

# WISCONSIN OFFICIAL DARTBALL RULES

Authorized by

The Wisconsin State Dartball Committee

REVISED 2017

The Rules committee of the Wisconsin State Dartball Committee represents the various sections of the State of Wisconsin wherein Dartball is played and is responsible for the continuous development, evaluation and research regarding the rules of this recreational activity.

Approved by the WISCONSIN STATE DARTBALL COMMITTEE at Kewaskum, Wisconsin

Published by THE WISCONSIN STATE DARTBALL COMMITTEE

## FORWARD

The Wisconsin State Dartball Committee presents the ninth edition of the Official Rules of the Game. The committee, a pioneer group appointed by the Executive Board of the Wisconsin Recreation Association in 1951 was charged with the responsibility of developing a statewide, standard set of rules for the game of dartball. Prior to the committee's mandate to develop a standard set of rules, numerous variations of rules and regulations existed throughout the state of Wisconsin.

Under the guidance of Chairman Harold "Zip" Morgan and assistant Chairman Ernie Dorow, Sr. and the expertise of representatives from various districts throughout the state, a standard set of rules was adopted and have been the centralized code of authority for the past fifty-five years.

This ninth edition of the Official Rules of Dartball is dedicated to all who have contributed and provided recommendations and suggestions in developing the present rules and regulations governing the game of dartball.

While dartball, a variation of the game of baseball has undergone changes during the past fifty years, fundamentals basic to the control of the game and the conduct of the individual player as described in these rules are still lacking in some league and tournament competition.

Dartball, because of the close proximity of the players in a game and the intense vigor of competition, demands a code of ethics and a high degree of personal discipline if the skill and the true recreational objectives of the activity are to be achieved.

Dartball, as an appealing recreational activity for all age groups will continue to increase in popularity only as long as its players, managers, umpires and administrative officials respect the discipline of the code of rules.

The Official 2017 Wisconsin State Dartball Committee:

Harry Roecker-Chairman

Bud Bolling	Bob Leskovar	Jerry Mathwig
Kevin Kiesow	Jerry Schulz	Erv Fiedler
Kevin Kohlbeck	Scott Peterson	Al Komoroski
Jerry Gospodarek	Brian Shimanek	Todd Halverson
Stacy Franzwa	Travis Logslett	Jim Ehnert

#### Historical Excerpts of Minutes—Annual Committee Meetings

Because the rule book contains only the minutes of the annual meeting prior to the publication date, committee members requested that the current fourth edition publicize excerpts that briefly summarize the major activities of the committee during the past quinquennial period. Those areas of importance including an intensive study annually of rule and equipment changes were as follows:

The acceptance of the currently approved dartball board (face) for an extended period of time ending June 1, 1971; any recommended changes concerning rules or equipment, however, can be made at any annual meeting and can be incorporated in the permanent playing rules when so designated by a majority rule of the rules committee; no changes in the presently approved dartball board can be made without one year prior notice of such change to all leagues and manufacturers of such dartball equipment; recognition to Mr. Harold Morgan, Chairman of the Wisconsin State Dartball committee for fifteen years of continuous service until 1964 and to the late Henry S. Noe was duly recorded in the minutes of the state committee records. Mr. Morgan was honored with the title of Chairman Emeritus; Mr. Del Zoesch of Milwaukee and Mr. Peter Gedemer of Racine were unanimously accepted as committee replacements; Mr. Zoesch was cited for his excellent service in continuing the compilation and distribution of the annual Wisconsin Dartball League Directory; the following cities, West Allis, Waukesha, Kenosha and Eau Claire, were cited for their excellent administering of state tournaments during the past five years; a brief review of the cumulative clerical records reflect the necessity and the desirability of a centralized authority concerning information about the game of dartball received annually from all sources at local, state and national level; dartball in Wisconsin is recorded in the national directory which lists all sports that publicize and provide a source for the purchase or obtainment of a standard set of rules; requests were forwarded to manufacturers of darts to develop an upright container wherein darts would be placed in an upright position and thus preserve the condition

of the darts for a greater period of time than the type of package currently utilized; the innovation and development of two, four and six player teams as well as the appearance of mixed social leagues for adult male and female players in recent years was recorded with interest; requests and questions for the development of handicap leagues periodically appear in the communications file and an intensive study and research effort will be required in order to provide a more positive identification of this suggested procedure; the origin and desire for the origination of a state dartball emblem symbolic of a team's championship accomplishment for any given year is currently being developed and may soon become a permanent feature of dartball if survey results indicate appropriate public acceptance; enlargement of the present board membership was discussed but declared not necessarily pertinent at the present time, motivation for expansion will be governed by continued expansion of leagues and teams in various sections of the state; district tournaments based on a division of the state by recreation directors, may soon become a reality with selected district representation competing in a state tournament; many other activities of the state committee on dartball were duly reviewed and the results indicate that the game is a popular recreational activity in this state. Because of excellent history of dartball in the state of Wisconsin, it has served as a stimulus for the current growth and development of dartball in the Midwest. The continued growth and expansion of the game is the direct result of the fine efforts of all those who have and are still participating in this fine recreational activity.

Several new members have been added to the rules committee, namely Mr. Sam Holmes of Ripon and Jerry Mathwig of West Allis. Several new members will be added during the ensuing years with the announced retirements of Alfred Gross, Edward Mertens, and William Krause. These retirees have faithfully served as volunteer members for the past twenty-five years and have contributed much to the enhancement and popularity of the game.

With the advent of the sixth edition of the dartball rules, several changes in committee personnel and assignments were noted during the annual meeting held on August 23, 1978. Mr. Ernest A. Dorow, Sr., the Editor of the rule book since its inception twenty-six years ago, announced his retirement as an active professional administrator in the field of public recreation on August 31, 1978. Mr. Douglas S. Johnson, his successor, was unanimously approved as the chairman-elect beginning July 1, 1979.

The years preceding the seventh edition brought new members as well as new enthusiasm in the promotion of dartball. Newly appointed members within the last five years were: Mark Klobukowski of the West Allis-West Milwaukee Recreation Department, Wade Kleinhans of Sheboygan Falls, Ron Balsiger of Germantown, and Jerry Schulz of Neosho. Promoting dartball more vigorously has become a top priority for the committee. Sam Holmes, Jerry Mathwig and Steve Pleier had an exhibit booth at the 1983 Wisconsin Park and Recreation Association State Convention promoting the sport of dartball. Due to the past efforts of Ernest Dorow, Harold Morgan, Joe Hutsteiner and other dedicated dartball members, who put a lot of thought into past rules and interpretations, no new rules or rule changes were included in the 1985-1990 Dartball Rule Book. The Wisconsin State Dartball Committee welcomes your comments in an effort to improve and promote dartball to all ages.

## DIVISIONS OF THE CODE

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## 1.00—OBJECTIVES OF THE GAME

- 1.01 DARTBALL** is a game, with baseball adaptations, between two teams of nine players or less under the direction of an individual in charge of each team, played in accordance with these rules under the direction of an umpire or umpires, on an official dartball board.
- 1.02 THE OBJECT OF EACH TEAM** is to win by scoring more runs than the opponent.
- 1.03 THE WINNER OF THE GAME** shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

## 2.00—DARTBALL DEFINITIONS USED IN THIS CODE

- 2.01 ADJUDGED** is a judgement decision by the umpire.
- 2.02 AN APPEAL** is the act of a player claiming violations of the rules by another player.
- 2.03 APPROVED** is the official stipulation with reference to playing equipment.
- 2.03a AN AUTOMATIC OUT** is the official designation in the batting lineup for each allowable absentee player before a forfeit is declared.

- 2.04** A **"BALL"** is a pitch by the batter wherein the dart lodges in the area designated as the Ball area on the target.
- 2.05** A **"BASE"** is one of four white areas designated as 1,2,3 and HR, and constitutes one of the four objectives through which each theoretical successful batter must legally advance in the above listed order to HR or home base in order to score.
- 2.05a** A **BASE HIT** is one of the five white areas indicating a successful hit by the batter and is designated by the following symbols: 1-single base hit; 2-double or two base hit; 3-triple or three base hit; HR-four base hit or homerun. 2BS indicates a single base hit for the batter (additional 2BS information listed in [RULE 5.48e](#)).
- 2.06** A **BATTER** is an offensive player who takes their position in the batter's box and gives impetus to their first dart causing it to pass over the pitching line.
- 2.07** **THE BATTER'S BOX** is the area within which the batter shall stand during their time at bat.
- 2.08** **THE BENCH** is the seating facilities reserved for players, actively participating in the game, including one manager, or one captain or person who directs the team's activities, and one scorekeeper for each team. (See Rule 4.01 and 4.02 for additional clarification).
- 2.09** A **CALLED GAME** is one in which because of time, emergency, or other legal reason play for that particular game is terminated.
- 2.10** **THE COACH** is the individual who directs the individual play of a team.
- 2.11** A **DART** is a part of the legal equipment in this game which is thrown underhand by the batter toward the target or playing field.
- 2.12** A **DEAD DART** is a dart that is not considered in play.
- 2.13** **THE DEFENSE (or DEFENSIVE)** is the team, or any player of that team, not at bat.
- 2.14** A **DOUBLE PLAY** is a play in which two offensive players are legally put out as a result of a continuous play.
- 2.15** A **FAIR BALL** is a dart that legally thrown by the batter remains in the target within those areas bounded by foul territory.
- 2.16** **FAIR TERRITORY** is that part of the target which is located within the area bounded by the FOUL TERRITORY.
- 2.17** A **FIELD STAND** is a framework to which the target is attached.
- 2.18** A **FORFEITED GAME** is a game declared ended by the individual or committee in charge of the dartball activities at the time the incident occurs in favor of the offended team by a score of 9-0 or 7-0 unless otherwise stipulated.

- 2.19 A FOUL BALL** is a dart that is legally thrown by the batter and remains lodged in the target outside the FAIR TERRITORY area.
- 2.20 FOUL TERRITORY** is the part of the target that surrounds the FAIR TERRITORY and extends to the edge of the target on all four sides.
- 2.20a A GAME** consists of nine innings, except as otherwise provided, each inning is that portion of the game during which each team shall play offensively and defensively.
- 2.21 THE HOME TEAM** is the team at whose area the MATCH is played.
- 2.22 ILLEGAL (or ILLEGALLY)** is contrary to these rules.
- 2.22a AN ILLEGAL PITCH** is:
- (a) A dart given impetus by the batter other than by an underhand motion, or by being dropped, causing it to pass over the pitching line.
  - (b) A dart given impetus by a player causing it to pass over the pitching line while both feet are outside the batter's box.
- 2.23 AN INNING** is that portion of a game within which the teams alternate on OFFENSE and DEFENSE and in which there are three put-outs for each team. Each team's time at bat is a half-inning.
- 2.24 LEGAL (or LEGALLY)** is in accordance with these rules.
- 2.25 A "MATCH"** in dartball consists of three games between the same two teams.
- 2.26 OFFENSE** is the team or player of the team at bat.
- 2.27 The OFFICIAL RULES** are the rules in this code.
- 2.28 AN OUT** is one of the three required retirements of an offensive team during its time at bat in one inning.
- 2.28a "On DECK"** is designated as the offensive position of the player who rightfully follows the preceding batter.
- 2.29 A PENALTY** is the application of these rules following an illegal act.
- 2.30 A PITCH** is a dart given impetus by the batter causing it to pass over the pitching line. A pitch and a throw are considered synonymous in dartball.
- 2.30a THE PITCHING AREA** is that space designated from the front edge of the pitching line to the target assigned to that particular game.
- 2.30b THE PITCHING LINE** or throwing line is that formed by the front end of the batter's box.

- 2.31 THE PITCHING LINE JUDGE** is the individual so designated and may be either a player or a neutral individual (See RULE [4.33](#) and [4.36](#) for additional clarification).
- 2.32 “PLAY”** is the **PLATE UMPIRE’S** order to start the game or to resume action whenever time has been called.
- 2.33 A REGULATION GAME** is nine innings unless shortened or lengthened legally.
- 2.34 A RUN (or SCORE)** is the score made by the offensive player who advances from the batter to base runner and theoretically in dartball touches first, second, third and home base in that order.
- 2.35 A RUNNER (or BASE RUNNER)** in dartball is an offensive player who is advancing toward any base.
- 2.36 “SAFE”** is a declaration by the plate umpire that a runner is entitled to the base for which they were trying.
- 2.37 THE SCOREKEEPER** is an official in the game of dartball who prepares and records a running play by play account of each batter during the game.
- 2.38 A “STRIKE”** is a legal throw in dartball when so called by the umpire which:
- (a) Lodges in the strike area when thrown by a batter.
  - (b) Lodges in the foul area when thrown by a batter.
- 2.38a A SUSPENDED GAME** is a called game which is to be completed at a later game.
- 2.39 THE TARGET** is the playing field or diagrammed board four feet square that contains areas toward which the batter throws darts.
- 2.40 A THROW** is the act of propelling the dart with the hand and the arm in an underhand motion toward the target.
- 2.41 A TIE GAME** is a legal game that ends when the score is even.
- 2.42 “TIME”** is the announcement by the plate umpire of a legal interruption of play during which all play ceases.
- 2.43 A TWO BASE SINGLE**, or white area designated as 2BS is a one base hit made by the batter but is theoretically a long hit allowing all other present base runners other than the batter to advance two bases on the hit. (See [RULE 5.48e](#) for additional clarification).
- 2.44 THE UMPIRES** are the officials at the target who call the decisions involving each batter.
- 2.45 THE UMPIRE-IN-CHIEF** is the individual or committee in charge of the competitive dartball activities at a given site.

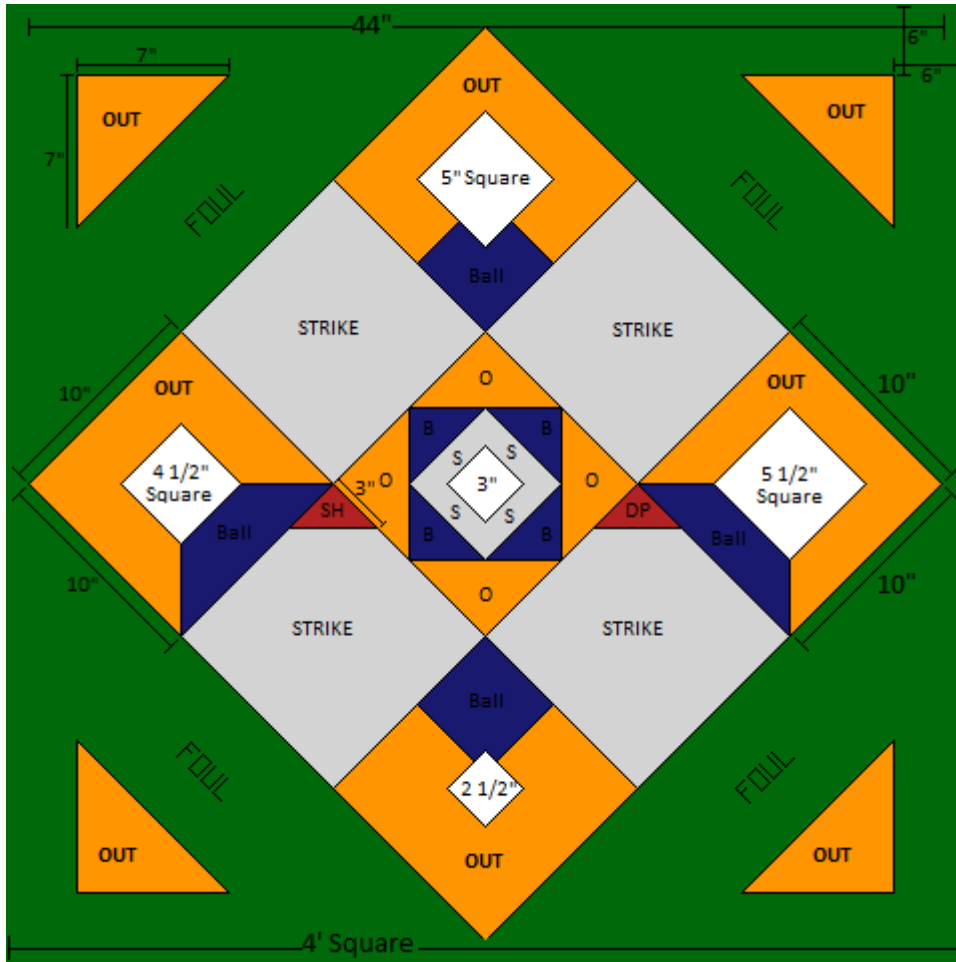
- 2.46a** A **WALK** is the decision awarded to a batter who secures four balls or a base on balls before gaining a hit or has been declared out.
- 2.47** A **WILD PITCH or THROW** is one so high, so low or so wide given legal impetus by the batter as to miss the target completely.
- 2.48** **SACRIFICE HIT** when the batter hits the sacrifice hit, under any circumstance, they are out.

## 3.00—THE EQUIPMENT

- 3.01** **THE DARTBALL PLAYING FIELD** shall be a target board measuring four feet square.
- 3.02** **THE TARGET** may be made of any material that will hold the dart, and may be attached to permanent or stationary facilities or to a moveable field stand.
- 3.03** **THE DIAMOND ON THE BOARD** shall be drawn in such a way so that each of the four points of the diamond shall be two inches from the edge of the board.
- 3.04** **THE DIAMOND** approximates thirty-one and one-sixteenth inches ( $31 \frac{1}{16}$ ") square.
- 3.05** **A WIRED PLAYING FIELD** is recommended for all league and tournament play. Unwired boards may be used when wired boards are not available.
- 3.06** **WIRES** are recommended to be no larger than No. 16 gauge round music wire inserted between the various sections on the target board so as to make the calling of decisions by the umpires concerning plays involving the target easier and more accurate.
- 3.07** **A SIX FOOT FIELD STAND** to which the target is attached is recommended when permanent facilities are not available. The tilt of the target shall be 8" from the perpendicular to the base of the playing field located 24" from the floor. (See [Diagram 319a](#) on page 28).
- 3.08** **THE BASE OF THE PLAYING FIELD** shall be 24" above the floor with the center of the board located 48" above the floor.

**Diagram 3.10b**





**3.09 THE TARGET** shall be divided into sections of various dimensions and colors. For sectional dimensions see [Diagram 310b](#).

**3.10 THE OFFICIAL COLOR STYLE** for the target shall be as follows:

S—STRIKE	medium gray
O—OUT	orange
F—FOUL	pale green
B—BALL	medium blue
DP—DOUBLE PLAY	cardinal red
SH—SACRIFICE HIT	cardinal red
HITS	white
NUMERALS	black
LETTERING	black

**NOTE:** Slight variations in color are permissible.

**3.10a** **DIMENSIONS** and Style Pattern for the Numerals and Lettering on the Board are as follows:

Numerals: 1, 2, 3	H-1 ½"	W-7/8"	T-3/8"
Words: FOUL, STRIKE, OUT, BALL	H-1 ¼"	W-3/4"	T-1/4"
Symbols: B, S, O	H-1 ¼"	W-3/4"	T-1/4"
Symbols: SH, DP, HR, 2 BS	H-3/4"	W-5/8"	T-1/4"

Style Pattern—Plain Block Pattern

**NOTE:** Boards which utilize only the symbols F-S-O-B instead of spelling out the entire word shall be considered official providing they follow the official dimension specified for their symbols.

**3.11** In order to facilitate easier play by play activity at the target by the umpires, the following suggestions are recommended:

- (a) That a hollow metal insert one-eighth inch (1/8") in diameter and one and one-half inches (1 ½") in length be placed in the front leg of the field stand opposite the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base areas so that a dart can thus be placed in position in these holes to designate base runners.
- (b) That two hollow metal inserts one-eighth inch (1/8") in diameter and one and one-half inches (1 ½") in length be placed in each of the front legs of the field stand six inches (6") from the top of the stand. The second insert should be placed two inches (2") lower than

the first and both placed at a forty-five (45) degree angle so that a dart may be placed therein to indicate the number of outs in any particular inning.

- (c) That two sets of eight similar metal inserts of the same diameter and length mentioned above be placed in the top wooded bar of the field stand – one set of eight inserts to be placed three inches (3") from the right hand edge of the bar, each insert spaced at intervals of one and one-half inches (1 ½") toward the center of the board in a vertical position. This same procedure is to be followed for the location of these inserts on the left hand edge of the bar. This procedure will aid the umpires in marking the runs scored in any inning. A Dart placed in one of these inserts indicates that a run has been scored.
- 3.12 The PITCHING DISTANCE** shall be 20' (feet) measured via the perpendicular from the base of the playing field to the front edge of the pitching line. It is measured by dropping perpendicular from base of target to the floor. See [Diagram 3.19a](#). For expediency purposes if portable field stand is utilized, the measurement of 19'8" from front edge of base of field stand (leg) to front edge of pitching line will meet the same requirement.
- 3.13 THE PITCHING LINE** is formed by the front end of the batter's box which is an imaginary six foot (6') square area extending directly behind the pitching line. This line forms the front and is the only visible line of the box area.
- 3.14 THE CENTER OF THE PITCHING LINE** shall be directly in front of the playing field. The pitching line shall be six feet (6') long, two inches (2") wide, white in color, and must be flush with the floor.
- 3.15 THREE OR FOUR FEATHERED DARTS** are recommended and shall be used for all tournament MATCHES. Darts shall weigh individually no more than two-thirds (2/3 of an ounce) per dart. The overall length of an individual dart shall not exceed seven and one fourth inches (7 ¼") in length.
- 3.16 TYPES OF SCORESHEETS & METHODS OF SCOREMARKING** are optional. It is recommended that methods of score marking similar to those used in baseball be followed.
- 3.17 DART TABLES** placed near the pitching line for the convenience of the players and ones so constructed to ensure the longevity and easy accessibility of the darts are recommended.
- 3.18 SPOT FLOODLIGHTS** placed in such a position so as to illuminate the target thus making it more easily seen are also highly recommended.
- 3.19 SEATS** arranged according to the batting order for all players and scorekeepers should be provided. Optional seating patterns, placing batters ahead or behind the pitching lines should be governed by available space. (See optional seating patterns in [Diagram 3.19b](#))
- 3.19a AN "ON-DECK"** seat may be used to accelerate the movement of players in any game. This seating pattern, if utilized, should be placed before and alongside the No. 1 player.

**Note:** This seating pattern does not refute or release the No. 1 player as the pitching line judge.

- 3.19b** **OPTIONAL SEATING PATTERNS** (See [Diagram 3.19b](#)).
- 3.20** **A SCORE BOARD** of some type placed near the target should be made available in order to keep both teams informed of the visible running score as it occurs inning by inning.
- 3.21** **THE HOME TEAM** should furnish all necessary playing equipment whenever possible.
- 3.22** It is further recommended that a carpet or matting thirty-six inches (36") wide and six feet (6') long be placed behind and parallel with the pitching line so as to offer good traction and foot security for the individual batters. This matting should be as flush with the floor as possible. Recommended thickness should be no greater than one-eighth inch (1/8"). Use of such equipment is optional.

## 4.00—THE OFFICIALS

- 4.01** **IN ALL COMPETITIVE MATCHES IN DARTBALL** there shall be assigned to each target two (2) umpires, two (2) scorekeepers, two (2) pitching line judges, and one (1) individual in charge of each team.
- 4.02** **IN ALL LEAGUE AND TOURNAMENT PLAY** unless otherwise stipulated, each team shall provide one umpire (1), one (1) pitching line judge, one (1) scorekeeper, and one (1) individual designated as being in charge of the team.
- 4.03** **EACH UMPIRE** shall officiate from a position two feet (2') away from the side of the field stand and face parallel to each other so that both officials are able to view the entire playing field and yet observe the batter in the event of a wild pitch. This distance is recommended as a safety precaution and also to prevent an encroachment by the umpires on the playing field and thereby disturb the batter.
- 4.04** **EACH UMPIRE** shall work on the side opposite from where their team is seated.
- 4.05** **EACH UMPIRE** shall call the decisions at the target while the opposing team is at bat.
- 4.06** **THE UMPIRE** calling the decisions while the team is at bat shall be known as the **PLATE UMPIRE**.
- 4.07** **THE UMPIRE** not calling the decisions at the target shall be called the **FIELD UMPIRE**.
- 4.08** **THE PLATE UMPIRE** shall start each game or resume play by calling out "PLAY."
- 4.09** **THE PLATE UMPIRE** shall declare a batter out when notified by the defensive **PITCHING LINE JUDGE** of any violation involving the pitching line by the batter.

- 4.10 THE FIELD UMPIRE** should assist the PLATE UMPIRE whenever a question should arise during the game concerning any situation and should verify each final decision made by the PLATE UMPIRE if the decision is not in error.
- 4.11 THE PLATE UMPIRE** shall remove all darts from the board when an opposing batter has completed their turn at bat and a final decision has been declared involving the batter.
- 4.12 THE PLATE UMPIRE** in charge of removing the darts should not remove any darts from the target until the FIELD UMPIRE has had an opportunity to observe the location of all the darts and both have agreed upon a final decision involving the batter.
- 4.13 UMPIRES** must conduct themselves in an orderly fashion at all times while rendering decisions in any game and may not resort to any unsportsmanlike tactics at any time in order to distract a batter.
- 4.14 IN THE CASE OF DISPUTED DECISIONS** the UMPIRES shall call upon the individuals in charge of the two competing teams to act as the deciding judges.
- 4.15 IN ALL LEAGUE AND TOURNAMENT PLAY**, the UMPIRES should call upon the tournament officials or the committee in charge of the floor when disputed decisions cannot be settled by the teams and the umpires in any game. This official or committee when present and functioning during a particular MATCH shall be known as the UMPIRE-IN-CHIEF.
- 4.16 UMPIRES** shall be given the authority to request the individual or the committee in charge of any competitive dartball MATCH to forfeit a game or games in any particular situation where a team or teams refuse to continue play because of a disputed decision.
- 4.17 THE PLATE UMPIRE** shall allow no unreasonable delay in the progress of any game. In case of disputes, the PLATE UMPIRE shall allow no longer than three minutes to lapse after declaring a continuation of play in any game.
- 4.18 UMPIRES** shall be given the authority to request the individual or the committee in charge of any competitive dartball MATCH to forfeit a game or games when one team fails to appear for a regular scheduled MATCH. If neither team appears for a regular MATCH, and if neutral umpires have not been assigned for the MATCH in question, then the individual or committee in charge of the dartball activities where the dartball games are being played shall declare a double forfeit.
- 4.19 PLATE UMPIRES** shall rule on all situations involving illegal entry to the batter's box when a batter is officially at bat and timeout has not been officially granted by the PLATE UMPIRE.
- 4.20 PLATE UMPIRES** shall rule on all situations involving illegal or improper batsmen when notified of such an error by the scorekeeper.

- 4.21 PLATE UMPIRES** may grant timeout any time a player is not in the box but may grant timeout only to the team at bat when a player is in the box if so requested by the team at bat.
- 4.22 PLATE UMPIRES** shall have the power to call official timeout whenever an emergency should arise in any situation in a dartball game not covered in these RULES.
- 4.23 A CALLED GAME** is declared when play cannot be resumed during a game because of mechanical or physical reasons. The official or committee in charge of the dartball activities can at that time declare a CALLED GAME.
- 4.24 THE UMPIRES** shall keep a running account of the play by play activity of each team assigned to their target by means of darts provided for this record at the playing target and shall post the running score inning by inning on the visible score board located for the convenience of the competing teams at each target.
- 4.25 UMPIRES** may be substituted for at any time during a game. It is recommended that whenever and wherever possible no individual attempt to function in a dual capacity both as a player and as an umpire.
- 4.26 UMPIRES** shall warn all players of personal conduct violations when so notified by the individual in charge of the offended team. If second violation occurs at any time during a MATCH, the umpire may request the individual or the committee in charge of the dartball MATCHES at that time to eject the offending player from that game or games depending upon the nature of the offense. The individual or the committee in charge of the MATCHES shall then act according to the RULES listed in this Official Rule Book governing the particular situation in question.
- 4.27 THE LOCATION OF THE SCOREKEEPERS** is optional depending upon the type of seating pattern that is being followed by the competing teams. See suggested [Diagram 3.19b](#).
- 4.28 EACH SCOREKEEPER** shall keep score for their individual team and shall check the totals with their opponents at the end of each inning.
- 4.29 NEUTRUAL SCOREKEEPERS** may be designated for tournament, league, or exhibition MATCHES if so desired.
- 4.30 THE SCOREKEEPER** shall keep a written, detailed play to play account of each inning of the game, recording the individual performance of each player and their position at bat during the game.
- 4.31 THE SCOREKEEPER** shall develop a summary of each game recording the collective performance of each individual batter and the team totals at the end of each game.
- 4.32 THE SCOREKEEPER** shall notify the PLATE UMPIRE whenever a player has batted illegally as soon as the error is recognized.

- 4.33 THE PITCHING LINE JUDGE**, either player or neutral individual, should be located as close as possible to the pitching line and shall call all violations of the pitching line. Player line judges shall call violations when their opponents are at bat.
- 4.34 NEUTRAL PITCHING LINE JUDGES** may be appointed for any tournament, league or exhibition MATCHES when so stipulated by the authorities conducting such dartball contests.
- 4.35 IN TOURNAMENTS**, PITCHING LINE JUDGES may be responsible for more than one pitching line.
- 4.36 PITCHING LINE JUDGES** shall notify the PLATE UMPIRES of any violations involving the presence of two or more players in the batter's box when the timeout rule is not in effect and when a batter leaves the box before a final decision has been declared by the PLATE UMPIRE involving the batter when time is still in effect.
- 4.37 A COMMITTEE OR AN INDIVIDUAL** in charge of the MATCHES that are being played at a particular site can and should act as the mediator in settling disputes that cannot be solved by the UMPIRES and the individuals in charge of the disputing teams.
- 4.38 A COMMITTEE OR AN INDIVIDUAL** in charge of a MATCH can and must declare the forfeiture of a game or games when so authorized under the RULES set up in this handbook of dartball regulations.
- 4.39 A COMMITTEE OR AN INDIVIDUAL** in charge of a MATCH can and must act on the request of any umpire concerning acts involving unsportsmanlike conduct and enforce the rule governing ejection of players found guilty of such acts.
- 4.40** A special committee consisting of neutral individuals or league representatives should be designated as the official protest board in each league or tournament conducting dartball activities. This board shall pass judgment on all written or verbal protests presented by the competing teams of the particular league or tournament in question.
- 4.41** Local protest boards may request official interpretations or decisions governing situations that may occur in a dartball game that are not covered by this set of RULES. The Wisconsin State Dartball Committee shall be the official group designated to act in this capacity.
- 4.42** The Wisconsin State Dartball Committee until such time that a larger organization such as a sectional or national group is organized shall act on all protests requesting official interpretation and decision and shall meet annually in order to study and to authorize changes in the RULES which will help in popularizing as well as standardizing the game of dartball.

## 5.00—PLAYING REGULATIONS

- 5.01 A MATCH** consists of three games in dartball. In tournament play, however, a winner may be declared after a team has won two games.
- 5.02 THE LENGTH** of a regular game in league or tournament competition is optional. Seven or nine innings are recommended. Less than seven innings of play shall be declared an incomplete game. Games that are listed as incomplete contests because of emergencies or other reasons must be continued at a later date until the regulation number of innings are played as stipulated in the specific rules of that particular league.
- 5.03 IF A TIE SCORE** exists at the end of a regular game, extra innings must be played until a winner is determined.
- 5.04 PRACTICE PERIODS** for any and all players may be designated only before the first game of any MATCH.

### Penalty

Penalties for violation of the practice rule may be set up according to the discretion of the authorities governing the administrative portion within their own leagues or tournaments.

- 5.05 NINE PLAYERS** constitute a team in dartball. Seven players are required to start a legal game.
- 5.05a A PLAYER** whose name appears on the official score sheet at the start of any game is considered as an official player in that game. If that player is not available to take their turn at bat, and no substitute is available, they shall be declared out and play shall continue. Note: If a player's name has been inserted in the starting lineup to qualify under [RULE 5.05](#) or similar league rules requiring a minimum number of players and is not present at the starting time of the game, the penalty for this violation under [RULE 5.05](#) is then utilized.

### Penalty

Less than seven players, unless otherwise specified in league or tournament rules, at the starting time of a game constitutes a forfeited game.

- 5.06 THE SCORE** of a forfeited game shall be based on the following procedure: One run shall be awarded to the offended team for each inning of a scheduled game. The offending team's score is recorded as zero.
- 5.07 THE TIME ALLOTTED** for any grace period or periods before declaring the forfeiture of a game or games in any MATCH is optional.



- 5.08 THE RIGHT TO WIN** any particular game or games in any MATCH by reason of forfeiture penalty involving the time element allotted for the various periods must be requested immediately by the individual in charge of the offended team. This request must be made to the individual or committee in charge of the competitive contests as soon as the allotted grace periods have been consumed.
- 5.09 WHEN LESS THAN NINE** players are available and a forfeiture cannot be declared because the minimum number of seven players are present, then automatic outs must be filled in the lineup at any position to replace the absentee players, thus fulfilling the maximum allotted quota of nine players allowed to appear in the batting lineup at any time.
- 5.10 THE AUTOMATIC OUT** indicates that an absentee player has officially been at bat and is declared out whenever their turn appears in the batting lineup.
- 5.11 A REGULAR PLAYER MAY BE SUBSTITUED** for the automatic out immediately upon their arrival to a game and must bat in the same position assigned to the automatic out in the batting lineup.
- 5.12 A SUBSTITUTION** concerning the regular players may be made in the batting lineup at any time by the individual in charge of the team.
- 5.13 PLAYERS** must bat in the same order as their names appear in batting lineup.

- (a) A player shall be called out on an appeal when they fail to bat in their proper turn and another player completes a time at bat in their place.

**NOTE:** The proper batter may take their place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

- (b) When an improper batter becomes a runner or is put out and the defensive team appeals to the plate umpire before the next player becomes a batter, the plate umpire shall (1) declare the proper batter out, and (2) nullify any advanced or score made because of any pitch made by the improper batter.
- (c) When an improper batter becomes a runner or is put out and a pitch is made by the next batter of the offensive team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of their time at bat become legal.
- (d) When the proper batter is called out because they failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

Players who have not batted and have not been called out under this rule have simply lost their turn at bat until reached again in the regular order.

Should the batter declared out under this section be the third out and their side retired, the proper batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play in the preceding inning, provided an appeal is made. This appeal in such cases can be made at the end of that inning, if discovered, or prior to the next inning when the first offensive player is ready to take their turn at bat. When a proper batter is on base because of an improper batter's legalized situation and it is their turn at bat, the player is passed over and the following player becomes the proper batter.

**Note:** Much of the confusion in the application of this rule results from the use of the expression "batting out of turn". No player is called out for batting out of turn. It is the player who DOES NOT BAT in their proper place who is called out. Example: Number 2 in the batting order is on first base. Number 4 comes to bat in place of number 3 (the proper batter). Number 4 singles completing the time at bat. It is now discovered that number 3 did not bat. Number 3 is out for failing to bat in their proper place. Number 2 must return to first base. Number 4 must now return to the plate and bat in their proper place.

If the error in batting had not been discovered until a dart given impetus by the batter following number 4 had passed over the pitching line, no player could be called out. Number 2 would remain on second base. Number 4 would remain on first base. Number 5 would be the proper batter. Number 3 would simply have lost their turn at bat until reached again in the regular order.

The Rule is, therefore, simplified by remembering one basic fact. If the improper batter is discovered while at bat or while on base before the following batter gives impetus to their first dart causing it to pass over the pitching line, the situation may be rectified at once. But, if the error is discovered AFTER the improper batter is on base, and AFTER the following batter has given impetus to their first dart causing it to pass over the pitching line, the game proceeds with each batter taking their place in turn as if there had been no improper batter anywhere in the batting order.

If, on the other hand, the improper batter is legally discovered in time, all advances made by the offensive team due to their action are nullified.

**5.14** No player may reenter a game from which they have retired.

**Penalty**

Player must be retired from game as soon as the situation is discovered. Any advantages made by the batter not covered by the illegal batting rule shall be declared legal and the game shall proceed. If a player retired from a game for any reason shall return to a game and play

under an assumed name, rules set up by league or tournament authorities involving the eligibility of players in the particular league or tournament in which the incident occurs can be applied when such a **situation occurs.**

**5.15 A FLIP** of the coin tossed only once before the MATCH begins shall determine the following choices:

- (a) The winner of the toss shall have their choice of ins or outs for the first and third games. They may indicate their choice before each game rather than quote their choice before the MATCH begins.
- (b) The loser of the toss shall have their choice of ins or outs during the second game of the MATCH and may indicate their choice before the game rather than quote their choice before the MATCH begins.
- (c) The loser of the toss shall have their choice of which one side their team will use concerning the seating arrangement during the entire MATCH.

**5.16 ALL DARTS** must be thrown underhand.

**Penalty**

Any dart thrown overhand by the batter during a game automatically causes the batter to be called out.

**5.17 PLAYERS' SEATING NUMBERS** are synonymous with the number in the batting lineup. Players may not sit in any other player's seat while a game is in progress.

**Penalty**

Player can be ejected from a game for an infraction of this rule. Violation of the player's seating rule shall be construed as an attempt on the part of the player to assume an illegal position in the batting lineup. If this act is considered flagrant, the removed player may not be replaced by a substitute for the remainder of that game.

The offending team shall be required to take an automatic out in the batting lineup whenever the removed batter's turn in the lineup appears.

The removed player may participate in other games of that MATCH.

**Penalty**

Treat under same rule as applies to illegal batter. See [RULE 5.13](#).

- 5.18** A **PLAYER** is not considered a batter until the first dart given impetus by this player passes over the pitching line from the batter's box to the target assigned to that particular game.
- 5.19** A **PLAYER** becomes the batter from the time they give impetus causing the first dart to pass over the pitching line from the batter's box until the PLATE UMPIRE has gestured the final decision.
- 5.20** A **PLAYER** in the official batter's box may step on the pitching line forming the batter's box but not over it from the time they give impetus causing any dart to pass over the pitching line until a final decision involving this batter has been declared by the PLATE UMPIRE.

**Penalty**

Batter stepping over the pitching line while giving impetus to any dart causing this dart to pass over the pitching line shall be declared out by the PLATE UMPIRE when informed by the defensive pitching line judge as soon as the violation occurs.

- 5.20a** A **PLAYER** must retain one foot completely in the batter's box at all times while giving impetus to any dart, thus becoming a batter.

**Penalty**

A player who becomes a batter by giving impetus to a dart while both feet are out of the box or while less than one foot is completely in the box automatically causes the batter to be called out.

- 5.21** If a batter leaves the batter's box before the PLATE UMPIRE has gestured a final decision or before a timeout has officially been granted, the defensive pitching line judge shall inform the PLATE UMPIRE of the violation and the PLATE UMPIRE shall declare the batter out.
- 5.22** **TIMEOUT** may be requested by either team providing a player or batter is not in the batter's box. Timeout may not be requested by the defense when an offensive player or batter is in the box. Timeout may be requested by the offensive team any time without penalty.

**Penalty**

Calling or requesting of timeout by the defensive team while an offensive player is in the batter's box shall be construed as unsportsmanlike conduct with intent to distract the batter and slow up the progress of the game. When this situation does occur and a player has not become a batter, a warning shall be issued to the offending team. Further violation of this rule can be appealed to the individual or committee in charge of the competitive contests at the time the incident occurs by the umpire. If considered flagrant, the individual or

committee in charge can declare a forfeiture in favor of the offended team.

If this situation occurs while a player is a batter, the batter shall have the choice of retaining the present position of all darts thrown up to the time the incident occurs or will have the choice of declaring all darts thrown up to the time the incident occurs as dead darts and given the advantage of batting over immediately.

- 5.23** Because the batter's box is an imaginary six foot (6') area and in order to clarify the rule involving timeout, a player shall be considered in the box from the time they take their first dart in hand until a final decision has been declared by the PLATE UMPIRE concerning the batter. The batter should remain at the pitching line until this decision is declared.
- 5.24** During any timeout or during an intermission between games, parts (c) and (d) of [RULE 5.53](#) and [RULE 5.54](#) are in effect during the entire MATCH.
- 5.25** **DROPPING A DART** or causing any part of a dart to pass over the pitching line within the pitching area shall be considered an official act on the part of the batter.

**Penalty**

If a dart or any part of a dart is dropped over the pitching line by the batter and comes in contact with any other object before hitting the target assigned to that game, the batter shall be declared out.

- 5.25a** If a batter shall drop a dart simultaneously while pitching a dart toward the target, the following rules are in effect:
- (a) If the thrown dart should lodge in a base hit area, the batter shall be credited with a hit and the dropped dart violation shall be disregarded.
  - (b) If the thrown dart should lodge in any area other than a base hit, then the batter shall be declared out under this rule.
- 5.26** No limitation is placed on the number of darts a player or a batter may hold in their hand while in the batter's box.
- 5.27** A batter or player may leave the batter's box without any penalty at any time that timeout has been officially granted by the PLATE UMPIRE.

- 5.28** No one except the umpire in the act of returning the darts may enter the batter's box while a player is in the box and timeout has not been officially called by the PLATE UMPIRE.

**Penalty**

If a teammate enters the batter's box while a player or batter is in the box and timeout has not been officially granted by the PLATE UMPIRE, the legal player or batter shall be declared out by the PLATE UMPIRE regardless of any advantage that may have been gained by the batter. This is done to prevent any confusion that might arise concerning the correct batter and to prevent any physical help that might be given to the batter or player while in the batter's box.

If the same situation should occur but a player from the opposing team should enter the box, then the PLATE UMPIRE shall consider this act as unsportsmanlike and a warning shall be issued to the offender; a second offense may result in the removal of the offending player from the MATCH or a forfeiture of the game if the individual or committee in charge of the dartball contests consider the incident flagrant warranting such action. In such a situation, the batter at the time the incident occurs shall have the choice of retaining the present position of all darts thrown up to and when the violation occurs or shall have the choice of declaring all darts thrown up to the time the incident occurs as dead darts and given the advantage of batting over immediately.

- 5.29** No part of the batter's body may touch the floor in the pitching area.

**Penalty**

Batter is out when so declared by the PLATE UMPIRE.

- 5.29a** Handicapped persons using physical aids such as crutches, or cane, may place such aids over the pitching line while giving impetus to a dart, if league or tournament rules so designate.

**Penalty**

Batter is declared out by PLATE UMPIRE if special rules do not provide for such situations.

- 5.30** The batter is out so declared by the PLATE UMPIRE, if any darts given impetus by the batter fail to hit the target assigned to that particular game; or if the dart given impetus by the batter hits any other object before making contact with the target assigned to that particular game.

- 5.30a** A dart which given impetus by the batter is so high or so low as to miss the target completely shall be called a wild pitch.

**Penalty**

Treat under [Rule 5.30](#)

- 5.31** The batter shall be declared out by the PLATE UMPIRE if a dart given impetus by the batter strikes the edge of the target assigned to that particular game and glances off.
- 5.32** The batter shall not be charged with a time at bat in the final summary of any game or in the individual batting record if:
- (a) They gain a base on balls.
  - (b) They contribute a sacrifice hit that advances any runner or runners on base.
- 5.33** When a regular player replaces an automatic out in the batting lineup, the automatic outs are not charged to the player's batting average at any time.
- 5.34** If the PLATE UMPIRE or the individual or committee in charge of the dartball activities should reverse a final decision on a batter as they is leaving or has left the batter's box, the batter may resume their position in said batter's box without penalty.
- 5.35** If one dart already in the target falls or is displaced by another dart, the original dart need not be replaced in the target, but any action resulting from the effect of the fallen dart must be included in the PLATE UMPIRE'S final decision concerning the batter.
- 5.36** If a dart falls immediately to the floor after striking the target assigned to a particular game, it shall be ruled a dead dart by the PLATE UMPIRE.

**Penalty**

None. Any dead dart shall not be counted and shall have no effect on the PLATE UMPIRE'S final decision involving the individual batter.

- 5.37** Any dart given impetus by the batter striking squarely on a line when an unwired board is used or when because of an imbedded wire the PLATE UMPIRE cannot determine into which area the dart definitely lies shall be called a dead dart by the PLATE UMPIRE.
- 5.38** The wire separating the various areas in the target shall determine into which area the dart is finally lodged. Regardless of small color pattern fringes which may occur in the target, the wire separating the various areas shall determine the status of the dart.
- 5.39** If a dart given impetus by the batter strikes and lodges in the body of another dart already in the target assigned to that game, this dart shall be removed from the body of the dart in the target and shall be ruled a dead dart.

**5.40** All darts must be removed from the target when a batter completes their turn at bat. All darts given impetus by the following batter shall be ruled as dead darts if the previous batter's darts were not all removed from the target at the conclusion of the previous batter's turn at bat.

**5.41** No darts may be thrown by a batter unless both Umpires are in position to see and verify called decisions.

**Penalty**

Any darts given impetus by the batter when the Umpires are not in position at the target assigned to that particular game shall be ruled dead darts.

**5.42** Under no circumstances shall the PLATE UMPIRE or the Field Umpire remove the darts from the target before both umpires have had an opportunity to observe the location of all darts and both agreed on a final decision involving the batter.

**Penalty**

If the PLATE UMPIRE or the Field Umpire violate this procedure and remove any darts before both umpires have observed the location of all darts thrown by a batter and a final decision agreed upon by both umpires, then all darts thrown by the batter in question shall be considered dead darts and the batter shall be given an opportunity to bat again immediately.

**5.43** The Plate Umpire shall allow no unreasonable delay in the progress of any game. In case of disputes during which a satisfactory decision cannot be reached by the Umpires, the individuals in charge of the teams, and the individual or committee in charge of the competitive dartball activities at the time the incident occurs, the Plate Umpire shall inform the teams of their right to play or continue the game under protest and shall then issue the order to "PLAY". The Plate Umpire shall allow no longer than three minutes to lapse after ordering a continuation of play in any game.

**Penalty**

If the time lapse rule is violated in such a situation, the Plate Umpire shall notify the individual or committee in charge of the competitive activities when the incident occurs who in turn can forfeit the game in favor of the offended team. If both teams violate the time lapse rule in such disputed situations, a double forfeit can be declared by the individual or committee in charge of the competitive dartball activities.



- 5.44** Any unsportsmanlike tactics on the part of an Umpire at the target such as waving of arms, unusual voice inflections, shouting, etc. in order to distract the batter is prohibited.

**Penalty**

Individuals in charge of the protesting team shall request the committee or the individual in charge of the dartball activities at the time the incident occurs to warn the Umpire in question of any such violation. A second violation by the Umpire shall result in the removal of the offending Umpire by the individual or committee in charge of the dartball activities at that time.

- 5.45** The use of illegal darts is forbidden and when found during a game must be removed immediately from play.
- 5.46** A batter shall become a runner on base immediately upon getting a safe hit or a base on balls.
- 5.47** Four balls shall constitute a base on balls or a walk.
- 5.48** The following regulations shall be in effect regarding base runners:
- (a) Runners shall advance one base on a single.
  - (b) Runners shall advance two bases on a double.
  - (c) Runners shall advance three bases on a triple.
  - (d) Runners shall advance all bases on a homerun.
  - (e) Runners shall advance two bases on a two-base single, the batter shall go to first base only.
  - (f) Runners advance one base when a sacrifice hit is made. The batter is out.
  - (g) Runners advance one base when a base on balls or a walk is earned. The batter advances to first base, a runner on first base advances to second base, a runner on second base only advances to third base if a runner is on first base, and a runner at third base only advances to home when first and second bases are occupied.
- 5.49** A batter shall be declared out after three strikes have been called. The third strike cannot be a foul strike.
- 5.50** The batter shall be called out whenever their dart remains in the orange area designated as the OUT area on the target.
- 5.51** Three outs shall constitute one-half of an inning. Each team shall be allowed three outs per inning.

- 5.52** The following regulations shall be in effect concerning double-plays:
- (a) When a double-play is made, the batter is out plus the runner nearest home.
  - (b) If there is no runner on base when a double-play is made by the batter, only the batter is declared out on the play. One out only is credited to the team at bat.
  - (c) If there are no previous outs, runner or runners still on base after the double-play has been declared and all the penalties impose, shall advance one base.

- 5.53** The following situations involving the personal conduct of all players shall be prohibited at any time during the progress of a dartball game.

- (a) Waving of arms at any time
- (b) Players not remaining seated in their seats during the progress of a game
  - Because of the optional seating pattern set up in these OFFICIAL RULES, and to prevent misunderstandings when players must leave their seats during a game because of physical reasons, permission to be excused should be requested and granted by the individuals in charge of the opposing teams providing the request is made when no player or batter is in the box and is not done to delay the game.
- (c) Use of profane or personal remarks
- (d) Physical violence either with teammates, players of the opposition, officials or spectators
- (e) Stamping of feet
- (f) Clapping of hands
- (g) Use of any noisemaker or mechanism other than the human voice
- (h) Movement of seats with intent to confuse the batter
- (i) Whistling
- (j) Unusual voice inflection, imitation of birds, animals, etc.
- (k) Any other situation that is not covered by these RULES that may be construed as unsportsmanlike conduct.

**Penalty**

A player shall be warned by the PLATE UMPIRE after the first violation occurs. If a second violation occurs during a MATCH under any of these RULES the individual in charge of the offended team may appeal to the UMPIRE-IN-CHIEF if such an official is available, or if this official is not

available may play the game under protest from the time of the second violation. If the UMPIRE-IN-CHIEF is informed of a second violation, the individual in charge of the offended team may request the ejection of the offending player from that game and all remaining games in that MATCH. The UMPIRE-IN-CHIEF by the authority invested in these RULES can eject the offending player from the game and all remaining games in that MATCH. If the violation is considered flagrant, the ejection rule may be placed in effect after the first violation occurs.

- 5.54** At no time during the progress of any dartball game or MATCH shall either team by conversation or act, attempt to disturb the emotional balance of any member of the opposition. Only the offensive team may encourage its players during their offensive half of any inning. The Defensive team may not by conversation or act attempt to disturb or distract the offensive team while at bat.

**Penalty**

A player shall be warned by the Plate Umpire after the first violation during a MATCH under these rules, the individual in charge of the offended team may appeal to the Umpire-in Chief if such an official is available, or if this official is not available may play the game under protest from the time of the second violation. If the Umpire-in-Chief is informed of a second violation, the offending player or players shall be ejected from that game and automatic outs shall replace the dismissed player or players in the batting line-up for the remainder of that game. If the offense is considered flagrant the ejection penalty may be placed in effect after the first violation occurs.

**NOTE:** Friendly conversation carried on in the spirit of recreation and enjoyment is not construed as a violation under this rule.

- 5.55** In the event any situation should arise in a game which is not covered by these RULES; or if an UMPIRE-IN-CHIEF is not available to settle a dispute that cannot be solved by the Umpires and the individuals in charge of the two teams in question; or if a decision is made by any of these officials that is wrongly interpreted according to these Rules, the offended team has the right to play the game under protest from the time the situation occurred. Scorekeepers should be informed by the protesting team to mark the official scorecard when such a situation occurs and to note on the official scorecard that the game is being played under protest.
- 5.56** In special cases where conditions necessitate a change or deviation from these standard rules, league or tournament authorities may substitute or omit certain rules temporarily according to their own discretion.

5.60 An umpire on defense who starts the inning must remain the umpire for the entire inning. (NO SUBSTITUTIONS)

**Penalty**

1<sup>st</sup> offense of tournament - verbal warning

2<sup>nd</sup> offense of tournament – forfeit game

3<sup>rd</sup> offense and any additional offenses – forfeit game

**Diagram 3.19a**

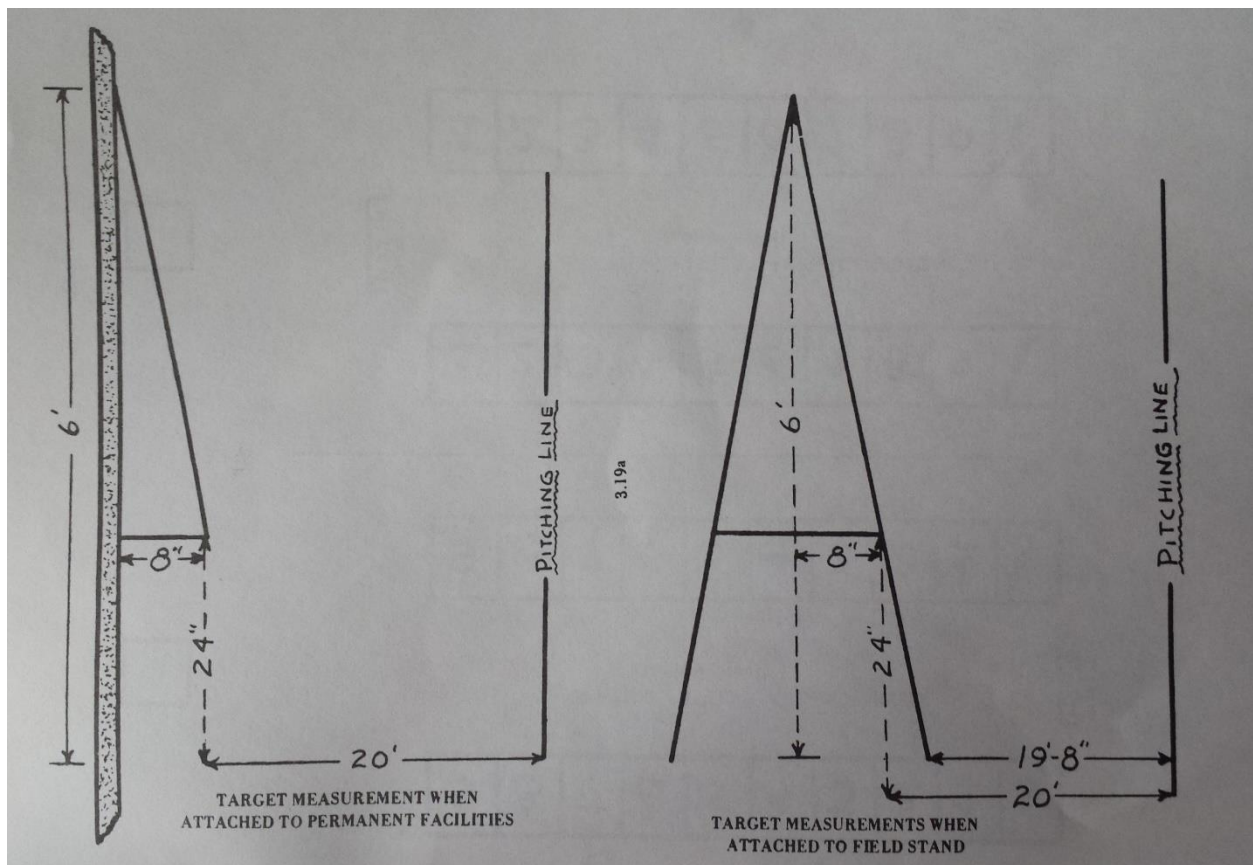


Diagram 3.19b



SEATING PATTERN ARRANGEMENTS  
(Limited Space)

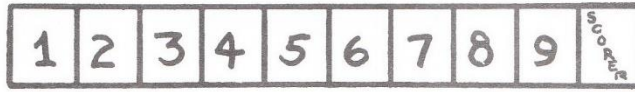
PITCH  
LINE



3.19b



PITCH  
LINE



SEATING PATTERN ARRANGEMENTS  
(Ample Space)

