

Sacramento Valley Darting Association

RULES OF PLAY

Article I – GENERAL

Section 1 The Sacramento Valley Darting Association (SVDA) Rules of Play are the rules by which SVDA events will be played. When an SVDA event is sanctioned by the American Darting Association (ADO), the ADO Rules of Play shall prevail over the SVDA Rules of Play. The SVDA Board is empowered to enforce these rules by levying penalties against those members involved in infractions.

Section 2 Good Sportsmanship

Article II – EQUIPMENT

Section 1 Dartboards: All SVDA competition, including tournaments shall be on standard 18” bristle dartboards with a standard 1 through 20 clock pattern. The dartboards shall meet current ADO specifications (available on the SVDA website).

- A) Dartboards shall be placed 5 feet 8 inches from floor from the center of the “bull” with the “20 bed” in black (or the darkest color).
- B) All dartboards shall be positioned so as to be readily available to players without distraction to any thrower at any point of the game. When more than one match is being played on boards mounted on the same wall, the SVDA recommends that there shall be a minimum of six feet between the center (bull’s eye to bull’s eye) of the boards in use. Dartboards shall be firmly anchored. Any variance in the recommended distances must be approved by the Board.
- C) The spider (wires) must be legible and not broken. The double and triple rings must be within a tolerance of 1/16th of one inch of the normal gap of 3/8th of one inch in any segments of their circumferences.
- D) The conditions of the boards, as to wires, color, flat surfaces etc., shall not vary significantly from a majority of the boards in SVDA sponsor establishments. The aforementioned is subject to approval by the Board.
- E) The Captain of any team objecting to the condition of an approved board may protest the match prior to the start by indicating such on the score card, and reporting to their Division Advisor within 24 hours of said match; however, the match shall be played and the scores recorded. The Board may void and reschedule said match if the board is found to be unacceptable.

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Section 2 Oche Line The oche line shall be 7 feet 9 and $\frac{1}{4}$ (7'9.25") inches from the surface of the board to the front of the line (minimum throwing distance), along the floor to the plumb line from the face of the board.

- A) When a taped oche line or similar 'flush' marking is used, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dartboard.
- B) When a raised oche is used it shall be at least 1.5 inches high and 2 feet long and the minimum throwing distance shall be measured from the back of the raised oche.
- C) Should a player have any portion of his feet or shoes over the oche line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the official shall be considered sufficient before invoking this rule.

Section 3 Lighting Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum shadows cast by the darts, and not physically impede the flight of a dart. The SVDA recommends a minimum of 40 foot-candles of illumination at the bull's eye and no more than 10 foot candles variance from the bull's eye to any double. A light meter may be used to test illumination on the board.

Section 4 Scoring Surface A scoring surface, unless otherwise approved by the Board, shall be mounted as follows:

- A) mounted no closer than one (1) foot and no further than four (4) feet from the edge of the dartboard,
- B) the scorer should be in close proximity to the scoring surface without distracting play,
- C) the score should be easily read by the opponents and spectators and;
- D) the scoring surface should measure at least 18 by 24 inches.

Section 5 Bulletin Boards Each sponsoring establishment shall provide a bulletin board or wall area for the exclusive posting of dart news and information. The board or area must be large enough to post three 11"x17" notices simultaneously without overlapping.

Section 6 Darts Darts used in League play shall not exceed an overall maximum length of 12 inches (30.5 cm) nor weigh more than 50 grams per dart. Each dart shall consist of a recognizable point, barrel and flight.

- A) All darts must be hand thrown. No mechanical device of any sort will be allowed in SVDA or tournament play.

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Article III - DATE AND TIMES OF MATCHES

Section 1 All regular SVDA League competition shall be scheduled for Wednesday evenings beginning on a date to be set by the Board and continuing every Wednesday through the season with the following exceptions:

- A) Those weeks in which a recognized State or Federal holiday falls on a Tuesday or Thursday, i.e. the day prior or the day following a Wednesday evening match, including said Wednesday.
- B) The two week period including Christmas and New Years.
- C) Those Wednesdays set aside by the Board for SVDA business.

Section 2 The starting time for all such matches shall be 7:30 p.m. unless scheduled otherwise by the Board. Exceptions:

- A) Unless otherwise agreed upon by the two captains involved.
- B) A fifteen (15) minute grace period shall be granted to all teams.
- C) If there is a dissenting captain, the match shall proceed with the team members present.

Section 3 A match may be postponed by mutual agreement between the Captains involved ONLY prior to the night of the scheduled match. "Acts of God" shall be the only exception.

- A) It shall be the responsibility of the Captain requesting the postponement to notify the Results Secretary and Division Advisor. Failure to report or notify the Results Secretary by the postponing Captain shall result in and be recorded as a forfeit.
- B) In case of dissenting captains, the match will be played. The dissenting captain may reserve the right to protest the match.

Section 4 Any match re-scheduled by the mutual consent of the involved team captains must be played prior to the end of the current League season. The winning team captain shall email or telephone the winning score and pertinent details to the Results Secretary within seventy-two (24) hours of the match or be penalized.

Section 5 The Board shall reserve the right to re-schedule any match or matches as may be necessary in maintaining an equitable and efficient competition schedule. Should a postponed match not be played within the same season, the Board will meet to determine a course of action.

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Article IV – LEAGUE MATCHES

Section 1 For all Divisions except Open or (Recreation) Division, each match shall have a one (1) point value. The order in which competitive matches shall be played is as follows:

- A) 4 individual matches of 501
- B) 2 doubles matches of 501
- C) 1 team game
- D) 4 individual matches of Cricket
- E) 2 doubles matches of Cricket

Section 2 Open (or Recreation) Division matches shall have a one point value in the following format:

- A) 4 individual matches consisting of one (1) leg of 501, one (1) leg of Cricket. If necessary the third leg will be determined by the winner of the diddle. The winner of the diddle has the option of choosing either 501 or Cricket, or going first.
- B) 2 doubles matches of the format described in A.
- C) 1 team game of Burma Road. The Burma Road game will follow the standard format except that the 'three in a bed' segment will include the option to score 21 points with three darts instead of "three in a bed".
- D) 4 individual matches of 301
- E) 2 doubles matches of 301

Section 3 To win a match a player of doubles team must win two (2) out of three (3) legs. The lower Division(s) in the League may elect to play one leg matches if the Captains are in unanimous agreement. If necessary the Board will determine the cut-off between lower and upper divisions.

Section 4 The visiting team shall have the choice of boards upon which the match is played. In the event there is more than one visiting team, the first visiting team to arrive shall select their choice of boards and indicate so by writing the team name on the appropriate scoring surface. All scheduled competition shall be played on those particular boards. A maximum of two boards may be chosen if there is more than one visiting team.

Section 5 The chosen boards shall be cleared of play by the management or authorized representative of the sponsor no later than 15 minutes prior to the time competition is scheduled to commence, for the purpose of practicing by the League teams. Failure to clear the boards upon the request of the visiting team Captain shall result in the home team forfeiting all match points.

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Section 6 After the matches have been called, each player (or the leadoff player in team events) shall be allowed warm-up time not to exceed nine darts. Once a match has begun participants of that match shall not throw any practice darts during said match.

Section 7 The home team Captain shall write the names of his/her players on the score card in the order of competition, fold the card in half and hand to the visiting team Captain. The visiting team Captain, without reading the opposing team line-up, will write his/her team members on the card in the order of desired competition. Each Captain shall have the prerogative to submit a new order for each singles and doubles set of matches. There shall be no substitution of players once the list has been submitted to the opposing Captain, unless the opposing Captain agrees to do so.

Section 8 Forfeits A team shall have a minimum of one (1) eligible player present and playing, or the scheduled matches shall be forfeited by that team.

- A) Standings of teams shall be based on percentage of wins/games played.
- B) A team may be automatically withdrawn from the League if it forfeits twice during one season.
- C) If a team withdraws from the League, all games during that period after withdrawal (half, third, quarter, etc.) shall be voided. Games played in prior to withdrawal shall stand.
- D) Any team having the minimum of players but unable to field a full team shall forfeit one point for each individual match not played. The short team shall miss one turn for each missing player in each round of the doubles match. Under no circumstances shall a player participate in more than one match per individual or doubles set.
- E) A team forfeit will result in the winning team receiving a score of thirteen (13) games won and the forfeiting team a score of zero (0) games won.
- F) Once a player's name has been called and he/she is not present, he/she shall no longer be considered eligible to engage in individual competition in that set of individual matches. The match shall be forfeited after a five (5) minute waiting period
- G) If a team has fewer than four (4) players listed to compete and a member of the team arrives, said member can compete if the game in question has not already been passed over or has not commenced. The two Captains may agree to play the match if it has been passed over.

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Section 9 Should a player's dart become damaged or lost during the course of a throw the player shall have a maximum of five (5) minutes in which to repair/replace the dart.

Article V – SCORING

Section 1 All League games will commence by throwing for the “bull”. A coin flip may determine which player throws for the bull first. The winner of the flip has the option of throwing for the bull first or allowing the opponent to throw for the bull first.

A) It is permissible for one member of a team or doubles to shoot the bull and have another shoot first for score.

Section 2 Re-throws shall be called if the scorekeeper cannot decide which dart is closest to the bull or, if both darts are anywhere in the inner ring or if both darts are anywhere in the outer bull ring. The inner bull trumps an outer bull. Re-throws will be made until both players darts remain in the board. Both darts must be removed prior to a re-throw (never more than two (2) darts in the board). The throwing order will reverse on re-throws.

Section 3 The second thrower may acknowledge the first dart as an inner or outer bull and ask for the dart to be removed prior to his/her throw.

Section 4 A player's dart must remain in the board for a minimum of five (5) seconds after the third or final dart has been thrown to be included in the player's score. The scorekeeper will state the exact score after the third or final dart is thrown.

Section 5 Darts must not be touched prior to the scorekeeper's statement of the total score after a player's turn.

Section 6 A player may ask the scorekeeper for the total points scored and the remaining total during his/her turn. The scorekeeper should not volunteer the information.

Section 7 Except as otherwise specified in the Rules of Play, only those darts remaining embedded in the board after the third dart has been thrown shall be counted. Once a dart has been thrown it shall be counted as part of the throw and may not be thrown over again during that particular turn at the board.

Section 8 A dart resting upon or embedded in another dart will not be counted as a scoring dart unless its point is actually embedded in the board.

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A) A dart's score shall be determined by the spot where the point of the dart enters the board. If the point of the dart is lodged between connecting wires the score shall be that of the segment with the higher value.

Section 9 In 501 and 301 games an error in a player's recorded score must be rectified prior to his next turn at the board. Exception: in team games the error must be rectified prior to the next turn of a player on the same team. Otherwise, the error will stand. A player is responsible for the accuracy of his/her score. In Cricket games the error must be corrected prior to the opponents throw.

Section 10 The thrower shall not overstep the oche line but may step back to any distance desired. Should a player have a foot over the hockey line during a throw, all darts so thrown shall be counted as part of his/her throw. However, any score made by said darts shall be invalid and not counted. One warning by the scorekeeper to a player shall be sufficient prior to invoking this rule.

Section 11 A player "busts" when his/her three or less darts score more points than remain in the game. A player also "busts" when with three or less darts he/she leaves a remaining score of one (1). When a bust occurs the score remains the same as it was prior to the players turn. The opposing player then takes his/her regular turn.

Section 12 No dart thrown after the finishing double is scored shall count.

Article VI – SCOREKEEPER

Section 1 The scorekeeper shall be familiar with the Rules of Play of the SVDA. The home team will score the first half and visiting team will chalk the second half of the competition. A half will consist of four (4) individual and two (2) team games. In the O Division the first half will include the Burma Road team game. The scorekeeper for each game shall be a person acceptable to both Captains. Should the choice of a scorer cause dissension, it shall be the responsibility of the team scoring the half in which the dissension occurs to provide another acceptable scorekeeper.

Section 2 The scorekeeper shall be the sole authority in charge of the game he/she is scoring. His/her scoring may be challenged by either player (or doubles partner) or their respective captains. All play in the match in question shall stop until challenges are resolved.

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Section 3 The scorekeeper shall announce the score made on each turn before the darts are pulled from the board; the score will stand once the darts are removed.

Section 4 The scorekeeper shall record the score made on each turn as well as the cumulative score.

Section 5 The scorekeeper shall not touch a player's darts while in the board, including when throwing for the bull, except as per Article IV, Section 3.

Article VII – PERSONAL CONDUCT

Section 1 The following rules shall be observed at all times during any event sanctioned by the SVDA:

- A) No member shall wager upon the outcome of any game or match in which that member's team is involved. A player found guilty shall be expelled from the SVDA and his/her team penalized two points.
- B) Heckling or harassment of members of other teams while they are throwing shall be considered just cause for penalizing the offender's team a minimum of one (1) game point and maximum of six (6) game points.
- C) The repeated use of foul or insulting language, and/or use of physical violence shall be considered just cause for penalizing the offender's team not less than six (6) game points.

Section 2 Good sportsmanship shall be the prevailing attitude during all SVDA competition. Attempts to distract an opponent while he/she is shooting will not be tolerated. Complaints may result in the Board taking disciplinary action in accordance with the provisions set forth in Article VII, Section 1.B of the Rules of Play and Article V, Section 3 of the By-laws.

Section 3 All spectators should align themselves out of the line of vision and/or behind the position of the thrower. They must do so if requested by the thrower.

Section 4 Repeated evidence of unsportsmanlike conduct by any member shall be considered just cause for expulsion from the SVDA.

Section 5 Any SVDA member banned entry of league night with justified cause by a SVDA Sponsor shall be considered a member not in good standing, which may be subject to review by the Board.

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Section 6 A player in good standing with the SVDA shall be allowed access to a sponsor's playing area for scheduled SVDA play at least fifteen (15) minutes prior to the scheduled start time. If a sponsor refuses admission to an opposing team's player, said match shall be rescheduled at the opposing sponsor. If the team from the refusing sponsor fails to play, it shall be scored as a forfeit.

Article VIII – MEMBERSHIP

Section 1 These rules are pursuant to the SVDA By-laws, Article V.

Section 2 Only registered players or approved guests may participate in SVDA activities.

Section 3 A Team Captain may play a new player provided that said player becomes a registered SVDA member no later than one (1) week prior to the scheduled match in which he/she will play.

A) New players may not be added during the last half (after the fifth week) of a season without the approval of the Board.

Section 4 A player may register for any team he/she wishes, once registered he/she shall remain on that team for the season. A player may change teams during the season only if that team withdraws from the league and the following conditions are met:

- A) The Division Advisor and/or Secretary has received written notice of the team's intention to withdraw as of a specific date.
- B) The Division Advisor and or Secretary has notified all other teams involved.
- C) There are more than four (4) matches left in the season.
- D) The Board approves the change.

Section 5 All members of a Team must be twenty-one (21) years of age when the Team Sponsor is a drinking establishment where minors are not allowed. Teams with minor members shall not bring minor members to a drinking establishment where the minimum age for entry is twenty-one (21). Matches shall be subject to forfeit (See Article IV, Section 8) if there are not sufficient team members twenty-one years of age or older.

Article IX – DIVISIONS AND DIVISION CHAMPIONS

Section 1 The Board shall have the final authority in the assignment of teams to SVDA league divisions.

Section 2 Schedules shall be arranged so that each team plays at least one home and one away match against each team in its division.

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Section 3 The team with the highest number of wins at the end of a season is that division's champion.

- A) First place ties will be played off.
- B) All teams in contention must be prepared to play off ties within five (5) days following the last regularly scheduled match in their division.
- C) Postponement of division championship play offs will not be allowed.

Article X – DUTIES OF THE TEAM CAPTAIN

Section 1 The Captain is responsible for:

- A) The conduct of his/her team,
- B) The accuracy of the scorecard,
- C) Attending Captain's meetings, Special Hearings and General Meetings,
- D) Properly registering new team members,
- E) Ensuring his/her sponsor maintains proper standards of equipment, and
- F) Turning in to the Treasurer or other Board Officer all applicable fees.

Section 2 The Captain shall provide an acceptable substitute should he/she be unable to attend a meeting or hearing he/she is required to attend. Failure to do so will subject his/her team to a one (1) point reduction in the standings.

Section 3 The Board shall have the authority to require a team to replace its Captain should the Captain create disharmony or impede the efficiency of established procedures.

Section 4 It is the responsibility of each Captain to provide the scorecard for matches at his/her Team Sponsor's location. Failure to provide a scorecard or legible substitute will result in a one (1) point penalty in the standings.

Section 5 Each team shall have a Co-Captain in addition to a Captain.

Article XI – DIVISION ADVISORS

Section 1 Division Advisors shall be Board members. Each division will be provided an Advisor for a season of play. A Board member shall not act as an Advisor for the Division in which he/she plays.

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Section 2 Division Advisors shall act as a supervisor of the Division. Advisors may act as a liaison between the Division and the Board. Teams needing advice regarding SVDA By-Laws or Rules of Play interpretation or reporting problems will first contact the Division Advisor.

Article XII – REPORTING RESULTS

Section 1 Both Captains attest to the accuracy of the scorecard by signing it at the end of the match.

Section 2 The Captain of the winning team is responsible for the reporting the results and mailing the scorecard to the Results Secretary.

A) Results will be submitted to the Results Secretary.

B) Submitted results must be received by 5:00 p.m. on the day after the match is played.

Section 3 Results not received as delineated in Section 2 shall be subject to penalty after the first violation. The second violation will result in one (1) win taken from the responsible team. The penalty will progress (3 violation 2 points, 4 violation 3 points, etc.) with each subsequent violation within a season.

Article XIII – TEAMS WITHDRAWING

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Section 1 A team shall be considered withdrawn from the SVDA as of the receipt of written notice by the Board Secretary. A team may be considered withdrawn in accordance with Article IV, Section 8 of these Rules of Play.

Section 2 Players in good standing with the SVDA whose team has withdrawn are eligible to participate in the Division Doubles and Singles tournament and are eligible for trophies that may have been earned prior to the team's withdrawal.

Article XIV – PROTEST PROCEDURES

Section 1 Only Captains or Co-Captains may file a protest. A protest may be filed by notifying the appropriate Division Advisor (or any Division Advisor if necessary).

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Section 2 A protest may be initiated by telephone, in person, by noting on the scorecard or by email.

Section 3 A detailed description of the specifics of the protest must be submitted in writing (or email) to the Secretary no later than five (5) days after the alleged infraction occurred.

Section 4 The Board shall meet to render a decision on protest. The Board's decision on the protest may be appealed to a panel of five neutral captains drawn by lot from the other divisions.

Article XV – AWARDS

Section 1 The following trophies and/or plaques shall be presented upon completion of the league season:

- A) Sponsors of the winning and second place teams in each division will receive plaques.
- B) Team members of the first and second place teams in each division, limited to six (6) players per team. The Board may charge for more than six trophies or plaques per team.
- C) The first and second place finishers in the post-season singles and doubles tournaments.
- D) The individual with the highest recorded three dart score during regular season play (duplicate awards if tied).
 - 1) Any 180 score will receive a special award and is not part of the high score award.
 - 2) Any 171 score will receive a special award and is not part of the high score award.
- E) The individual with the highest recorded score to finish a game (high out).
- F) The individual with the highest winning percentage in each division. The player must have played in at least 2/3 of the singles matches to be eligible. The tie breaker for high percentage is the most number of possible singles matches played.
- G) The individual in each division with the lowest dart game of 501 (all darts thrown after the diddle are counted) (duplicate awards in case of a tie).
- H) Anyone who shoots a round of nine in Cricket (three triples with all nine marks counting towards the score).
- I) Anyone who shoots a Hat Trick (three double bulls in one turn).

Section 2 Except as otherwise specified, an individual must have shot in at least two (2) singles matches to be eligible for an award. Members not specifying trophy or plaque on the Sign-up Sheet will receive a perpetual plaque.

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Section 3 The Board is authorized to select, order and purchase all awards and engraving for the awards.

END OF RULES OF PLAY

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STANDARD LEAGUE PROCEDURES

Article I – TIE BREAKERS

Section 1 A tie for first or second place must be played-off as follows:

- A) The sponsor location of the play-off will be determined by the winner of a coin toss.
- B) The tie breaker match must be played within five (5) days of the conclusion of the last regularly scheduled match of the season. If an agreeable date cannot be decided by the two Captains, the Division Advisor or Board will set one. The regular league starting time will be used unless otherwise agreed by the two Captains.
- C) The tie breaker match format will be the same as the division format for league play.
- D) The winning Captain is responsible for calling in results to both the Results Secretary and the Division Advisor no more than 24 hours after the conclusion of the match.

Article II – POST SEASON DIVISION DOUBLES AND SINGLES TOURNAMENTS

Section 1 The Division Doubles will be held at the sponsor of the first place team. The Division Singles will be held at the sponsor of the second place team.

Section 2 All players must be members in good standing and have played in at least two (2) singles matches during the preceding season to be eligible to play in post season tournaments.

Section 3 The host Captain is responsible for running the shoot, including signups, running the shoot and notifying the Results Secretary of the results.

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Article III - GENERAL

Section 1 The Board will determine which, if any, area, regional, divisional, national and international SVDA members may compete in an SVDA sanctioned event.

A) The number of members, support money and or miscellaneous funds provided by the SVDA will be determined by the Board.

Section 2 Any SVDA member in good standing and having played in at least two single matches during the preceding and/or current season is eligible to participate in the aforementioned events to represent the SVDA.

Section 3 The Board shall approve or disapprove of all players to represent the SVDA in events where SVDA funding is involved.

A) The criteria the Board shall consider includes but is not limited to the following:

- 1) Demonstration of a sincere interest in advancing the sport of darts.
- 2) Demonstration of a positive attitude on behalf of the SVDA.
- 3) Participation in SVDA events.