

WESTERN MARYLAND DART ASSOCIATION

Rules -- Effective Fall 2018

1.1 Members

Any person listed on the Western Maryland Dart Association (WMDA) mailing list is considered an active shooter. All members must uphold to the WMDA guidelines and rules and be in good standings with the league

1.1.1 Integrity

The first rule in the WMDA is "Fair Play". Each member and team is expected to show respect and consideration toward their opponents, other teams in the league, owners, proprietors and staff of sponsoring establishments. It is felt and proven that the game is enhanced when the players make themselves, rather than the rulebook, responsible. In the WMDA, excellence and good sportsmanship are required. Physical altercations will not be tolerated and will be dealt with on a case by case basis. We stress the individuality of each participant and camaraderie among all WMDA members. Always remember that on league night, you represent the WMDA and your behavior and conduct reflect on the league as a whole.

1.1.2 Roster Submission and Fees

1.1.2.1 Initial Rosters

Initial rosters are due by the date posted on the website, at least 1 week before the Captain's meeting. Initial rosters, final rosters, team dues, and bar fees must be emailed or mailed to the league. The league address is:

**WMDA
P.O. Box 1308
Frederick, MD 21702**

1.1.2.2 Team Composition

Each team is allowed a maximum of 8 players, including the team captain. Rosters must be complete with captain's information, sponsor name and phone number as well as all team member's email addresses and phone numbers. There will be no exceptions. No sponsor address can be used for the player's address. If a member is not interested in receiving mailings, please note that on the roster sheet.

1.1.2.3 Final Rosters

Final rosters are due by the 6th week and must be submitted on an official WMDA roster sheet. If the final roster is not received, the initial roster will be used as the final roster. No additions to final roster are permitted after the final due date unless specifically approved by the Board of Directors.

1.1.2.4 Fees

All fees (team and sponsor) are due the 4th week of the season. Any team fees that are not paid by the deadline will result in a penalty of 5% interest AND one percentage point removed for each week the dues are late. After 4 weeks of overdue dues team play is suspended until dues are paid. Sponsors that fail to pay their dues will no longer be able to sponsor a team or receive awards until all dues, past and present, are paid in-full. Sponsor dues are determined by the board prior to each season. Sponsors will be invoiced and dues must be received by the above date. Team dues are determined by the board prior to each season and invoices will be included in your team packet. The league strongly encourages payment by check, money order or Paypal® accessible on the league's website. Captains are responsible for collecting dues from their team members and submitting them to the league with the invoice attached. If the captain does not pay the dues and the players cannot prove they paid the captain, the players are still responsible for the dues. Players - DO NOT GIVE YOUR CAPTAINS CASH. Make checks or money orders payable to WMDA and provide to your captain for forwarding to the league. Invoice numbers should be included with payment to insure proper credit for payment.

1.1.3 Dart Boards – League Issued

Captains will be responsible for league issued dart boards. Dart boards are to be used for league play only. Boards are not to be misplaced or abused and are to be turned over to the sponsor at the end of the season. It is required of Captains to bring their boards to both home and away matches as both teams will use their boards simultaneously during league play. Boards are the property of the bar that sponsored the team after the season is over. Failure to give the board to the bar without written consent from the bar could result in the captain being responsible for the price of the board.

1.1.4 Playing Environment

It is the captain's responsibility to ensure that the boards and the throw line are set to meet ADO standards as follows: The vertical distance from the center of the board to the floor shall be 5' 8". The horizontal distance from the ochre (pronounced AH-KEY or "hockey" without the "h") or (throw line) to the face of the board shall be 7' 9 1/4". The distance diagonally from the center of the board to the ochre shall be 9' 7 1/2". The ochre shall be a minimum of 2' long and placed parallel to the board. The board shall be lighted to cast minimal shadows. Captains should report any discrepancy to a board member for investigation. The home team captain will be responsible for ensuring available shooting areas, verifying dimensions, and providing adequate markers, scoreboards, erasers and lighting.

1.1.5 Score Sheet Submission

All score sheets must be turned in ELECTRONICALLY no later than 8:00 PM on the Friday after the match.

Electronic submissions can be made via:

- 1) Scanning on a computer and uploading to the WMDA site as a .pdf file
- 2) Take a clear, readable photo and uploading to the WMDA site as an image file
- 3) Scan or take a clear, readable photo with your cell phone and e-mail to wmda01@gmail.com or the league statistician (e-mail address available on the website)

If circumstances prohibit the timely turn in of score sheets, the captain is required to contact the statistician and discuss the situation with him/her by the 8:00pm Friday deadline.

Any team that has not submitted their scoresheet electronically by the deadline and does not justify it to the statistician, will receive a penalty of one percentage point from their team's winning percentage per incident. For instance, if your team record is 60-40 and you miss two deadlines for score sheet turn in, your winning percentage will be 58% instead of 60%.

If there is a difference in scoring on the score sheets (front or back), the results in dispute will not count or the lowest score will be used. The captains are responsible for comparing score sheets before signing them.

1.1.6 Conduct

1.1.6.1 General

As a team captain, you are responsible for the overall conduct of your team and its members. Violence of any sort will not be tolerated. Anyone who initiates any sort of physical contact will be automatically suspended from league play until determined by the Board of Directors. Threat of harm is considered assault and can be dealt with as harshly. Throwing objects, poor sportsmanship, poor conduct, bad language, and intimidating, verbal abuse will not be tolerated and will be dealt with on a case by case basis by the board. Continued violations of these policies could result in probation and/or suspension from the league. Destruction of property will not be tolerated. Any willful destruction of property by a WMDA player towards a bar could result in that player being responsible for repair and/or replacement of any damaged property at the cost of the WMDA player as well as possible probation and/or suspension from the league. If you as a player or captain witness any of these infractions by anyone please notify the board by email, written or verbal complaint so the board can address the situation and take action. Reports shall include: time and date of occurrence, first and last name of persons involved, as well as any other witnesses (optional) and a detailed account of the occurrence. Any person or persons who come forth can receive complete anonymity if they so choose.

1.1.6.2 Disciplinary Meetings

Members involved in any sort of altercation or violation of the conduct guideline 1.1.6.1 will be allowed to present or defend their actions and/or charges at either a special or regular meeting of the board of directors. After hearing all parties associated with the infraction, determination of disciplinary action will be voted upon by the board of directors.

1.1.6.3 Penalties and Enforcement

Any team captain who fails to meet the responsibilities and expectations of a team captain may be prohibited from holding a team captaincy at the sole discretion of the Board of Directors. Examples of captains' irresponsibility include, but are not limited to:

- Repeated failure to collect and pay league fees in a timely manner
- Repeated failure to submit league paperwork (rosters, score sheets, etc) in a timely manner
- Wanton disregard for league etiquette, courtesy and sportsmanship

1.1.6.4 Home Team Precedence

In the **rare** occasion that both captains cannot agree on a common courtesy (chalker/no chalker, shoot both doubles at the same time, etc) it will fall on the **home team captain's decision**. Please note during the regular season BOTH boards should be utilized and played on during the matches to ensure faster play and getting out in a timely manner. **ONLY** during the playoffs and **ONLY** at the start of the last set of the singles matches can the home captain request that they be played one at a time.

2. GAME PLAY

2.1 Seasonal Organization

2.1.1 Seasons

There are three seasons; Fall, spring, and summer. Depending on your division makeup, you will usually have between 14 and 16 weeks of regular league play and between 1 and 3 weeks of playoff matches. The length of the summer session will vary and be determined by several factors such as the number of teams that have signed up, the dates of summer holidays, the distribution of teams by skill level, etc.

2.1.2 Season Schedules

Generally, each team will shoot each of the other teams in their division 2-3 times during the season. Schedules will attempt to not interfere with major holidays, and to be fair to all teams and sponsors. If a problem does arise with the schedule, it is the team captains' responsibility to make other arrangements and to contact the statistician and a board member. One time only each season, if the opposing captain is notified at least 1 week before a match date, the opposing captain **MUST** agree and make a good faith attempt to reschedule the date and time within a 2 week period after the initial date scheduled. If both teams are unable to agree on a date, then it will become a 50%-50% tie. Any attempt by that team afterwards to request a reschedule or if any team requests a reschedule less than 1 week before the match date, the opposing captain is under **NO** obligation to reschedule a match and if the opposing captain refuses to reschedule the match, then the team must play with a reduced number on the scheduled date or forfeit the evening which results in a 2/3 win number for the winning team and 2/3 loss number for the forfeiting team.

2.1.3 Rescheduling

Wednesday nights is designated "dart night". In any event that a team must reschedule due to lack of players then that captain **MUST** call the captain of the opposing team as well as contact the statistician and request a reschedule. If the opposing captain agrees, then the match must be made up within 2 weeks of the date that was initially cancelled **OR** before the Monday immediately following the end of the regular season (2 days prior to the beginning of the playoffs), whichever comes first. If the opposing captain initially agrees to make up the match, but then cannot assemble a legal team together by the 2 weeks deadline, then the match results into a 50%-50% tie for each team with no personal points. Any instance that cannot be proven that a team attempted to reschedule in a timely and fair manner will result in a 50%-50% tie if at the time both captains agreed to make up the match. Once the team has made up the match, the statistician **MUST** be informed that the match has been made up as well as mark on the sheet which match was made up. For more details regarding specifics, please refer to guideline 2.1.2. **NO** matches can be made up once the playoffs begin, period.

2.1.3.1 Playoff Rescheduling

In the event of a playoff scheduling conflict, teams will be relocated based on the following criteria:

- Teams with home games still on a regular schedule have priority
- Highest seeded teams have 1st choice, regardless of division. In the case of multiple divisions having the same seed, the team with the higher win percentage has first choice. In event of a percentage tie, then higher # of wins gets 1st choice.
- Relocated teams have the option to reschedule play for a different date or play at a neutral bar on the same date. If the away team cannot agree to a different date, then you must play at a WMDA sponsored bar designated by the home team.
- In an event where a playoff match can be played but a team cannot assemble a team for that date and wishes to reschedule, then the match must be made up before midnight that Sunday or the team that initiated the reschedule forfeits the match. If a reschedule is agreed upon, both captains MUST notify statistician of playoff schedule change or else both teams forfeit.
- If any team that cannot play at their home bar in a playoff match because of a scheduled event at the bar not related to WMDA, then the home bar must first pick a neutral bar to play at on the same date before rescheduling on a different date. The home team cannot 1st request a date reschedule because of a non-WMDA event that precludes them from shooting in their home bar on that date.

2.1.4 Change to Match Location

If a match cannot be played at the scheduled location both the home captain (Team A) and the visiting captain (Team B) can agree to reschedule the match to a later date or the captain of Team A has the following options:

- Choose to play at any WMDA approved bar/restaurant location
- Choose to play at Team B's bar/restaurant
 - If this option is chosen then the next match these two teams play against each other, where Team B is supposed to be at their home location, instead will be switched to Team A's bar/restaurant unless otherwise agreed upon. It is responsibility for the captain of Team A to ensure the bar/restaurant is available for the change in schedule. If the location is not available the process starts over at the beginning (refer to 2.1.4)

2.1.5 Playoffs

The top 3, 4, 6 or 8 teams in each division will compete, depending on the number of teams in the division. Please take note of rule 1.1.6.3 for clarification regarding home team advantages and rules regarding play during playoffs.

2.1.5.1 Playoff Brackets

The brackets are to be played by the final rankings. I.e. The highest ranking team will play the lowest, and the 2nd ranked team will play the second lowest ranked team.

For an 8 team playoff:

Team 1 plays Team 8 at Team 1's home bar
Team 2 plays Team 7 at Team 2's home bar
Team 3 plays Team 6 at Team 3's home bar
Team 4 plays Team 5 at Team 4's home bar

2.1.6 Playoff Eligibility

To be eligible for the playoffs all seasons a player must shoot 50% of the minimum games available per player in the season. Minimum games per player per season is computed using the following formula and reported on the standings page of the WMDA website.

FORMULA: Minimum number of games available on the scoresheet divided by 8 players, times the # of weeks in the season

Minimum games to be eligible (and season/division specific calculations) will be published with documentation at the Captain's Meeting prior to each season.

The following terms are defined for clarity:

- Match:** The entirety of the night's play; the total number of games played.
Game: One of up to three elements of a match for which up to 3 points are assigned.
Leg: A segment of each game played for which one point is assigned.
Turn: 3 darts thrown (if all are needed and/or count), darts scored, retrieved and player crosses back over the ochre (toe line).

2.2 Divisional Organization

2.2.1 Division Assignment

The Board of Directors will attempt to assign teams to the requested division. However, teams may be assigned to a different division as a result of:

- Team stats from previous seasons.
- Personal stats from previous seasons.

NOTE: By using a spreadsheet design which takes into effect player stats and frequency of play, division assignment will be calculated more precisely and accurately.

2.2.2 Moving Down

Players may only drop one (1) division from the previously played session unless approved by the Board of Directors.

2.2.3 Divisions – Number and Makeup

The number of divisions will be determined by the number of teams registered. Usually, divisions will consist of between 4 and 8 teams. The Board will make every attempt to maintain competitive parity in each division by placing equally skilled teams together. A team average, including all players on the team, may be used to determine the placement of a team if there is any uncertainty regarding the appropriate division for a team. All team placements can and will be 100% justified by statistics. When the WMDA creates the schedule, we try our hardest to place teams in competitive divisions so it can be fun and competitive for everyone.

2.2.4 Team Standings

Teams regular season standings will be determined by their winning percentage equal to the number of games won divided by the total number of games played over the course of a season.

2.2.5 Division Winners – Moving Up and Down

Divisional regular season winners of any fall or spring season will be required to move up a division except at the board's discretion.

2.2.6 Division Formats

Division formats will be decided by the captains within each division at the captain's meeting. This will only occur if there are issues with the formats that are currently in place – otherwise formats will remain consistent from season to season.

2.3 Match Night

2.3.1 Captain Responsibilities

Each captain should have a copy of these guidelines at each match and are responsible for making sure their team knows and follows the rules while ensuring that the appropriate set up is in place in advance of the scheduled time of a match. If at any time there is a discrepancy or you need clarification of the rules, you may at any time call a board member to assist you, BUT keep in mind they are shooting as well and it could take some time for them to get back to you.

2.3.2 Home Team Board Choice – Multiple Home Team Nights

There will be occasion where more than one home team is scheduled on a given night. In these cases, the captain of the team with the longest consecutive home bar tenure has the choice of boards on which their team will shoot. In other words, if Team #1 has been shooting at the home bar for 5 consecutive years and Team #2 has been shooting at the home bar for 10 consecutive years, the captain of Team #2 has choice of boards. For this determination, a year is counted in the consecutive year count if the team has played at least 2 seasons on the year. If tenure cannot be determined, or is equal, a coin flip will determine who has choice of boards.

2.3.3 Start Time and Match Flow

Matches are scheduled to begin at 7:00 PM unless previously agreed to a delay by both captains. The match must begin by 7:15 and requires at least two team members present to begin a match. You **MUST** have 3 players present after the 1st match is concluded. If you only have 3 players and are waiting on a 4th player, you must start any and all matches you can until that 4th player arrives. If the 4th player does not arrive on or before 8:00 PM, then all singles matches are forfeited and doubles matches must be played on a 2-1 handicap. There can only be a 5 minute break at most in between the 1st and 2nd half of match play at any time. Matches are not required to be played in order during the regular season. Games that cannot be played due to absent players will result in a forfeit of those games unable to be played. Games may be played in each set with available players. However, be careful not to exceed the maximum amount of games each player can shoot in one night. Please try to keep the games moving by being ready to shoot. Refer to your score sheets for the maximum number of games a player can shoot per match.

Common courtesy should be the overriding factor in moving games along!

2.3.3 Corking (The Diddle)

2.3.3.1 Determining the Cork Option

All games will be begun by **THROWING THE CORK. THE HOME TEAM SHOOTER WILL DECIDE WHICH PLAYER IS TO THROW FIRST FOR THE CORK THE ENTIRE NIGHT. THIS IS INDEPENDENT OF ANY LEG RESULTS. IT IS THE HOME TEAM SHOOTER'S CHOICE FOR WHO THROWS FOR THE CORK FIRST EVERY LEG OF THE NIGHT.**

2.3.3.2 Determining Who Wins the Cork

The winning cork will be determined **without touching the darts**. The player whose dart is closest to the inner bull wins the cork. The second thrower may acknowledge the first dart as an inner or outer Bull (Cork) and ask for that dart to be removed prior to his throw **OR** he may allow that dart to stay in place. Re-throws shall be called if the scorer cannot decide which dart is closest to the Cork, or if both darts are anywhere in the inner bull, or anywhere in the outer bull. Decision of the scorer is final.

Other rules and determinations regarding the cork:

- If both darts are in the bull, the second shooter can request the darts stay in or be removed, either way the second shooter now corks first
- If all darts remain in the bull and the next dart is outside the bull, the next shooter **CANNOT** request the darts inside the bull be removed w/o treating the last dart thrown as a single bull also.
- If any dart dislodges another dart, then all darts must be re-thrown with the second shooter shooting first.
- Any dart that does not stay in the board must be re-thrown.

2.3.3.3 Diddle Outside Triple Ring

In Division 4 ONLY, any dart landing in the triple or outside the triple ring will be re-thrown. **If all 3 darts land outside the triple ring for one shooter, your official diddle is 'outside the triple ring'. If the opponent has a dart inside the triple ring, they will win the throw. If both shooters throw all 3 darts outside the triple ring then there will be a rethrow, otherwise the maximum amount of darts to be thrown for the cork is 3 darts (that have stayed in the board, the rules above about rethrowing if the darts do not stay in the board still apply).**

In Divisions 1, 2, and 3 there will no longer be rethrows for any darts in or outside the triple ring. There are no rethrows in Divisions 1, 2, and 3 except in the events outlined in 2.3.3.2.

2.4 Games Contested

2.4.1 301 and 501 games

The object is to score the required number of points in the game. You must finish by throwing a double which results in a score of zero. If a player throws more points than remain, throws a score resulting in a remainder of 1, or throws a score resulting in a remainder of zero without doing so by striking a double in their last dart thrown, then the score reverts to what it was prior to the beginning of the turn. 301 games must be started by throwing a double. All other 01 games are straight in.

2.4.2 Cricket

Numbers used in Cricket are 20 through 15 and the bulls eye (cork). The object is to score three of each number. Points are scored when a shooter throws a fourth or more of a number and the opponent has not yet thrown three of that number. To win, a shooter must have all numbers closed and as many or more points than the opponent.

2.4.3 Cork Calls (CC)

The winner of the cork or diddle (closest dart to the bull) for each game chooses the game to be played, choosing between 301, 501, or cricket.

2.4.4 Shooting and Foot Faults

When a player is shooting the dart, the player's feet MUST be behind the line on all throws. Line borders are determined by the line and where the home team designates the back of the line is. If a player goes over the line on any or all darts, the opposing captain may issue a warning to the player or the opposing team captain that the player has "foot faulted" or crossed over the line of play. If the player crosses over the line again while shooting, the darts can be determined illegal and not count by the opposing team on each infraction after the initial warning. If any player shoots their darts while the opposing player's darts are still in the board those darts are considered illegal and will not count until the opposing player has removed his/her darts AND has walked past the ochre.

2.4.5 Tied Match – Playoff Only

In the event that a playoff match is tied at the completion of the standard format, a minimum of 4 team members will shoot a 1001 game straight in and double out. All players will shoot in order and take turns score keeping unless someone is available to keep score.

2.4.6 1001 – Shorthanded

In the unlikely event that a 1001 game must be played AND a team has LESS than 4 people available to shoot (someone leaves early), that team will shoot short-handed and receive no score for those players who are short of the minimum of four (4) shooters.

2.5 Forfeits

After showing up, any person who decides to forfeit a match or matches during league play while the matches are going on automatically loses those matches in the personal standings as well as team standings, regardless of reason. Any other types of forfeits will be handled at the discretion of the Board of Directors.

2.5.1 Team Points and Individual Forfeits

In case of a team forfeit, 2/3 of the possible wins and 1/3 losses for the night will be awarded to the winning team. The forfeiting team will receive 1/3 wins for the night but a 2% penalty to erase the wins. Any team that shoots with 3 players each of the 4th player's individual games are forfeited and the doubles must be played at a handicap of 2-1. Please refer to Guideline 2.3.2 for rules of player punctuality and team allowances. In any case of a match being played by a team shorthanded, leave the field on the score sheet blank where the 4th player would normally be (DO NOT PUT ANY NAMES IN THE FIELD).

2.6 Scorekeeper

2.6.1 General

Scorekeeper's decisions are final except on game winning shots where the shot is final. If the scorekeeper says the dart is out or incorrectly says the game is not over and upon closer inspection it is, then the game is considered over and the winning shot counts. Home and visiting teams will take turns scorekeeping. It is suggested that scoring responsibilities start with the home team and alternate throughout the night's games. However, common sense should apply and no game should be held up due to a player score keeping a separate game. Please ask the scorekeeper if a game is won or lost if you have any doubts and give the scorekeeper ample time to inspect the board.

2.6.2 Obligations

Scorekeeper can tell thrower darts thrown, total points thrown and points left but cannot give or suggest number combinations, only point totals. Shooters are responsible for the accuracy of the scorekeeper. Scorekeepers cannot be talking, texting, or having any conversations with anyone beside the shooters in between throws. Drinks are allowed but drinking during shooting is not allowed. Smoking/Vaping while scorekeeping is not allowed. Any initial violation can result in a warning by the captain to the scorekeeper's captain. Any repeated violations can result in immediate removal of that scorekeeper by request of the opposing team.

2.6.3 Position & Conduct

Only the scorekeeper will be allowed in front of the throw line while a game is in progress.

Scorekeepers will not distract the game and will follow scorekeeper's rules. (See scorekeeper's guidelines in your captain's packet)

If at any time the captains or players feel the scorekeeper is distracting, they should ask the opposing captain to ask the scorekeeper to stop that action and if it continues you have the right to ask for a replacement scorekeeper. You may ONLY ask for a replacement scorekeeper at the end of the game UNLESS a violation occurs as stated in guideline 2.6.2. Replacement scorekeepers cannot be changed during matches unless he/she is being relieved for a match of their own or as instructed in Guideline 2.6.2.

2.7 Scoring

2.7.1 Bounce outs

A dart that bounces out may not be re-thrown.

2.7.2 Legal Throw Defined

Any dart thrown which travels more than halfway to the board shall count as being thrown. Any dart that is thrown and falls out is ruled ineligible. After the 3rd dart OR the game dart is thrown, the darts must stay in place until the shooter touches the dart. Any dart that falls out before is ruled ineligible.

2.7.3 Incorrect Scoring

Incorrect scores will stand unless they are corrected before that team's next shot in all games. If a shooter spots an incorrect score AND both shooters agree that the score is incorrect within 2 turns, then the score can be corrected to what both shooters comply with. If shooters disagree with the accuracy score, then the scorekeeper's current score stands. Shooters are responsible for the accuracy of the scorekeeper. **No player shall remove darts from the board until the scorekeeper has recorded their score.**

2.7.4 Touching of Darts

Darts may not be moved or touched by the player, scorekeeper or anyone else until all three darts have been thrown and the score is recorded or the game winning shot is thrown with one of the first two darts.

2.7.5 Game Conclusion

Once a game shot is thrown, the game is over. All darts after the game shot will not count. Any further disputes please refer to 2.6.1

2.7.6 Busting

In '01 games, once a "bust" has been scored, the round is over.

2.8 Recording Game Shots & Statistics

2.8.1 Out Shots - Marking

High out shots will be marked on the front of the score sheet only.

2.8.2 In Shots – Marking

High ins are marked on the back of the score sheet under “Double Ins” only.

2.8.3 All Other

All other marks are to be recorded on the back of the score sheet only.

2.9 Match Postponements (Weather, Holidays, etc.)

2.9.1 Weather

If a Snow Emergency Plan is in effect for Frederick County, Maryland, as stated by the Maryland State Police, at 5:00pm on a scheduled league night, then matches will be considered league-postponed.

2.9.2 Rescheduling League Postponements

The first League-postponed match will result in a one-week pushback in the season. So if Week 10 is a Snow Emergency, the following Wednesday, which would have been Week 11, is now Week 10. This will allow for one match to be postponed without having to make up on a day other than Wednesday. If more than one night is postponed, that night will need to be rescheduled on an alternate night within 4 weeks of postponement, but before the end of the regular season unless deemed by the Board of Directors.

2.9.3 Holiday and Special Events

In the event of a holiday or other special occasion, teams may decide to shoot on another night that is mutually acceptable to both teams. Every effort should be made to throw the match prior to the end of that week.

2.9.5 Notification of Postponements and Penalties

To avoid penalties for missing paperwork, all postponed or rescheduled matches (other than league-postponed matches as in 2.9.1 / 2.9.2) must be reported to the league statistician (or any board member in the event the statistician is unavailable) no later than the deadline for the submission of that week’s score sheets.

3 AWARDS

3.1 Team Plaques

The sponsor of the team winning the playoff championship will receive the sponsor’s plaque. Roster members **who are eligible to compete in the playoffs** will receive a plaque.

3.2 Top Shooter Plaques

Top shooters of a division, that have the minimum number of games, will receive a plaque. Total top shooter awards shall equal the number of teams in the division plus one. Additionally, a top female shooter award will be awarded for any division where 3 or more women meet the minimum shooter requirements or determined otherwise by the Board of Directors.

NOTE: Top Shooter ranking is based only on the regular season, and does not include any points from playoff matches.

3.3 Pins and Certificates

Any shooter who throws a 180 or 9-mark will receive an appropriate pin, regardless of the number of games played during league play. The league will provide the first of each type of pin (180 and 9-mark) free of charge. Any shooter achieving more than one of either accomplishment may purchase additional pins (up to the number achieved) for a nominal fee. Any shooter who throws a **Dead-Eye** (6 bulls-must all count) will receive a Dead-Eye Pin.

3.4 High In and High Out Awards

High out and High in plaques will be distributed to players who achieved them, regardless of the number of games played during the season.

3.5 Award Ceremonies

Members, and their families or guest, will be invited to attend the annual picnic and banquet at which awards will be presented.

3.6 Award Eligibility

The minimum amount of games to be eligible for top shooter awards will be equal to the number of games need to be playoff eligible as computed in section 2.1.6

4 TOURNAMENTS

4.1 Annual Tournaments

There will be a minimum of 2 tournaments sponsored by the WMDA per year. Entry fees will be returned as prizes.

4.2 ADO Qualifiers

The WMDA will make every effort to schedule 2 qualifiers each year. These are a modified round robin format where the winners will move on to the regional ADO competitions. Entry fees will be utilized for the regional entry fees.

5 GOVERNMENT

5.1 Board of Directors

5.1.1 Composition

The board of directors shall consist of 9 members.

5.1.2 Election Of

4 Board Members are elected at the Spring Captain's meeting for one year and 5 members are elected at the Fall Captain's meeting for one year. The board shall make every attempt to retain at least 1 current board member after each election, to assist any new board members.

5.2 Officers

5.2.1 President

The President is elected at the Spring Captain's meeting for one year.

5.2.2 Other Officers

The President and Board of Directors shall appoint the Vice President(s), Secretary, Treasurer, and Statistician for the year at the first Board of Directors meeting following the Spring captain's meeting, in accordance with the league bylaws.

6 INDIVIDUAL STATISTICS

6.1 Game Shots

6.1.1 Singles Games

Player who wins the leg will receive 1.0 point

6.1.2 Doubles Games

Player that takes the out shot will receive 1.0 point
Partner will receive 0.5 point

6.1.3 Counting Marks in Cricket

Single Bull counts as two marks -- Double Bull counts as three marks
Cork shots - **only those required to win** the leg count.

Only darts that COUNT TOWARD SCORING are considered for marks

Examples:

- 3 single bulls count as a 6 mark
- Single bull and double bull count as a 5 mark
- Two double bulls count only as a 5 mark when only 3 bulls are needed, but as a 6 mark if all four are needed.
- If 15's are still open, trip 15 and two double bulls count as 8 marks (unless all four bulls are used, in which case it would be 9 marks). Trip 15, single bull and double bull also count as 8 marks.
- 3 double bulls count as a 9 mark **ONLY** if **ALL 6** bulls are needed. This shot is called a "Dead Eye"

6.1.4 x01 games

| Division 2 Throw Score | Division 3 Throw Score | Division 4 Throw Score | Score |
|------------------------|------------------------|------------------------|-------|
| 117-120 | 114-120 | 95-120 | 0.5 |
| 121-140 | 121-140 | 121-140 | 1.0 |
| 141-160 | 141-160 | 141-160 | 1.5 |
| 161-180 | 161-180 | 161-180 | 2.5 |

| Out Shots | |
|-------------|------|
| 41-60 | 0.25 |
| 61-80 | 0.5 |
| 81-98, 100 | 1.0 |
| 101-120, 99 | 1.5 |
| 121-160 | 2.0 |
| 161-170 | 3.0 |

| Double In (301) | |
|-------------------------------|------|
| 41-60 (Div 3 and Div. 4 only) | 0.5 |
| 61-80 | 0.75 |
| 81-100 | 1.0 |
| 101-120 | 1.5 |
| 121-160 | 2.0 |
| 161-170 | 3.0 |

6.1.5 Cricket

| Cricket Marks | |
|---------------|-------------------------|
| 5 marks | 0.5 (Div 4 only) |
| 6 marks | 0.75 (Div 3 and 4 only) |
| 7 marks | 1.0 |
| 8 marks | 1.5 |
| 9 marks | 2.5 |

6.1.6 Short Games

| 501 & Cricket | |
|--------------------------|------|
| 22-24 darts | 0.25 |
| 19-21 darts | 0.5 |
| 16-18 darts | 0.75 |
| 13-15 darts | 1.0 |
| 10-12 darts | 1.5 |
| 9 darts | 2.5 |
| 301 | |
| 16-18 darts | 0.25 |
| 13-15 darts | 0.5 |
| 10-12 darts | 1.0 |
| 7-9 darts | 1.5 |
| 6 darts | 2.0 |

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Rules committee Discussed 2/07 Board Meeting in brief Minor
form corrections 2/07
Emailed 3/07 to Board for review
Approved 3/12/07 by Board
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