

Santa Clara Valley Darts Association

Captain's Cheat Sheet

REMINDER: Our league is all about getting together to have fun shooting darts. Be gracious with each other. Be the better sport. Throw good darts. Have a good time.

– Thomas Kriese, SCVDA President

1. **Choosing the Board:** The visiting team *always* has the choice of board on which the match will be played. If there is more than one match in the establishment on any given night, a coin toss between the **visiting teams** will determine which visiting team has the choice of the board. If there are more than two matches on the same night, the 1st two arriving visiting team members will use a coin toss, winner having 1st choice of board, the loser of that toss will then have a coin toss with the 3rd visiting team, etc. Coin tosses must be performed by the official starting time of 7:30 PM. After 7:30 PM, visiting team members on a first-come, first-served basis then chooses boards.

⚡*Exception: Corksuckers get board choice at Duke of Edinburgh's whenever they play at home*

2. **Starting the Game:** Official starting time is 7:30pm. If each team has at least two players, the match should begin. It is anticipated, but not regulated, that the visiting captain will choose an appropriate set to allow either team which has less than four players at 7:30 the chance to play while waiting for other players to arrive during the “grace period” (see below), without having to forfeit a game.

Grace Period: The grace period allowed is from 7:30 to 7:45pm. This means that if a team does not have the minimum number of players as detailed in “Starting Time,” no team can declare a forfeit until 7:45pm. However, if at 7:45pm any team does not have at least two players, then the opposing team *can* call a forfeit. *Remember: we're all here to play darts, so please be reasonable when dealing with the starting time and forfeits.*

A team with only **one** player FORFEITS THE ENTIRE MATCH.

A team with **two** players shoots:

- 801 Game – Player 1, Player 2, pass, pass
- Singles – Player 1, Player 2, forfeit, forfeit
- Doubles – Player 1 & Player 2, forfeit OR Player 1 & pass, Player 2 & pass

A team with **three** players shoots:

- 801 Game – Player 1, Player 2, Player 3, pass
- Singles – Player 1, Player 2, Player 3, forfeit
- Doubles – Player 1 & Player 2, Player 3 & pass

The above are just examples of a format in which a team is short of players. Captains may insert the pass/forfeit positions wherever they want in a set. Forfeits are wins for the opposing team.

3. **Order of Sets:** In all cases the visiting captain, as designated on the schedule, has the choice of the order of sets. At the beginning of each set, each captain writes the names of the players for that set on the scoresheet. The captains will then exchange papers and write the names of the opposing players. **NO CHANGES** may be made once the names of the players are posted. If a player is not present **within 5 minutes**, when his/her name is called, the opposing captain can declare that game a forfeit.
4. **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).
5. **Scoring:** In all cases, the home team scores the odd match, for example in a 17 game format, the home team will chalk 9 games and the visitors will chalk 8 games. The visiting team has the choice of chalking first or second for the match.
6. **Chalking:** The player must validate the score prior to removing the darts from the board. If the darts have been removed before correction, the score will remain as marked. Errors in arithmetic must be corrected before the player's next throw, or his/her partner's next throw in double sets, or the arithmetic error stands as marked. The chalker can only tell a player what score is left to finish and will 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, but should not volunteer the information. A

chalker giving a player an out is grounds for the opposing team to file a protest, which could result in the game being reversed.

7. **General:** Only players involved in the current game may stand in the playing area. Players involved in the game should stand at least two feet behind the player throwing, or as far as possible behind the player throwing, if two feet is not possible.
8. **Individual Standings:** The SCVDA will keep track of the number of singles games played by each member, and maintain Individual Standings showing each member's winning percentage. Awards are given for the player with the highest winning percentage: however, that player must have played at least as many games as there are matches in the season (i.e., 14 or 15).
9. **Forfeits:** Individuals do not receive credit for singles games that are not actually played, i.e., games that are forfeited. This includes games that are BYE's due to the other team having less than four (4) players and **games that are given away at the end of the match!** In both cases, a "BYE" should be written in place of the player name on the **side who is giving away the game** of the score sheet. If you've already written in names before a team gives you the remaining games, scratch out the names of the other team's players and write "BYE" in its place. This should be done on the score sheets of **both** teams.
10. **Highlights:** For any "01" game, a score in a single round of 95 or higher constitutes a highlight. Each Captain is responsible for recording their player's highlights on the back of his score sheet. Your signature on your opponents score sheet constitutes agreement of that team's highlights recorded on their score sheet. The SCVDA will keep track of the total of highlight points scored by each individual player. Awards are given for the player with the highest total highlight score in each divisional group.
11. **Reporting Results:** It is the responsibility of both captains (winning and losing) to report the match online using the report match results form on the web site to report match results within 24 hours of the match start time (click on "Report Match Results" at www.scvda.com). Penalties will be assessed based on computer timestamps coming after 7:30pm on Friday following the match.

Note: There is no mailing or faxing of score sheets this season.

12. **Postponements:** A match can only be postponed with a minimum of twenty-four (24) hours notice. The captain wishing to postpone the match is responsible for contacting the opposing captain at least twenty-four (24) hours prior to the scheduled start time of the match, or the opposing captain may call a forfeit. (notice must be given before Wednesday at 7:30pm)

Note: it is the responsibility of the Captain requiring a postponement to call the pub in which the match was to be played to let them know that the match has been postponed.

In addition, that Captain must notify the SCVDA of the postponement within 24 hours.

Results for the postponed match must be submitted to the league NO LATER THAN the next regularly scheduled match following the postponed match. For example, the week 7 (10/23) match can be played and reported any time between week 1 (9/4) and week 8 (10/30).

If the week 10 match must be postponed, it is requested that the match be played and reported by midnight Wednesday, November 26.

Postponement requests should only be honored if the match can, indeed, be rescheduled. 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.

13. **New Members:** New members may be added up through the last match of the 1st ½ of the season. *A new team member may not be signed up the day of the match.* The Captain must call a member of the Board on the day before a match (or earlier) to qualify a new member for participating in any given match. Once approved the new player must pay their league dues within 1 week of their first match played. If payment has not been received within the required time period, all games played by the new member will be null and void.
14. **Substitutes:** Substitutes of equivalent skill level to make up a team of 4 in any division is allowed. Substitutes must be approved by opposing captain. *Substitute list* – The secretary shall maintain a Subs list (located at www.scvda.com with Division Rosters). A sub who plays for a team 3 times must be signed up as a team member.