



Washington Area Darts Association

Rules of Play (Revised June 2026)

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Washington Area Darts Association Rules of Play

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:

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. For Team B or C league, if the first two legs are won consecutively, three points will be awarded. For Team A league all 3 legs of the section must be played regardless of the outcome of the first 2 legs.

E. Player. A person who throws darts in a WADA event.

F. Technical Penalty. A penalty that affects the win-loss record of both teams involved.

G. Personal Penalty. A penalty assessed against a team that does not affect any other team's win-loss 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 or player receives the wins (based on that team's or player's legs won percentage times the number of games in the match) and zero (0) losses, and the forfeiting team or player receives 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)

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 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.

H. For noncompliance with Rules 4A through 4E, all "home" matches 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, or three in a three-person format. If a full team is present, no substitutes are allowed. There is a maximum number of six (6) players allowed on a team.

B. A B League team can have no more than one (1) A ranked player (see Rule 16.B). Any A ranked player playing in a B league match cannot play more than one (1) singles, one (1) doubles, and team game. A C League team can have no more than one (1) B ranked player (see Rule 16.B). Any B ranked player playing in a C league match cannot play more than one (1) singles, one (1) doubles, and team game.

C. For the four-person format, no fewer than two people 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.

D. Lineups (using Scoresheet form on the website) for the first half of the match should 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.

E. 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.

F. 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)

G. Teams may play more than the minimum needed for a full team during a match as long as all other rules are observed.

H. 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). For every 10 minutes that a team is not present 2 penalty points will be assessed. If a team does not present a legal team within 30 minutes of start time, it will be considered a match forfeit.

C. No more than ten minutes will elapse between games.

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.)

1. In the B League "Three on the Line" format, no individual shooter can play more than two of the four singles sets and a minimum of three individuals from each team must play at least one singles set per match. If a shooter plays more than one singles, it may be in consecutive sections.

B. All games are the best two out of three legs, except for team games. Team games are worth one point.

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 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 in A league. In B and C league it remains a part of the three on the line format, 3 players for each team. Team game is worth 1 point, regardless of level of play (A, B or C League).

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, 3 or 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 play 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. This is not meant to be that the entirety of the match is 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. In the third leg, the “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 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.

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. This may be verified via the calculator function of Dart Connect. 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. 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 the case of a singles match it would be that player's next turn. It is the responsibility of the player to verify their score before removing their 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 finish 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 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.

J. When using Dart Connect, the tablet may not be set in a manner that shows the player what their finishing combination is.

10. Score Sheets. Each team captain will be provided access to download score sheets for each match.

11. Reporting Results. Immediately following the match, both team captains must report the match results to WADA by saving the match on all tablets used during the match. Failure to do so within 24 hours of the end of the match will result in the assessment of three penalty points.

12. Captains Meetings.

A. Captains meetings will be held prior to the beginning of each season for board elections (if necessary), and dissemination of other information. The information regarding the meeting will be posted on WADA's website in a timely fashion, and relevant information will be posted electronically after the meeting.

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.

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) by the due date. Teams with unpaid sponsor fees 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.

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.

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 are received.

1. End of Week 2 – If payment and/or Roster form have not been received, penalty points will be assessed for each week.

2. End of Week 3 – If payment has 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

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 five (5) 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 on the Season Application.

16. Individual Player Rankings.

A. A Players 501 average in Dart Connect from their previous season in WADA will be used as their player ranking for that season.

1. If there is not a dart connect average then known ability may be used by the Executive Director to give an average for the first season of play within WADA.

2. If there is no way for the Executive Director to use known ability, then a player may be asked to play up to 10 games of 501 against the dart connect bot or any equivalent application in order to establish an average.

B. The following ranking system shall be used for placement within WADA. Players may choose to play in a higher division but cannot play more than 1 division lower.

AA: 56 and above

A: 47 - 55

B: 38 - 46

C: up to 38

17. Team Averages.

A. Team averages will be utilized to help ensure that league night is a fun and fair experience for all players. Team averages will be checked at the time of the application and reconfirmed if there are any additional team members added throughout the season. If a team is submitted with an average higher than allowed, they must adjust the players on the team to fall within the range allowed for that level of play.

B. In Team A League there is no team average to be held to.

C. In Team B League the team average is 43.5.

D. In Team C League the team average is 36.

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.

B. No team members may be added after the 10th 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) may 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.

E. 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 at least two (2) board members. 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. 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.

1. Whenever possible a substitute should provide their Dart Connect average to the captain of the team that they are to be a substitute for.
2. If the substitute is a member of WADA, the captain should reach out to the Executive Director to obtain the substitutes Dart Connect league average from the prior season, as stated in Rule 16.A

C. No substitutes are allowed after the 910th week of the regular season. Substitutes are not eligible for awards.

D. If a team uses an illegal substitute, all points won by the substitute will be awarded to the opposing team.

21. "Split" Divisions.

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 at least two (2) board members. 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).

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.

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. All postponements must be made up prior to the start of end-of-season playoffs. Matches made up after the 10th week of the regular season will be subject to Rules 18.B. (Addition of New Players), 20.C. (Substitutes), and 23.C. (Forfeits). There will be no postponements after the 10th week of the regular season without the prior approval of the Executive Director.

C. 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 (see Rule 2.C) every ten (10) minutes. The first game (see Rule 2.C) will be forfeited ten (10) minutes after the starting time. If a team does not present a legal team within thirty (30) minutes of the start time, it will be considered a match forfeit (see Rule 5.B).

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.EI.), 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 910th 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 Byes for the opposing teams.

E. Forfeits are calculated per Rule 2.I: “A technical penalty for which the opposing team or player receives the wins (based on ~~current~~ that team’s or player’s legs won percentage times the number of games in the match) and zero (0) losses, and the forfeiting team or player receives zero (0) wins.”

24. Division Champions. 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.

25. End-of-Season Playoffs.

A. Teams will participate in the end-of-season playoffs.

B. At the beginning of the season, captains will be made aware of the playoff format for their division by the Executive Director.

C. 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 14.D.

26. 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.

C. Singles. Singles awards vary based on the number of players in the divisions.

1. Up to 4 players: Winner will receive \$50 cash or \$50 dart supply gift certificate

2. 5 to 6 players: Winner will receive \$75 cash or \$75 dart supply gift certificate

3. 7 to 8 players: Winner will receive \$75 cash, \$75 dart supply gift certificate, or a custom-made jersey; and the runner-up will receive \$25 cash or a \$25 dart supply gift certificate

4. 9 to 11 players: Winner will receive \$100 cash, \$100 dart supply gift certificate, or a custom-made jersey; and the runner-up will receive \$50 cash or a \$50 dart supply gift certificate

5. 12+ players: Prizes will be announced at the beginning of the season by the Executive Director based on participation and number of divisions.

27. Player Recognition and Season All-Stars.

A. WADA will publish a list of player highlights weekly.

1. Highlights are based on level of play.

AA: 9 Mark, 6 Bull, 180

A: 7 Mark, 5 Bull, 140

B: 6 Mark, 4 Bull, 120

C: 5 Mark, 3 Bull, 100

B. Individual Trophies will be given to players who attain specific numbers of 9 Marks or 180's. Those numbers are 25, 50, 100, 150, 200

28. 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.

29. 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 7 days of the protest.

B. If the Executive Director cannot resolve a protest, it will be deferred to the Board of Directors within 7 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.

30. 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 \$30 service fee. Reimbursement shall be made by certified check or money order.