WTDA Rules and Regulations

SECTION 1. RESPONSIBILITY OF THE CAPTAINS

A) Anyone agreeing to be a Captain must agree with and abide by the Captains' responsibilities

B) The Captain is responsible for assigning a Co-Captain, and *making* sure he/she has score sheets, materials, etc., to conduct a match in the Captain's absence.

C) The Captain is responsible for becoming familiar with the By-Laws, Rules & Regulations, and Captains' duties for WTDA league play.

D) If a team Captain is negligent in the performance of his/her duties, the WTDA Board of Directors has the authority to require the team to provide an acceptable replacement.

E) The WTDA Board of Directors is available to assist the Captain as needed, and Captains should not be hesitant to contact the Board if there is a question.

SECTION 2. MEETINGS

A) The Captain or the designated representatives of each team will be required to attend the Captains' meeting(s). This is essential for organized conduct for league play and other league functions.

SECTION 3. ROSTERS

A) Rosters must be finalized and submitted, with sponsor fees no later than the first league scheduled match at home bar. Sponsor fees are nonrefundable.

SECTION 4. MEMBERSHIP FEES AND MEMBERSHIP FORMS

A) Membership fees and information must be collected and submitted with the weekly score sheet from the first scheduled match. Failure to submit can result in forfeiture of non-paid player's games. If a new player is added later, his fees and Member Application are due with the score sheet from the first match in which he/she participates as a team member.

B) The captain shall be responsible for any member that is added or dropped during the season by notification with the score sheet each week that there is such player activity. Captains can ONLY have 9 players per team. If a team has 9 players and needs to add a new player you must drop another player first. Any team 'ghost' player does not count toward this total.

C) Weekly fees must be submitted with the weekly score sheets. The captain shall also make sure that the players' paid is filled in on the score sheet to ensure proper credit for each player that plays on each scheduled match. Failure to submit weekly fees can result in the loss of win points and team sanctions by the Board of Directors.

D) THE DEADLINE TO ADD PLAYER WILL BE BEFORE THE FINAL THIRD OF THE SEASON UNLESS OTHERWISE VOTED ON BY WTDA BOARD OF DIRECTORS IN CASES OF EMERGENCY ONLY.

SECTION 5. SCORESHEETS

A) Captains are responsible for learning how to properly fill out the weekly score sheets. The home captain has the responsibility for supplying the score sheet and keeping the stats for matches played. The visiting captain has the responsibility for checking accuracy of such sheets. Failure to complain of inaccuracy at the time the score sheets are signed and distributed will result in waiver of the complaint. The WTDA Board of Directors will be available to assist any captain in learning how to use the score sheets.

B) Weekly score sheets shall be submitted (with fees specified above) to the designated WTDA drop box by 3:00 pm the following Saturday after league play. Failure to timely submit can result in loss of win points. Failure to submit prior to the next week's match can result in League sanctions specified by the WTDA Board of Directors. It shall be the home team captain's responsibility to complete and submit in a timely manner the score sheet and fees of that week's match. Both captains are, however, responsible for the accuracy of the score sheet, with their signatures attesting to the same.

SECTION 6. RULES & REGULATIONS, SPORTSMANSHIP, & CONDUCT

A) Captains shall be responsible for ensuring that a copy of the WTDA by-laws, rules and regulations, is available to all team members. This is to ensure that any dispute or disagreement concerning matches can be settled at the time they arise. In the event such a dispute cannot be settled, captains shall contact the WTDA Board of Directors.

B) Captains are responsible for ensuring sportsmanship of their team members, as well as themselves. This includes, but is not limited to, ensuring that participants in an on-going game are not crowded by non-participant spectators, are not subjected to shouting while they are attempting to shoot, and are not taunted by opposing team members. If a particular team member or captain engages in continual bad sportsmanship, such member or captain shall be referred to the WTDA Board of Directors for determination of appropriate sanction.

C) Please remember that the intent of the WTDA is that all participating members have an enjoyable evening of competition and fellowship at the League matches and other functions. Sportsmanship and camaraderie are the primary objectives; winning should not interfere with the good time that can be had by all. When we play in sponsoring

establishments we are GUESTS and should act as such. We also represent the WTDA and should conduct ourselves appropriately. If people see us having a good time and enjoying each other's company, dart participation and the WTDA can only grow and get better.

D) Games to be played during regular League matches are – Singles 301 & Cricket, Doubles 501 & Cricket, and Triples 601.

SECTION 7. RESPONSIBILITY WITH SPONSOR

A) Captains shall be responsible for good communication with the sponsoring establishment during all matches.

B) The captain is responsible for ensuring that the sponsoring institution provides a dart competition area that complies with WTDA specifications. If a captain has a question concerning the compliance of the dart area with WTDA specifications, the captain shall contact any member of the Board of Directors, who will ensure that the captain is assisted in checking and remedying any problem.

C) The WTDA is not responsible for complimentary drinks, drink prices, or drink specials being extended to teams (per TABC Regulations).

Section 8. SCORING

A) All matches will begin by THROWING THE CORK. The score keeper will determine the winner of the cork. In throwing for the bull, the visiting team throws first on the home board and the home team throws first on the visiting team's board. In the case of a tie, the bull shot will be re-thrown, with the player who shot first throwing second. This will continue until someone wins the bull shot. The second shooter has the option of asking for either a single or double bull to be pulled and put to the outside of the board for the second shooter to throw. (The dart must remain in the board, in order to count.) Additional throws may be made when throwing the cork, until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first, a re-throw will be made with the second thrower now throwing first. Re-throws shall be called if the person scoring cannot decide which dart is closest to the bull, or if both darts are anywhere in the inner bull, or both darts are anywhere in the outer bull. A double bull constitutes a win over a single bull. The decision of the score keeper is final. In any doubles or team event, the person throwing the bull does not have to be the first player throwing.

B) The captain of each team is responsible for providing a score keeper for each match. Any person scoring who is not a member of one of the teams playing must be agreed upon by both captains and must be familiar with and follow explicitly the WTDA Rules & Regulations.

C) A player can ask for a new score keeper, with his/her team captain's approval.

D) The foul line will be strictly enforced. If a player has one or both feet over the foul line in the judgment of the captain, acting captain or official, the score for that turn will not count. A violating player must be warned immediately by the captain, acting captain, or official. All spectators of a match in progress must stay behind the foul line at all times during the game being played. The captain and score keeper will be responsible for patrolling this area.

E) Any changes made to correct mistakes in calling the score must be corrected before the darts are pulled from the board. Any mistakes in scoring must be correct before the next turn of the player or team against whom the error was made, either in his/her favor or against. If the player or team against whom the error was made throws the first dart of his/her next round before the error is corrected, then the score stands as scored. The number thrown for is the number that counts. The score of each round must be written next to the running score.

F) BUST RULE – In any '01 game a player "busts" when, with three darts or less they have a remaining score of one or a score of zero without ending with a double or have scored more points than what they had remaining at the begging of their throw. When a "bust" occurs the thrower shall stop throwing and the score remains as it was prior to their throw at the beginning of their turn and the next opposing player then takes their regular turn.

G) For a dart to score, it must remain in the board 5 seconds after the third dart has been thrown by the player. The tip of the dart point must be touching the bristle/sisal portion of the board in order for that dart to be counted as scored, called by the score keeper.

H) A dart shall be considered a thrown dart when it leaves the hand while in legitimate forward motion of throwing.

I) Quality points will be counted only in '01 games if a total of 95 points or more is scored in a player's turn.

J) Any player paired against a ghost for a singles '01 game has the option of throwing against the ghost for QP's, High In/Out, and Low Darts. At the point none of those can be gained the game is over and the player gets the win. The game must be scored by the opposing team in dart connect.

Section 9. Forfeiture

A) A forfeit can be declared for failure of a team to attend a match by the set time of play.

B) A forfeit can be declared for a team that fails to report or show by 30 minutes after designated time of play.

C) The score of a forfeited match will be 20/0. The forfeiting team shall receive zero (0) win points and twenty (20) loss points. The team forfeited against shall receive twenty (20) win points and zero (0) loss points.

D) A team forfeiting two (2) matches during a league schedule will be subjected to review by the Board of Directors. When a team drops out of the league, or is forced out of the league at any time during the season, all scores for the season against the dropped team shall become zero (0) wins and (0) losses to allow no advantage to be given to any team, and the remainder of the season shall be treated as a bye in regards to the team dropping out. Any individual season records/awards that occurred during any of these matches will remain in place. There will be NO refunds on any of the dropped matches.

Section 10. Play-Offs

A) No play-offs shall begin until a final order of finish has been determined.

B) No play-offs shall begin until all protests have been heard by the Board of Directors and appropriate action taken.

C) The WTDA Board of Directors will make the playoff schedule.

D) All play-off matches will be a "best of 40" format consisting of two (2) league scores sheet played. Separate rosters will be made out for all 20 game legs. No substitutions will be allowed on play off rosters. There can be 15-minute break between legs. Each 20-game match shall be the same as regular league. In case of a tie, one four person 901 game, (single in/double out) will be played as a tie-breaker. A woman **MUST** play on the tie breaking 901 game.

E) PLAY-OFFs SEEDING - Playoff seeding will be determined by the win-loss record at the end of season league play. Win-loss records will be determined by the WTDA statistician. In the event that at the end of the regular season play any teams have identical win-loss records, the WTDA Board will arrange a tie-breaker match to determine the final order of finish. All playoff matches will be played at the home bar of the team with the higher seed, and this will be determined by the WTDA Board when the playoff schedule is made.

F) PLAY-OFF ELIGIBILITY – To be eligible to compete in play-off matches a player must have played in at least one third (1/3) of the teams matches during the regular season.

G) The playoff brackets shall be split into 2 groups by the Board of Directors, the top half teams shall compete in an "A" bracket and the bottom half will play in a "B" bracket. In the event of any perceived sandbagging , the Board of Directors will meet to determine

who will be in the A and B brackets prior to the playoff schedule being released.