



**W.P.D.L., Inc.
a/k/a
WESTCHESTER-PUTNAM DART LEAGUE
(“WPDL”)**

RULES AND REGULATIONS

Amended as of September, 2022

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The rules and regulations set forth in this document are designed to provide fair and enjoyable play in the WPDL. These rules will be upheld to the letter so in case of dispute, the rulebook will decide. The league officers retain the right to modify these rules due to the constant changing of establishments, rosters, and ability of its players, etc.

ARTICLE I - EQUIPMENT

A) All league competition, including tournaments and playoffs, shall be conducted on a proper hand-wired English bristle 20-point clock-faced dartboard. The boards with the recessed bands for the double and triple rings are NOT allowed (Razor boards are acceptable). **All boards must be ADO (American Dart Organization) approved and in acceptable condition (no tumors or divots). Rotate boards often to ensure even wear and longevity.**

B) Board Set-up: The dartboard should be positioned so that it is readily available to the players without distraction to the thrower.

Dartboards shall be firmly anchored (not wobble) and be placed 5 feet 8 inches vertically from the floor to the center of the bulls-eye with the 20 bed at the top dead center; this wedge shall be dark colored.

The throw line will be 7' 9 1/4" from the surface of the board, measured along the floor and will be a maximum of 36" in length (meaning that a shooter must be able to stand 18" on either side of the center of the throw line). It will also be 9' 7 3/8" diagonally from the center of the bull to the throw line. The throw line should be clearly designated.

C) Lighting – Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.

D) The sponsoring body (owner of the franchise - pub or club) will be responsible for supplying and maintaining the league play dartboard for each team being sponsored. Each dartboard must be acceptable to both the home and visiting team. The sponsor, by paying the league fee for admission of a team agrees to abide by and uphold these rules herein.

E) A scoring surface must be provided and located in such a position that the score may be easily read by the players and spectators. It does not have to be electronic, but must be an acceptable scoring surface, either chalkboard or dry erase, each with the necessary supplies. The scoring surface should be positioned so it is in front of the shooter while facing the dartboard and not behind them.

F) Boards may be inspected from time to time by the members of the Executive Board. In the event that infractions are discovered, the appropriate team captains and/or establishments will be notified. Failure to timely remedy such infractions may result in penalties and rescheduling of matches to other establishments with approved dartboard setups.

G) Any violations or irregularities of the above should be brought to the attention of the home's captain or his designee before the start of the match. If major infractions cannot be corrected and those conditions that exist seriously hamper the ability to play, then the match will be rescheduled and played within 6 days (24 hours if it is a playoff match). Also, the visiting team is required to immediately send in writing (along with pictures) to the League Secretary, the violation(s) encountered along with the date and venue of the rescheduled match.

Teams selecting to play, but wishing to file a written complaint regarding any irregularities, are encouraged to do so. All protests, complaints and appeals should be **MAILED or emailed** to the Secretary but the results of that match will be final if you choose to play.

ARTICLE II - Date and Time of Matches

A) All league competition is scheduled for TUESDAY night except for those weeks when a recognized national or bank holiday falls on **that** day, such as St. Patrick's Day, then the matches scheduled for that week will be played on the following day, WEDNESDAY.

B) The starting time for matches in ALL leagues is 8:00 with a forfeit time of 8:15 pm. Matches not underway by 8:15 shall be subject to forfeit. *If both teams agree, matches CAN START earlier, but forfeit time stays as posted.*

C) If there is a snow or ice storm, which causes hazardous road conditions; **both Captains** must agree to **play** the match. In the event of a weather related postponement, suspended matches must be made up at an agreed upon time at the original venue prior to a deadline of three full weeks from original match date. Or two full days prior to the start of the playoffs, whichever comes first. If a weather related match is NOT made up in the allotted time frame BOTH teams will receive zero points in the standings. No all stars will be granted for either team. In the event that the teams are unable to agree on a make-up date within the required period, both parties must contact the Board of Directors to seek a resolution. If the league is not contacted **promptly** regarding a failure to make up a scheduled match, the original rule applies.

D) Any match re-scheduled through the mutual consent of the concerned team's captains **must be played prior** to the next regularly scheduled Tuesday night match. BOTH Captains must notify the Secretary (via the dart phone) of a re-scheduled match. If such match is the final match of the season, the match must be rescheduled/completed within 5 days.

E) In the event of death to a team's family member, such team captain or representative, shall provide reasonable notice to the opposing team's captain and re-schedule the match. The opposing team captain shall select the alternate date, which shall be no more than 13 days from the originally scheduled match. In the event that such regularly scheduled match is the final match of the season, the alternate date shall not be more than 6 days from the originally scheduled match.

F) The WPDL reserves the right to reschedule any match or matches to maintain an equitable and efficient competitive schedule, or in instances where unforeseen circumstances deem it necessary to suspend league play. Additionally, the Board of Directors reserves the right makes changes to schedules, as they deem necessary for the benefit of the league.

ARTICLE II (a) – Captains Meeting

Prior to the start of each season, a MANDATORY captain's meeting will be held to distribute schedules and dart packets, trophies from the prior season, discuss rule changes (if any) and address any questions/concerns throughout the league. Either the captain or their representative must be present and sign in. Failure to attend this meeting will result in a team penalty outlined in the penalties section. (Article XII)

Captain meeting has been suspended in light of Covid 19.
At this time the league will not reinstate the meeting but may choose to do so in the future.

ARTICLE III - Match Profile

A) The format is as follows: 4 games of singles 501 single in, double out, 4 games of 501 singles cricket. And 2 games of doubles 501, double in and out then 2 games of doubles cricket. Total 16 points. Any players listed on the roster may play in any of or all 4 groups of matches.

B) Captains must submit a signed match report prior to the start of a match. This match report will be forwarded to the League Secretary after the match. Players can come late and still play. **Unsigned constitutes ineligibility.**

Both team captains must complete the playing lineup **before 8:00 pm**. The lineup is to be made up BLIND and is to be posted **by 8:00 pm**. All playing spots must be filled with a player's name. If the posted players are not ready or present for their turn to play, one of the teams registered substitutes can play in the absent players place as long as it is **before 8:00 pm** and that substitute has not been used elsewhere in the lineup. **As mentioned in Article II(B), forfeit time is 8:15 pm.**

Five (5) minutes is allowed for captains to fill out match sheets between rounds.

C) Eight registered members of a team can be used in any order in any spot on their team's playing line-up.

D) The submitted line-up will be the playing order for the match. The match will start with the first game of singles 501, then singles cricket. The second event will be the Double in/out 501 games, the final event of the evening will be cricket doubles. Players shall shoot in the order that their names are submitted on the line-up in each event. The playing order for all the matches will follow the correct numerical sequence, e.g. player 1 opposing player 1 for the first match and so on. Once a game begins, if a player is not present, ready to throw, when their turn comes up, it may be forfeited at the discretion of the opposing captain.

E) A minimum of three players is needed to play a match. In the event a team plays with less than 4 players, that team's line-up **must place the vacant positions last (in the singles matches only)** if that game is to be a forfeit. However, as long as the doubles team has at least three players, the vacant slots may appear anywhere in the line-up during the regular season.

F) The home team has the prerogative of choosing the board on which the match is to be played if there is more than one board in the establishment. **All establishments must have 1 Board for each team they sponsor and they should have a practice board available.** *If no practice/warm-up area is available, then players are entitled to additional warm-up time on the game board prior to playing.*

G) At least **45** minutes prior to the time competition is scheduled to begin, the night's playing board shall be cleared of play by the management of the establishment. The board will then be declared open and will be available for player warm-ups. Players may not monopolize the game board by throwing "practice games" amongst themselves during the 45-minute window while opposing team members are intending to warm up.

H) The captains are responsible for the smooth running of each match. The match must be underway by **8:15 pm** and it is the captain's prerogative to declare a forfeit at 8:15PM if the opposing team is not ready to play. If a forfeit is declared, players on the winning team must sign the evening's match report and have it mailed in for credit of a week's playing.

I) Disputes that arise during the course of play must be settled in the private conference of the **captains or designee only.**

J) It is illegal to shoot on an opposing board while you are engaged in a match. Once a match that involves you begins, all darts thrown must be at the game board.

K) Dart players have the right to play in an environment free of drugs, smoking, and E-Cigs/Vaping devices. It is the expectation of the WPDL that sponsoring establishments enforce all State and County laws. Any establishment and/or player in violation of this rule will be given a written notification within five (5) business days that a formal complaint has been logged. Upon the issuance of a third (3rd) notification, the sponsor's establishment and/or player shall be immediately suspended from the league for two (2) full seasons. Any players on team(s) shooting out of said establishment shall have the option of finding an alternative venue.

ARTICLE IV - TEAM PROFILE

A) Rosters MUST be submitted during the sign up period to the league email or PO box. The Board of Directors will evaluate each team's submitted roster based upon historical wins and all-star points in an effort to align divisions based upon strength of roster. keep in mind, writing down a name does not guarantee you the player, playing for your team does. If two teams have the same player on their rosters, the team that uses that player first in a match shall have the rights to that player.

If a roster is not submitted, the team may still be accepted and last season's roster will be used to determine its league/division placement (as detailed above). If the team has never played before and no names are submitted, the team will not be accepted and the money returned. *Competitive balance is the goal.*

B) Roster Management: For all leagues other than A-League, if a team wishes to add a player prior to the start of the season or during the season, the captain must request the addition in writing (at least) one week in advance of when such player is intended to be used. The Board of Directors will evaluate such player's historical stats (to the extent available) in determining whether or not such addition is approved/denied. The Secretary (or member of the Board of Directors) shall endeavor to inform the captain in a timely manner as to the Board's decision. Captains are encouraged to use the roster guidelines to their advantage ensuring they have enough shooters available.

If an illegal player is used, meaning one not submitted on the roster at signups, or subsequently added incorrectly as noted in the preceding paragraph, the points earned by such player will be stripped and returned to the opponent. Submitted rosters will be reviewed and any concerns will be brought to the attention of the captain.

C) Players must be *at least 21 years old* to play on a team. The owner or designee has the right to ask a questionable player for proof of age. Any infraction of the above rule will constitute the forfeiting of any points that were accumulated by the ineligible player and the possible suspension of the captain using the illegal player.

D) Team rosters may be added to anytime during the first 7 weeks of the season (one week in advance by written method only (email okay) - none accepted by phone call, until week 7, then no changes allowed. Once 8 names have been used (played) in a season, you may not "drop" a player in favor of another player. Only 8 players may be used in a particular season.

E) Roster updates will no longer be sent out from the league, all players will be listed on the all-star report whether they have played or not. This information will be updated weekly.

F) Any player who is eliminated from a team's roster, for any reason, who has played in at least one of the season's matches will be ineligible to re-register with another team until a new season

begins. (The Board of Directors reserves the right to make exceptions in special situations. Teams must check with the Secretary at least 1 week before adding the player).

G) The use of vulgar or inappropriate team names will not be permitted. The BOD will determine appropriateness of submitted team names. Please keep in mind while we promote fun and clever names, league posts are made public viewable by anybody.

ARTICLE V - ALL STARS:

A) WPDL All Stars will be determined by the top ten (10) players from each division that have scored the most All-Star points.

B) All-star points will be scored as ACTUAL VALUE. This means that in singles and doubles 501 you must log all-star points for their respective value. Meaning if a person throws a T40, then 140 points will be awarded to that person. **95 points** and above is an all-star point. In cricket, C5 through C9 as well as B3's and above will be valued as follows:

C9	=	180	B6	=	180
C8	=	160	B5	=	140
C7	=	140	B4	=	120
C6	=	120	B3	=	100
C5	=	100			

Furthermore, points will be awarded for games won in this fashion:

Singles win=100points

Doubles win=50 points

C) Doubles win playing alone does not get 100 points, it remains at 50 points per player.

D) All of the points or numbers must score (count in the game) for an All-Star point. (E.G. A large score in a 501 game that causes a 'bust' does not count towards All-Star points, or in Cricket, a triple of a number where only one is needed to close, if it is already closed by the opposing team, counts only as one of that number.) However, an All-Star point thrown to win a game shall count provided the opponent has not closed that number (i.e. if a player needs 2 corks to win and throws a single cork, double cork, the All-Star point will be awarded (for a B3), provided his/her opponent has corks open). Once the game winning dart is thrown, no additional darts may be thrown in an attempt to achieve the All-Star point.

E) In order for an all-star point to count, a player from each team must witness the event as well as the scorekeeper. Then the point must be recorded at the time; all-stars should not be filled in at the end of the night's games. Any all-star not listed on BOTH match reports will not be logged into the league data base. All-stars thrown in the playoffs are not recognized for trophies since the entire league is not playing.

F) The league secretary will post a list of all active players for each division on the WPDL website and provide it via email. These lists will also contain a "highlights" section displaying differing accomplishments league wide.

G) It is not possible to gain TWO all star points with three darts thrown. The higher of the two all stars will prevail and should be logged.

ARTICLE VI - Forfeits

- A) A forfeit will be declared for: (1) failure of a team to attend a scheduled match and failure to contact the opposing team's captain to reschedule a make-up match (See Article II, Section D and E), (2) the use of an unregistered (ineligible) player (forfeiture of game only), (3) A player playing under an assumed name, (4) a team having less than 3 players.
- B) Use of an unregistered player will result in that game being forfeited. See Article IV above.
- C) A team having the minimum number of players but unable to field a full team, will forfeit the respective number of points for each game not played in singles. For team events, the light team will miss one turn for each missing player in each round of play. **EXAMPLE:** The doubles matches would have the light team throw once to the full teams twice. You must field a player in each GAME of doubles. See Article III (E).
- D) **B, and C teams that win by forfeit in the 1st half of the season will get 9 points; For the second half:** the points awarded for a forfeit will be determined by averaging either the number of points the non-forfeiting team has won or the number of points that the forfeiting team has lost to that point in the second half, whichever is higher, rounding up for fractions.
- E) If a team drops out of the league before the end of the first half of the season, all scores involving that team will be adjusted BACK to show a bye. If that happens, any teams that may have played the forfeiting team will have any achievements earned that week stripped to allow for fairness to all who did not get to play said team. Special awards such as T80's will still earn a plaque, but not the points.
- F) It is the non-forfeiting team's responsibility to email in the forfeit and MUST mail/email the match report to the Secretary with the signatures of all players present to get credit for a weeks played. If this is done, all-stars will be awarded based on average of all-stars scored to that point. Also all players signed in will receive credit for a week's played for play-off eligibility. If the forfeit occurs in the first half of the season, all players on the match report will receive their average all-stars in week 7, waiting to week 7 to attain a fair average. If the forfeit occurs after week 7, an average is given at the time of forfeit.
- G) A forfeit may be appealed in writing to the Board of Directors within 1 week of forfeit.
- H) A team will be dropped from the league if it forfeits **two (2)** complete matches during a season, and the sponsor loses that slot for the upcoming season as well as any fees paid. An establishment that forfeits out of a season will play an additional entry fee to get 'back' into the league. The additional fee WILL BE RETURNED to the establishment, **Contingent** upon the teams finishing the season. If the team does not finish, the fee is not returned.
- i. If a team forfeits out of the league at any time during the season, all star points earned and any special accomplishments (T80, C9, etc) shall be wiped from the list and all players removed from all star consideration.
- I) In the event a team forfeits in the first half of the season, if the non-forfeiting team was "Home Team", they shall have the option of shooting the next match at home against such forfeiting team (provided the home bar can accommodate the match on such night). Meaning: the non-forfeiting team has the right to shoot their home game if a team forfeits against them on their home night in the first half.

ARTICLE VII – Scoring

- A) Starting a Game: All leagues: the Home Team has the choice of who throws first at the Bull/Cork to determine who goes first.

- B) Shooting the Bull/Cork: Any dart that sticks into the scoring surface when shooting for the bull/cork counts towards the bull shoot. The scoring surface being defined as the double ring inward. Both shooters' darts must stick in the board until the scorer declares the winning dart. In the event that the first dart falls out prior to the winning dart being declared, both shooters shall shoot again. In the event of a tie, players should reverse the order when re-shooting.
- C) When shooting the Bull/Cork, if the first shooter hits a cork (single or double), the second shooter may request that dart be pulled prior to shooting his/her dart.
- D) Teams should rotate scorekeepers with the home team starting first. You do not need to restart rotation after each round.
- E) The captain of each team is responsible for providing a caller and a scorer for each match. The option of scoring being executed by the players themselves during the match can be exercised. The caller will total the score at the end of turn unless otherwise requested by the shooter to check the darts. **Player must leave darts in the board until the score is posted.** It is the thrower's responsibility to make sure the score recorded is correct **BEFORE** the darts are pulled from the board.
- F) The team Captains are responsible for providing a 'score recorder' who will attend to the evening's entries on the Match Report sheet. The visiting team is responsible for having someone check the Match Report entries as they are made to see that the information and names are correct. Entries must be made as they occur.

In order for an all-star point to count, a player from each team must witness the event as well as the scorekeeper. Then the point must be recorded at the time; all-stars should not be filled in at the end of the night's games, all stars should be logged at the time they occur. Any all-star not listed on BOTH match reports will not be logged into the all-star list. Captains will NOT be notified of an all-star not logged due to this rule.

Track your team's all stars and wins and losses yourself. Mistakes or omissions may happen. Pay attention.

- G) American Darts Organization (ADO) rules prevail for all thrown darts and the foul line rule will be strictly enforced. A player must have both feet behind the foul line for each throw. If he/she has one or both feet over the line, the score for that turn will be invalid. A violating player should be warned immediately about his line foul by opposing captain.
- H) A player may not touch their darts in the board until all three darts have been thrown. In other words if a player throws one or two darts and walks up to look at a dart to see where it has landed and touches the dart, the entire turn is invalid. Darts may not be touched by anybody until the turn has been completed. If so, the entire turn does not count and is forfeit. The league must be made aware of any continuing infractions.
- I) Any changes made to correct mistakes in scoring or calling must be effected before the next turn of the player or team against whom the mistake was made, either in his favor or against. One hundred point errors may be adjusted at any time. Errors made in Cricket scoring must be corrected before the next shooter on either team.
- J) If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown.

- K) Coaching by team captain or designee only. A player may ask the scorekeeper what score remains at anytime but should not seek advice about what to throw for. In the team events, however, a player may consult with his teammate playing in that particular event with them concerning play strategy at anytime during the throw.

*The scorekeeper can only tell a player (**at the player's request**) what amount is left for him to attain, what has been scored with the darts he has thrown or where a particular dart has landed on the board. The scorekeeper cannot tell the throwing player what to throw at (in terms of "outs or strategy"). **IT IS THE SHOOTER'S RESPONSIBILITY TO KNOW WHAT THEY HAVE THROWN, WHAT IS LEFT, AND WHAT TO THROW AT.** In the event an error is made and a shooter hits a dart (assumed to win) and it is in fact, not a winning dart, the dart stands. Even if this results in a bust or undesired score attained.*

Reminder: thrown darts are not to be touched by anybody until the completion of the turn.

- L) During league play, scorers or callers must be from teams competing or have been approved by both team captains, or be a recognized league official.
- M) While a match is ongoing, the scorekeeper must remain motionless with eyes focused on the scoreboard until such time as the third dart has been thrown, then the scorekeeper may tally the score and log it into the scoring system. You only engage the shooter when addressed by the shooter or his designee.

ARTICLE VIII - Results

- A) Both team captain's mail or scan in their own team's score sheet to the League Secretary after the conclusion of the match. (Please put a return address on the back of your envelopes so in the event a mailing is late, and you protest the late mail, the league can show you the envelope with the late post mark on it to ensure fairness.)
- B) Both captains are required to email in the score, and match report. Match reports can be mailed in but the score must be sent via email the night of the match, if not by captain, by someone on the team.
- C) The "dart phone line" is now disconnected.

ARTICLE IX - Protest

The captain of any team may file a protest for any irregularity of a match. The opposing team must be notified (**at the time**) of the protest that the game/match from that point on is being played under protest. The match shall then be played to conclusions. The protest shall be brought to the attention of a member of the **Board of Directors** within 24 hours. The protest should also be indicated on the Match Report sheet. The Match Report Sheet must be handled the same way as a Match Report Sheet that is not under protest, it must be **mailed** to the League Secretary.

ARTICLE X - Personal Conduct

- A) Heckling or other harassment is strictly forbidden. It is both Captains' responsibility to maintain the best order during league play. This rule applies to spectators not playing in the match but rooting for one side or the other. Captains are expected to control spectators.
- B) The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for the penalizing of the offender and his team up to 10 match points,

and the possible banning of individuals or teams from further play. Captains may also be subject to suspension, for not controlling the players.

- C) The same rules apply with regard to the Dart Phone. Any use of foul and/or insulting language may result in team penalties, loss of individual all star points, or being banned from the League.
- D) All players are expected to follow conduct rules before, during and after league sanctioned matches are being played. We are all representatives
- E) Any player found to be circumventing these rules shall be dealt with on a situational basis by the Board of Directors.

ARTICLE XI - Disputes

- A) If a dispute arises between the management of a pub and members of the pub's team causing a member(s) of the team to be prevented from playing in the pub, the Franchise for the team will remain with its owner, pub or club. The Franchise will remain the property of the pub as long as it can field a team. If the Franchise is the property of the team, then it will move to wherever the team relocates itself. The sponsor may transfer their franchise rights to another sponsor if both parties agree upon reimbursement of the fee.
- B) If a pub's management no longer wishes to field a team of the Franchise, a majority of the rostered team members can take the club to another establishment and complete the season's playing schedule.
- C) Closing of establishments during the season will be handled on an "as they occur" basis.

ARTICLE XII - Penalties

- A) One (1) penalty point will be assessed the HOME TEAM for failing to call in scores at the conclusion of the match.
- B) Five (5) penalty points will be assessed to teams NOT mailing in the completed Match Report Sheet the next day (POSTMARKED). If a team is penalized for late mailing or not mailing the sheets in, the captain's all stars will not be logged. If the sheet is one week late, it will not be logged at all if and when it shows up. We suggest you number your envelopes or return address them so in a dispute, the league can show you the envelope with your marking and a bad postmark. The league is NOT responsible for mail failures.
- C) Match reports may be emailed to the league secretary if desired. The secretary will respond that said email has been received in the proper time frame. Emailed match reports are required to be sent to the league office by the end of the day **FRIDAY**.
- D) Any Captain or player caught blatantly misrepresenting scoring or all-star statistics will be dropped from the list and/or suspended from the league.
- E) The use of an illegal player will result in a deduction of one point for each singles game won by the illegal player (with credit going to the opponent who shot the game vs. the illegal player) and two points for each doubles game won (with those points going back to the opposing

team). Note: the non-illegal player teamed with any illegal player used will also suffer the loss of point and any all-star points scored.

- E) Failure for the captain (or their designee) of a registered team to attend any scheduled "captain's meeting" will result in an immediate 10 point deduction in the standings prior to the start of week one. Each Captain or designee shall not represent more than one team.
- F) Use of a suspended player will result in forfeiture of the entire match.
- G) The Board of Directors reserve the right to consult and determine penalties not outlined in these rules in situations that arise not previously addressed.

ARTICLE XIII - Playoffs

- A) The first team to reach or surpass 17 points wins.
- B) To be eligible for playoffs, a player must play in at least 50% of the total number of weeks scheduled for play (excluding bye weeks). The captain of each team is responsible for contacting the Secretary before the start of the play-offs, to find out who is eligible to play. If any ineligible player plays in the playoffs, the team loses the entire match for that night by a score of 16 – 0.
- C) For the play-offs the 1st place team plays the 4th place team and the 2nd place team plays the 3rd place team, with the winners playing each other. The teams with the higher point totals during the regular season have the choice of home or away. In the event, there are two or more Divisions within the same categories (B, C or D) then the Divisional winners will play against each other, with the following tie breakers used.
- D) Tie-breakers for making the playoffs if any playoff position ends in a tie, as follows:
 - 1. Head to head total points, both matches.
 - 2. Most points against Division opponents. (Only if Crossover is used)
 - 3. 1001 game in neutral bar, determined by the involved captains. Game is to be played on Thursday after the regular season ends. If neither captain agrees, both captains must request a decision from any member of the Board who shall make the determination by coin toss. Both captains have the right to be present during this toss at a mutually convenient time/place.

Tiebreakers for choice after the divisional round are as follows:

- A) Higher seed in their respective standings
 - B) Margin of victory in previous rounds
 - C) Coin Toss conducted by league President
- E) In the event of a tie in match play between two teams after the 2nd night is completed, a four vs four, straight start 1001 playoff game will be held. A cork will determine the start of the game with the following rules applying:
- 1. Flip a coin to determine who shoots at cork first; corks may be pulled.
 - 2. In case of tie, positions are reversed. Double Cork beats Single Cork.
- F) Any team winning three (3) Consecutive League Titles in any league, will be awarded the "Cup" permanently.

G) Teams possessing “choice” during any round of the playoffs are required to provide the opposing team of their choice of night one location within 48 hours notice of the match (Sunday evening) failure to do so will result in loss of choice and the lower seed shall gain their choice. A phone call is required to the opponent. Please avoid indirect forms of communication. A concerted effort must be made to make contact. Alert the league immediately if a phone is not valid or a failure to connect exists. The 48 hour rule applies during holiday breaks in December/January.

H) All rules set forth herein continue throughout the play off structure.

I) All-Stars-the only all-star marks that should be recorded for consideration during playoff matches are a score of 180, round of 9 and 6 bulls-eye hit.

ARTICLE XIV – Board of Directors

President:	Open	
Treasurer:	Michael Blick	914-879-3492
Secretary:	Dave Reese	914-403-4229
Rep:	Dan Masserman	914-980-3535
Rep:	open	
Rep:	K.C. Brown	914-497-9852
Rep: webmaster	Open	

IF YOU HAVE A SITUATION, CONCERNING A RULING OR PROTEST:

Contact one of the above names and apprise them of the situation, then forward the complaint, protest, etc. in writing to the Secretary. Upon review the Secretary will convene a meeting of all concerned parties (if necessary) to handle the situation. The dart phone is checked daily and all problems, questions should be handled through that number. **Please avoid calling the Board members cell phones on Tuesday nights; they all play darts too.**

The Westchester Putnam Dart League is a public/private league. Meaning, all teams are welcome to register but which players and teams permitted into the league rests at the sole discretion of the Board of Directors. We reserve the right to approve or deny entry without citing reasons.

Please make use of the League email address for any non-monetary items: WPDLSEC@aol.com

The league treasurer for anything fee related can be reached at: Blickman@aol.com

And the website: <http://wpdl.deezalweb.com>