

WDA SINGLES LEAGUE

A. MATCH TIMES, FORFEITURES, AND RESCHEDULING

1. Tuesdays are scheduled day
2. Start time is 7 pm CST
3. If a player is unable to compete at scheduled place or time, it is their responsibility to reschedule within the week before next scheduled game.
4. Players are to report rescheduled matches to WDA Secretary.
5. If rescheduled match is last match of the session, it must be played prior to the end of the session tournament.
6. If a player does not communicate to opponent and does not show up to scheduled match by 30 minutes after scheduled match is to be started then those matches are forfeited.
7. Players are not to play ahead or fall further that 1 week each way during the session.

B. RULES

1. Visiting player shall have option of dartboard choice. As players arrive, boards are first come basis.
2. Once competition begins, each player shall be allowed a warm up time between sets, limited to 9 darts preceding each set.
3. Competition fee is due by Week 3 unless player has made arrangements with a board member.

C. VENUE

1. Each player will be designated a "home" bar. It is the expectation that this is the place that games are to be played at. Preferably on the actual night of league, however if there is a rescheduled match it is players responsibility to play at the same venue. If this is not possible then another WDA Sanctioned Bar can be used. If that venue is available.

D. GAME PLAY

1. Visitor member gets choice of shooting at the Bull first or second. Closest to Bull wins. In case of a tie, players reverse order and shoot again.
2. Cork/Dittle/Shoot for the Bull at the beginning of each set.

E. LEAGUE FORMAT

1. 501-5 GAMES
2. CRICKET-5 GAMES
3. 501-5 GAMES

E. PERSONAL CONDUCT

- a. The following rules shall be observed at all times during any match sanctioned by the WDA:

F. No team member shall:

4. Wager on the outcome of any individual game or match
5. Heckle or harass an opponent while they are throwing - heckling or harassment includes indirect actions such as loud and/or boisterous talking or music, or standing or moving in a thrower's field of vision;
6. To bring such a charge, the above actions need to be objected to by the thrower
7. A player in good standing with the WDA shall be allowed access to an establishment's playing area for scheduled WDA play and specified warm up period;
8. If an establishment refuses admission to any player, a WDA Board Member of the refused player shall ask permission to allow the refused player access for the duration of the warm up and the matches only, while vouching for the conduct of the refused player;
9. Should admittance still be refused, the match will have to be postponed.
10. If this is not possible, the match shall be played at another mutually acceptable location;

11. If the member from the establishment refusing admission refuses to play, the match shall be considered a forfeit.
- G. PROTESTS: It is the expectation of the WDA that members can work together to resolve any differences, therefore, protests are not encouraged by the WDA;
- a. Any problem during league play should first be brought to the attention of the member of the WDA board involved.
 - a. Member with the issue is responsible for filing protests with the Vice-President;
 - b. If this is not possible, a member can contact the Vice-President to discuss the filing of a Protest.
 - d. Any protest must be brought forth no later than seven (7) calendar days following the date of the reported infraction.
 - e. A fee of \$25.00 will be charged for the filing of any protest;
 - f. If the protest is resolved in favor of the member with whom filed the protest, the fee will be returned.
 - g. If the protest is not resolved in favor of the member that filed the protest, the WDA will keep the fee.
- F. SCORING:
1. For league competition the method of starting and finishing each game shall be as follows for 501 games:
Single and Double 501 games: Single In, Double Out;
 2. The scorer signaling the player's score must give the exact score made;
 3. For a dart to score, it must remain embedded point first in the dartboard for a minimum of five (5) seconds after the player has thrown the third or final dart;
 4. The player may touch the dart during the five-second period;
 5. Touching a dart ends the players turn;
 6. Except as otherwise specified, only those darts remaining embedded in the dartboard after the third dart has been thrown shall be counted;
 7. The scorer may inform the player of the number of points scored or remaining, if asked, but under no circumstances may they advise a player of the double required to finish the game (see section f.7.d, e and f);
 8. If a scorer is being utilized a player can only ask what is how many points is left. No advice is to be given.
 9. Once a dart has left a player's hand in a throwing motion, it shall be counted as part of the throw and may not be thrown over in that turn at the dartboard;
 10. A dart's score is determined from the side of the wire from which the point enters;
 11. If a dart is resting upon, or is embedded in any other dart; it will not be counted as a scoring dart unless its point is embedded in the dartboard;
 12. Should there be an error in a player's recorded score, it must be rectified before his/her next turn at the dartboard is recorded or the error will stand;
 13. The thrower shall not overstep the Oche line, but may step back to any desired distance;
 14. The thrower must have both feet behind the line;
 15. Should a player have his/her foot or any portion thereof over the Oche line during a throw, all darts so thrown shall be counted as part of the throw but any score made by those darts will be invalid;
 16. One (1) warning by the opposing player shall be sufficient warning before invoking this rule.
 18. If a player challenges any action by their opponent, then play shall cease until such challenges are resolved;
 19. Both players shall agree upon the score made on each turn before the darts are pulled from the dartboard and such score shall stand once the darts are removed.