



Rules of Play



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Article I. Membership

Section 1. Only registered members of the SCVDA may participate in any SCVDA event.

Section 2. The League will collect Membership dues of \$20.00 per player as provided for in the *SCVDA Bylaws, Article V, Dues and Fees*. The Captain of each team is responsible for ensuring that the dues for the team are paid in a timely manner, and dues should accompany the sign up sheets whenever possible. Non-payment of dues will result in penalties for the team and its members, and can be cause for expulsion from the league.

Exception: some Sponsoring establishments pay the Membership dues for their teams. If a team is homed in one of these establishments, the establishment will be billed appropriately some time after mid-season. The Captain **is not** responsible for paying the Membership dues in this case.

Section 3. Dues must be paid by check or money order, payable to the SCVDA. Special “Dues only” envelopes are provided in the Captains’ packets for this purpose. Dues **must** be received by the league Treasurer no later than the start of the week 4 matches. Failure to pay before this time will result in the team **not being credited for any games or match points during the time that dues remain unpaid. In addition, no player will receive credit for any Individual statistics.** Points and Individual statistics will resume being collected at the first match played after the dues are paid in full. **Games, match points, and Individual statistics are permanently lost**, and are not recovered after payment of dues.

Section 4. Every team must play out of a league sanctioned establishment. No establishment will be admitted into the SCVDA without prior approval of the Board.

No sponsoring establishment shall impose upon a **visiting team** any type of cover charge or minimum purchase requirement to play in their establishment.

Violation of this sponsorship qualification requirement will automatically result in grounds for protest by the visiting team, **automatic forfeiture of the match in question by the home team**, and removal of the establishment from the list of League sanctioned sponsoring establishments.

Section 5. The sign up sheets supplied by the Association must be filled out completely at the start of each season, whether submitted on paper or electronically through the sign up form on the web site. The teams will **not** be registered in the SCVDA unless complete.

Article II. Definitions

Section 1. Match. A match is a series of games to be played in six (6) sets as follows. On each date of the competition scheduled, the number and type of games for each set shall be (S/S is straight start, D/S is double start – all “01” games are double out):

A division

1 801	S/S. 4 or more players (see <i>Article VII, Section 5</i>)
2 501 Doubles	S/S
4 501 Singles	S/S – best 2 of 3 legs
4 301 Singles	D/S – best 2 of 3 legs
4 Cricket Singles	(ADO rules – no shot call)
2 Cricket Doubles	(ADO rules – no shot call)

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B division

- 1 801 S/S. 4 or more players (see *Article VII, Section 5*)
- 2 501 Doubles S/S
- 4 501 Singles S/S
- 4 Chicago Singles best 2 of 3 legs
- 4 Cricket Singles (ADO rules – no shot call)
- 2 Cricket Doubles (ADO rules – no shot call)

C division

- 2 501 Doubles S/S
- 3 501 Singles S/S
- 4 301 Singles D/S – one leg only
- 4 Cricket Singles (ADO rules – no shot call)
- 2 Cricket Doubles (ADO rules – no shot call)

Section 2. *Game.* That portion of a match for which 1 point is won or lost. Exception: in a "best 2 of 3 legs" 301 game, a minimum of 2 and maximum of 3 games is played, but only 1 point is won or lost for winning 2 out of 3 games.

Section 3. *Chalker.* The Scorekeeper, also known as Marker or Scorer.

Section 4. *Cork.* Bulls eye or Bull

Section 5. *Board of Directors.* The governing body of the SCVDA.

Section 6. *Member.* Any player registered and playing in any competition schedule during the year is a member for that whole year and eligible for voting rights and any events of the SCVDA for that year as determined by the Board.

Section 7. *Hockey Line.* The line placed 7' 9 ¼" from the face of the Dart Board. Players may not overstep the line while in the act of shooting.

Section 8. *Diddle.* The act of throwing a single dart for the bulls eye, with the closest dart being the winner.

Section 9. *Set.* The group of games of the same type in a match. For example the 4 Cricket Singles games in a match constitute a set, the 2 Cricket Doubles games in a match constitute a set, etc.

Section 10. *Group.* A group is a sub-grouping of a "division" (see *Article III*). It is the grouping to which any given play schedule applies.

Section 11. *Round.* The number of matches required in any schedule in which every team has played every other team exactly once. Rounds are repeated to complete entire schedules, reversing the home/away assignments. See *Article IV, Section 1* for more information.

Section 12. For the purposes of the Rules of Play the words "he" and "his" shall be read as "he/she" and "his/her".

Article III. Divisions

Section 1. The SCVDA leagues are to be divided into divisions in which teams of the highest proficiency are in the Advanced division (A), those of the next highest proficiency in the High intermediate (B), and Intermediate and Novice (C).

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- Section 2.** When the availability of divisions allows, a team winning their division two seasons in a row must move to the next highest division for the next seasons' play. In addition, the two bottom teams in any division in the season will move down one division for the next seasons' play. The board will also assess the ability of individual players on each team in order to prevent players from shooting in a division classified lower than their demonstrated ability.
- Section 3.** Within divisions, teams will be arranged together into divisional group rosters for purposes of season play.
- Section 4.** A group roster shall consist of no fewer than four (4), and no more than eight (8) teams. In the event any divisional group on any given night has more than eight entries, the teams shall be split into two separate but equal groups, differentiated by number (e.g., B1 and B2).
- Section 5.** The Board will determine the number of divisional groups according to the number of teams in each division per event night, and shall be the final authority in the assignment of teams to the divisions.
- Section 6. *Combination Groups.*** When there are fewer than four (4) teams in any division (A, B, or C) entered on any league event night, those teams will be merged into one of the next higher (B and C) or lower (A and B) divisional groups for purposes of play. In a combination group, if there are at least three (3) teams of another division which have been merged, then their team and individual results will be tracked separately, with ranking and awards provided as if they were in a separate divisional group.

Article IV. Schedules

- Section 1.** A membership meeting is to be held 2 weeks before the beginning of the season. All signups for the season must be submitted by the end of the membership meeting. 1 week before the beginning of the season there will be a Captains meeting. One representative from each team must be present at the meeting. Failure to have team representation will result in the loss of a match point at the beginning of the season.
- Section 2.** During a calendar year there shall be two (2) seasons of full competition play, each consisting of a minimum of fourteen (14) weeks. Based on the number of teams in a group, the number of rounds which constitute a full season schedule are:
- | | |
|---------------------|---------------------|
| A. 3-4 teams | 5 rounds (15 weeks) |
| B. 5-6 teams | 3 rounds (15 weeks) |
| C. 7-8 teams | 2 rounds (14 weeks) |
- Section 3.** Schedules shall be arranged so that groups with an even number of rounds will play every other team in the group at home ½ of the time, and at the other teams' home ½ of the time. The 2nd round will be the exact reverse of the 1st round in that the teams which were home for the first match in round 1 will be away (against the same team) for the first match in round 2, etc.
- Section 4.** Groups that are scheduled to play more than 2 rounds will repeat the schedule for rounds 1 and 2 to make the required number of rounds. For groups that have an odd number of rounds scheduled, round 1 will be repeated to make the last round.
- The captains of a division, by unanimous consent, can choose to divide their season into a “first half” with a break and then a “second half.” If there are different winners for the two half-seasons, the division will have a playoff to determine the season’s winner.
- Section 5.** With the exception of holidays, there will be no breaks scheduled in a season’s full competition play prior to the playoffs.
- Section 6.** There will be no break between the last match of the longest running group and the start of playoffs.

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Article V. Equipment

- Section 1.** All **SCVDA** competitions, including tournaments shall be played on a standard ADO approved bristle board, secured to the wall (or backboard) so that the distance from the center of the board to the floor shall be 5' 8" (+/- 1/4").
- Section 2.** The scoring wedge indicated by "20" shall be the darker of the two wedge colors and must be the top center wedge.
- Section 3.** The hockey line shall be 7' 9 1/4" from the surface of the board to the back of the raised hockey, measured along the floor as a plumb line from the face of the board, placed parallel to the board at least 36" in length. If measured diagonally, the distance from the center of the bull to the back of the hockey shall be 9' 7 3/8". If the hockey is a flat piece of tape, it shall be positioned so that the front or leading edge of the tape measures where the back of the raised hockey would be.
- Section 4.** Dart boards must be placed so that the players are not distracted. The playing area must be sufficiently secluded so as not to be a thoroughfare for traffic or crowd congestion. A lateral distance of two feet at the 8', 8'6" and the 9' lines measured from a perpendicular line from the outer diameter of the board (the numbers 6 and 11) shall be clear of encumbrances such as walls, shelves, tables, etc.
- Section 5.** When more than one match is being held there should be at least 6' between the center of the two boards in use.
- Section 6.** The spider (wires) of the boards must be legible and not broken. The double and triple rings must be within a tolerance of 1/16" of the normal 5/16" in any segments of their circumferences.
- Section 7.** The conditions of the boards, as to wires, color, flat surfaces, etc. shall not vary significantly from a majority of the boards in the **SCVDA** establishments.
- Section 8.** Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the darts.
- Section 9.** The scoring surface must be mounted in such a position that:
- A.** The scorer can easily see the darts thrown, and is in close proximity without distracting the player
 - B.** The score must be easily read by the player, the opponents, and the spectators.
 - C.** The score board is within 4' laterally and not more than at a 45° angle from the dart board.
- Section 10.** The sponsoring establishment or organization shall be responsible for supplying and maintaining at least one board for every two teams sponsored per night.
- Section 11.** The captain of any team objecting to the condition of any approved board may protest the match to the Board within 24 hours of said match, but the match shall be played and the score recorded. The Board may void and reschedule the protested match if it finds that the dart board or other playing conditions of the establishment are unacceptable.
- Section 12.** Any disapproved conditions noted during board inspection may be referred to a committee comprised of three neutral captains. The decision of this committee is final.
- Section 13.** The above rules in *Article V* describe the ideal standards. However, the Board may approve deviations, as it deems necessary and reasonable.

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Article VI. The Team

- Section 1.** The minimum of players constituting a complete team is four (4).
- Section 2.** Members should play in a single division according to their abilities. If a member wishes to play in more than one division, they must be the Captain of the team in the lower division.
- Section 3.** A legal but incomplete team is two (2) or three (3), and an incomplete team is one (1) person. In the case of an incomplete team in a match situation, the match will be considered a forfeit. However, with a legal but incomplete team the match may be played in accordance with Section 3.
- Section 4.** A match may be played with a incomplete team if desired by that team. No player on the minimal team may play in more than one (1) game per set. In sets except Team Game, BYE's must be placed in slots where there are not enough players to fill. An example of play for a team with only two players would be:

4 Singles games Player 1, Player 2, BYE, BYE (BYE games are forfeited)

2 Doubles games Player 1 and Player 2, BYE and BYE (forfeited game), or Player 1 and BYE, Player 2 and BYE – in this case, the BYE constitutes a Pass.

801 game Player 1, Player 2, Player 3, BYE: Player 1, Player 2, BYE, BYE – in this case, a BYE also constitutes a Pass.

For the purposes of this section the following definitions apply:

Pass: a missed turn in a game which may be legally played when the proper number of players are not present

Forfeit: a game which cannot be played because the proper number of players are not present for that set of the match.

The above **is an example only** – a team may place BYE's in **any slot** where a player's name would normally go, and may be used in **any order**.

- Section 5.** 801 Game. It is permissible to play as many team members as desired in the 801 game. However, the game requires a minimum of 4 players, or else there will be an *incomplete team* for purposes of the 801 game (see *Article VI., Section 4* for more details on this).

Prior to writing player names on the score sheets, Captains will advise each other on the number of players they intend to enter in the 801 game. If one Captain intends to play fewer players than are currently present at the match, the opposing Captain may then choose to alter the number of players he will be entering, and should state this. This allows for strategy in that a Captain may enter the four players of his choice to make a best effort at winning the game, and the opposing Captain will have the opportunity to do likewise.

Once both Captains have finalized the number of players each is entering, proceed as documented in Section 3.

During play, if there are four or more players entered on each side, players throw in rotation as listed on the score sheet. In this case, even if there are a different number of players for each team, there are no passes, or skipped turns.

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- Section 6.** We allow substitutes of equivalent skill level to make up a team of four (4) in any division. Substitutes **must** be paid up members of the League, except as provided for in Section 5. Substitutes **must** be approved by the opposing Captain. Said captain can veto a substitute without explanation **before** the match starts. Captains substituting players **must note this on their score sheet, and include the full name of the substitute(s)**. Failure to do so will result in the team **not being credited in the standings for the games won in which the substitute participated**. However, in the event the team won the match, the team will still receive the two match points for the win.
- Section 7.** SUBSTITUTES LIST: The Secretary shall maintain a Substitutes List. The people on the list are players who have sought to join the League prior to the start of a season, but did not find a team to play on, and who are willing to be called to play as substitutes during the season. The list will state which night(s) the player is normally available, what skill level they are (A, B, or C), and a phone number at which they can be reached by Captains in need of a substitute. These players are not required to pay League dues until and unless they sign onto a team as a regular member, but they may not substitute for any one team more than twice during the season without actually joining the team. Substitutes are only allowed to play during the regular season. Substitutes are not allowed to play for a team during the playoffs.
- Note that there is no separate category of “Alternate” – for purposes of these Rules, the terms “Alternate” and “Substitute” are synonymous.
- Section 8.** A new team player may not be signed up the day of the match. If you wish to add a player to your team, the Captain **must** call a member of the Board on the day before a match (or earlier) to qualify a new player for participating in any given match.
- Section 9.** Any team is allowed to add players up through the last match of the 1st ½ of the season. In the case of seasons with an odd number of weeks, the team may add through the extra match (e.g., in a 15 week season, additions are allowed through the 8th match). The procedure in Section 5 must be followed.
- Section 10.** Any team is allowed to **replace** a player at any time throughout the season, by following the procedure in Section 5.
- Section 11.** TEAM ROSTERS: the Secretary shall publish Team Rosters no later than the start of the 2nd half of the season (based on the longest current schedule).

Article VII. Starting

- Section 1.** In establishments with more than one board, the **visiting team** has the choice of which board the match will be played on. 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, boards are chosen by visiting team members on a first-come, first-served basis.
- Section 2.** The visitors always have the choice of set order. It is not necessary to play sets in the order they are listed on the score sheet.
- Section 3.** At the beginning of each set, each team captain will write the names of the players for that set on his own score sheet. Score sheets will then be exchanged and the opponents names will be written on the sheet.

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- Section 4.** Changes and substitutions may not be made after they are written on the score sheet without prior consent of the opposing captain.
- Section 5.** All games will be begun by diddle. The player throwing first in the diddle is the choice of the **visiting team player**. See Section 12 for diddle procedure for multi-leg games.
- Section 6.** Only players scheduled to play in that game may participate in the diddle.
- Section 7.** Should the scorer call for a re-throw in the event of a tie in the diddle, the re-throw will be made on an alternating basis.
- Section 8.** The player who diddles need not be the one who throws first in the game. However, the players must follow in order once the game begins.
- Section 9.** The 2nd thrower in the diddle, if he wishes, may acknowledge the 1st dart as a double or single bull and require that dart to be removed from the board prior to his throw.
- Section 10.** Darts must not be touched prior to the decision of the scorer. Should the scorer or a thrower be in doubt, then both captains shall add their opinions to that of the scorer with the majority ruling.
- Section 11.** In the case of multi-leg games, the visiting team player shall have choice of diddle for the first leg. The choice of diddle in the second leg goes to the loser of the first game. Should a third leg be necessary, the home team player shall have the choice of diddle.
- Section 12. Multiple Boards:** League play is based on one match per board – we schedule such that it is possible for a match to be played on every board in an establishment if there are enough teams based out of that pub. However, there will be times when there are multiple free boards on the night of a match. It is still the assumption of the League that any match will be played strictly on one board. If both Captains agree, it is acceptable to play on two boards simultaneously, however it is not required, and the home pub cannot require this.
- Section 13. Blocking Boards:** Similarly, in pubs with multiple boards, the pub has a right to expect the League to only use one board per match, and have the other boards free for other patrons to use to play darts. If you wish to block a board from other use, you must get agreement from pub management to do so.

Article VIII. Scoring

- Section 1.** Should there be a question, darts must not be touched prior to the scorer's decision. If necessary, both team captains and the shooter will give their opinions of the correct score with the majority ruling. If there is still a question, the scorer's decision is final.
- Section 2.** For a dart to score, it must remain in the board for five (5) seconds **after** the third or final dart is thrown. The point of the dart must be touching the bristle portion of the dart board. Darts that are wedged in between wires, balanced on each other, and "Robin Hood" shots will not count. Darts that bounce out may not be thrown again. A dart's score will be determined by the side of the wire at which the point of the dart enters the board.
- Section 3.** The scorer shall announce the score made on each turn. It is **the responsibility of the player to verify his score before removing his darts from the board**. Errors stand as written unless corrected prior to the beginning of that player's next throw. In case of Doubles/Team games, such errors must be corrected prior to the next turn of any partner/player on the team.
- Section 4.** In Doubles/Team games, no player may shoot out of rotation. The first player throwing out of turn shall receive a score of zero points for that round and his team shall forfeit that turn.

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- Section 5.** The scorer may inform the player what he has thrown and/or what remains of his score *if asked*. The scorer **may not tell a player what he has left in terms of number combinations**.
- Section 6.** The thrower shall not overstep the hockey line but may step back to any desired distance. The thrower must have both feet (including shoes) behind the line. Should a player have his foot or any portion thereof over the hockey line during a throw, all darts so thrown shall be counted as part of this throw but the score made by said darts shall be invalid and not be counted. **One** warning by the scorer to a player shall be sufficient before invoking this rule.
- Section 7.** ADO RULES CRICKET: Cricket is played using ADO rules -- this means that any number hit which can score shall be scored. Numbers can be scored if: (1) the player has not yet closed the number, or (2) the player hits a number that he has closed but which the other player has not closed, in which case the number is scored as points. **There is no requirement to call your shot!**
- Section 8.** Each team must chalk half of the night's match. The **home** team chawks the extra game. The **visiting** team has the choice of which half (first or second) they chalk.

Article IX. Time and Postponements

- Section 1.** All matches start at 7:30 PM on the date and at the location scheduled unless otherwise agreed upon by both captains. **As a courtesy**, a fifteen (15) minute grace period will be granted to all teams. After the grace period, play must begin if the team has a legal number of players as defined in *Article VI, Section 2*. The grace period is **not** to be used as a waiting period for absent player(s) beyond that of a legal team. At the end of the grace period, if a team is incomplete (only one player), the opposing captain can declare the match a forfeit.
- Section 2.** Once a player's name has been called for a game and he is **not present within 5 minutes**, the opposing captain can declare that game a forfeit.
- Section 3.** 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.

Note: it is the responsibility of the Captain requiring a postponement to call the establishment 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. See *Article XV, Section 6* for the procedure for reporting a postponement.

- Section 4.** 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 match can be played and reported any time between week 1 and week 8.
- Section 5.** Failure to reschedule a match per Section 4 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.

Article X. Team Standings

- Section 1.** Teams winning the most games in a match receive 2 match points in the standings. Losing teams receive 1 match point. If a team does not show up, or otherwise forfeits a match, then that team receives 0 points. A team winning by forfeit will receive 2 match points for the win, and the higher of 1) the number of games required to win a match or 2) the average number of games won per match to date by that team.

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- Section 2.** At the end of the season, if two teams in the same group are tied for total match points, the tie will be broken by the total number of games won during the season. If the two teams are tied for both total match points and number of games won, then those teams personal record against each other will break the tie.
- Section 3.** All results are posted in the league standings, which will be distributed to each Captain weekly. In addition, as soon as the standings are completed each week, they are posted on the **SCVDA** web site. Captains may elect to receive all standings electronically, in which case he will receive weekly standings as PDF file(s) via email to the email address provided on the sign up sheet. If no email address was provided, the Captain is expected to print the standings from the web page(s).
- Section 4.** All standings are final unless protested within one (1) week of being posted.

Article XI. Individual Standings

- Section 1. *Singles Games Won.*** 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. At the end of the season, the player with the highest singles win percentage wins that category for their group. In addition, the **SCVDA** may run a playoff of some format to determine a league overall winner.
- A. *Forfeits.*** Individuals do not receive credit for singles games that are not actually played, i.e. games which are forfeited. This includes both games that are **BYE's** due to the other team having less than four (4) players, **and games given away at the end of the match!** In both cases, "BYE" should be written in place of the player name on the side of who is giving away the game on 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 their place. This should be done on the score sheets of **both** teams.
- Section 2. *High On/Off, 7T1, 8T0 Scores.*** For any "01" games, the **SCVDA** will keep track of the player(s) who have the highest score finished in a single turn. Perfect scores of 180 points (three triple 20 scores) and 171 points (three triple 19 scores) are also tracked. **For 301 only**, the **SCVDA** will also keep track of the player(s) who have scored the highest start in a single turn. Captains are responsible for recording on and off scores for their players, as long as it is higher than the previous score posted in the standings. High on and off scores are kept for each division.
- Section 3. *Highlights.*** For any "01" games, a score in a single round of 95 or higher constitutes a highlight. Each Captain is responsible for recording his players' highlights on his score sheet. Your signature on your opponents score sheet constitutes agreement of that teams' highlights recorded on their score sheet. The **SCVDA** will keep track of the total of highlight points scored by each individual player.

Article XII. Team Withdrawals

- Section 1.** A team shall be considered to have withdrawn from the league after two (2) consecutive weeks of forfeiting due to not having a legal number of players (1) for their matches.
- Section 2.** All matches played during a round against a withdrawn team shall be considered null and void, if the team withdraws during the first round of the season. Thereafter, matches are only voided back to the beginning of that round.
- Section 3.** Individual team players of withdrawn teams may not play again during the next season without prior approval of the Board.

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Article XIII. Protest Procedures

- Section 1.** Captains may file protests by notifying at least one of the Board members. Protests may be initiated by a phone call, by a written statement on the back of the score sheet, or via email to board@scvda.com. Phone calls or email to the Board must occur within twenty-four (24) hours of the match.
- Section 2.** Details of the protest must be submitted in writing to the Secretary within one (1) week of the alleged infraction or the protest will be considered invalid.
- Section 3.** If a protest arises during the course of a match, or any of the games thereof, and cannot be resolved to mutual agreement by the two captains, the visiting team will leave the premises immediately, and both team captains will report the incident to a Board member within twenty-four (24) hours.

Article XIV. Conduct and Sportsmanship

- Section 1.** Good sportsmanship should be the prevailing attitude during all **SCVDA** events and competition matches.
- Section 2.** Gambling is neither sanctioned nor authorized at **SCVDA** events.
- Section 3.** Physical violence or threats thereof, heckling, harassment, including indirect actions such as loud and/or boisterous talking, standing or moving in a thrower's field of vision, standing too close behind a thrower, etc., will not be tolerated and shall be considered just cause for protest. Protests must be filed in accordance with *Article XIII*.
- Section 4.** Any person or persons involved in physical violence during any League event will pay for any injuries incurred as a result of their actions, and will additionally be held responsible for any and all damages to equipment or property that may result from said violence. ***The League will not be liable for any injuries or damages caused or incurred by a member of the League.***
- Section 5.** When a person is shooting, the opposing player must stand at least two (2) feet behind the shooter (and not to the side). This also pertains to the shooters on an adjoining board.
- Section 6.** The only person **not** allowed to coach a player during a game is the scorer. A player may be coached by other team members so long as none of the above rules is violated.

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Section 7. Chalking Courtesy: When chalking, League members will observe the following rules:

- A. Do not talk.
- B. Stand still until all darts are thrown.
- C. Face the board. Do not look at the shooter.
- D. Don't call out a score of one dart, or all three, unless asked.
- E. Don't tell the shooter what to shoot.
- F. Don't tell the shooter what combination out to shoot.
- G. Don't change the score if that person has shot again and a second score has been written down.
- H. Don't lean out to see where a dart has scored, or follow the dart with head or body movements, until all three darts have been thrown.
- I. Don't show signs of disgust or excitement while scoring.
- J. When changing scorers, stay within your own area.

Article XV. Reporting Results

Section 1. Captains' "packets" containing the electronic files for score sheets, schedules, and various other announcements, will be emailed to captains at least one day before the first game of the season.

Section 2. The captains are to fill out score sheets legibly and completely.

Section 3. At the end of a match, both captains must sign both teams' score sheets.

Section 4. 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)

Section 5. FORFEITURES: It is the responsibility of the Captain who wins a match due to forfeit to report the win to the SCVDA within 24 hours of the scheduled date for the match. The Report Match Results form on the web has instructions for reporting a forfeited match.

Section 6. Failure to report results as stated in Section 4 **will result in a penalty of one match point for the team failing to report the results.** Similarly, failure to report a forfeited match **will result in a penalty of one match point for the team winning by forfeit.**

Section 7. Failure to submit the results by within 24 hours following the start of the match (as determined by the timestamp of the submission) **will result in a penalty of one match point for the winning team.**

Article XVI. Playoffs

Section 1. At the end of each season, the number of equivalent divisions and teams that participated in that season will determine playoffs. If there is only one group in a division, there will be no playoffs and the order of standings as of the final week of competition will determine the winner of the division.

The following will determine how many and which teams go into a playoff bracket, based on the total number of teams in a complete division:

- A. With only one group in the division, the top 4 teams will participate in a playoff against each other.
- B. With two or more groups in the division, but less than 14 teams total, 4 teams participate in the playoffs. If there are only 2 groups, then the 1st and 2nd place teams from each group go to the playoffs. If there are 3 groups, then the 3 1st place teams go to the playoffs, plus one wild card.

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- C. With 14 to 24 teams total, 8 teams advance to the playoffs. If there are 2 groups, then 1st, 2nd, and 3rd place teams advance, plus 2 wild cards. If there are 3 groups, then 1st and 2nd place teams advance, plus 2 wild cards.
- D. With 25 to 32 teams total, 16 teams advance to the playoffs. 1st, 2nd, 3rd place teams automatically advance. Wild card teams will fill the remaining slots to reach 16 teams.
- E. If a team which is placed in a playoff bracket because they finished 1st, 2nd, or 3rd in their divisional group cannot play for some reason (players can't make the off night, players playing on multiple teams, etc.), then the next highest ranking team in *that* divisional group will be promoted to that team's place. Additional wild card teams will be chosen as appropriate to fill the playoff bracket.

For example, if the team is 1st place in their divisional group, then the 2nd place team will be promoted to 1st place, and the 3rd place team will be promoted to 2nd place, and the 4th place team will be promoted to 3rd place, etc.

Remember, wild card teams are chosen based on overall matches won percentage (and then games won percentage) across all groups in the division. In the case of a combination group, the matches and games won percentages will reflect only the matches played against other teams in the same divisional level.

- Section 2.** Playoffs will begin in the week following the last match of the season, based on the longest divisional group schedule of the season, and will be played over a period of 2 weeks (for 4 teams), 3 weeks (for 8 teams), or 4 weeks (for 16 teams).
- Section 3.** Playoff matches may occur on nights other than the standard league nights. Teams must be prepared to play these matches as scheduled, or forfeit them. If a team will not be able to participate on non-standard nights, or cannot participate because not enough players will be available (e.g., if some team members are on multiple teams and have designated another team as primary for the playoffs), the Captain must notify the SCVDA at least one week prior to the 1st playoff match.
- Section 4.** If any member plays on more than one team that has advanced to the playoffs, the player must declare, prior to the start of the playoffs, his choice of team for the duration of the playoffs. The player can play **only** for that team throughout the playoffs. If the player's declared team loses, he/she may **not** choose to play on their other team in later rounds.
- Section 5.** The playoff brackets are filled in such that, at least in the 1st round, teams from different divisional groups will play each other, and the higher ranked teams play the lower ranked teams. Thus, the 1st place team from one divisional group will play the lowest ranked team from another divisional group: the 2nd place team from one division/group will play the 2nd lowest ranked team from another division/group, etc. The main exception that can cause 2 teams from the same division/group to play each other is the presence of wild cards in the playoff bracket, since in theory all wild card teams could be from the same divisional group.
- Section 6.** **All** playoff matches are played at the home pub, and on the normal play night, of the higher ranked team.
- Section 7.** **PLAYOFF MATCH FORMAT:** A playoff match utilizes the same match format as a regular seasonal match, however the rules for starting, chalking, and set order selection differ. It also may not be necessary to play all 17 games:
 - A.** The **visiting team** chooses the 1st set, and the home team chooses the 2nd set, and the set choice alternates after that.

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- B.** The **visiting team** will chalk the 1st game, and the home team will chalk the 2nd game, and the chalking responsibility alternates each game after that (all legs of a multi-leg game are chalked by the same team).
- C.** All games will be begun by diddle. The player throwing first in the diddle is the choice of the **visiting team player for the 1st game**, and the choice alternates between visiting and home team for each game thereafter. For multi-leg games (301), if the visiting team has the choice for the 1st leg, then the home team will have the choice for the 3rd leg, and vice versa. The choice in the 2nd leg always belongs to the loser of the 1st leg.
- D.** The match is over once one team has won 9 games.
- E.** Both Captains are still responsible for reporting results, exactly as in a regular season match. See *Article XV, Reporting Results*.
- F.** Individual statistics, **with the exception of 7T1 and 8T0 scores**, do not count, and need not be reported. Players will receive credit for 7T1 and 8T0 scores, so these should be noted on the score sheets and/or listed in the comments section of the Report Match Results form on the web site.

Article XVII. Awards

- Section 1.** Awards are given to players for teams which finish 1st or 2nd in their divisional group.
- Section 2.** Plates are added to the perennial trophy of the team's sponsoring establishment for any team finishing 1st in their divisional group. This plate normally states the team name and the divisional group.
- Section 3.** Individuals are recognized for the following achievements:
- Highest starting score in a 301 game during the season (High On). High On scores in playoff matches do not count.
 - Highest finishing score in any "01" game during the season (High Off). High Off scores in playoff matches do not count.
 - Highest winning percentage for singles games during the season (must have played a minimum number of games equal to the number of matches in the team's season to qualify). Games played in playoff matches are not counted.
 - Highest accumulated total of highlights scored during the season. Highlights scored in playoff matches are not counted.
- Section 4.** Individuals are recognized for the following achievements:
- 7T1 scores. 7T1 scores during playoff matches **are** counted.
 - 8T0 scores. 8T0 scores during playoff matches **are** counted.

Article XVIII. Rule Changes

- Section 1.** The rules contained within are subject to revision by the **SCVDA** Board.