ARTICLE I – GENERAL

Section 1: The Sacramento Valley Darting Association (SVDA) Rules of Play are the rules by which all SVDA events will be played. The SVDA Board is empowered to enforce these rules by levying penalties against those members involved in infractions, and has the final authority on rule interpretations and disputes.

Section 2: Rule Updates & Amendments: The SVDA Board of Directors has the authority to review and amend the Rules of Play as necessary and that any changes will be communicated to members in advance.

Section 3: The SVDA League Operations Officer is the primary point of contact for all scoring, Rules of Play, and related questions. The League Operations Officer is responsible for creating, enforcing, and ensuring the proper application of the rules. The League Secretary is responsible for maintaining and updating the official documents, ensuring that all rules and scoring procedures are current and accessible to all members.

ARTICLE II - TERMS & DEFINITIONS

Bust ('01 games): If a player scores more than the required points to reach zero, their entire turn (all three darts) does not count, and their score remains the same as before the turn. For example, if 16 points are required and the player scores 17, their score remains at 16. Likewise, since the final score must be a double, hitting 16 would not count toward the score, and the player must continue until they hit the correct double to win.

Close (Cricket game): A number is considered "closed" in Cricket when a player hits three marks on an open number.

Diddle: A "diddle" is a method used to determine which player goes first in a game of darts. The player who is closest to the bullseye (the inner bullseye) gets to start the game. The rules for the diddle are as follows:

1. Players either mutually decide who shoots first or a coin flip can decide.
2. The thrown dart must stick in the dartboard, if not, the dart needs to be rethrown.
3. If a player hits the bullseye, that dart can be removed if requested by the player throwing.
4. If both players hit the bullseye or double bullseye (the inner bullseye), the darts are removed, and the order of shooting is reversed.

Doubles: The outer ring of each number on the dartboard, which is normally colored differently then the single segments of the number. When a dart lands in the double section, the score for that number is doubled. For example, hitting the double 20 section scores 40 points (20 x 2).

Double-In ('01 games): This refers to the requirement to start the game by hitting a double. In some dart games (e.g., 301), the player must hit a double (any number in the outer ring of the dartboard) to begin scoring. The first dart that lands in the double ring counts as the "double in," allowing the player to begin subtracting points from their total score.

Double-Out ('01 games): This refers to the requirement to finish the game by hitting a double. In many dart games, (e.g. 301 and 501), the final dart thrown must land in a double ring in order to "close out" the game and win. For example, if a player has 32 points remaining, they would need to hit double 16 to win the game (16 x 2 = 32).

Hat Trick: 6 Bulls hit in one turn by a single player. Note, this differs from the current DartConnect definition.

League Night: A night of play consisting of 4 or 5 segments, such as Singles 501, Doubles 501, Singles Cricket, Doubles Cricket, and/or a Team Game. Each segment includes 1 to 4 matches, depending on the number of players involved in the match.

Leg: A unit of play within a match. A player or team must win a certain number of legs (typically 2) to win the match.

Mark (Cricket games): In cricket darts, a "mark" refers to a single hit on a number or the bullseye on the dartboard. A double or treble hit on a number counts as multiple marks (2 or 3 respectively).

Match: A single contest within a segment, typically a best of 3 legs. The player or team that wins 2 legs first is the winner of the match.

Oche Line: The oche (pronounced "ockey") is the official throwing line in darts, and players are required to stand behind it when it is their turn to throw. Oche lines can be marks, mats, stickers, laser, raised lines or other defined indicators.

Open (Cricket game): You "open" a number by hitting 3 marks on that number.

Scorekeeper: The scorekeeper or chalker is the person who ultimately determines darts scored and tracks that via app or scoring surface.

Segment: A grouped event in a League Night, which includes types of games such as Singles 501, Doubles 501, Singles Cricket, Doubles Cricket, or Team Game. A player can only play in one match per segment.

Triples: The inner ring of each number on the dartboard, which is normally colored differently then the single segments of the number. When a dart lands in the triple section, the score for that number is tripled. For example, hitting the triple 20 section scores 60 points (20 x 3).

Turn: The set of 3 darts thrown by a player during their "turn". It is possible for a player to throw less darts in the case of a bust or completion of a game.

ARTICLE III – GAME RULES

Section 1: '01 Rules: Players take turns throwing three darts to score points. After each turn, the total points scored are subtracted from the player's remaining score. Doubles and triples count for scoring. To finish the game, the player must hit a double as their last dart. For example, if a player has 40 points remaining, they must hit double 20 to win the match.

- **501 Rules:** In a game of 501, each player starts with 501 points and subtracts the points scored after each turn.
- **301 Rules:** In a game of 301, each player starts with 301 points and subtracts the points scored after each turn. However, scoring does not begin until the player "doubles in." If the double-in occurs during a turn, only the dart thrown after the double-in, as well as the double itself, will count for scoring.

Section 2: Cricket Rules: Cricket is a dart game where players target numbers 20 through 15 and the bullseye. The goal is to have all your targets either open or closed and to have an equal or higher score than your opponent.

- Players take turns trying to open, score on, or close targets. These numbers, including the bullseye, may be targeted in any order.
- After three marks on a target, the number is considered open. When the second player scores three marks on the same target, the number is then closed.
- While a target is open for a player, each mark counts toward that player's score.

Call Cricket is a variation of Cricket where the player must call the target before throwing. Any dart that hits a non-called target does not count.

Section 3: Burma Road Rules: Burma Road is a darts game similar to Cricket, typically played with 4 players per team. The game consists of 12 rounds, each with a different scoring target. Only darts that hit the designated target for that round will score. All others are ignored.

- **Starting the Game:** A diddle (closest to bull) determines which team throws first.
- **The 12 Rounds:** 20s, 19s, Triples. 18s, 17s, Doubles, 16s, 15s, Three in a Bed/21, 14s, 13s and Bullseyes.

Rules for Each Round:

- **Numbered Rounds (20–13 & Bullseyes):** Players aim for the specified number. Only hits on that number count. Scoring is standard: singles (x1), doubles (x2), triples (x3).

- **Triples / Doubles Rounds:** Players may hit *any* triple or double on the board. There's no need to call the segment in advance.

- **Three in a Bed / 21 Round:** Players must either:
  - Land all three darts in the same number segment (e.g., all in 17s), or
  - Score **exactly 21 points** with all three darts combined.

- **Examples:**
  - *Three in a Bed:* Single 17, Triple 17, Single 17 → valid
  - *Exact 21:* Single 17, Single 2, Single 2 → valid
  - Double 16, Single 8, Single 16 → invalid (not Three in a Bed or 21)

Scoring:

- **Starting Score:** 32 points per player or team
- **Successful Hits:** Points from successful hits are added to the total.
- **Doubles and Triples:** Score double/triple the number hit, as in standard play.
- **Shanghai Bonus:** If a player hits a single, double, and triple of the round's target number in one turn (a "Shanghai"), they double their total score for that round.
  - *Example:* A Shanghai on 15s (15 + 30 + 45 = 90) → scored as 180 points.

Penalty for Missing the Target: If a player scores no valid hits for the round, their total score is halved (rounded up).

Winning the Game: After all 12 rounds, the team with the highest total score wins. In case of a tie after the final round, teams enter **sudden death**, restarting from 20s and continuing until one team outscores the other in a round.

ARTICLE IV- EQUIPMENT

Section 1: Dartboards: All SVDA league nights including tournaments shall be on standard 18" sisal/bristle dartboards with a standard 1 through 20 clock pattern.
- Dartboards shall be placed 5 feet 8 inches from the floor from the center of the "bull" with the "20 bed" in black (or the darkest color).
- All dart boards 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. Segments must have a tolerance of 1/16 of one inch of the normal gap of 3/8 of one inch in any segment of their circumferences.

- The numbers must be legible and not broken. The double and triple rings must have a tolerance of 1/16 of one inch of the normal gap of 3/8 of one inch in any segments of their circumferences.
- 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.
- 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 scorecard, 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.

Section 2: The oche line shall be 7 feet 9 and ¼ (7'9.25") inches from the surface of the board's double bullseye to the front of the line (minimum throwing distance), along the floor to the plumb line from the face of the board.
1. 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.
2. 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.

Section 3: 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 dartboard shall be well lit with consistent light, no flickering, strobing or dimming of the lighting.

Section 4: The SVDA is currently using the DartConnect scoring app. Because of this each team is required to have a tablet, laptop or computer that can use the scoring app.

Section 5: Each sponsoring establishment shall provide a bulletin board or wall area for the posting of dart news and information.

Section 6: 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.
- All darts must be hand thrown. No mechanical device of any sort will be allowed in SVDA or tournament play.

ARTICLE V - DATE AND TIMES OF LEAGUE MATCHES

Section 1: All regular SVDA League Matches shall be scheduled for Wednesday evenings beginning on a date to be set by the League Operations Officer and continuing every Wednesday through the season with the following exceptions:
- Those weeks in which a recognized State or Federal holiday falls on a Tuesday or Thursday.
- The two week period during the Christmas and the New Year holiday.
- 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:
- Unless otherwise agreed upon by the two captains involved.
- A fifteen (15) minute grace period shall be granted to all teams.
- 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.
- It shall be the responsibility of the Captain requesting the postponement to notify the League Operations Officer 24 hours before the start of league play. Failure to report or notify the League Operations Officer by the postponing Captain shall result in and be recorded as a forfeit.
- 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 rescheduled by mutual agreement of the team captains must be played before Week 10 of league play of the current season. The winning team captain must report the final score and relevant details to the League Operations Officer via email or text within twenty-four (24) hours of the match or face a penalty.

Section 5: The Board shall reserve the right to reschedule 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 determine a course of action.

ARTICLE VI – MATCH FORMAT

Section 1: For A Division, each match shall have a one (1) point value. The League Night will have 4 segments of matches. The order in which competitive matches shall be played is as follows:
- Segment 1 - 4 singles matches of 501
- Segment 2 - 2 doubles matches of 501
- Segment 3 - 4 singles matches of Cricket
- Segment 4 - 2 doubles matches of Cricket

Section 2: For the Recreation Division matches shall have a one (1) point value. The League Night will have 5 segments of matches. The order in which competitive matches shall be played is as follows:

- Segment 1 - 4 singles matches consisting of one (1) leg of 501, one (1) leg of Call 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 Call Cricket, or going first.
- Segment 2 - 2 doubles matches of the format described in Segment 1.
- Segment 3 - 1 team game of Burma Road. The Burma Road game will follow the standard format except all players have to play with "woody" darts.
- Segment 4 - 4 individual matches of 301.
- Segment 5 - 2 doubles matches of 301.

Section 3: For Divisions B-Z (depending the amount of divisions needed based on player base), each match shall have a one (1) point value. The lowest letter division is considered the beginners division. The League Night will have 4 or 5 segments of matches depending on division.. The order in which competitive matches shall be played is as follows:

- Segment 1 - 4 singles matches of 501
- Segment 2 - 2 doubles matches of 501
- Segment 3 - 1 team game of Burma Road
- Segment 4 - 4 singles matches of Cricket
- Segment 5 - 2 doubles matches of Cricket

Section 4: For Segments of Single and Doubles matches, the players must win the best of 3 legs. For Segments of team matches, the teams must win a single leg. The lower Division(s) in the League may elect to play one leg matches if the Captains are in unanimous agreement.

Section 5: 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 6: 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.

Section 7: After the matches have been called, each player 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 (this includes on other open boards).

Section 8: Each team Captain can enter their lineup using DartConnect. The Captains can choose to enter the lineup early (through Express Lineup), at the start of the night, or the start of each segment. After a Segment has been revealed, no changes to the lineup should be done without mutual agreement of the team Captains.

Section 9: If a team voluntarily withdraws from the League, all games during that period after withdrawal (half, third, quarter, etc.) shall be voided. Games played prior to the withdrawal shall stand. In the event of a forfeit, the SVDA board determines the course of action.

Section 10: In the event of a forfeit or withdrawal, the League Operations Officer and SVDA Board must be notified immediately.

Section 11: 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 VII – SCORING

Section 1: All League games will commence with a diddle. 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. 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 single or double bullseye rings. The double bullseye trumps a single bullseye. 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 rethrows.A player must re-throw if their dart doesn't not remain on the board.

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 on 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.

Section 5: The scorekeeper will state the exact score after the third or final dart is thrown.

Section 6: Darts must not be touched prior to the scorekeeper's statement of the total score after a player's turn.

Section 7: A player may ask the scorekeeper for the total points scored and the remaining total during their turn. The scorekeeper should not volunteer the information.

Section 8: Once a dart has been thrown it shall be counted as part of the throw and may not be thrown again during that particular turn at the board.

Section 9: 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.
- 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 10: 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 their score.

Section 11: In Cricket games an error must be corrected prior to the opponents throw. Otherwise, the error will stand.

Section 12: The thrower shall not overstep the oche line but may step back to any distance desired. Should a player have a foot over the oche 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 opposing team shall be considered sufficient before invoking this rule. However, the team must wait until all three darts are thrown before issuing said warning. If the Player continues to throw over the oche line, an official dispute can be made.

Section 13: 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 player's turn. The opposing player then takes his/her regular turn.

Section 14: No darts should be thrown after the double-out.

ARTICLE VIII – SCOREKEEPER

Section 1: The scorekeeper shall be familiar with the SVDA Rules of Play. The home team will score the first half and the visiting team will score the second half of the League Night. A half will consist of the first two Segments in a League Night. In the Divisions with team game Segments the first half will include the team game.

Section 2: The scorekeeper shall be the sole authority in charge of the game they are scoring. The scorekeeper's 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.

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 should not touch a player's darts while in the board, including when throwing for the bull, except during a diddle.

Section 6: It is important to correctly score singles, double and triples in the game of Cricket.

ARTICLE IX – PERSONAL CONDUCT

Section 1: Good sportsmanship in darts is about respect, fairness, and common courtesy. Follow these guidelines to ensure a positive playing environment:

- Avoid distractions: Refrain from talking to the shooter or commenting on each dart. Wait until all three darts have been thrown before offering encouragement or acknowledging good play.
- Minimize movement: Do not walk in front of the shooter or move into their peripheral vision by staying behind the oche line.
- Provide advice only when asked: Only the scorekeeper or a teammate should inform the shooter of their score, and only if the shooter requests it.
- Always wait for the Scorekeeper to announce your score before retrieving darts:
- Show respect: Shake hands before and after the match, wish opponents good luck, and/or acknowledge good performances with a "good game" or "nice shooting."
- Respect official rulings: Accept scorekeeper decisions without argument.
- Encourage teammates: Offer supportive comments such as "Good shot" or "Nice try."
- Refrain from criticism: Avoid negative remarks about mistakes, whether made by opponents or teammates.
- If a dispute arises, bring it to the team captain. Avoid dwelling on it throughout the night.

Section 2: Conduct & Fair Play: The following rules must be observed at all SVDA-sanctioned events:

- No heckling or harassment: Disrupting an opponent while they are throwing will result in penalties ranging from one (1) to six (6) game points against the offender's team.
- Zero tolerance for abusive behavior: Repeated use of foul or insulting language or any act of physical violence will result in a minimum six (6) game point penalty.

Section 3: Sportsmanship & Spectator Etiquette: Maintain sportsmanlike behavior: Respect for opponents should be upheld at all times during SVDA competition. Attempts to distract an opponent while they are throwing will not be tolerated. Complaints may result in Board

disciplinary action as outlined in the Rules of Play and By-laws. Spectators should stand behind or outside the thrower's line of vision. If requested by the thrower, they must reposition accordingly.

Section 4: Unsportsmanlike Conduct: Repeated violations of sportsmanship standards by any player may be grounds for expulsion from the SVDA.

Section 5: Venue Access & Sponsor Rules:

- Banned entry from a sponsor venue: Any SVDA member who is denied entry to a league night by an SVDA sponsor for justified cause may be deemed "not in good standing" and subject to Board review.
- Right to access for scheduled play: Players in good standing with the SVDA must be allowed access to a sponsor's venue at least fifteen (15) minutes before the scheduled match time. If a sponsor denies entry to an opposing player, the match will be rescheduled at the opposing team's venue. If the refusing team fails to play, the match will be recorded as a forfeit.

ARTICLE X – MEMBERSHIP

Section 1: These rules are pursuant to the SVDA By-laws.

Section 2: Only board members, registered players, subs, or approved guests may participate in SVDA activities.

Section 3: New players may not be added after the fifth week of a season without the approval of the Board, with the .

Section 4: A player may register with any team of their choice; however, they must receive approval from the team captain. A player may change teams during the season only if that team withdraws from the league and the following conditions are met:
1. The Division Advisor and/or League Operations Officer has received written (email or text) notice of the players intention.
2. The League Operations Officer has notified both teams involved.
3. There are more than four (4) matches left in the season.
4. The Board approves the change.

Section 5: Substitute Players:
- The fee is $5.00 per sub for each week used.
- After the same substitute has been used three League Nights, they can no longer play unless the team/player pays the remaining membership fee to add the player to the roster.
- Subs should only be used as your 4th player. If you have 4 rostered players at the match,

any additional players are not subs, they're "ringers".
- A substitute's experience level MUST be of the same or lower division level as the team using the sub.
- 4 rostered players onsite at start of play = No sub allowed during the course of play.
- The 4th rostered player shows up after the start of play with sub listed (or already have played) in the first group = 4th player disqualified for the rest of the match.

Notification of a sub must be made to the League Operations Officer and opposing captain with the first and last name of your planned sub before the match. This can be done via text, email or phone call.

Section 6: All members and subs 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 if there are not sufficient team members twenty-one years of age or older.

ARTICLE XI – DIVISIONS AND DIVISION CHAMPIONS

Section 1: The League Operations Officer shall have the final authority in the assignment of teams to league divisions and venues.

Section 2: Every effort will be made to ensure each team plays at least one home and one away league night against each team in its division.

Section 3: The team with the highest number of wins at the end of a season is that division's champion. In the event of a first-place tie, the team with the better record in head-to-head matchups will be ranked higher. If the teams are still tied, the team with the higher season leg win percentage will be ranked higher. If the event both teams still tie, the League Operations Officer will determine the next course of action.

Section 4: 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 5: 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 postseason tournaments.

Section 6: The host Captain is responsible for running the shoot, including signups, running the shoot and notifying the League Operations Officer of the results.

Section 7: Only games played in the regular season can be used for the postseason tournaments.

ARTICLE XII – DUTIES OF THE TEAM CAPTAIN

Section 1: The Captain is responsible for:
- The conduct of their team.
- Ensuring there is a device available for DartConnect for League Nights.
- Attending Captain's meetings, Special Hearings and General Meetings.
- Properly registering new team members.
- Ensuring his/her sponsor maintains proper standards of equipment.
- Ensuring all membership/sub fees are paid for players on their team.
- Coordinating end of season tournament with home sponsor.
- Reporting any DartConnect errors to the League Operations Officer within 24 hours.

Section 2: Each team shall have a Co-Captain in addition to a Captain.

Section 3: The Captain or Co-Captain needs to attend the Captains Meeting. In the event neither can attend, the League Operations Officer must be notified prior to the Captains Meeting with a substitute team player attending.

Section 4: The Board shall have the authority to require a team to replace its Captain with the Co-Captain should the Captain create disharmony or impede the efficiency of established procedures.

Section 5: 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.

ARTICLE XIII – 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.

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.

Scoring:

- **Starting Score:** 32 points per player or team
- **Successful Hits:** Points from successful hits are added to the total.
- **Doubles and Triples:** Score double/triple the number hit, as in standard play.

Shanghai Bonus: If a player hits a single, double, and triple of the round's target number in one turn (a "Shanghai"), they double their total score for that round.

- *Example:* A Shanghai on 15s (15 + 30 + 45 = 90) → scored as 180 points.

Penalty for Missing the Target: If a player scores no valid hits for the round, their total score is halved (rounded up).

Winning the Game:

- After all 12 rounds, the team with the highest total score wins.
- In case of a tie after the final round, teams enter **sudden death**, restarting from 20s and continuing until one team outscores the other in a round.

If the Board chooses not to appoint Division Advisors for a season, all SVDA Board Members will collectively fulfill the responsibilities of a Division Advisor, except for divisions in which they actively compete.

ARTICLE XIV – REPORTING RESULTS

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

Section 2: Both team captains need to ensure DartConnect League Night is saved and available online. If there is an issue, the League Operations Officer may contact the team captain to connect to DartConnect for updates.

Section 3: The captain of both teams is responsible for ensuring that match results are submitted via DartConnect within twenty-four (24) hours. Failure to do so may result in a one-point match penalty.

ARTICLE XV – TEAMS WITHDRAWING

Section 1: A team shall be considered withdrawn from the SVDA as of the receipt of written notice by the League Operations Officer. A team may be considered withdrawn in accordance with ARTICLE V, Section 10 of these Rules of Play.

Section 2: Players in good standing with the SVDA whose team has voluntarily 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 XVI– PROTEST PROCEDURES

Section 1: Protests will follow the below procedures.

- Only Captains or Co-Captains may file a protest by notifying the League Operations Officer or any SVDA Board Member.
- A protest may be initiated via phone, in person, by email, or may also be noted on the scorecard.
- The Board Member or League Operations Officer who receives the protest must investigate and submit a detailed account of the dispute to the League Secretary within five (5) days of the alleged infraction.
- The League Secretary will notify the board within twenty-four (24) hours with the detailed information and establish the line of communication.
- The Board will review the protest and determine the appropriate course of action. If necessary, the Board's decision may be appealed to a panel of five neutral captains drawn by lot from other divisions.

ARTICLE XVII – AWARDS

Section 1: All awards and All-Star Point will be taken directly from DartConnect. The following are the categories that will have awards (per division):
1. 1st and 2nd Place Teams
2. Highest All-Star Points
3. Best 3 Dart Average (3DA)
4. Best Marks Per Round (MPR)
5. High 501 Out
6. High Score
7. High-In 301
8. High-Out 301
9. Division Doubles 1st and 2nd Place
10. Division Singles 1st and 2nd Place
11. Team Game Win Record
12. 180
13. 171+
14. Hat Trick

Section 2: All-Star points are awarded based on the following:

- **'01**: On = 100 & up; Out = 100 & up; Throws = 100 & up.
- **Cricket**: Rounds = 5 & up; Bulls = 3 & up

Below are the points that will be assigned based on values that are scored and count in each match:

Cricket All-Star Points	
Player Score	**Points Awarded**
Round of 5 (R5)	100
Round of 6 (R6)	120
Round of 7 (R7)	140
Round of 8 (R8)	160
Round of 9 (R9)	180
3 Bulls	100
4 Bulls	125
5 Bulls	150
6 Bulls	180

501 All Star Points	
Player Score	**Points Awarded**
100	100
101	101
102	102
103	103
104	104
105	105
106	106
107	107
108	108
109	109
110	110
Up to 180	Up to 180

END OF RULES OF PLAY