rule 16) will be used to determine division level. However, in order to allow legacy teams to stay together but at the same time ensure division parity, a “Points on the Line” system shall be used. (*Hereinafter referred to as POL.*)
1. No B-level team shall exceed 24 points for the four shooters during a given section (i.e., two matches of doubles or four matches of singles).
 2. No C-level team shall exceed 18 points for the four shooters during a given section (i.e., two matches of doubles or four matches of singles).
 3. Neither A-division teams nor the team game for any division will be subject to the POL cap.
- B. Using the ranking, as determined by the WARP (Rule 16.A-D), a player’s points will be rounded to the nearest tenths place:
- | | | |
|----|---|------------|
| AA | = | 8.3+ |
| A | = | 6.7 to 8.2 |
| BB | = | 5.0 to 6.6 |
| B | = | 3.3 to 4.9 |
| C | = | 0.0 to 3.2 |
1. Any new, unranked member joining a team is allowed the privilege to join a team in any division. Said player will be ranked accordingly after the first season and will be subject to the POL cap.

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2. Experienced players new to WADA may be subject to classification by the Executive Director based on the players known ability.
- C. At no point during any section may a team exceed its allotted POL during a match. Captains are responsible for monitoring the POL caps.
- D. If team cannot fill all four slots in a singles game without exceeding the POL cap, the section featuring a shooter or shooters with the highest ranking shall be forfeited. Captains are responsible for monitoring the POL caps.
 1. If the section features shooters with the same ranking, the opposing Captain may choose which section is to be forfeited.
- E. If a team cannot fill all four slots in a doubles game without exceeding the POL cap, the team may use a “ghost” player in the slot that would have resulted in the exceeding of the POL cap. Captains are responsible for monitoring the POL caps.
 1. If the game has players of the same rank, the opposing team’s captain may choose at the time lineups are exchanged which slot is the “ghost.”
- F. If it is discovered a team exceeded its POL cap after a leg has been completed, that leg will be forfeited by the offending team and the offending team’s captain will insert a player that does not cause the team to exceed its POL cap. If no such player is available, the offending team forfeits that game. Captains are responsible for monitoring the POL caps.
- G. If it is discovered a team exceeded its POL cap after the completion of a game, the offending team forfeits the game(s) with the highest ranked players. Captains are responsible for monitoring the POL caps.
 1. If the game(s) feature players of the same rank, the game with the highest score shall be forfeited. If the game(s) have the same score, the first game in the appropriate section on the score sheet shall be forfeited.
 2. If a team is discovered at any time after the start of play to have exceeded its POL cap for a second time, a 5-point penalty shall be assessed. The third offense will result in a 10-point penalty, and the fourth offense will result in a ban from post-season play that season.
 3. Any protests will be subject to Rules of Play Section 30: Protest and Appeal Procedures. Captains are responsible for monitoring the POL caps. Any protests falling outside the 14-day window will not be considered by the Executive Director or the Board of Directors.
- H. No AA-ranked players may play in the B division, regardless of POL caps, and no A-ranked players may play in the C division, regardless of POL caps.

18. Addition of New Players.

- A. All new players added after the roster is submitted must pay the membership fee (if not a WADA member) and the shooter fee on their first night of play. The team captain is responsible for submitting the roster changes and fees to WADA.

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- B. No team members may be added after the 9th week of the regular season. This includes players who may have substituted earlier in the season. Players added to a team must fulfill Rule 14.D to be eligible to play in the division playoffs and League Championships.
- C. If a team captain knowingly uses an illegal player or a person under an absent player's name, all points in the match will be forfeited. In addition, the responsible team captain and the offending player(s) will be suspended from WADA for one (1) year.
- D. If a team captain unknowingly uses an illegal player, any game in which that player participated will be forfeited. In addition, the offending player may be suspended from WADA for one (1) year.
- E. Points that are forfeited are calculated as such. Forfeited points will not count towards division / league standings.
- F. If a team captain obtains a membership card under a fictitious name for the purpose of illegal substitutions, he/she will be suspended from WADA for one (1) year.

19. Exemptions.

- A. Exemptions to Rule 17 for team composition shall only be allowed after a discussion between the Executive Director and the Relevant Regional Directors in which the exemption will apply. Together they can make a majority rules decision on the exemption. Such exemptions apply only for the season in which the exemption is granted and do not carry over to subsequent seasons.

20. Substitutes.

- A. To avoid having to shoot short, at any time during the match, teams may use substitute shooters. Substitutes are allowed only when a team has a legal but incomplete team (see Rule 5). There is no charge for substitutes.
- B. When playing mixed doubles, a female can only substitute for another female, and a male for another male.
- C. Substitutes do not have to be members of WADA. If a substitute is a member of WADA, he/she may not substitute for a team if the substitution violates Rule 17. An individual who is a member of a team may not substitute for any other team within the same division.
- D. No substitutes are allowed after the 9th week of the regular season. Substitutes are not eligible for awards.
- E. If a team uses an illegal substitute, all points won by the substitute will be awarded to the opposing team.

21. "Split" Divisions.

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- A. It often becomes necessary to combine two levels of play into one division (i.e. 3 "A" teams and 3 "B" teams form an "A/B" Split Division) in order to play a full schedule.
- B. A split division is considered an exemption, and as such, must be discussed between the Executive Director and the Relevant Regional Directors in which the split will occur. Together they can make a majority rules decision on the split.
- C. During the season, only matches played against teams of the same level will count toward the winning percentages (i.e. If an "A" team plays a "B" team, the match will not count towards either percentage). However, if a match scheduled between teams of different levels results in a forfeit, the forfeiting team will be assessed five (5) penalty points.
- D. At the end of the regular season, the combined division will be split into two divisions for Playoff and League Championship purposes.
- E. If either league in a split division is represented by only one (1) team, that team will receive a sponsor plaque for Division Champion, but individual team members will not be eligible for nor receive individual awards that relate to Championships.

22. Postponements.

- A. A team wishing to postpone a match must notify the opposing team captain. Any request for postponement made 48 hours or more prior to a match must be granted; requests made less than 48 hours prior to a match are at the discretion of the opposing captain. When a postponement is granted, both captains must notify the Executive Director no later than noon of the day after the originally scheduled match; three (3) penalty points will be assessed for failure to notify WADA of the postponement.
- B. The team granting the postponement shall set the makeup date, which must be agreed to by the requesting team captain. If teams cannot agree, the Executive Director will assign a makeup date.
- C. All postponements must be made up prior to the start of end-of-season playoffs. Matches made up after the 9th week of the regular season will be subject to Rules 16.B. (Addition of New Players), 17.D. (Substitutes), and 20.C. (Forfeits). There will be no postponements after the 9th week of the regular season without the prior approval of the Executive Director.
- D. Inclement weather will constitute a legal request for postponement and must be granted, even with less than 48 hours notice.

23. Forfeits.

- A. A team not presenting a legal team (see Rule 5.B) at the starting time will forfeit games in the order listed on the score sheet, one (1) game every ten (10) minutes. The first game will be forfeited ten (10) minutes after the starting time. When more than half of the total points in the match have been forfeited, the whole match will be forfeited. (For the four-person format, 21 points will have been forfeited 70 minutes after the starting time, and for mixed doubles format, 18 points will have been forfeited 60 minutes after the starting time.)

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- B. In the case of a partial forfeit, a late-arriving team may play remaining games which have not been forfeited. If a team forfeits the remainder of a match after legal play has started, the actual points thrown up to the point of forfeiture will be added to the forfeiture points (See Rule 23.E.), which will be calculated from the point of forfeiture to the end of the match.
- C. Any team forfeiting two (2) matches within any season, or forfeiting a match after the 9th week of the regular season, will be immediately dropped from the league for the remainder of that season.
- D. When a team is dropped, all matches played or scheduled to be played in the current cycle of the schedule will be converted to Bys for the opposing teams.
- E. Forfeits are calculated per Rule 2.I: "A technical penalty for which the opposing team receives the wins (based on current team win percentage times the number of games in the match) and zero (0) losses, and the forfeiting team receives the losses (based on current team loss percentage times number of games in the match) and zero (0) wins."

24. Division Champions.

- A. The team with the highest team percentage within each division at the end of the regular season is the division champion. First place ties within a division will be decided by: 1) head-to-head scores during the regular season or, if still tied, 2) a head-to-head match at a neutral location.
- B. Division champions will receive automatic berths to the League Championships, and will not participate in the end-of-season playoffs.

25. End-of-Season Playoffs.

- A. Teams not declared division champions will participate in the end-of-season playoffs. Winners of each division playoff will receive an alternate berth to the League Championships.
- B. 4-Team Divisions. Based on team percentages within each division at the end of the regular season, the second-place team will receive a first-round bye. The third-place team will host the fourth-place team in the first round. The winner of that match will play at the second-place team during the second round. The winner of the second-round match will be declared the division playoff winner.
- C. 6-Team Divisions. Based on team percentages within each division at the end of the regular season, the second-place team will host the fifth-place team and the third-place team will host the fourth-place team during the first round. The winners of those matches will play in the second round at the site of the highest-ranked team. The winner of the second-round match will be declared the division playoff winner.
- D. Mixed-League ("Split") Divisions. For mixed-league ("split") divisions (ie, A/B, B/C, etc), the divisions will be divided by league at the end of the season, prior to the playoffs. For example, if Division 10 is B/C "split" during the season, at the end of the regular season the division will

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be split into 10B and 10C, with each division having its own division champion and playoffs. (Rules 21 and 22.B. will apply.)

- E. Before the start of playoff matches, the Executive Director will publish a list of all players NOT eligible to participate in playoffs and league championships, subsequent to Rule 18B. WADA will post said list on its website and provide hard copies at the league championships to any captain wishing to verify their opponent's eligible lineup.

26. League Championships.

- A. League Championships will be held for each League (ie, A, B, C, D), for both 4-person and mixed doubles formats. If there is only one division in a League, the Division Champion will host the playoff winner at the League Championships.
- B. Seedings. Division Champions will be seeded within the League Championship bracket, with the highest team percentage awarded the highest seed (ie, #1), and continuing down through the percentages until all division champions have been seeded. Division playoff winners will be seeded into the opposite half of the bracket as their division winner, with the highest team percentage awarded the highest seed in their respective half. If necessary to "even out" a bracket, Wild Card teams will be chosen from the teams with the highest team percentages who are not division champions or playoff winners. Wild Card teams will be notified by the Executive Director prior to the League Championships. Wild card teams will be seeded below both division champions and playoff winners and may be moved in order to avoid matching them up against teams in the same division in the first round, if needed.
- C. If a player is a member of more than one team represented in the League Championship, that player must declare, prior to start of play, which team that player will initially represent. Should the selected team be eliminated, that player may then select another team to represent.
- D. If a team that has qualified for championships cannot make it or does not show they forfeit their first round match and the opposing seed then advances i.e.(Team A calls and says they will be unable to attend then Team B is awarded a forfeit victory 20-0 see Rule 20.A)
 - 1. If a large number of teams do not show for League Championships the Executive Director will adjust the bracket to prevent teams from advancing too far without playing (moving from a 16 bracket to an 8 or an 8 to a 4).

27. Championship Awards.

- A. Team. Team plaques will be awarded to the sponsors of each division champion and league champion for each season.
- B. Individual. Individual awards (team shirts max of \$35 per shirt) will be given to each member of a league championship team. Teams have 3 months from the Monday after the Championship is won to place the order for their shirts. If order is not placed in that timeframe, the cost of any shirt order is then the sole responsibility of the team.

28. Player Recognition and Season All-Stars.

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- A. WADA will keep a tally of all-stars hit during a single season. After the last regular season match there shall be an all-star winner for each Division. The winners shall be awarded an all-star winner plaque with his/her name on it and all-star count to be given out at Championship weekend. A separate award will be given for the female all-star winners.

B. Ranking	C	C/B	C/B/A	All
Stars	★	★★	★★★	★★★★
01 Games	100	120	140	180
In/Out	100	120	140	170
Cricket	6	7	8	9
Bull	3	4	5	6

★★★★★ 5 stars for a perfect game (6 dart 301, 9 dart 501, 8/9 dart Cricket)

- C. No A ranked player playing in B division is eligible to win the B all-star championship.
- D. No B ranked player playing in C division is eligible to win the C all-star championship.
- E. All-stars are only counted during regular season play, not during playoffs or championships.
- F. Specification of plaque/trophy to be determined by league play committee.
- G. Determination of all-star winners will take into account the number of matches played so that individuals playing on multiple nights and/or divisions with more scheduled matches do not receive an unfair advantage.

29. Sportsmanship.

- A. Good sportsmanship shall be the prevailing attitude at all WADA events. See separate “Rules of Etiquette” document for up-to-date and detailed standards for Sportsmanship League Play.
- B. In the event of verbal abuse or intentional distraction directed at the shooter by an opponent while the shooter is at the shooting line, a warning will be issued immediately. Should the behavior continue, the game may proceed under protest (see Rule 30.A.).
- C. Foul language, fighting, or unsportsmanlike conduct could lead to forfeits, probation, or even suspension. If a problem cannot be resolved, either captain may stop the game in progress, leave the establishment, notify the Executive Director of the situation, and file a protest (see Rule 30.A.).
- D. WADA is not liable for damages resulting from personal altercations or actions at WADA events.

30. Protest and Appeal Procedures.

- A. All protests involving a match must be made known to the opposing team captain at the time of cause for the protest and must be noted on the protesting team’s score sheet. All protests must then be submitted in writing to the Executive Director within 14 days of the cause for protest.

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- B. If the Executive Director cannot resolve a protest, it will be deferred to the Board of Directors within 14 days of receipt. The Board's decision must be made within 30 days of receipt of the protest from the Executive Director. The teams involved in a protest must be formally notified of any decision made by the Executive Director and /or the Board of Directors.
- C. Any ruling or decision made by the Executive Director may be appealed to the Board of Directors. The appeal must be submitted in writing within 14 days of notification. The decisions of the Board of Directors will be final.

31. Financial Obligations.

- A. Individuals will receive formal notification of any outstanding financial obligations. If payment is not received within ten (10) days of notification, WADA membership shall be suspended until payment is received. A suspended member is ineligible to participate in WADA league or tournament play. If the player is a team member in the current season, the team captain will be notified of the suspension and all points won by the player will be forfeited. If payment is not received within 30 days, WADA membership will be terminated. A terminated member must pay all outstanding fees and a new membership fee before readmission to the association.
- B. Individuals, teams, and sponsors with outstanding financial obligations are ineligible to receive individual or team awards.
- C. Any check issued to WADA that is returned for any reason will be charged a \$20 service fee. Reimbursement shall be made by certified check or money order.