



WADA OFFICIAL RULES

2026 EDITION

The Committee advises that all competitions are played in a manner deemed sporting and socially acceptable in accordance with the rules here-in.

The final decision on the rule interpretation is to be agreed by both team captains and should further adjudication be required it is advised a member of WADA committee is to be called to make final ruling.

The committee reserves the right to incorporate or amend any rule if in the opinion of the committee the change will better promote the sport of darts and its administration.

Table of Contents

1. Definitions	3
2. Dart Board	3
3. Positioning of the Dart Board.....	3
4. The Oche	4
5. Scoreboard	4
6. The Darts	4
7. Playing Conditions	4
8. Registrations.....	5
9. Player Transfer.....	5
10. Player Conduct	6
11. Methods of Play	6
12. Match Formats	7
13. Reserves and Substitutions	8
14. Playing short of full team compliment.....	8
15. Occasional Players.....	9
16. Forfeits	9
17. Chalker Roles and Responsibilities.....	9
18. Marking the Scoreboard	11
19. Scoresheets	11
20. Championship Finals	12
21. Protests	12
22. Unusual Circumstance/Power Failure/Medical Emergency.....	13
23. Dress/ Footwear	13
24. Unsociable or Angry Dart.....	13

1. Definitions

The following definitions shall apply to/for these rules:

- 1.1 “WADA”** shall mean Western Area Darts Association Incorporated
- 1.2** These rules shall be known as “**WADA Rules**”.
- 1.3** Match Committee shall be known as “**Committee**”.
- 1.4 “The Captain”** The person responsible for all communications and decisions on behalf of team.
- 1.5 “The Chalker”** The person appointed to control games and all scores.
- 1.6 “Scoresheets”** -- either paper or digital format for recording all relevant game/match information during the game/match.
- 1.7 “in writing”** – can be email, SMS message, or letter.
- 1.8 “Notary”** – the person, or persons, recording all relevant game/match information on the scoresheet, be it either paper or digital format”.
- 1.9** The toe, foot line, or throw line herein shall be known to as the “**Oche**”.
- 1.10 “Walk to the board”** refers to a player’s visit to the Oche irrespective of the number of darts thrown.

2. Dart Board

- 2.1** All matches under the jurisdiction of WADA shall be played on a dart board approved by The World Darts Federation (WDF); or Darts Australia (DA) or British Darts Organisation (BDO).
- 2.2** Dart Boards are to be made of sisal fibre.
- 2.3** All WADA playing formats require two (2) dart boards per match.

3. Positioning of the Dart Board

3.1 For able-bodied participants

- 3.1.1** The dart board shall be firmly fixed at a height of 1.73 metres from the centre of the Bulls-Eye to the floor.
- 3.1.2** It shall be so fixed that a straight line running from the centre of the twenty (20) division to the centre of the three (3) division would be vertical.
- 3.1.3** The distance of the throw shall be 2.37 metres.
- 3.1.4** The measurement shall be taken from a plumb line, suspended from the centre of the Bulls-Eye to the floor, from this point 2.37 metres to a line parallel to the face of the board to the back of the oche line.

3.2 For wheelchair bound participants.

- 3.2.1** The dart board shall be firmly fixed at a height of 1.37 metres from the centre of the Bulls-Eye to the floor.
- 3.2.2** It shall be so fixed that a straight line running from the centre of the twenty (20) division to the centre of the three (3) division would be vertical.
- 3.2.4** The measurement shall be taken from a plumb line, suspended from the centre of the Bulls-Eye to the floor, from this point 2.37 metres to a line parallel to the face of the board to the oche.



4. The Oche

- 4.1 WADA prefer all oche to be raised unless the venue management objects to a raised oche due to public safety concerns.
- 4.2 The oche shall be parallel to the dart board and be a minimum 1 metre in length and raised no lower than 2.5cm and no greater than 5cm from the floor.
- 4.3 The measurement of the oche from the board shall be taken to the back of the oche line.
- 4.4 A player may move as far back or sideways at the oche, if such movement does not hinder any players throwing on another board.
- 4.5 Captains of each team are responsible to see that players toe the oche correctly.

5. Scoreboard

- 5.1 All venues must provide a board for scoring which must be in a prominent position adjacent to the dart board.
- 5.2 Wherever possible the scoreboard shall be to the left of the dart board.

6. The Darts

- 6.1 Players shall provide their own darts.
- 6.2 Each player has three (3) darts which can be of any make and material.
- 6.3 Darts shall be no longer than 30.5cm and no shorter than 7cm.
- 6.4 Each dart shall not exceed 40 grams.

7. Playing Conditions

- 7.1 The captains shall mutually agree the dartboard, the dart board position, the oche and scoreboard are all according to WADA rules prior to the commencement of play.
- 7.2 Any protest as to the playing conditions shall be lodged with the opposing captain prior to the commencement of play.
- 7.3 In the event of the conditions not being altered to comply with the protest, the captain making the complaint is to play under protest and shall tender said protest in writing to the committee as per **WADA Rule 21 Protests**.

8. Registrations

- 8.1** Teams must register to compete in WADA organised competition. The official WADA nomination form must contain the names of 6 players to be accepted by the committee.
- 8.2** WADA is a mixed gender association and teams make up can be of any gender ratio.
- 8.3** WADA player registration is open to males and females who are 14 years of age by the commencement of the playing season.
- 8.4** Players, who are under 14 years, may request special dispensation from the committee to play WADA competition. The committee is empowered to approve /decline any request at their discretion.
- 8.5** All permanent players must be registered and pay the registration fee as set by the membership.
- 8.6** Captains may register a new player on the night of play. The onus is on the captain to ensure the signed registration form is sent to the Match Secretary with the scoresheet for that night.
- 8.6.1** The team will be invoiced for the registration of the new player, which shall be paid as and within the time frame directed by the Treasurer.
- 8.7** Any team playing an unregistered player shall forfeit the match.
- 8.8** Registered players may play a maximum of two (2) games in any division for any team representing the club for which that player is registered.
- 8.9** Registered players who play three (3) games in one (1) season in a team are deemed qualified for that team and ineligible to play for another team in the same or lower division. *(This however does not prevent a player from playing as a spare as per WADA Rule 8.11.1.)* Such players are allowed to play higher divisions, for a maximum two (2) games to remain eligible for their qualified team.
- 8.10** The committee reserves the right to deny any registration of a player and/or team should the committee prove the team/player is un-financial in or suspended in any other association.
- 8.11** Teams who are short of the full complement of six (6) players present in the venue on any night may: -
- 8.11.1** engage one (1) spare WADA registered player from another team or Division, where the borrowed player is of the same or a lower Division and cannot be of a higher Division **(Games played as a spare will not count as games played in WADA Rules 8.8 & 8.9 Registrations).**
- OR**
- 8.11.2** engage one (1) occasional player to complete the side. An occasional player is defined as a player not registered with WADA in the current season and cannot participate in the match shall the team have six (6) registered players in the venue. **(See WADA Rule 15 Occasional Players).**

9. Player Transfer

- 9.1** To transfer during the registration period players must have financial clearance from previous team/club and a transfer form signed by both the previous club/captain and the new team captain.
- 9.2** The committee reserves the right to deny a transfer should they deem the transfer incomplete due to debts owed or ineligibility of the transferring player.

10. Player Conduct

10.1 It is the responsibility of the captain to ensure all players are aware of the rules and to ensure good order of their team.

10.2 Players must respect the rights, dignity and worth of all participants regardless of gender, ability, cultural background, or religion.

10.3 Players must not sledge, vilify, or remark in a manner which could be deemed derogatory or threatening towards any other WADA participant, or venue patrons and staff during the warmup, during the match and in post-match interaction on the premises used for WADA matches.

10.4 Should actions by any member of the association contravene **WADA Rules 10.2 & 10.3 Player Conduct**, the captains will refer the actions of the member to the committee for sanction. Notification will be in writing as per **WADA Rule 21.2 Protests**.

10.5 A player must not eat or drink between the dart board and the oche or whilst officiating as Chalker for a game in WADA competition.

10.6 Players must be considerate of all others; always contain celebrations and vocal support to an acceptable level as not to impact others competing and/or venue patrons and staff within the venue.

10.7 Players must observe all SA liquor licensing rules abiding all venues.

10.8 The committee shall divorce itself from inclusion to overturn any decisions by licensees and venue managers for members penalised for breaching the SA Liquor Licensing laws or independent venue rules and codes of behaviour policies.

11. Methods of Play

11.1 All matches are to commence at 7:30pm. In the event of a team having members not in the venue at this time, the match shall commence when four (4) playing members are present. If four (4) players are not present in the venue by 7:45pm the team will be deemed to forfeit. **Refer WADA Rule 16 Forfeits.**

11.2 Any players arriving later than 7:30pm, must be in the venue and on the scoresheet by 8:00pm to be eligible to play, except if captain has prior agreement with opposing captain to accept a player arriving after this time.

11.3 Matches shall consist of doubles and singles playing formats.

11.4 All games are to be the best of three (3) legs with an open start and double finish.

11.5 All darts must be deliberately thrown by hand in a safe manner, throwing only one dart at a time.

11.6 Each player may have nine (9) darts practice prior to playing the game.

11.7 To decide who throws first in the game, the home side throws one dart at the bullseye, followed by the visiting team. The player throwing nearest the centre of the dartboard will be deemed to have “won the bull” and shall throw first in the opening leg of the game (and in any deciding leg of the game), the opposition shall throw first in the second leg. If a deciding third leg is required, the player who “won the bull” for the first leg will again throw first. .

11.8 In the event a player’s closest to bull shot is knocked out of the board by the opposing player; or a clear closest cannot be defined, both players will shoot again in the same order.

11.9 A dart shall only score if the point remains in or touches the face of the dart board within the bounds of the outer double wire. When the score of the three-dart throw is calculated the player must retrieve their darts from the dart board.

11.10 All games are controlled by the Chalker, who will stand at the scoreboard adjacent to the dart board to call and record the total score of each 3-dart throw. The Chalker will calculate the players remaining score. **Refer WADA Rule 17 Chalker Roles and Responsibilities.**

11.11 A leg is complete with the first player who hits the exact remaining score with a double finish.

11.12 Shall a player hit the required double but not have game shot called and further darts are thrown, the result will be reverted to the dart which hit the exact double and any further darts will be deemed void, the game having already been concluded by the dart scoring the required double.

11.13 MADATORY 20-walk rule. In ALL games under the control of WADA, irrespective of the division or circumstance, each leg of darts in both doubles & singles will be played & completed in no more than 20 walks to the board. During ALL legs in both doubles & singles if neither player or pair has been able to hit the required score including the double to complete the leg after EACH player or pair has had 20 walks to the board, then the winner of the leg will be decided by one dart closest to the bull. **This is known as the 20-walk rule.**

11.13.1 The player who started that **leg throws** first. The dart is to remain in the board until the other player has thrown a dart at the bull, both darts must be in the scoring area of the board, and the closest to BULL, as judged by the Chalker, wins that leg of darts. Throw again in the same order if a closest cannot be determined. **(Refer WADA Rule 11.8 Methods of play)**

11.13.2 The closest player to the centre bull will win the leg and **WOB (won on bull)** is to be recorded on the scoresheet where the peg would normally be recorded. The player winning that leg **will NOT be credited with a pegout**. The remaining score for both players will stand and be recorded as their score for that leg of darts.

11.14 Team captains and/or one (1) other nominated person may call a player down, including advice on the required double, when the score is below 170. This right is relinquished if officiating any game as the Chalker. No other player or observer shall call or give information to a player once they are at the oche.

12. Match Formats

12.1 WADA competition plays a fifteen (15) game or twenty-one (21) game match format. The format to be played within each division will be advised within official WADA program.

12.2 All WADA matches are played on two (2) dartboards adjacent to each other to enable scoresheet recording from the official scoreboard.

12.3 All games are best of three (3) legs with doubles preceding all singles. Scoring formats are Doubles 501 Singles 501.

12.4 The committee reserves the right to change any scoring formats at their discretion but must notify all captains at official delegates' meeting or if changing within programmed season notification must be in writing seven (7) days prior to change being applied.

12.5 Fifteen (15) game formats consist of three (3) doubles; six (6) singles and six (6) reverse singles as follows:

3 Doubles -- 1,2 v 1,2 ... 3,4 v 3,4 ... 5,6 v 5,6.

6 Singles -- 1v1 ... 2v2 ... 3v3 ... 4v4 ... 5v5 ... 6v6.

6 Reverse Singles -- 1v2 ... 2v1 ... 3v4 ... 4v3 ... 5v6 ... 6v5.

N.B: Home team is listed first versus away team. Home team always plays in order (subject to WADA Rule 13 Reserves and Substitutions) and away team swaps order accordingly.

12.6 Twenty-one (21) game formats consist of three (3) doubles; and three (3) rounds of singles games as follows:

3 Doubles -- 1,2 v 1,2 ... 3,4 v 3,4 ... 5,6 v 5,6

6 Singles Round 1 -- 1v1 ... 2v2 ... 3v3 ... 4v4 ... 5v5 ... 6v6

6 Singles Round 2 -- 1v3 ... 2v1 ... 3v2 ... 4v6 ... 5v4 ... 6v5

6 Singles Round 3 -- 1v2 ... 2v3 ... 3v1 ... 4v5 ... 5v6 ... 6v4

N.B: Home team is listed first versus away team. Home team always plays in order (subject to WADA Rule 13 Reserves and Substitutions) and away team swaps order accordingly.

13. Reserves and Substitutions

13.1 Teams can play with a maximum of eight (8) players in matches.

13.2 By 7:30pm the captain is to write all names in doubles playing order with maximum of 2 reserve players in a neat and legible form on the official scoreboard. Any changes made to the playing order during the match must be verbally advised to the opposing captain and written in a neat and legible form on the official scoreboard.

13.3 Between doubles and singles, the playing order may be adjusted with unlimited changes and substitutions.

13.4 Between each round of singles, up to two (2) players may be substituted. Players being substituted into the game must play in the corresponding position of the player being withdrawn from play. The only change to playing order after the commencement of singles can be via direct substitution.

13.5 Players once substituted out may be substituted back into the game between any future round of singles, in accordance with 13.4 and 13.6.

13.6 Captains must ensure no substitution will result in a player playing against an opposing player who they have already played in a singles game.

14. Playing short of full team compliment.

14.1 Teams may play with a minimum of four (4) players.

14.2 In the event of teams playing short of the full complement of six (6) players, games are to be played as follows:

Fifteen (15) Game Format

6 Players V 5 Players 3 Doubles, 12 Singles = 15 games with 2 forfeits

6 Players V 4 Players 2 Doubles, 8 Singles = 15 games with 5 forfeits

5 Players V 5 Players 2 Doubles, 9 Singles = 11 Games with no forfeits

5 Players V 4 Players 2 Doubles, 8 Singles = 11 Games with 1 forfeit

4 Players V 4 Players 2 Doubles, 8 Singles = 10 Games with no forfeits

Twenty-One (21) Game Format

6 Players V 5 Players 3 Doubles, 15 Singles = 21 games with 3 forfeits

6 Players V 4 Players 2 Doubles, 12 Singles = 21 games with 7 forfeits

5 Players V 5 Players 2 Doubles, 13 Singles = 15 Games with no forfeits

5 Players V 4 Players 2 Doubles, 11 Singles = 15 Games with 2 forfeits

4 Players V 4 Players 2 Doubles, 10 Singles = 12 Games with no forfeits

14.3 Teams who are short of a full complement of players are allowed to play one (1) spare player (**See rule 8.11.1 Registrations**) OR one (1) occasional player in a match (**See WADA Rule 15 Occasional Players**).

15. Occasional Players

15.1 Where a team has less than six (6) registered players in the venue and available to play on any WADA night, but excluding finals, the captain may recruit one (1) occasional player to play that night only.

15.2 The Occasional Player must not be currently registered with WADA.

15.3 The Occasional Player shall not have previously played a WADA game as an occasional player within the current season.

15.4 An occasional may not be included in the team in place of a registered player present and available to play.

15.5 The registration fee is waived for an occasional player on their first night of play.

15.6 Should a player who has previously played one (1) game as an occasional player play another game for the season, the captain is responsible to register that player as per **WADA Rule 8.6 Registrations**.

16. Forfeits

16.1 Teams who cannot gather four (4) players, which can include one (1) spare player OR one (1) Occasional Player by 7:45pm will be required to forfeit the match.

16.2 If the team captain voluntarily decides to forfeit a match, the captain must notify the opposing captain and Match Secretary of the team's decision to forfeit. When applicable this is to be communicated prior to 7pm match night. Teams who forfeit after 7:00pm must communicate at the earliest possible time.

16.3 Voluntary forfeits are subject to penalty as follows:

First Forfeit - Acceptable with prior communication

Second Forfeit -\$25.00 Fine or Two (2) points deducted.

Third and all ensuing forfeits –Two (2) points deducted.

16.4 The team who receives a win due to forfeit **receive 2 points and either 8 or 11 legs for the win** (depending on the match format played as per **WADA Rule 12.1 Match Formats**). Both captains must communicate the result to Match Secretary no later than 5.00pm on the Friday of the week the match was scheduled as per **WADA Rule 19.5 Scoresheets**.

17. Chalker Roles and Responsibilities.

17.1 The Chalker shall act as referee and maintain order of the game.

17.2 The Chalker shall deliberate on the dart which is closest to the centre of the dart board as means to establish the order of throwing.

17.3 The Chalker must not distract a player through movement, conversation or eye contact whilst the player is at the oche in preparation to throw or in the process of throwing. The Chalker shall not drink or talk during the game except to call score and answer any questions directed by the player at the oche.

17.4 The Chalker is responsible for calling all players three (3) dart throws and record the score and calculate the remaining total on the scoreboard in a clear and legible manner.

17.5 Once darts are removed from the dart board the called score shall stand. It is the responsibility of the thrower to clarify the total score thrown with the Chalker before removing darts.

17.6 A thrower who removes the darts prior to the Chalker calculating and verifying the score will have that score recorded as zero; unless the score can be verified by the opposing player or agreed upon by both captains.

17.7 If a dart falls out of the board before the Chalker announces the total three (3) dart score, the fallen dart shall not count.

17.8 The Chalker if requested shall advise the thrower of the position of the game. The Chalker is not permitted to instruct the thrower in any form, but may if requested, advise the score thrown or score remaining. Under no circumstances shall the Chalker advise the thrower the next required throw target or the double required to finish the leg.

17.9 The Chalker shall call "Game Shot" when a player scores the exact double to finish the game with a zero score. This is known as "Peg Out".

17.10 If the player asks the Chalker for the score remaining and the Chalker replies incorrectly, the following shall apply:

- If the player scores the advised number and the double required to complete the score, throw shall be called "game shot".
- If the player scores less than the advised number, the value scored during that throw will be deducted from the actual score remaining. I.e., if the player is advised 60 but in reality, needs 58 and he/she scores 20 only, the remaining score is 38 not 40.
- If the player scores more than the advised score and also more than the remaining score, the result is "bust".
- If a player scores more than the advised score but less than the true remainder, the true remainder will apply. i.e.: if a player needs 62, but is advised 58 and throws 60, then the remaining score is 2 not bust.

17.11 If a player hits the correct peg out double, but the Chalker does not advise "Game Shot" and further darts are thrown, the double counts as "Game Shot" and any further darts thrown will be deemed void as the respective leg, set or match is concluded by the darts scoring the required "double".

17.12 The Chalker is responsible for adjudicating players throwing actions to be legal as per **WADA Rule 11.5 Methods of Play**.

17.13 The Chalker must adjudicate on players who in the action of throwing are deemed to foot fault. A foot fault can be called if a player continually stands with a portion of the footwear overstepping the oche. If the Chalker adjudicates a foot fault, he must notify both/all game players of his first warning to the player. On a second occasion of ruling foot fault the Chalker must notify both/all game players and both team captains of his second and final warning for foot fault. All further rulings of foot fault by that player will result in a zero-score recorded.

17.14. Shall a player be continually distracted by movement, talking or excessive mistakes by the Chalker in control, the player must approach their team captain to adjudicate. Shall the captain then deem the Chalker is distracting players, the captain may substitute the Chalker if representing the captains team; or request the opposing captain substitute the Chalker.

17.15 Captains are to encourage new players to chalk and ask game players to be considerate of the ability and experience of the Chalker before raising any issue of the Chalker's actions.

18. Marking the Scoreboard

18.1 The total of each player's three (3) dart throw shall be totalled and recorded in a clear and legible manner on the scoreboard. That score is then deducted from the previous total to show the balance remaining to finish the game.

18.2 WADA accepts two methods of scoring which are exemplified below:

Method 1	Player A	501	Player B
	60 441		100 401
	180 261		26 375
Method 2	Player A	501	Player B
	501		501
	<u>60</u>		<u>100</u>
	441		401

18.3 Corrections to the score shown on the scoreboard must be notified to the Chalker by the participating player and/or team captain only; and must be altered prior to the players next three (3) dart shot.

18.4 Once a player has continued without asking for a score alteration, the recorded score must stand. The only exception to this rule is when the score is 100 points in error and may be change at any time until a peg out is possible. Once a player can throw a legitimate finishing score the written score must stand.

18.5 Bust or zero scores must be recorded on the scoreboard as "0/ number of darts thrown (e.g.: 0/3). Each & every visit, or walk to the board, is to be recorded on the board so that the 20-walk rule can be established by players, captains, and the Chalker. .

18.6 At the conclusion of the leg the Chalker must record in a legible manner the finishing score and darts taken to complete that throw (e.g.: 40/ 2 darts).

18.7 At the conclusion of a singles leg the scorer must calculate the number of darts thrown and the total score thrown for each player these are to be recorded on the WADA scoresheet.

18.8 The Chalker must ask both team representatives who are recording scores onto the scoresheets if "Scores are recorded" prior to erasing scores from the scoreboard.

19. Scoresheets

19.1 All players full names and registration number must be clearly recorded on the scoresheet prior to a player throwing darts. A player who can be proven to throw darts without first being recorded on the scoresheet could have all games recorded as a forfeit if opposing captain lodges a protest as per **WADA Rule 21 Protests**.

19.2 In doubles games individual player scores are not recorded, however any 180's, 171's and peg outs are all recorded for each individual player.

19.3 In singles the leg score; darts throw; peg out; and 180's are to be recorded next to the players name on the line corresponding to the leg played.

19.4 At the conclusion of the match both captains must verify the match result and the match score stands. Submission of scoresheets by the captain to the WADA match secretary will signify that player and match scores are correct.

19.5 Captains are responsible to ensure all scoresheets are received by the Match secretary no later than 5.00pm each Friday.

19.6 Incomplete scoresheets may result in loss of points.

19.7 Where scoresheets are not accurate to the scoreboard, and the scoreboard is correct as per the darts thrown, the notary (person recording on the score sheet) will wait until the leg has been completed to query or cross-check with the Chalker prior to the scores being removed from the score board. The game in play is only to be interrupted if there are errors in score calculations on the score board, and then only by players involved or captains.

20. Championship Finals

20.1 At the completion of the home and away rounds the top four (4) teams shall compete in the championship finals.

20.2 Finals shall be played on dates and at venues directed by the committee.

20.3 The team which finished in the higher position on the ladder at the end of the home and away rounds shall be deemed the home team in the finals. The exception to this rule is the team to first qualify for the Grand Final shall be deemed the home team in the Grand Final Match.

20.4 Players must be registered with a team for a minimum of six (6) weeks to be eligible to play finals. All players must play a minimum of five (5) games in the home and away rounds to qualify for finals.

20.5 In finals the scores of individual players are not recorded on scoresheets, but captains must record all 180's; Peg Outs greater than 100; & the match result.

20.6 The result is achieved when one (1) team wins more than fifty percent (50%) of the eligible games which constitute a match in that division.

20.7 In unexpected circumstances the committee may grant permission to a player from a lower division team, which is WADA registered to take the place of a player absent from championship finals. An application in writing must be received by the Match Secretary no less than ten (10) Hours prior to the commencement of the match. Unexpected circumstances shall be a player who is deemed incapacitated; absent through grief; absent through international or interstate work commitments; or any reason the committee deems acceptably beyond the captain's control. The player replacing cannot be a qualified member of another team participating in championship finals series.

21. Protests

21.1 A captain reserves the right to protest any decision handed down by the committee; venue playing conditions; any incident deemed in breach of these rules by a player participating in WADA competition; or the result of a match.

21.2 The protest must be lodged in writing with the Match Secretary within seventy-two (72) hours. This lodgement must contain the grounds of the protest; be supported by all rules influencing the protest; and/or any players who the captain wishes to be present or give evidence at a hearing.

21.3 On receipt of the protest the committee shall convene a hearing no later than seven (7) days after lodgement and issue an invite to all members required to be present. This invite shall be in writing, outlining the information provided by the protester and a list of all names of people who will be required to present information at the hearing.

21.4 Failure to attend the hearing without reasonable excuse may render a penalty to the liable party. The penalty will be handed down by the committee and cannot be appealed.

22. Unforeseen Circumstance/Power Failure/Medical Emergency

22.1 From time to time it may be impossible to play or complete a match because of unforeseen/unusual circumstances outside the control of either WADA or the competing teams. When such circumstances occur, the following will apply:

22.1.1 If the match is **unable to commence**, and a suitable alternative venue and starting time cannot be agreed upon by the two captains, then the match will be deemed a draw and each team will receive one (1) premiership point and either seven (7) or ten (10) legs depending on match format being played. **(See WADA Rule 12 Match Formats)**

22.1.2 If the match has commenced and due to unforeseen circumstances, the match is unable to be completed, **but one team has won enough legs to constitute a win** (e.g., greater than 50% of either 15 or 21 games) then that team will receive two (2) premiership points and the number of legs already won. The other team will be awarded the number of legs already won but no premiership points.

22.1.3 If the match has commenced and due to unforeseen circumstances, the match is unable to be completed, **but neither team has won enough legs to constitute a win** (e.g., greater than 50% of either 15 or 21 games) then that match will be deemed a draw and each team will receive one (1) premiership point and either seven (7) or ten (10) legs depending on match format being played. **(See WADA Rule 12 Match Formats)**

23. Dress/ Footwear

23.1 Members of WADA participate at own risk and are required to wear as a minimum standard acceptable footwear, shorts, and singlet.

23.2 Members must obey the dress regulations set by management of the venue in which the match will be played.

23.3 Players who have medical clearance to dress in a garment not permitted must present written evidence of such clearance. Venue management reserves the right to not accept such medical evidence.

24. Unsociable or Angry Dart

24.1 Any dart released in a manner to be deemed a throw at the dartboard after a score is busted will be declared an unsociable dart.

24.2 Once deemed an unsociable dart, the Chalker will notify the players and both captains; or a team representative in the absence of the captain, a first and final warning.

24.3 Any player receiving a warning, will carry that warning as their first and only warning for that night of play.

24.4 A second unsociable dart will result in immediate forfeit of leg in play.

24.5 Any dart thrown in a manner deemed dangerous and to possess a heightened risk of injury to players and officials within the vicinity of the playing area will be deemed an angry dart.

24.6 Should an angry dart be declared, the leg in play will result in immediate forfeit, & the players action will be referred to the committee for sanction. Notification will be in writing as per **WADA Rule 21.2 Protests**.

24.7 Any leg of darts forfeited due to unsociable or angry dart, the score as it stands at the time of forfeit will be recorded as score thrown and darts thrown, with the peg recorded as WOF (Win on Forfeit) or LOF (Loss on Forfeit).

24.8 Any WOF leg, will be deemed a peg-out towards the tally of pegs on night for individual player.

24.9 Should an action which is deemed an angry dart by any member of the association occur after the completion of the players game, the players action will be referred to the committee for sanction. Notification will be in writing as per **WADA Rule 21.2 Protests**.