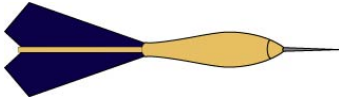


Women's International
Dartball League
(*W.I.D.L.*)

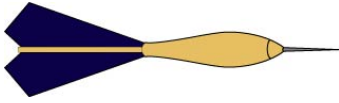
2009 – 2010

RULES



EQUIPMENT & PLAYERS

1. The batter's box shall be six (6) feet square and marked off by tape or a secured mat. All sides of the box must be clearly marked. The distance from the foul line to the center of the board shall be twenty-five (25) feet. This measurement will be taken from the front of the board. The distance from the floor to the center of the board (Home run square) shall be fifty-two and one-half (52 1/2") inches. The dartboard must have a new sheet at the beginning of the year, be kept in good condition throughout the year and is subject to the acceptability of the protest board.
2. The lighting in each house shall be such that it is acceptable to the protest board.
3. All darts must be Apex #2, 3 feather and each home team must furnish at least four (4) dozen new darts, **WHITE**, for league play, **they must be purchased from the league**. Each team shall start the season with new darts. As the season progresses, the condition of darts are subject to approval by the visiting captain or co-captain.
4. A magnifying glass will be provided by the home team to be used as needed, to check darts.
5. Standardized score sheets are to be used in all league play. The league will supply each team with 45 3-part carbonless sets for home games and 1 pad (100 sheets) for away games. Additional score sheets may be purchased for a nominal fee. Contact the league secretary.
6. A copy of the league playing rules and constitution must be conspicuously posted in all league team establishments.
7. All rules not covered in the league rules will be covered by the official rules of baseball. The President shall have a copy of the official rules and questions may be directed to her should the need arise.
8. Nine (9) players constitute a line up. Seven (7) regular players must be present at each game. A team may pick up no more than two (2) subs. Subs may be any woman who is not on another team's roster. Men are not allowed to be subs. Subs are not allowed to play as long as there are nine (9) regular players present. Subs shall be noted as such on the score sheets. If no subs are available, a team with seven (7) regular players shall designate void spaces in their line up and such voids shall be designated as automatic outs. If a player is late, she can enter the game as soon as she arrives and will take the place of a designated automatic out.
9. A team with less than seven (7) regular players will forfeit games according to rule 3 under the General heading. Forfeit fines apply.
10. No men are allowed to coach or help with team line-ups during the course of league play.

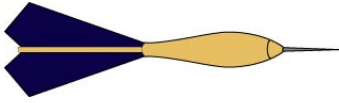


GENERAL

1. League rules shall prevail in all league games.
2. All players shall be allowed to throw practice darts without restrictions until 7:20 p.m. At that time, the game board shall be erected and players in the starting line up allowed five (5) practice darts. The first game is to begin at 7:30 p.m. sharp. All league members shall fully cooperate so that starting time is not unduly delayed. **Any player entering the series for the first time shall be allowed unlimited practice darts. This does not include a player re-entering the series after sitting out a game. If a player plays the first game, sits the entire second game and re-enters for the third game, she can throw five (5) practice darts.**
3. All games must be played on scheduled nights. All league games begin at 7:30 p.m. with 7:45 p.m. the deadline for the start of the first game. If a team forfeits (less than seven regular players), then the deadline for the second game is 8:00 p.m. and 8:15 p.m. for the third game. Offending team forfeits the number of games accordingly.
4. The umpire shall be chosen by the captain or co-captain of the home team and agreed upon by the opposing team captain or co-captain. **Umpires must be at least 21 years of age.** Umpires may be male or female. Upon request of the home or visiting team captain, the umpire may be replaced at any point during the course of a game. The umpire shall stand at least two (2) feet away from the board. **Umpires must be sober and remain non-vocal.**
5. **In case of a disputed decision, only captains, or co-captains or their designated representative (only one of the three - not all three) may enter into the discussion at the board.** No decision shall be made until all other players or spectators are sent away from the board. If both teams cannot agree on the decision, then the umpire's decision is final. In the case of a "designated substitute", the opposing team captain must be notified of such prior to the start of the first game.

RULES OF PLAY

1. The area inside of the outer white lines shall be called the playing area. Any dart striking any line other than the outer line shall be called a strike. Any darts striking any line other than the outer line on the third strike will be an out. A batter hitting the outer white line is automatically out. Hitting the outer white line counts as a miss. If a board does not have the outer white line, where the blue meets the white, shall be considered the outer white line. Calls should be made accordingly.
2. Any thrown dart hitting the playing area and not sticking shall be called a dead dart. Playing area is that part of the board lying within the outer white line.
3. When a dart hits the ceiling or floor and lands on the board, it is a fair, playable dart.



4. When a batter is at bat, no other player from her team is allowed in the batter's box. Only the captain, co-captain or designated substitute is allowed to enter the box to talk with her player. **PENALTY: Umpire shall declare the batter out.**
5. When a batter is at bat, they must stand with at least one foot inside the batters box. The other foot maybe outside the box but only on the sides or the back of the box. The batter may not step over the front line of the batters box. If the batters steps over the front line the batter will be warned by the umpire and/or captain.
6. When any member of the opposing team enters the batter's box or touches any player while they are in the act of shooting, a dart striking anything other than the hit area shall be called a dead dart by the umpire. A dart striking a hit area shall be counted. This includes errors or hit batsman.
7. Opposing players and spectators cannot be within two (2) feet of the batter's box when a player is in the box. This includes the entire body.
8. Waving or clapping of hands in front of a batter, whistling, stamping of fee, and ringing of bells is absolutely forbidden while a player is in the act of shooting.
9. **All runners advance on an error. Runs scoring from an error are not RBI's. Errors count as a time at bat.**
10. **In the case of a hit batsman, only forced runners advance. Hit batsman is not a time at bat. Runs scoring from a hit batsman are not RBI's.**
11. With one or more runners on the bases and less than two (2) outs, and the dart strikes the sacrifice area, all runners advance one base and batter is out. **A sacrifice is not a time at bat. Runs scoring from a sacrifice are RBI's.**

With no one on base or two outs, a dart striking the sacrifice area shall be called a strike.
12. When a dart strikes the double play with no one on or two (2) outs, it shall be called a strike. **If there are no outs and there are base runners, the runner nearest to home and the batter are out. No one advances.**
13. Batting out of order - the original batter (official batter skipped in order) will be called out. The game continues with the next official batter.

All other matters regarding the operations of the league are found in the league's constitution, and a copy of the same should be kept with these rules. All rules and regulations whether they are written out here or in the constitution are binding during all league play.