



## Santa Clara Valley Darts Association Captain's Cheat Sheet

*Note: This document has been updated more recently than the league's Rules of Play. In the case of any direct conflicts between the two documents, the more recently updated document takes precedence.*

1. **Captain's Sportsmanship Clause:** This document aims to simplify the league's Rules of Play, which can be found on scvda.com. However, we encourage captains to practice sportsmanship so that teams aren't forced to forfeit games. Therefore, captains may agree on reasonable deviations from the rules for *in-match play* only. For example, in the case one team is short players, the captain of the team with enough players *may* choose to allow the other team to rotate in fewer than four players to fill all slots so the other team does not have to forfeit any legs or sets (but is not required to do so). Rules around scheduling, reporting, subs, and new players may not be deviated from.
2. **Choosing the Board:** The visiting team always has the choice of match board. If there is more than one match in a venue on a given night, a 7:30 p.m. coin toss between the visiting teams will determine which visiting team has the first choice of the board. If there are more than two matches on the same night, a member of each visiting team will participate in a coin toss or Rock-Paper-Scissors (suggested in the case of 3 visitors), which will determine order of board choice. Coin tosses (or alternative) must be performed at the official starting time of 7:30 p.m. with all visiting teams present. After 7:30 p.m., visiting team members choose from the remaining boards on a first-come, first-served basis.
  - a. By default, matches in C division should be played on two boards (provided venue space allows). C Captains should choose two adjacent boards for their board selection. Captains may also agree to play only on a single board.
  - b. All other divisions should play only on one board. Prior to the start of the match, Captains may agree to play on two boards if space allows (C league matches have precedence to play on two boards). Note that venues may also insist that League Matches only use a single board (C Division matches being the exception).
3. **Starting the Match:** Official starting time is 7:30 p.m. If each team has at least two players, the match should begin. It is anticipated, but not required, that the visiting captain will choose an appropriate set to allow a team with fewer than four players at 7:30 p.m. the chance to play while waiting for other players to arrive during the "grace period" (see below), without having to forfeit a game.
  - a. **Grace Period:** The grace period allowed is from 7:30 to 7:45 p.m. This means that if a team does not have the minimum number of players as detailed in "Starting the Match," no team can declare a match forfeit until 7:45 p.m. However, if at 7:45 p.m. a team does not have at least two players, then the opposing team may call the match a forfeit.
4. **Fewer than four players:** The following are just examples of a format in which a team is short of players. Captains may insert the passes and forfeits wherever they want in a set. Forfeits are wins for the opposing team.
  - a. A team with only one player forfeits the entire match.
  - b. A team with two players shoots:
    - i. 801 Game – Player 1, Player 2, pass, pass
    - ii. Singles – Player 1, Player 2, forfeit, forfeit
    - iii. Doubles – Player 1 & Player 2, forfeit OR Player 1 & pass, Player 2 & pass
  - c. A team with three players shoots:
    - i. 801 Game – Player 1, Player 2, Player 3, pass
    - ii. Singles – Player 1, Player 2, Player 3, forfeit
    - iii. Doubles – Player 1 & Player 2, Player 3 & pass

5. **Forfeits:** Individuals do not receive standings credit for singles games that are not actually played (i.e. games that are forfeited). This includes games that are forfeits due to the other team having fewer than four players and games that are given away at the end of the match. In both cases, a forfeit should be reported.
6. **Order of Sets:** The visiting captain (designated on the schedule) always chooses the order of sets. At the beginning of each set, each captain writes the names of the players for that set on the score sheet. The captains will then exchange lineups. NO CHANGES may be made once the names of the players are exchanged. If a player is not present within five minutes from name being called, the opposing captain may declare that game a forfeit.
7. **Starting a Game:** In all games, the visiting team member has the choice of diddle. In multi-leg games, the visiting player has the choice of diddle in the first leg, the player losing the first leg has the choice in the second leg, and the player from the home team has the choice of diddle in the third leg (if required). For Chicago games, the team losing the first leg must choose the second leg game prior to choosing the diddle.
8. **Scoring:** The home team always scores the odd match; for example in a 17-game format, the home team will chalk nine games and the visitors will chalk eight games. The visiting team has the choice of chalking the first or second half of the match.
9. **Chalking:** Players should validate their scores prior to removing darts from the board. Any errors in arithmetic or score disputes must be settled before the team's next dart is thrown (i.e. before the player's next throw, or the partner's next throw in the case of doubles). Otherwise, the score shall remain as marked. The chalker can only tell a player what score is left and should only do so if asked by the player. The chalker can, upon request, validate whether a dart is "in," and the lie of the dart (without touching any darts), but should not volunteer the information.
10. **General:** Only players involved in the current game should stand in the playing area, and should stand at least two feet away from the player throwing (and not immediately to either side), or as far as possible if two feet is not possible.
11. **Highlights:** For any "01" game, a turn score of 95 or higher constitutes a highlight. High-ON and High-OFF scores should also be reported. For Cricket, 5, 6, 7, 8, or 9 marks, and 4, 5, or 6 bulls are considered highlights. For Cricket, captains should also report White Horse (three different scoring triples), Hat Trick (all three darts in bull or double bull), and Dead Eye (all three darts in double bull) turns. Captains are responsible for recording their own players' highlights with match results. The SCVDA will keep track of individual highlights scored to inform end-of-season awards.
12. **Reporting Results:** It is the responsibility of both captains (winning and losing) to report the match results within 24 hours of the match start time at scvda.com. *Penalties can be assessed based on scores reported more than 24 hours following a regularly scheduled match.* For a score to be official, both captains must submit matching results. The board should be contacted if there is a discrepancy that cannot be resolved by the captains.
13. **Postponements:** A match can only be postponed with a minimum of 24 hours of notice to the opposing captain and the Board. If the captain wishing to postpone the match has not contacted the opposing captain at least 24 hours prior to the scheduled start time of the match, the opposing captain may call a forfeit. The captain wishing to postpone the match must report a schedule change to the Board prior to the original scheduled time.  
  
Results for a postponed match must be submitted to the league no later than the next regularly scheduled match following the postponed match. For example, a Week 7 match can be played and reported any time between Week 1 and Week 8. The Board or Competition Secretary may allow small variations in this requirement in special circumstances, given adequate lead time.  
  
Postponement requests should be honored if player schedules allow. Failure to reschedule a postponed match will result in the postponing team forfeiting the match. However, if the postponing team has tried in good faith to reschedule the match, and has contacted the Board concerning the difficulty rescheduling the match, the Board may declare the match forfeit by the other team.
14. **New Members:** New members may be added up through the last match of the first half of the season. If there are an odd number of weeks, "half" is rounded down (e.g. If there are 15 weeks, new members may be added through the Week 7 match). A new team member may not be signed up the day of a match. The Captain must call a member of the Board at least 24 hours before a given match to qualify a new member to participate in that match. Once approved, the new player must pay league dues within one week of the first match played. If payment has not been received within the required time period, all games played by the new member will be considered forfeits, possibly changing the overall result of matches.
15. **Substitutes:** Substitutes of equivalent skill level are allowed. Substitutes must be approved by the opposing captain prior to the start of the match. Captains may reach out to the Board or Competition Secretary for assistance finding subs. After a sub has subbed for a team two times, that person must sign up as a team member and pay the membership fee before being eligible to play a third time with that same team.