

RULES AND REGULATIONS
of the
WESTERN CAROLINA DARTS ASSOCIATION
ASHEVILLE, NC

Approved: 2 October 1989 Amended: 15 May 1994, **26 JANUARY 1999, 4 October 2005**

PREFACE

The RULES and REGULATIONS of the WCDA comprise the foundation which the sport of darts will be organized and developed as a team sport in the Western North Carolina area. Their acceptance and enforcement are essential to the growth of the game of darts to a place on the list of legitimate sports in the area.

The WCDA is a social organization formed to promote darting as a sporting, recreational and social activity.

The RULES and REGULATIONS, herein referred to as the “RULES,” of the WCDA are based upon the rules of darts, good sportsmanship, and common sense. To abide by the rules is to improve the game, not to distract from it or damage it. Adherence to the rules will serve to place all players and teams on even ground, and is to the advantage of all players, teams, pub owners and sponsors.

An official copy of the RULES will be provided to each team sponsor annually after the current dues and sponsor fees are paid.

These rules apply to all leagues in the WCDA.

The RULES and REGULATIONS of the American Darts Organization should be referred to if not covered herein.

ARTICLE I RULES & GRIEVANCE COMMITTEE

1. Cooperation and sportsmanship are preferable to enforcement. Enforcement, when necessary, is the responsibility of the RULES and GRIEVANCE COMMITTEE, herein referred to as the “COMMITTEE.” The COMMITTEE will **interpret and enforce** the Rules of the WCDA, continue to represent the association in a favorable manner and continue to serve the best interest of the association and its members and sponsors.
2. The Committee shall consist of each team in good standing’s captain or representative, the Grievance Officer, who shall act as Chairman, and the Executive Officers.
3. Each team representative shall have one vote on matters before the COMMITTEE, with the Chairman having no vote. **In the event of a tie, the WCDA President shall cast the tie-breaking vote.**
4. The COMMITTEE shall be responsible for settling all grievances that may occur, and have the full support of the Association in implementing all aspects of the RULES. The Grievance Officer’s name will be listed on the current schedule along with telephone number and team name for which they play.
5. The Grievance Officer shall keep a log of when and how a grievance is submitted, i.e. phone, writing, or verbally in person, and how the situation is resolved. This person will make a report at the next meeting of the WCDA, and this report will become a permanent part of the WCDA minutes.
6. The Grievance Officer is expected to attend all WCDA functions and Executive Officer meetings. If unable to attend, they shall notify the President beforehand.

7. The COMMITTEE must act on any grievance within two (2) weeks (with the exception of 22 December through 3 January) of notification of the grievance. All decisions of the COMMITTEE are final and binding upon all concerned.

ARTICLE II REGISTRATION, FEES AND MEMBERSHIP

1. All rules governing registration, fees and membership shall be in accordance with WCDA BYLAWS, ARTICLE III.
2. All WCDA members are expected to honor the rules and dress codes of sponsoring establishments.
 - A) If a WCDA member leaves a tab during a sponsored event and the WCDA is notified, that member will be suspended from WCDA sponsored events until the tab is paid.
 - B) Two (2) or more violations by any one member; action against this member by WCDA may result (i.e. warnings, fines, suspension, expulsion).
3. Once sponsor fees are paid, teams may not change their sponsoring establishment unless the establishment closes or chooses to discontinue their support during an on-going season.
 - A) If, with just cause, a team is dissatisfied with their sponsor, they may appeal in writing to the Executive Committee or Grievance Officer for a review. The COMMITTEE will make a ruling within seven (7) days after receipt of appeal.
 - B) If an establishment no longer wants to sponsor a team, then that team can relocate to another establishment agreeable to the Executive Committee and complete the season.
4. If the management of a sponsoring establishment “bars” a WCDA member from its establishment, it is the responsibility of that team to play without that person when scheduled to play in that establishment.
5. If any member issues a check to the WCDA and that check is returned unpaid by the bank for any reason, that member is ineligible to participate in any WCDA event until the amount of the check and any service charges have been paid to the Association. The player is suspended from any on-going league play until the funds are paid. If the player proves a bank error, there will be no service charges.
6. All dues and fees paid to the Association are non-refundable.
7. No team is in good standing until all monies due have been paid. Teams not in good standing will not be scheduled, nor will they have recourse through the COMMITTEE or BOARD.
8. Each team captain will collect \$12.00 from his team each league night and this money will be turned in to the Statistician with the official score sheets. This money will be used to help cover the expenses of the WCDA.
9. **Score sheets and team fees must be mailed to the statistician and postmarked by midnight on Wednesdays. The team responsible for mailing in the score sheets and the money (the winning team) will receive penalties for mailing them late. For the first offense to this rule, a team will receive a warning. For a second offense, a team will have 1 point added to their losses. For third and additional offenses, a team will have 2 points added to their losses. For score sheets and fees over one week late, the winning team will receive a forfeit score.**

ARTICLE III TEAM PROFILE

1. No team can join the League after the registration cut-off date.
2. A person is not officially a member of a team until they actually play for the team.
3. A team consists of a minimum of four and no more than six players.
 - A) Additions to teams up to six players may be added any time during a season by written notification to the Statistician in letter form or by noting on the score sheet.

- B) Teams with six roster members may change members any time during a season by written notification to Statistician in letter form stating which roster member to drop and who to add or by noting this on the score sheet.
 - C) Once a team member is dropped, that player is ineligible for further League play for the remainder of the season. They cannot be reinstated on the team, placed on another team, or qualify for awards.
4. When assigning teams to divisions, the Executive Committee reserves the right to place teams according to:
 - A) The team's preference
 - B) The team's skill level
 - C) Scheduling needs
 5. Each team shall name one member as team captain and one as co-captain. (See Article IV for captain's responsibilities.)
 - A) The co-captain will have no authority except in the absence of the team captain. In that case, co-captain assumes all duties and responsibilities of the team captain. If neither captain nor co-captain is present, the team members present will appoint someone from their team to act as captain and to assume all duties and responsibilities of the team captain.
 6. All rostered team members can compete in every event of a match as long as they do not compete twice in any one event of the match.
 7. A team must have at least two roster members present on league night to play a match and may recruit substitute players.
 - A) All members of both teams must agree to a person's participation as a SUB.
 - B) A League player may sub for an equal or higher division of their own, but not for a lower division.
 - C) A non-league player may SUB for any division.
 - D) A SUB cannot play for the same team more than twice during any season.
 - E) No player shall accrue All-Star or other points while playing as a SUB **except SUBs who are WCDA members will be recognized for T80s and 9 counts.**
 - F) Team captains must indicate that a SUB was used by writing "SUB" by that player's **full name** on the score sheet. **Anything scored by the SUB shall be recorded on the score sheet.**
 - G) No one who has been suspended from the WCDA during the current season shall play as a SUB.

ARTICLE IV TEAM CAPTAIN RESPONSIBILITIES

As a Team Captain you shall:

1. Prepare a team roster complete with each player's name, complete address and telephone number, and submit this roster to the Secretary on or before the cut-off date.
2. Read, learn and understand the WCDA Bylaws and Rules & Regulations. It is your responsibility to contact an Executive Officer for any clarification.
3. Prior to the first match of any season, inform all team members of all rules, changes, sponsor locations, format of play and any other pertinent information.
4. Report any changes or other important information discussed at any league meetings to all team members.
5. Be responsible to ensure sportsmanlike conduct by your team members.
6. At all matches, make sure your team is on time and ready to play.
7. Make sure that all boards, playing area, and equipment at your home establishment are in accordance with ARTICLE V. Advise your sponsor if any changes are in order.

8. Exchange team line-ups with the opposing captain by 7:25 p.m. on the night of any match.
 - A) All line-ups are to be made blind with the exception of the singles events.
 1. The first night of a new league season, singles lineups are to be made blind; on following league nights, singles lineups shall be seeded using an individual's points per game average.
 2. **For singles events, SUBS should be positioned in the lowest spot. SUBS may be placed in a higher position with the mutual agreement of the team captains.**
 - B) All playing spots in an event must contain a player's name.
 - C) Once score sheets are exchanged, no changes or substitutes are allowed.
 - D) The lineups for all events may be exchanged immediately before the start of each event or the entire evening's lineups may be exchanged by 7:25 p.m.
9. Agree with opposing team captain to play events in a different order than they appear on the score sheet or play all events in order.
10. Become a member of the RULES and GRIEVANCE COMMITTEE by virtue of being a Team Captain.
 - A) Be responsible to be present at all COMMITTEE, CAPTAINS' and general meetings or have an appointed substitute present.
 - 1) **Teams not represented at these meetings shall have one point added to their team loss record per meeting unattended.**
11. Be responsible for collecting fees from each team member on league night and turn in \$12.00 for your team each league night.
12. As winning team captain, be responsible for mailing in the score sheets along with the team match fees (\$24.00) to the Statistician by the deadlines. (See ARTICLE II #8 & #9.)
13. Be responsible for neatly and accurately recording game results and All-Star points on the score sheet. All score sheets must be signed by both team captains. By signing the sheet, you agree to its validity and accuracy. Any score sheets that do not have both team captains' (or their appointed representatives') signatures will be invalid and no team or individual points will be counted.
14. Be the only team member allowed to inform opposing players that they are violating the toe line. This may only be done after a dart is thrown and before the next throwing action.
15. Be responsible for noting on the score sheet in the team captain signature line if a match is played under protest. An explanation of the protest must be given to the Grievance Officer.
16. Have the authority to settle any disputes arising between the two teams on a league night with the opposing team captain as long as the decision does not affect other members of the Association.

ARTICLE V SPONSORING ESTABLISHMENTS AND EQUIPMENT

1. Each team sponsor is responsible for providing facilities and equipment and maintaining it to a standard acceptable to the WCDA in accordance with the ADO. Each sponsor's equipment and playing area shall be inspected before the start of any playing season.
2. All WCDA competitions (league, tournament and play-offs) shall be conducted on a standard English bristle 20-point clock-faced dartboard with a double bullseye and a single bullseye. No chrome or excessive shiny wiring shall be allowed. A list of approved boards shall be provided upon request.
3. Dartboards shall be placed 5 feet 8 inches from the floor to the center of the bullseye with the 20 bed at the top.
4. The toe line will consist of either a tape or paint marking on the floor or a straight piece of 1" x 2" lumber permanently attached to the floor. The toe line will be 7 feet 9 1/4 inches from the playing surface of the board along the floor to the FRONT of the tape or paint line or the REAR of an

elevated lumber line. The toe line shall be 36 inches long, 2 inches wide and 18 inches in each direction from the center of the board. The home captain must inspect and approve equipment before the day of any league play. If equipment is altered in any way, the establishment must be inspected and re-approved before sanctioned league play may continue.

5. Each sponsor will be allowed to sponsor a maximum of one team per each available board, however, a minimum of two boards must be available to play a league match. These boards must be maintained in good repair or be replaced.
6. All boards must be firmly anchored and illuminated such that shadows and board movement is minimal or non-existent. The Association recommends that lights be four feet from the playing surface of any board.
7. A scoring surface must be provided for each board and should be located in a position so that players and spectators may easily read the score. Scoring areas must also be maintained in good repair or be replaced.
8. An unobstructed space of three to four feet behind the toe line should be provided to facilitate play.
9. Each sponsoring establishment shall provide a clock to be used as official timepiece for match play. This clock shall be in plain view of all players.
10. Any alleged violations of rules regarding playing areas and equipment should be reported to Grievance or Executive Officers.

ARTICLE VI MATCH AND FORMAT PLAY

1. All league play shall be on Tuesday nights.
 - A) There shall be no play on national holidays.
 - B) League play may be postponed by Executive Officers in cases of extreme emergencies or acts of Mother Nature. These postponed matches may be rescheduled during the regular season on a date mutually agreeable by both teams. If the postponed match is the last match of the regular season, it is to be played by the first Tuesday following the end of the regular season.
2. Any match may be rescheduled with the mutual consent of the concerned team captains as long as it is played by the last day of the scheduled season.
 - A) Captains have until 5:00 p.m. the day of a scheduled match to ask for a postponement of that match. To request a postponement, a captain must speak to the opposing captain personally, as opposed to leaving a message on an answering machine, or a message may be left by 5:00 p.m. at the bar where the match is scheduled. It is the responsibility of the captain who is requesting the postponement to get the name of the person at the bar they left the message with.
 - B) The captain who requested the postponement must notify the Statistician by the day after the scheduled date of the match that the match has been postponed.
 - C) Within a week from the original match date, the captain who requested the postponement must reschedule the match and notify the Statistician of the date the match will be played. (All postponed matches must be made up by the last night of the season.)
3. Matches that are rescheduled must be played at the site of the original match.
4. Matches that are rescheduled must in no way interfere with regularly scheduled league play or WCDA events.
5. If more than one match is scheduled at a sponsoring establishment, the visiting captains will meet and flip a coin for board selection.
6. If only one match is scheduled at a sponsoring establishment, all boards may be used or team captains may flip a coin for selection of boards to be used.

7. If both captains agree, a match can take place before the scheduled night or before the 7:30 p.m. starting time.
8. If a match has been started and a player gets sick or has to leave a match for an emergency, then the team captains may postpone the match until a later time, recruit a substitute player, or finish the match shorthanded. **If the match is postponed, play will resume where it left off with players mutually agreed upon by both captains.** Score sheets and \$24.00 must be turned in to the Statistician once match is completed.
9. If a player walks out of a match for any other reason than those above, that person will not be allowed to play for any team for the rest of the season. That team's captain must play another person, play shorthanded, or forfeit the match.
10. Teams should make every attempt to play a match. Forfeits shall be subject to the approval of the Executive Committee.
 - A) The team requesting a forfeit must submit the reasons to the Statistician no later than the day after the scheduled match date. The Executive Committee will award or deny the forfeit within one week from when the request was submitted.
 - B) If a forfeit is approved, half of the total possible number of match points that can be obtained on a league night will be recorded as losses for the team forfeiting. Example: If nine (9) events are normally played on a league night, 5 losses will be recorded against the forfeiting team. (This will not hurt the non-forfeiting team as teams are ranked according to win – loss percentage, which will be unaffected.) If both teams scheduled cannot play or makeup the match, the score will be recorded as 0 – 0.**
 - C) Any team forfeiting more than twice in one season will be considered withdrawn. (See item 11.)**
11. TEAM WITHDRAWAL – If a team drops out or disbands during a season, all stats and scores accrued by and against this team will be deleted from the standings.
12. Starting time for the first game of any match is 7:30 p.m., using the house clock as Official Time. A fifteen (15) minute grace period shall be allowed. Any team with less than two roster members at the end of the grace period shall forfeit the match unless the opposing team prefers to reschedule.
13. If a team has two or three members by 7:45 p.m., SUBS may be used if both teams agree, or a team's name may be written in. If the team member who's name is on the line-up is not present when it is their turn to throw, play shall continue as though that player scores ZERO on each throw, or the team captain may choose to forfeit that game. This applies to doubles games only; singles games must be forfeited.
14. Before the first game of each event, one member from each team in that event shall flip a coin for choice on diddle. The LOSER of the first game shall have choice on diddle for the second game, and if a third game is necessary, the loser of the coin toss has choice on diddle for that game.
15. A double bullseye beats a single bullseye on the diddle. If the first dart is a single or double bullseye, the player throwing second may request that the dart be removed from the board. If both throws are both single or double bullseyes, both darts shall be thrown again in reverse order. If both darts are equal distance from the center of the board, they shall be thrown again in reverse order.
16. If a dart bounces out or falls from the board while a diddle is thrown, the dart is re-thrown. If the second player knocks out the first player's diddle, then both darts are thrown again in the same order. If the second thrower's dart sticks into the first thrower's diddle, that player does not have a dart in the board's surface and shall throw another dart. Any dart not in the scoring area of the board during a diddle shall be thrown again. A player removing any darts from the board before it is established which is closest to the center of the board shall lose the diddle.

17. When playing doubles, any player in the game may diddle for their team. Any player in the game may start the game for their team regardless of who didded.
18. After the coin toss before the first game of an event, each player is allowed a maximum of three (3) practice throws (nine darts).
19. After a player has completed their throw and returns across the toe line, the next player has a maximum of one minute to throw their first dart and a maximum of one minute between darts. If the time limit expires, the remainder of the turn shall be forfeited and only the darts that had been thrown will be scored.
20. A maximum of five minutes shall elapse between events of a match. If the time limit expires, that game shall be forfeited with the opposing team receiving all points for that play.
21. If a team is short a player, one player may play against two in the doubles matches. The games shall be played as if the missing player was present but scored ZERO on each throw. This missing player shall forfeit all singles games.
22. A late arrival's name may not be put on the score sheet prior to the completion of an on-going event. When a SUB's name is on the line-up for an event, that person shall play that entire event.
23. A player is not late until it is their turn to step to the toe line and throw.
24. No player who is participating in an on-going event shall practice or throw any darts on any other board while play is in progress.
25. When playing doubles events, each player's name or initials shall be written on the chalkboard in order of throw. The order in which players throw may be changed between games and the chalkboard may be changed then.
26. If a player throws out of turn, their score does not count and the player who was supposed to throw also forfeits their turn. If no one notices that a player has thrown out of turn before the opposing team throws its first dart, the score shall count and play will resume as normal, following the order on the chalkboard.
27. Any player or scorer must not touch a dart in the scoring section of the board after it is thrown until all darts have been thrown and the score is recorded and accepted by the opposing team. If a dart is touched by anyone prior to the end of that turn, that turn shall be over with no more darts thrown and only the darts in the scoring section of the board before a dart is touched shall count. If a scorer touches a dart before the end of a turn, the opposing team captain may protest the game and ask that the scorer not be involved with the remainder of the game.
28. All darts thrown in the scoring section of the board must remain in the board until the score is recorded and accepted by the opposing team. Any dart falling from the board shall not count and shall not be re-thrown.
29. If a player removes their darts from the scoring area of the board before the score is recorded and accepted by the opposing team and a dispute should arise, then that turn shall be forfeited and no points shall count.
30. A dart is considered thrown if it is in the player's hand and is in the forward or backward motion above the waist and lands with any portion of the dart across or touching the toe line.
31. A thrower may cross the toe line between darts to verify a score, but they cannot touch or remove any dart. If a player does touch any of their darts, then the turn is over and only the darts already thrown shall count for that turn.
32. A player must have both feet behind the FRONT of the tape or paint line or the REAR of an elevated lumber line for each throw. Any violation shall make the entire turn invalid. A violating player should be warned immediately of the foul after the first dart leaves their hand by the opposing team captain. A player must be warned once during a match before their score is invalid.

33. No one shall intentionally distract any player who is throwing. If a player intentionally distracts an opposing team member, this shall be noted on the score sheet and the game shall proceed under protest.
34. In order for a dart to score, it must remain in the board a minimum of 5 seconds after a player has thrown the final dart. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as a scoring dart.
35. The game is over when the winning dart is thrown. Any additional dart(s) thrown do not count for score unless the winning dart is knocked out or falls out of the board.
36. If a player at the line is bumped or touched while in the act of throwing by anyone other than their own teammate, the thrower has the choice of keeping the dart as scored or re-throwing that one dart. It is the thrower's responsibility to make sure that the throwing space is clear prior to taking their turn.
37. Any game or match that is protested must still be played and the protesting team captain shall note on the score sheet which or all games that were protested and why. The protesting team captain must contact the Grievance Officer by the next day.

ARTICLE VII AWARDS AND STANDINGS

1. To qualify for awards, a player must play at least half as many of the most games played by other league members.
2. **If two teams are tied for first place with the same overall win/loss percentage at the end of the season, those two teams shall have a play-off match using the normal league format on or before the following Tuesday of the scheduled season's end. If two teams are tied for second, the team with the better match record against the other will be awarded second place. If the two teams are still tied, then the two teams will have a play-off on or before the following Tuesday of the scheduled season's end and the first team to win over half the total possible wins of the normal league format shall be awarded second place.**