

**WOLVERINE
DART ASSOCIATION
RULES
REVISED- 2019**

WOLVERINE



DART ASSOCIATION

**WOLVERINE DART ASSOCIATION
TUESDAY NIGHT STEEL-TIP LEAGUE RULES OF PLAY**

All Tuesday Night Steel-tip League events played under the direct supervision or sanctioned by the WDA shall be played by the following rules.

Glossary of Terms

Oche Line: Toe Line
Masculine: Masculine gender nouns or pronouns shall include female.
Singular: Singular terms shall, where necessary, include the plural.

I. MEMBERSHIP

1. Any member in good standing of the WDA, 21 years of age or older, may play in the Tuesday Night League. Players 18-20 of age may play with Venue permission.
2. Participation of a suspected non-member:
 - A. No one may be refused the right to play due to failure to produce proof of membership and no match will be stopped. With a written complaint about possible non-member playing the Board will make a decision at a later time.
 - B. For any player additions or changes to be considered legal at/or after Captain's Meeting, the Team Captain must get approval from the League Coordinator.
 - C. Any team that violates these Rules can be penalized one (1) point per player violation, per game, said point(s) to be awarded to the opposition.
3. Each team shall pay \$150.00 per league flight at the time of registration.
4. All players must have current WDA Membership before registering on a team.
5. Returned checks from Venue or Individual, for any reason, requires payment of cash or certified check in all future transactions.
 - A. The bank fee charged will be collected for a returned check
 - B. If fees are not collected, fee intended to be paid by returned check will be considered unpaid. If unpaid fees are for team fees, the team(s) will be dropped from the League. If unpaid fees are for Membership(s), that person(s) will be dropped from the Association. If unpaid fees are for any other reason the Board will act accordingly.
6. No member(s) may be added without two (2) Executive Board Members and the League Coordinator's approval after mid-flight.

II. EQUIPMENT

1. The dartboard shall be a standard 18" bristle board of standard 1-20 clock pattern in GOOD condition.
2. The chalkboard shall be in GOOD condition and clearly visible in front of the player at the oche.
3. Lighting should be in such a manner as to reduce shadows and not physically interfere with dart in flight.
4. Distance from the center bull to the floor shall be 5'8", plus or minus 1/4".
5. The oche shall be clearly marked at 7' 9 1/4" from the oche, along the floor to a plumb line at the face of the dartboard. (A raised oche is measured from the back, a flush oche from the front). A raised oche should be 1 1/2" high by 2" wide, a flush oche should be 2" wide. A diagonal line from the center of the bull to the oche is 9' 7 1/2" (115 1/2") plus or minus 1/4".
6. There shall be a minimum of 5 feet between the centers of adjoining dartboards in use during League play. Six feet or more is preferable.
7. There is to be a lane 5 feet wide and 10 feet long to be considered proper space for League play. This leaves a minimum of 2 1/2' from center of dartboard to each side and a better than 2' area behind the oche to protect the player.
8. There must be an overhead clearance in the shooting area of at least 7 1/2'.
9. Darts shall not exceed an overall maximum length of 30.5cm (12 inches), nor weigh more than 50 grams per dart. Each dart shall consist of recognizable point, barrel and flight. Soft-tip darts are allowed.

10. Venues must be made aware of excessive noise levels and be asked to monitor them as well as any other forms of interference to League play.
11. Venues, playing areas and equipment are to be checked and approved by the League Coordinator before they can be sanctioned for League play.
12. Venues must be sanctioned prior to League play.
13. It is the Venues responsibility to provide seating for both home and visiting teams in the proximity of their assigned playing area(s).
14. The number of teams that can be registered from any Venue will be determined by the League Coordinator.

III. TEAM FORMATION

1. Teams shall be composed of no fewer than three (3) and no more than six (6) players. Teams shall stand as registered. After the close of Team Registration, you must wait until the Captains Meeting to add or delete any player(s).
2. No player may drop from a team and re-enter League play that flight.
3. No player changes may be made after mid-flight. In case of emergency or extenuating circumstances, the League Coordinator must be contacted for possible exemption. (See I,7)
4. The Team Captain MUST call the League Coordinator to add, change or delete a person(s) on his team. He may call anytime during the week, but in order to have a "new" player play on the following Tuesday, he must call by 6:00 PM the Thursday preceding.
 - A. The proposed new player's average must fit the team average and stay within the Divisions average, as of the start of the flight.
5. Team Captains are required to correctly represent all team members information (names, averages etc.). Incorrect information will result in the member being declared an illegal player and the Captain may be disciplined in accordance with Section XII. All points won with that illegal player participating will be forfeited to the opposing team(s).

IV. DIVISIONING-SCHEDULES-POSITION NIGHTS-DOUBLES NIGHTS

1. Divisioning:
 - A. Divisions of more or less equal ability shall be established by the League Coordinator with the assistance of the Board. Their decisions are final. The averages of registered team members will be used as a guideline to determine team placement. Averages will not be the sole criteria for team placement. Averages must be exact. A player establishes an average by having a minimum of 50 trips to the line in one flight of league play. The WDA will use the player's averages established in other Associations. All new players without an established average will be given a forty-three (43) average, including players who have participated in the WDA Luck of the Draws.
 - B. A division average will be determined by adding the averages of all the teams in a division and dividing that total by the number of teams.
2. Scheduling:
 - A. Schedules shall be arranged so that each team plays at least one (1) home and one (1) away match against every other team in its division.
3. Position Nights:
 - A. The League Coordinator will contact each team Captain by Friday or Saturday prior to each position night to notify you of which Venue you are scheduled to play at and which team you'll play against.
 - B. On position nights the team from the Venue you are scheduled at will be the "Visitors" and line up first and chalk. The opposing team will be the "Home" team, keeping the score sheet and reporting the results. If both teams are from the Venue, the League Coordinator will determine "Home and Visitor" status.
 - C. All matches shall be played at the scheduled Venue. Changes may only be made with League Coordinators approval.
4. Doubles Nights:

- A. There will be two (2) High-Low Doubles Night each flight. One midway, one at the end.
- B. A Venue must have a minimum of three (3) sanctioned dartboards to be considered for a Doubles Night event.
- C. Registration for Doubles Night closes at 7:50 PM.
- D. Doubles Nights are played using the statistics issued closest to the week of the event.
- E. To play on doubles night a player must be registered on a current team roster.
- F. If one partner drops out prior to conclusion of event, the remaining partner is out also. Any outs from either player in mystery out jackpot will belong to remaining player only. No entry fees will be refunded.

V. FORMAT

First Format: (19 games) *Maximum number of games played 8 per player*

1 701 Four Person Team* 6 501 Doubles * 4 501 Singles * 4 Cricket Doubles* 4 Cricket Singles
 Each player may play in 3 '01 doubles games (each with a different partner), 1 '01 singles game,
 1 cricket team game, 1 cricket doubles game and 1 cricket singles game.

Second Format: (17 games) *Maximum number of games played 7 per player*

1 601 Four Person Team* 6 401 Doubles * 4 401 Singles * 2 Cricket Doubles * 4 Cricket Singles
 Each player may play in 1 '01 team games, 3 '01 doubles game, 1 '01 singles game,
 1 cricket doubles game and 1 cricket singles game.

Third Format: (15 games) – * Maximum number of games played 6 per player*

1 601 Four Person Team * 4 401 Doubles * 4 301 Singles * 2 Cricket Doubles * 4 Cricket Singles
 Each player may play in 1 '01 team games, 2 '01 doubles game, 1 '01 singles game,
 1 cricket doubles game, and 1 cricket singles game.

All '01 games are single in, double out.

Games are to be played in order: Four person teams '01, Doubles '01, Singles '01, Doubles Cricket and then Singles Cricket. Games may be played in any order if BOTH Captains agree. If both captains do not agree, match play must begin with team games no later than 7:45 pm.

One point per game won.

Out Option: If both captains and both players (all must agree) have decided they have played a game long enough they can call mercy. At that point the players can shoot for closest to the bull to win the game. No credit for an out will be awarded so please mark score sheet accordingly.

VI CRICKET RULES

1. The objective is to own/close certain numbers on the dartboard and have the highest point score. The player/team to do so first is the winner.
2. Cricket doubles and singles are played on the 20, 19, 18, 17, 16, 15 and bulls-eye. Triples Cricket is played on the 20 – 12 and bulls-eye.
3. "Owning" a number is when three (3) of that number have been thrown (3 singles, 1 triple, 1 double and 1 single of the number). It is not necessary to shoot all three (3) of a number in one (1) turn. Once both players/teams have scored three (3) of a number, it is "closed" and no further scoring can be accomplished on the number by either player/team.
4. Numbers can be "owned/closed" in any order.
5. In scoring the bulls-eye the outer ring counts as a single and the inner ring as a double.
6. By "owning" a number a player/team may score on it until the opposition "closes" it. All numerical scores shall be added to previous balance of current game.
7. Winning the game:
 - A. The player/team that "owns" all the numbers first and has the most points shall be the winner.

- B. If both sides are tied on points, or have no points, the first player/team to “own” all numbers shall be the winner.
 - C. If a player/team “owns” all the numbers first, and is behind in points, he/they may continue to score on any numbers not “closed” until either the point deficit is made up or the opponent has “closed” all the numbers.
8. The player must verify the score before removing the darts from the dartboard. No one will be allowed to alter the score after the fact. If a dart is pulled before it is scored, the thrower loses that score.

VII. STARTING TIME – POSTPONEMENTS

1. Starting Time:
- A. Starting time will be 7:30 pm. If less than four players are present on one or both teams, play may begin with either a singles or doubles game if both Captains agree. Starting time may be delayed until 8:00 pm. If one or both teams have only three (3) players play may begin using a dummy score for each player missing from that games line up. If one or both teams has less than three (3) players present at 7:45, and the opposing Team Captain calls for the match to begin, you must refer to the provisions governing postponements below. Once play begins, the match cannot be postponed.
 - B. A team cannot play with only 1 player, but must play if two players show up for the match. Dummy scores will be used in team ‘01 and doubles ‘01 matches, scoring twenty-five (25) points each turn down to one hundred forty (140). Below one hundred forty (140) the dummy scores zero (0). A missing player may NOT join a game in progress, but is allowed to participate in subsequent games of the match.
 - C. Games played with 3 players
 - 19 Games:
 - Team ‘01- 3 players and a dummy.
 - Doubles ‘01 (P11, P12), (P11, P13), (P12, P13), (P11, D), (P12, D), (P13, D).
 - Singles ‘01 P11, P12, P13, Forfeit.
 - Doubles Cricket (P1, P1), (P1, P1), (P1,D), (P1, D)
 - Singles Cricket P1, P1, P1, Forfeit
 - 17 Games:
 - Team ‘01- 3 players and a dummy.
 - Doubles ‘01 (P11, P12), (P11, P13), (P12, P13), (P11, D), (P12, D), (P13, D).
 - Singles ‘01 P11, P12, P13, Forfeit.
 - Doubles Cricket (P11, P12), (P13, D)
 - Singles Cricket P1, P1, P1, Forfeit
 - 15 Games:
 - Team ‘01- 3 players and a dummy.
 - Doubles ‘01 (P11, P12), (P11, P13), (P12, D), (P13, D).
 - Singles ‘01 P11, P12, P13, Forfeit.
 - Doubles Cricket (P11, P12), (P13, D)
 - Singles Cricket P1, P1, P1, Forfeit
 - D. If a team of three (3) players versus a team with four (4) players a full format will be played using the dummy score (25) through 140 for the players missing from that games line up.
2. Postponements:
- A. Forfeits are NOT allowed. Games not played at scheduled time must be rescheduled and played prior to, or within two (2) weeks after scheduled date. The League Coordinator must be contacted at the time of the postponement and notified of rescheduled date and time. If teams cannot agree on rescheduling, the League Coordinator will schedule. (The team that did not do the postponing, was ready to play as scheduled, will have preference for choosing date of rescheduled match). If a team(s) fails to show up and play the rescheduled match, they will be dropped from the League.

- B. A minimum of twenty-four (24) hour notice must be given to opposing team's Captain for any postponements. Penalty for failure to adhere to this rule may result in the postponing team's Captain being suspended from being a Captain for the remainder of the current flight. In addition, two (2) points will be taken from the postponing team that failed to give proper notice. Failure of a team to show up with no notification (or notification less than 2 hours prior to a scheduled match) will be due cause for board action.
- C. Postponements resulting from a match not played due to no or insufficient notification will be played at the venue of the team that showed up to play.
- D. A team removal or should a team drop from the League before the finish of the first half of a flight: all points won / lost and all individual stats, except 180's and 171's, accrued during play with said team will be removed back to the beginning of the flight. A team removal or should a team drop from the League during the second half of the flight: first flight will stand intact, any points won/lost and all individual stats, except 180's and 171's, accrued during play with said team will be deleted back to standings at the half.

VIII. RULES OF PLAY

1. All darts must be thrown from the hand.
2. Start of the game:
 - A. Start of the games will be determined by the home team. Home team always has choice of throwing for cork first or second. In throwing the cork, a single bull ties and requires a re-throw. A double bull beats a single bull.
 - B. A re-throw is shot in reverse shooting order of what was shot that resulted in the tie. All re-throws are made to a clear dartboard (remove previously thrown darts).
 - C. The second thrower at the cork may acknowledge a single or double bull and request that the dart be removed before his throw.
 - D. The dart must remain in the dartboard in order to count. Additional throws may be made when throwing at the cork, until the player's dart remains in the dartboard. Should the second thrower's dart dislodge the first dart, a re-throw will be made with the second thrower going first.
 - E. Re-throws will be called for if the chalker cannot decide which dart is closest to the bull or matching bulls are thrown. The decision of the chalker is final.
 - F. In all cases of re-throw, second thrower goes first.
3. Home Team/Home Captain
 - A. The Home Team will keep score on the score sheet (original and carbon copy), sign the score sheet at the end of the match, call in the results and mail/fax/e-mail the completed score sheet.
 - B. Home team has choice of dartboard (Sanctioned WDA) to be played on for match.
 - C. Captain of the Home Team is to keep order in his Venue where it is possible. He is to keep his guests and players under control so there will be no room for bad sportsmanship.
 - D. Home Captain will give a carbon copy of the completed score sheet to the Visiting Captain.
 - E. Home Captain may ask for and receive a new chalker if the chalker does not exercise concern and regard for the player on the line.
4. Visiting Team/Visiting Captain
 - A. The Visiting Team Captain shall write their line-up on the score sheet first, one game at a time.
 - B. The Visiting Team is responsible for chalking, signing the score sheet at the end of the match and keeping the carbon copy of the score sheet in case the original is lost
5. Chalking
 - A. No person shall be in front of the oche line except the chalker.
 - B. Scoring for averages will go to zero.
 - C. The chalker is the official scorer. Chalking is done by the Visiting Team.
 - D. Chalker shall call out all scores in a clear and concise manner to the scorekeeper.
 - E. "Points Left" as appearing on the chalkboard shall be deemed as official in so far as current play is concerned. It is the responsibility of the player to verify his score before removing his darts from the dartboard. The score remains as written if one or more darts has been removed from the dartboard. Errors in arithmetic must stand as written, unless corrected prior to the

beginning of that players next throw. In case of Team/Doubles games, such errors must be rectified prior to the next turn of any partner/player of that same team.

- F. "Scores Made" as appearing on the dartboard shall be deemed as official (player should be cautioned not to remove darts from dartboard until "score made" is called by the chalker and confirmed by the thrower). "Scores Made" may not be challenged after the darts are removed from the dartboard.
 - G. Chalker shall mark "scores made" on the outer columns and "points left" on the inner columns of the chalkboard. He shall also draw a horizontal line under both the "scores made" and "points left" after the last player of each team or doubles has completed each round.
 - H. Chalking is to be done the same as the score sheet, Home Team on the left and Visiting Team on the right.
 - I. Prior to erasing the chalkboard, both the scoreboard and the score sheet must agree.
 - J. Chalker may inform the thrower (if requested) of "score made" and "points left". He shall not give the thrower any information on outs or combinations for finishes. This rule applies even to Captains if they are chalking. You may ask for a waiver of this rule for sportsmanship to prevail if the team is short a player, but it can be denied.
 - K. Chalker shall exercise due concern and regard for the player while he is at the oche. By refraining from undue movement and always facing the dartboard/scoreboard until each throwers turn is completed.
 - L. Chalker shall not use abbreviations for scoring. (i.e. T for ton, X for double one, etc.).
 - M. The Chalker must remain at the scoreboard until the game shot is made and called.
 - N. The shooter may request no smoking or drinking by the chalker.
6. Scoring
- A. All darts thrown shall be counted. A dart hitting a wire, or otherwise not stuck in the dartboard, may not be re-thrown and is considered a dart thrown.
 - B. The point of the dart Must be touching the bristle portion of the dartboard (excluding wires) in order to count for score. A dart's score shall be determined from the side of the wire at which the point of the dart enters the dartboard. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two (2) segments in question. This includes the outside double ring for the game shot.
 - C. Should a player touch any dart which is in the dartboard during a throw, that throw shall be deemed to have been completed. Any dart(s) touched by player before scored will not count. No dart may be touched by the thrower, another player, chalker or spectator prior to the decision of the scorer. Should this occur, that throw will be deemed to have been completed.
 - D. For a dart to score, it must remain in the dartboard five (5) seconds after the third or final dart has been thrown by that player.
 - E. Fast finishes such as "3 in a bed", "222", "Shanghai", etc. do not apply.
 - F. A dart in the inner bull counts 50 points and is a double if 50 is required for the out.
 - G. A game is concluded at such time as a player hits the double required to reduce their remaining score to zero (0). Any and all darts thrown subsequently do not count for score.
 - H. The "Bust Rule" shall apply. (If a player scores one less, equal (but not as a double) or more points than needed to reach zero, he has "busted". His score reverts back to the score required prior to the beginning of this throw. The next opposing player then takes his turn.
7. Players
- A.
 - B. Any player showing up ready, willing and able to play must be allowed, but is not required to shoot four (4) games. A penalty of one (1) point per game (1, 2, 3 or 4) will be assessed for failure to comply. This point(s) will be awarded to the opponent. This will be acted on with a written complaint from the player that was not allowed to play.
 - C. A player may be assisted with "out" information by his Captain, teammates or spectators.
 - D. Should a player have any portion of his feet or shoes over the oche during a throw, all darts so thrown shall be considered as part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the opposing team shall be considered sufficient before invoking this rule.

- E, Any player wishing to throw a dart(s), from a point on either side of the oche must keep his feet behind an imaginary straight line extending from either side of the oche.
- F. Scores shot out of proper rotation shall be declared null and void, the proper person scheduled must shoot for score. The player caught receives a zero (0) for his next score. All this is to be done before the next player shoots. The Captain is to be cautioned that he is responsible and if this continues and the infraction not corrected, a protest can be made.

IX. REPORTING RESULTS

1. At the completion of the night's play, both Captains are to sign the score sheet.
2. Home Captain is responsible to call and mail, fax, or e-mail the match results within forty-eight (48) hours of the match.
3. Lack of a score sheet will not be an excuse for late reporting of results. Failure to report on time shall cause a penalty of two (2) points loss to the reporting team. A postmark on the mailed score sheet envelope more than two (2) days after the match has been played will also result in the loss of two (2) points.
4. The Statistician will compile, print and send to each Team Captain and Venue, stats on a weekly basis having a Friday deadline to insure stat sheets be mailed and received by Captains before Tuesday Night League play.
5. The Statistician requires the Original Copy. No carbon copies. Do not fax the carbon copy, it will not print clear enough.

X. AWARDS

1. The top two (2) teams of each division of each flight will receive awards (maximum of six (6) per team). If there are subdivisions in a division, the top team teams in a subdivision of 4 or more teams and the top one (1) in a subdivision of 3 teams or less will receive awards.
2. Teams tied in points won at the end of the season for an award position must play off using the full format with the date, place (neutral venue) and time agreed upon by both Captains and the League Coordinator. This is to be done within three (3) weeks of the last regularly scheduled night of play. Three-way tied teams will play all at once at a neutral Venue.
3. Awards for 180's and 171's (triple nineteen) thrown during League play will be given (including high-low doubles nights and doubles at registration and captains meetings). One award per individual regardless of number of 180/171's thrown.
4. Cricket awards will be given.
5. Top Gun Award- for the player in each division with most points accrued. How points are earned: there will be points awarded in each division to top five players in each category. 5 points to top player, 4 points to next player, etc. The categories will be high average, out percentage, high out and most cricket points. In case of a tie in points the player with most points in out percentage will be the winner.
6. Host Venue will receive an award for each first and second place team winners in each division.
7. All awards given are based on division results and not overall League results.
8. There will be one (1) banquet after the Fall and Spring flights are completed. Awards for both flights will be awarded at the banquet.
9. There will be Individual awards in each division for each flight for the player with the High Average, Highest Out, Most Outs Percentage and Most Improved Average.
10. Individual Awards are based on a minimum of 100 trips to the line per flight. High-out award does not require a minimum trips to the line. Individual awards will be awarded to those who earned them only if player is still on the team roster at the end of the flight. Players in divisions that have a bye in their schedule will be required to have 84 trips to the line for individual awards that flight.

XI. ETIQUETTE

1. Practicing on any dartboard, by any player, during a match is Not permitted.
2. All players and spectators shall exercise due concern and decorum during the progress of the match, particularly while a player is at the oche, with regard to excessive noise, distracting movement and accessibility for the Team Captain to “coach” his player.
3. Observing a two (2) foot minimum radius of the oche is the responsibility of the team Captains.
4. Open practice is allowed by both teams thirty (30) minutes prior to the start of the match. Dartboard assignments are to be made by 7:00 PM so teams know which dartboard they should practice on. Once the match has started, no player is allowed practice until line-up is posted by both Team Captains. There will be a limit of three (3) minutes to post line-up. After line-up is posted there is a nine (9) dart warm-up for players participating in the next match.
5. No player changes may be made in mid-game (once the first score is called).
6. No person is to be in front of the oche except the chalker.
7. Opposing players must stand at least two (2) feet behind the player at the oche.
8. After the winning double, or a bust, NO additional darts are to be thrown, either in jubilation or disgust. This is in the interest of safety and good sportsmanship.
9. No dart should ever be thrown at anything but the dartboard. To do so will be considered unsportsmanlike conduct.
10. Non-ADO and Non-Association sanctioned tournaments and events: Problems in public or private bars, lounges, etc. are the province of the injured party, the owners, managers or bartenders who may seek redress under local and state law by ejection, police intervention or arrest.
11. If a Venue “bars” a player from his establishment, that player’s team must play there as scheduled, without that “barred” player even if it causes a postponement.

XII SPORTSMANSHIP AND PENALTIES

Good sportsmanship shall be the prevailing attitude during all GLDA/WDA competition. If any of the listed rules are broken, action can and will be taken by the Board.

Any attempt to distract a player while they are shooting, will not be tolerated. Written complaints will result in action being taken by the Board.

Fighting and verbal abuse will not be tolerated.

Throwing darts in a manner that endangers anyone, will not be tolerated.

Should a person be the cause of a disturbance that cannot be handled by the teams involved, a written complaint is to be forwarded to the Board. The complaint must be signed by the complainants and list witnesses present. A subpoena will be issued by the Board to all concerned parties, so that both sides may be heard. A person found to be the disturbance could have their WDA membership suspended, with no refund of fees. This decision may be appealed within one week of notification. The Executive Boards will call the person to appear and render a ruling on the charges. Categorically, and with restriction, the WDA Boards reserves the right to censure, suspend or expel (terminate) any member who willfully creates disharmony, behaves in a manner prejudicial to order and discipline or tarnishes the image of the sport of darts. No player needs to tolerate harassment, belligerency, defamation or poor sportsmanship from any WDA member.

Any player/team who, during the course of play, fails to comply with any of these League Rules, shall be subject to disqualification from the League. The interpretation of these rules shall rest with the Board.

The WDA assumes no responsibility for accident or injury during League events.

The WDA reserves the right to add to or amend, any or all of these League Rules at any time for any purpose deemed necessary at the time.

Penalties described herein shall be considered a minimum punishment and the Board will handle each individual infraction and rule accordingly.

When no penalty is described, the Board will determine the penalty with each individual infraction.

These WDA rules are in compliance with A.D.O. Rules.

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