

WCDA Rules & Guidelines

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Article I. Introduction

Section 1.01 Rules Interpretations

- A. The rules set forth by the Westchester County Darter's Association ("WCDA") are designed to be a guideline for match play; however, the WCDA gives its Captains the authority to make informed decisions without having to consult League Officials. Opposing Captains can come to an agreement about any matter that arises before/during/after their match, so long as that decision affects ONLY their two teams that night.
- B. If League Officials are consulted on any matter, these rules will be used as the basis of their decisions.

Section 1.02 Timing/Notification of Rules Changes

- A. League Officials reserve the right to expand or modify existing rules at any time.
- B. Mid-season rules changes may occur if an incident arises that is not covered by this document and is significant enough to warrant an immediate resolution that affects all teams on a go-forward basis.
- C. Any rules changes will be disclosed to all Captains prior to the beginning of the season in the case of off-season changes, or immediately in the case of mid-season changes.

Article II. Membership

Section 2.01 Membership Eligibility

- A. The WCDA is open to any person interested in playing darts in Southern Westchester County, provided that person is not currently under suspension or expulsion from the WCDA. The WCDA does not discriminate on the basis of race, religion, sex, age, or disability.
- B. Participation in league events by persons under the age of 21 is subject of the permission of the host establishments.
- C. Membership is ultimately subject to approval by League Officials.

Section 2.02 Personal Conduct and Sportsmanship

- A. Any person who participates in a WCDA event shall be subject to the rules set forth by the WCDA.
- B. Violations**
 - a. Breaking the Law
 - i. Violations of criminal or civil law during WCDA events (e.g. bringing outside alcohol into host establishments, procuring alcohol for minors, etc) **will** result in immediate expulsion from the WCDA.
 - b. Altercations
 - i. Heckling or harassment, including foul or insulting language at other players, is strictly forbidden and **may** result in penalties, including penalty points, suspension, and/or expulsion of players or teams at the discretion of League Officials.

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- ii. Striking another player (a.k.a. fighting) is strictly forbidden and **will** result in penalties, including penalty points, suspension, and/or expulsion of players or teams at the discretion of League Officials.
- iii. Throwing a dart or darts at any individual **will** result in immediate expulsion from the WCDA.
- c. Cheating
 - i. Cheating is strictly forbidden and **will** result in penalties, including penalty points, suspension, and/or expulsion of players or teams at the discretion of League Officials.
 - ii. Examples of cheating include, but not are limited to:
 - 1. Intentionally claiming to have a different score than what was thrown
 - 2. Intentionally recording false scores
 - 3. Intentionally playing under another player's name
- d. "Sandbagging"
 - i. Intentionally playing poorly to benefit another player or team (a.k.a. "sandbagging") is strictly forbidden and **will** result in penalties, including penalty points, suspension, and/or expulsion of players or teams at the discretion of League Officials.

C. Protesting Penalties

- a. All protests must be submitted in writing to League Officials.
- b. Protests will be handled on a case-by-case basis.
- c. Protests will be decided at the sole discretion of League Officials. All decisions by League Officials are final.

Article III. Registration

Section 3.01 Teams

- A. League Officials will provide advance notice to all Captains and host establishments regarding the registration deadline for the next season. Advance notice may be in the form of emails, website announcements, social media posts, etc.
- B. To register a team, their Captain must provide in writing a roster of at least 4 eligible players prior to the registration deadline. Exceptions to the registration deadline are at the sole discretion of League Officials.
- C. League fees are due in full prior to the start of the season, unless special arrangements have been made in advance with League Officials

Section 3.02 Players

- D. A player must be in good standing with the WCDA to be registered to a team.
- E. Players may be registered to a team both before and during the regular season.
 - a. Mid-season player registrations require the approval of League Officials
 - b. Players may **not** be registered to a team while a match is in-progress.

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- c. Any players added mid-season are still subject to the full season post-season player eligibility requirements.
- F. Individual players may switch teams mid-season with the approval of League Officials. Once a player leaves a team mid-season, they are not permitted to rejoin that team until the following season.

Article IV. Responsibilities

Section 4.01 Host Establishments

A. Sponsor Fees

- a. Host establishments are responsible for paying the fees for each of their sponsored teams. Fees are due prior to start of each season.

B. Equipment

- a. Host establishments are responsible for providing all necessary equipment for teams to conduct match play, including (but not limited to) dartboards, lighting, scoring devices, and scoring surfaces.
- b. Host establishments are not required to provide darts for any teams or players.

C. Playing Area

- a. Host establishments must provide an appropriate playing area consistent with the number of teams it sponsors during a given season (e.g. at least one playing area per two sponsored teams)
- b. Each playing area must have at least one dartboard and one scoring device.

D. Dartboard Setup

- a. All dartboards used for match play must be firmly anchored and sufficiently illuminated.
- b. All dartboards used for match shall be a standard 18" bristle, 20-point, "clock-faced" dartboard.
- c. The 20 bed must be the darker of the two colors used to mark the singles section of the beds on the dartboard and must sit in the "12 o'clock" position.
- d. All dartboards are to be hung 5' 8" from the floor to the center of the bull.
- e. A toe line must be placed on the floor 9' 7.5" from the center of the bull to front of the toe line. The toe line must be at least 3' long with at least 18" to either side of the dartboard's center.
- f. There must be at least 3' clearance behind the toe line.
- g. There must be at least 3' clearance from the bull to any adjacent walls or obstacles.
- h. There must be at least 4' from bull to bull between adjacent dartboards

Section 4.02 Teams

- A. Each team is responsible for finding a suitable host establishment.
- B. Each team is responsible for selecting a Captain.
- C. Each team is responsible for ensuring that League Officials have a reliable method of contacting them same day (e.g. phone and/or email).

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Section 4.03 Captains

- A. All WCDA Captains have the following duties, including (but not limited to):
 - a. Ensuring his/her team is aware of and adheres to the WCDA's rules
 - b. Registering his/her team and submitting league fees in a timely manner
 - c. Ensuring his/her team consists of eligible players only
 - d. Ensuring individual eligibility compliance is met
 - e. Petitioning League Officials for additions and/or subtractions to his/her team's roster during the season
 - f. Representing his/her team at any WCDA meetings
 - g. Handling protests properly, if filed by or against his/her team
- B. Captains may delegate duties to other team members, but he/she is ultimately responsible to their team, their host establishment, and the WCDA for ensuring the Captains' duties are fulfilled.
- C. A person may **not** be Captain for more than one team at a time.

Article V. Regular Season Match Play

Section 5.01 Game Rules

A. Cricket

- a. The WCDA abides by the game rules used by the DartConnect scoring application for all variations of cricket (see www.dartconnect.com for more details).

B. '01

- a. The WCDA abides by the game rules used by the DartConnect scoring application for all variations of '01 (see www.dartconnect.com for more details)

Section 5.02 Match Format

- A. The match format for each division will be announced prior to the start of the season.
- B. Matches consist of Sections, Sets, and Legs.
 - a. Sections are defined as Sets played consecutively in same structure (e.g. singles, doubles cricket, doubles 501 SIDO)
 - b. Sets are defined as Legs played consecutively by the same players from each team (e.g. 3 Legs of double cricket involving player1/player2 versus player3/player4).
 - c. Legs are defined as single instances of a dart game (e.g. a Leg of singles cricket played by player1 versus player2).
- C. Only one dartboard is required for match play. More than one dartboard may be used during match play with the consent of both Captains.

Section 5.03 Match Procedures

A. Minimum Player Requirement

- a. The match format used for WCDA match play requires that each team have at least four players present to successfully complete a match.
- b. Although discouraged, teams are permitted to play a match with only three players, subject to the guidelines below (see "Playing Short-Handed")

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B. Playing Short-Handed

- a. If a team is unable to have four players present for a match, they are permitted to compete with only three players. In such cases, the following guidelines will apply:
 - i. If a team only has three players, the opposing team may allow them to “run-back” players such that one of their players plays twice in a Section. The opposing team must choose to permit “run-backs” for all Sections in a match, or not at all.
 1. If the opposing team permits “run-backs”, player selection for the “run-backs” must be done at random (e.g. names in a hat, roll of a die, etc).
 2. A player may only “run-back” once during a match (e.g. if he/she is the “run-back” in the first Section, he/she cannot be the “run-back” in subsequent Sections).
 3. A “run-back” player cannot be paired with his/her self in Sets involving doubles pairs.
 4. “Run-back” players will not accumulate additional stats under his/her name. The “Runback Spot” must be used in DartConnect.
 - ii. If one team has 3 players and the opposing team does not allow them to “run-back” players, any singles Legs involving the missing 4th player are forfeited and any doubles Legs involving the missing 4th player are played using a 2-on-1 format (e.g., the short-handed team throws three darts to their opponents’ six darts).
 - iii. If both teams have only 3 players present and the Captains do not agree to do “run-backs”, the Legs with missing players are declared a double forfeit with no points awarded to either team.
- b. Once a Leg has begun, the missing 4th player may not join that Leg in progress. However, that player is allowed to participate in subsequent Legs during the remainder of the match.
- c. Teams are **not** permitted to compete in match play with less than 3 players. In these cases, the match must be rescheduled or declared a forfeit (see below for Rescheduling and Forfeits).

C. Filling Out Section Lineups

- a. Captains have 5 minutes following the last Leg in a Section to complete a lineup for the next Section.
- b. The visiting team Captain waits for the host team Captain to complete his/her next Section lineup.
- c. The visiting team Captain completes their lineup in the presence of the host team Captain.

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- d. Captains are not to view the opposing team's line-up prior to submitting their own lineup. Doing so will cause the team of the offending Captain to forfeit all the Legs within that Section to the other team.
- e. Once both teams complete the lineups for a given Section, no changes or substitutions will be permitted except by consent of both Captains.
- f. Lineups must include the player's full name to avoid confusion in situations where a team has players with similar first and/or last names.
- g. Eligible players may only be used once per Section, except in short-handed situations where a "run-back" is permitted (see "Playing Short-Handed").
 - i. Forfeits will be assessed for any Legs that include ineligible players. An ineligible player is any person who:
 - 1. Has not been properly registered with the WCDA
 - 2. Is currently suspended or expelled by the WCDA
 - 3. Impersonates another player
 - ii. **Player Identity Verification**
 - 1. Captains are encouraged to verify the identity of opposing players and contact the League Officials if the identity of any player is in question.
 - 2. Captains must provide proof of identity for their teammates if so requested by an opposing Captain.
 - 3. Captains are hereby advised that the act of proving player identity for their own team and of opposing teams is an obligation of captaincy. Teammates are expected to willingly provide identification if so requested with no offense taken.
 - 4. Any valid, government-issued identification can be used to verify player identity.
 - 5. If an individual is unable to produce a valid ID, the individual has until the next scheduled match to produce an ID to the Captain of the team where the incident occurred, or to any League Official.

D. Calling Out Sets

- a. Once the first Leg of a Set been called, each participant will be allowed 9 darts to warm-up immediately prior to start of the Leg.
- b. After the first Leg of a Set been called, the players have five minutes to complete their warm-ups and start the Leg; otherwise the Leg is subject to forfeit.
- c. No practice darts shall be thrown on any dartboard that is deemed distracting to players actively involved in match play.
- d. No practice darts shall be thrown by players while they are participating in an active Leg (e.g. he/she cannot practice on another dartboard while awaiting their turn).

E. Referee

- a. The referee is the scorekeeper of the Leg.

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F. Bull Shot

- a. Prior to the start of all Legs, a bull shot determines which team starts the next Leg.
- b. The visiting team has choice of throwing for bull first or second before the first Leg in a Set. The team that lost the previous Leg has choice of throwing bull first or second for the subsequent Legs in a Set.
- c. Only players called to play in the next Leg may shoot for bull.
 - i. For team Legs (doubles, triples, quads, etc), anyone playing in the next Leg may throw the bull shot for his/her team.
 - ii. Once a player is selected to throw the bull shot, that player continues the bull shot for their team until the referee declares a winner. A team may not change players during a bull shot.
 - iii. A player that shoots for bull is not required to take the first turn in team Legs.
- d. Do NOT touch the darts!
 - i. Darts are not to be touched, straightened, or in any way disturbed by anyone or anything until the referee determines a winner.
 - ii. The referee is not to touch, straighten, or in any way disturb the darts in the board to determine the winner. If the referee touches the darts for any reason other than to pull a single or double bull on the first throw, a re-throw in the same player order is called.
 - iii. The referee is not to use any type of measuring device or tool to determine a winner. Winner is to be determined by referee sight only.
 - iv. If a player removes his/her dart before a winner is determined by the referee, the player whose dart remains wins the bull shot
 - v. If a player removes both darts before a winner is determined by the referee, the player that pulled the darts loses the bull shot
- e. There is no re-throw for a dart landing in or outside the triple ring. That is a "house" rule only – not a WCDA rule
- f. Only single or double bulls may be pulled. Only the referee may pull a bull and only at the request of the second thrower.
- g. If the second thrower dislodges the dart of the first thrower, re-throw both darts in the same player order.
- h. Two darts must remain in the board long enough for the referee to determine a winner. If one or both darts become dislodged before a winner is determined, or while the referee is deciding, re-throw both darts in the same player order.
- i. The referee shall decide the winner of the bull shot using the following criteria:
 - i. Double bull beats a single bull.
 - ii. Second double bull is equal to first double bull. Re-throw in reverse player order.

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- iii. Second single bull is equal to first single bull. Re-throw in reverse player order.
- iv. Any bull beats a non-bull.
- v. If both darts are non-bulls, the dart closest to the single bull ring is the winner of the bull shot. The distance from the bull is to be estimated by referee sight only. If the referee cannot determine a winner by sight only, re-throw in reverse player order.
- j. Players cannot to argue the decision of the referee concerning the winner of the bull shot.

G. Bad Calls

- a. Players are ultimately responsible for darts thrown.
- b. If the referee is asked to make a decision concerning the final resting place of a thrown dart, that decision is final unless challenged.
 - i. Only players playing in that Leg may challenge the decision and make a visual verification.
 - ii. A decision may be challenged at any time during a player's turn until the player's darts are pulled from the board.

H. Interference

- a. If a player is physically contacted during the act of throwing, that player may re-throw the dart.

I. Bounce-outs

- a. Any dart bouncing out or falling out of the dartboard shall not be re-thrown.

J. Foot Faults

- a. A player must have both feet behind the front of the toe line for each thrown dart.
- b. A player in violation is to be warned immediately, even if it disturbs his/her current turn, by the opposing player or by the opposing team's Captain.
- c. The first warning is without penalty.
- d. If the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be invalid and a miss will be marked for that turn.

K. Player Actions

- a. A player has a maximum of one (1) minute per turn to throw all three darts.
- b. A dart is considered thrown if it leaves the player's hand during act of throwing, it lands forward of the toe line, and the player has not been interfered by physical contact.
- c. A player's turn ends after:
 - i. The player has thrown his/her three darts
 - ii. Having "busted" in '01
 - iii. Having won the Leg

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- iv. Someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
- d. If a player throws out of turn, the score for that throw is invalid and no score shall be marked. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
- e. If one or more of a player's darts become damaged or lost during the course of his/her turn, that player shall be granted five (5) minutes in which to repair/replace the affected darts.
- f. If a player must leave the playing area during his or her turn, it must be due to exceptional circumstances and is subject to the permission of the opposing team's Captain. He/she may be granted a maximum of five (5) minutes to return, before a Leg forfeit can be declared.

Section 5.04 Match Start Timeline

A. Standard Timeline

- a. **7:00pm** – Host establishments ensure the playing area(s) are vacated for safe match play no less than 30 minutes prior to the scheduled match start time. The playing area will be declared open for players to warm-up.
 - i. If the host establishment cannot or will not clear the playing area, the host team may try to reschedule the match or find an alternative venue for the match.
 - ii. If the playing area is not declared open by the scheduled match start time, every effort should be made to complete the match that night at an alternative venue. Rescheduling should be a last resort.
- b. **7:00-7:25pm** – At least 3 members from each team are to be present and warming up.
- c. **7:25pm** – Section 1 lineups must be completed. If a Captain is not present and is unreachable, another team member must complete the Section 1 lineup.
- d. **7:30pm** – Leg 1 of Section 1 is called. Called players complete their 9-dart practice and start Leg 1.
- e. **7:40pm** – A leg forfeit is declared if Leg 1 has not started. In the event of a leg forfeit, Leg 2 of Section 1 is called, the called players complete their 9-dart practice and start Leg 2.
- f. **7:50pm** – A leg forfeit is declared if Leg 2 has not started. In the event of a leg forfeit, Leg 3 of Section 1 is called, the called players complete their 9-dart practice and start Leg 3.
- g. **8:00pm** – A leg forfeit is declared if Leg 3 has not started.

B. Calling a “Fair Match” – The 8:00pm Captain’s Decision

- a. Captains have until 8:00pm to declare a match forfeit or to offer a reschedule.

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- b. At 8:00pm, if both Captains agree to continue, the match is declared a “Fair Match” and the WCDA will take the stance that the minimum number of players are present and ready to play.

Section 5.05 Rescheduling

- A. Rescheduling is an **option**, not a requirement. If a team requests a reschedule, but the opposing team does not grant it, a forfeit may apply.
- B. Teams are allowed to reschedule any match, provided that all of the following criteria are met:
 - a. Both Captains agree upon a reschedule date
 - b. League Officials have been notified of the reschedule date
 - c. The reschedule date occurs within two (2) weeks of the originally scheduled date
 - d. The reschedule date does not fall within the last two weeks of the regular season
- C. Rescheduled matches **must** be played at the originally scheduled host establishment; unless there are extenuating circumstances that prevent it (e.g. the host establishment goes out of business mid-season).
- D. Inclement Weather**
 - a. Notification of postponed matches will be posted on the WCDA website and social media accounts, as well as emailed to all Captains, no later than 5:00pm the day of match play
 - b. No matches are to be played. Stay home and be safe.
 - c. The schedule will pick up where it left off the following week, effectively shifting the remaining schedule by one week.

Section 5.06 Forfeits

- A. Pre-8:00pm Deadline**
 - a. If either or both teams have less than the minimum player requirement at the host establishment, then a reschedule may be offered by either team.
 - b. If a reschedule is denied or cannot be scheduled per rescheduling rules, then the match is declared a forfeit or double-forfeit.
 - c. Forfeits declared in this manner are subject to the “Two-Week Rule” (see below).
- B. Post-8:00pm Deadline**
 - a. If a team’s roster drops below the minimum player requirement after 8:00pm, then a partial forfeit will be granted to the other team. This includes:
 - i. Two-thirds of the remaining match points, rounded up to next whole number, will be awarded to the team receiving the forfeit.
 - ii. The forfeiting team will retain their score to that point.
 - b. If both team rosters drop below the minimum player requirement after 8:00pm, then a double forfeit is declared and the match score stands as it is at the time of the double-forfeit, even if the match is incomplete.
 - c. Forfeits declared in this manner are **not** subject to the “Two-Week Rule” (see below).
- C. Forfeit Points Distribution**

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- a. This only applies to Pre-8:00pm forfeits.
- b. The forfeiting team receives zero points. The opposing team receives two-thirds of the total match points, rounded up to the next whole number (e.g. 14 points awarded for a 20-point match format).
- c. If a team forfeits out of the league, the following will apply for the 1/2 or 1/3 of the season in which the team forfeited out:
 - i. The missing team will be treated as a bye slot.
 - ii. All match points earned against that team will revert to zero.
 - iii. Statistics accumulated prior to the forfeiting team's departure will stand.

D. Forfeit Penalties

- a. These penalties only apply to Pre-8:00pm forfeits.
- b. 1st offense is a match penalty. Match points are distributed per the above rules.
- c. 2nd offense is a match penalty and the team is barred from post-season play that season regardless of where they finish in the standings.
- d. 3rd offense carries the following actions:
 - i. The forfeiting team is suspended for the following season. Individual players from that team that wish to make a case for playing must contact League Officials.
 - ii. The Captain of the forfeiting team may not be captain for any future teams for a period of time determined by League Officials.
 - iii. The host establishment for the forfeiting team will be notified of their team's inaction and unfair conduct.
 - iv. No more than 2 players from the forfeiting team's roster will allowed to play together on future teams for a period of time determined by League Officials.
- e. Forfeits that result from a host establishment's inability to provide a suitable playing area will not count toward the three offenses described above, nor the "Two-Week Rule" described below.

E. The "Two-Week Rule"

- a. If a team commits a Pre-8:00pm forfeit during the last 2 weeks of the regular season, it will be treated as a 3rd offense.
- b. Matches scheduled during the last two weeks of the regular season may only be rescheduled to a date prior to the last two weeks of the regular season.
- c. Matches scheduled prior to the last two weeks of the regular season may not be rescheduled to a date falling within the last two weeks of the regular season.

Section 5.07 Reporting Match Results

- A. Both teams are responsible for ensuring match results are reported in a timely manner by the method determined by League Officials.
 - a. When DartConnect is used as the scoring device, this means ensuring that the match is marked as "Saved" within the application after the end of the match.

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Article VI. Team Standings

Section 6.01 Division standings

- A. Division standings are determined by total cumulative match points
- B. Additionally, a match win is given to the team who earned more than half of the total match points at the end of match play, and vice-versa for a match loss. Total match points may vary by division.

Section 6.02 Tie-Breakers

- A. In the event of ties in total cumulative match points at the end of the regular season, the following criteria will be used to determine final standings, in order:
 - a. Head-to-head cumulative match points
 - b. Head-to-head win/loss record
 - c. Regular season win/loss record
 - d. Coin toss
- B. The coin toss will not be used if one of the teams involved would fall out of post-season qualification. Instead, the teams in question will play a “play-in” match to determine the final standings.
 - a. The “play-in” match will follow that division’s regular season match format until a match win is determined (e.g. first to 11 match points in a 20-point match format).
 - b. The host establishment will be decided by coin toss.
 - c. If an odd number of teams are involved (e.g. 3), a random draw will determine which team gets the bye.

Article VII. Post-Season Match Play

Section 7.01 Match Format

- A. The post-season match format will be announced prior to the start of the season. The format may vary by division.
- B. Regular season match play rules apply unless explicitly different in the announced post-season match format.

Section 7.02 Player Eligibility

A. Standard Player

- a. In order for a player to be eligible for post-season play, he/she must play in at least one Set in at least one-half of his/her team’s scheduled matches during the regular season.
 - i. If a team’s schedule includes an odd number of matches, the number of required matches is rounded down (e.g. 7 for a 15-match schedule)

B. Bartender/Employee Rule

- a. For the Bartender/Employee Rule to apply, a player must meet the following criteria:
 - i. Be employed at the host establishment they play for, AND

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- ii. Be scheduled to work during league matches, AND
- iii. Be marked as a bartender/employee on their team's roster prior to the start of the regular season
- b. In order for a bartender/employee to be eligible for post-season play, he/she must play in at least one Leg in at least one-third (1/3) of his/her team's scheduled matches during the regular season.
 - i. If a team's schedule includes an even number of matches, the number of required matches is rounded down (e.g. 4 for a 14-match schedule)

C. Eligibility Tracking

- a. Player eligibility will be tracked in the Stats section of the WCDA website throughout the regular season.
- b. Captains are ultimately responsible for tracking the post-season eligibility of his/her teammates. If a player's eligibility is in question, the Captain should contact League Officials in timely manner for resolution.
- c. If a team fails to have at least 3 post-season eligible players, they will be disqualified from post-season play.
 - i. All teams below them in the standings will move up one spot for qualification and seeding purposes.

D. Player Identity Verification

- a. Follows the same guidelines as regular season match play.

[Section 7.03 Rescheduling](#)

- A. Rescheduling is permitted, but requires consent of both Captains, approval by League Officials, and must not interfere with other scheduled post-season matches (e.g. delaying the next round).

[Section 7.04 Forfeits](#)

- A. Forfeits during post-season match play are subject to the same procedures as the regular season.
- B. Forfeits during post-season match play will be treated as a 3rd offense (see above).