

SAN FRANCISCO DARTS LEAGUE RULES OF PLAY

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RULES OF PLAY

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SECTION I - Equipment

Paragraph A: All League Competition, including tournaments, shall be played on standard, ADO approved bristle-type boards.

Paragraph B: Dartboards shall be placed 5 feet, 8 inches from the floor to the center of the Bullseye, with the "20" bed being in black or the darkest color.

Paragraph C: The Oche line shall be 7 feet, 9 ¼ inches horizontal and 115 3/8 inches diagonal from the surface of the board to the front of the line. The Oche line shall be at least 18 inches in width.

Paragraph D: The sponsoring establishment or organization, shall be responsible for supplying and maintaining at least the following number of dart boards;

1. 1 to 2 League Teams, one board;
2. 3 to 4 League Teams, two boards;
3. 5 to 6 League Teams, three boards.

Paragraph E: All dart boards shall be amply illuminated with minimum shadows on the playing surface.

Paragraph F: A scoring surface shall be mounted in such a position that;

1. The scorekeeper may be in a close proximity to the scoreboard without distracting the player and;
2. The score may be easily read by the opponents.

Paragraph G: The spider wires must be legible and unbroken. The double and triple rings must be within 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 bull rings must also be intact and in position.

Paragraph H: The condition of the boards, as to wires, color, flat surfaces, etc. shall not vary significantly from a majority of the boards in other League establishments.

Paragraph I: There shall not be any League competition on boards not meeting the above standards to the satisfaction of the Competition Secretary. Any team not having an acceptable board, having been so notified in advance by the Competition Secretary, shall forfeit all games to be played at the home establishment, until an approved board is provided.

Paragraph K: The captain of any team objecting to the condition of an approved board, may protest the match, but the match will be played and the scores recorded. The Executive Board may void and reschedule the match, if the board is found to be unacceptable. Pictures of the board in question must be taken and forwarded to the Competition Secretary in advance of the match with a notation that the match will be challenged due to the board condition.

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SECTION II - Dates and Times of Matches

Paragraph A: All regular League competition shall be scheduled for the Wednesday evenings, beginning on a date set by the Executive Board and continuing every Wednesday evening thereafter with the following exceptions;

1. Those weeks in which a recognized National, State or Bank holiday falls on a Wednesday.
2. The Wednesday before Thanksgiving
3. The two week period which includes Christmas and New Year's day.

Paragraph B: The starting time for all such matches shall be 7:30 PM ("darts in the air" time), with a fifteen (15) minute grace period (to allow for traffic, parking or other unforeseen problems) unless otherwise agreed upon by the Captains involved. Teams should arrive well in advance of 7:30 PM to warm up, exchange lineups, etc.

If a team is not able to begin playing ("darts in the air") by 7:45 PM, the Captain of the waiting team may call the Competition Secretary to request a forfeit.

However, if part of the incomplete team is present, both teams should seek to start on time with the available players by playing the first half sets out of order.

Teams repeatedly failing to respect their competitors by not being ready to play by 7:30 PM and/or failing to play their matches as expeditiously as possible may be subject to discipline or expulsion at the discretion of the Board.

Paragraph C: Upon completion of the match, the captains or a representative of each team must e-mail a photo of their match sheet results to results@sfdl.org by midnight Saturday following the match. If at that time no result sheet or call has been received by the Competition Secretary, your match will reflect in the result sheet that a make-up match has been scheduled.

Paragraph D: If after thirty (30) days, there has been no contact made by either team, the Competition Secretary will attempt to contact the teams involved to get resolution to the match. If at that time, no resolution can be made, both teams will receive 13 games played, 13 games lost. In "A" league 15 games played, 15 games lost.

Paragraph E: If during the last four (4) weeks of scheduled league play, If no result sheet is received, both teams may receive a forfeit, 13 played 13 lost, "A" 15 played 15 games lost.

Paragraph F: If there are any additions or drops for either team, this information must be included on the match sheet, and said added-on player must pay their dues within two (2) weeks, or that player will be considered an illegal player (SECTION VI, Paragraph G, subsection 2). Player dues can be paid through "PayPal", at a Board of Directors Meeting, by mail to the SFDL P.O. Box, or given to any Executive Board Member.

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Paragraph G: Any games lost due to penalties, may be brought before the Executive Board during a Board of Directors meeting for appeal.

SECTION III - Rescheduling of Matches

Paragraph A: Dates and times of matches may be changed only by mutual consent of the concerned team captains. If a match must be rescheduled from its original date, then it will only be considered a Make-up with direct contact between the team captains, or an acceptable representative, before 12 noon the day of the scheduled match. A message left on an answering machine, voice mail, e-mail at the other teams sponsoring pub, or the pub hosting the match, is insufficient to have a make-up declared. The request to reschedule a match must be received and acknowledged by the opposing team captain or designated representative and the Competition Secretary.

Paragraph B: When two teams determine that they will be unable to play their match on a scheduled Wednesday, the team captains should immediately begin discussion of a make-up date. Any match not played on its originally scheduled date must be rescheduled within one (1) month of the original date. It is the responsibility of both team captains to exhaust all reasonable means to make up a match. This includes playing the match the week of a "Special" event, if necessary. Make-up matches occurring during the last month of the season, must be played before the last regular season Wednesday of the season unless the SFDL have included a make-up week occurring after the last scheduled regular season match. Matches scheduled for the last week of the season may only be rescheduled for a date prior to the last night of league play or if a make-up match week has been included in the schedule.

Paragraph C: If a match is not declared a make-up and a team does not show up for a scheduled match, or arrives with insufficient players to compete (a minimum of three players are required to compete), then a "No Show" will be declared. In the event of a "No Show", the offending team will immediately forfeit two (2) match points in the standings. These match points are irrevocable, even if the match is played at a later date.

Paragraph D: Both captains involved in the rescheduling of a match must report to the Competition Secretary that the match is not being played as originally scheduled and provide a make-up date for that match if available. (SECTION II, Paragraph C)

Paragraph E: Make-up matches must be played in the location where the match was originally scheduled if possible. Under no circumstances shall a match take place in a non-sponsoring pub, in a private residence or garage. Under no circumstances shall a match be played and the score doubled to resolve a make-up match.

Paragraph F: The Board, as recommended by the Competition Secretary, shall reserve the right to reschedule any match or matches, including potential forfeitures, as may be necessary to maintain an equitable and efficient competition schedule. Team captains do not have the authority to declare a forfeit. Team captains initiating the rescheduling of a match do not have the authority to offer a forfeit.

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Forfeitures are to be avoided at all costs. Only the Competition Secretary can declare a match a forfeit and will do so only after all options for playing the match have been exhausted.

SECTION IV - Forfeits

Paragraph A:

1. The forfeiting team will be given 13 games played and 13 losses (15 played and 15 losses in "A").
2. The team receiving the forfeit will be given their average wins and losses total at the time the forfeit was declared.
3. Should the team being forfeited against, have an average below .500, they will then be given 50% + 1. (ie; 13 games = 7 wins).

Paragraph B: Any team forfeiting a match has the option to appeal the decision of the Competition Secretary at the next available Board of Directors meeting, to plead their case and to have that appeal voted upon by the Board members present.

Paragraph C: A team forfeiting two (2) matches will be dropped from the league for the remainder of the season, in accordance with the "Rules of Play" for this League. Any team that leaves the League for any reason after the season has begun will have any matches played removed from the standings. Any matches scheduled after that team has dropped will be canceled.

Paragraph D: If a team forfeits out of the League, the team and the individual players may be readmitted to the league at the discretion of the Board of Directors.

SECTION V - Seeding

Paragraph A: A seeding will be conducted by the Competition Secretary prior to each new season in order to create the ideal competitive balance in each league or division within the SFDL.

Paragraph B: Teams will be moved up or down based primarily on their performances during the previous season. The team that wins their league or division during the regular season or during the playoffs will be the first teams considered for moving up. The addition of new players may be used as a mitigating factor for a team that might be moved up or down.

Paragraph C: New teams will generally begin in the lowest league, unless information regarding the members of said team warranted placing that team in a higher league.

Paragraph D: Any team making the playoffs during the previous season may be considered for moving up the following season. Teams that miss the playoffs may be considered for moving down a league.

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SECTION VI - Competition Matches

Paragraph A: An A league competition shall consist of fifteen (15) matches: (all matches one (1) game unless otherwise noted).

Paragraph B: B thru Z league competition shall consist of thirteen (13) matches: (all matches one (1) game unless otherwise noted).

Paragraph C: The formats are to be decided by the Board of Directors with input from the Divisions involved.

Paragraph D: The visiting team shall have the prerogative of choosing the board upon which the match is to be played. All scheduled competition shall be played on one board unless additional boards are available and both captains agree to use said boards. The visiting team shall have all options pertaining to play (i.e. – Choice of diddle, chalking order, board to play on, etc.). In the event there are more than one visiting team at an establishment, the visiting team captains shall choose their respective team's boards. A coin toss shall be used to settle any disputes, regardless of whether one match is a playoff and the other is regular season. In the event of a three way coin toss, all three captains will toss a coin, with the odd coin winning.

Paragraph E : No later than thirty (30) minutes prior to the time competition is scheduled to commence, the board chosen by the visiting team shall be cleared for play by the management of the establishment or its representatives for practice by the members of the competing teams. Failure to clear the board upon request of the visiting team captain shall result in the home team forfeiting all 13 games (15 in A league) points of that match.

Paragraph F: After competition has begun, each player shall be allowed a warm up time preceding each game, limited to nine darts or two minutes.

Paragraph G: Each team captain shall write the names of players in the order they desire to have them compete for that respective segment of the match, (team, singles, doubles or triples) and hand said information to the opposing team captain. Each captain shall have the prerogative to submit a new list for each team game and for each set of singles, doubles or triples games. No substitution of players shall be allowed once a list has been submitted to the opposing team captain, unless the consent of the opposing team captain has been obtained, This process may be performed on a chalkboard if available.

1. If a non-member is played in any league match, the team using non-member will forfeit the games in which said player participated.
2. If an illegal player (i.e. – a player registered to another team, a player barred from the League, a player unacceptable to the house in which the match is being held, etc.) play's in any league match, the

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team using the illegal player will forfeit up to 13 (15 in A league) game points, The actual number of points forfeited will be determined by The Board of Directors.

3. No player shall be permitted to play more than two (2) divisions lower than the highest league attained during the time said player was a legal and registered player of the League without prior approval by the Board of Directors.

Paragraph H: A team should have a minimum of four (4) players in good standing with the League and the house for which he / she will be present and / or playing. No player may appear on more than one League roster concurrently. The minimum allowable number of players on a team is three (3). Under this circumstance, with both captain's approval, the match can either be rescheduled or the team can play under the condition that no player can participate in more than one (1) Singles game and one (1) doubles game in any one half of the match. A single player can play a doubles event by skipping one turn (the turn, being that of the missing partner).

Paragraph I: Once a player's name has been called and that player is not present, he / she has three (3) minutes to be at the match. After three (3) minutes he / she shall no longer be considered eligible to engage in any individual competition in that segment of the match and in the case of a singles game, the game shall be forfeited.

Paragraph J: If a team has fewer than four (4) players listed to compete and a member of the team arrives, said member may compete under the following conditions;

1. The game in question has not already been passed over or has not commenced.
2. If the opposing team captain has an opportunity to change his or her scheduled participant, if he or she so desires.

Paragraph K: Challenges or protests for any game or match shall be made to the Competition Secretary within 72 hours following the protested match. All matches must be played out. All challenges or protests not covered under these "Rules of Play", will be heard before the Executive Board, for disposition

Paragraph L: Format for all league Finals for Singles, Doubles, Mixed Doubles and Ladies only Special Event competitions will be decided by the Competition Secretary and or the Tournament Director present at the venue where the competition is being held.

1. All doubles and mixed doubles teams in league finals will consist of two (2) players who qualified together. No substitutions will be allowed.

(a) Players in the singles special events may, at their discretion, play in a league higher than in which their team regularly competes.

(b) No player may play in any special event in a division lower than that in which their team regularly competes.

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2. In singles and doubles competition matches, all participants must be currently registered members of the San Francisco Darts League. In mixed doubles competition, one member of the team must be a currently registered League member.

(a) Sign-ups for all Special Event competitions shall be held twenty (20) minutes after the hour and ten (10) minutes before the hour the event is scheduled to begin.

(b) All evening matches to be scheduled at 7:30 PM will have sign-ups from 7:00 PM to 7:20 PM, with the first match to begin at 7:30 PM.

Paragraph M: The All-Star team to represent the San Francisco Darts League will be determined by the Board of Directors.

Paragraph N: Any player transferring from one team to another during the season must be approved by the Board of Directors. No transfers or add-ons will be allowed in the last four (4) weeks of regular season league play.

SECTION VII - Championship Matches

Paragraph A: An "A" league Championship Match shall consist of no more than fifteen (15) games, one (1) point for each game. B-Z League Championship Match shall consist of no more than thirteen (13) games, one (1) point each game.

Paragraph B: As soon as possible after the completion of the regularly scheduled season, the top two (2) or four (4) teams in each division will play off for the following League Championship Trophies.

1. A League Perpetual Trophy
2. B League Perpetual Trophy
3. C League Perpetual Trophy
4. D League Perpetual Trophy
5. Any other Perpetual Trophies deemed necessary by the Executive Board prior to the beginning of that season.

Paragraph C: In order for a player to be eligible to participate in any playoff match, he / she must have played in 40% plus one match from their first match played with the team.

Paragraph D: The playoff matches and formats will be determined prior to the playoffs, by the Competition Secretary, with the approval of the Executive Board. The rules shall not vary significantly from regular season play.

Paragraph E: In the event of a tie between playoff teams, the tie breaker is determined by the total number of head to head wins between the tied teams during the regular season. In the case that the head to head score is tied, there will be a playoff between such tied teams on the Sunday preceding the first scheduled playoff match.

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SECTION VIII - Scoring

Paragraph A: Each player, or leadoff players in the team, doubles, or triples games, shall diddle for the first throw. The player with the closest dart to the center bullseye, judged from the point of impact, shall throw first. The visitor shall have the option of diddling first or second. Any two double bulls are considered a tie. Any two single bulls are considered a tie. Two diddles outside the bull that the scorekeeper cannot determine a clear winner are considered a tie. In the event of a tie, the diddle is re-shot, The player who shot second for the diddle will shoot first in the re-do. The players will alternate the diddle until there is a clear winner.

1. In the best of three (3) match, the visitor will have choice on the first diddle, in the case of Chicago the winner of the diddle shall choose the first game (301, 501 or Cricket), the loser of the first game shall choose the second game and have choice on the diddle for that game, if a third game is required, the loser of the second leg will have choice on the diddle.
2. In the event the first diddler's dart is knocked out of the board by a subsequent player, the diddle will be declared a tie and both players shall throw again, with the player previously shooting second, throwing first.

Paragraph B: For a dart to score, it must remain in the board until the chalkier determines the score after the final dart has been thrown by that player. All darts must be left in the board until checked by the scorekeeper.

Paragraph C: The scorekeeper may inform the player of how many points have been scored or how many points remain. The scorekeeper may not refer to the remaining score by the double required to win the game (i.e. saying "double 16" instead of "32"). Actual numerical scores are to be used at all times. The scorekeeper will not communicate with his teammates for any other purpose while scoring.

Paragraph D: Except as otherwise specified, only those darts remaining embedded in the board after the third dart has been thrown shall be counted. Once a dart has left the player's hand in an attempted throw, it shall be counted as part of the throw and may not be thrown again during that turn at the board.

Paragraph E: If a dart is resting upon, or is embedded in any other dart, it will not be counted as a scoring dart, unless its point is actually touching the board.

Paragraph F: Should there be an error in a player's recorded score, it must be addressed before he/she removes his darts. Errors may also be rectified before any further darts are thrown at the sole decision of the scorekeeper. If the error is not corrected by that time, the score shall stand. In the case of the team, doubles or triples games, such errors must be rectified before the new turn of any player on that team.

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Paragraph G: Players may not overstep the oche line. Players must have both feet behind the oche line during the course of their turn.

1. Should a throwing player overstep the oche line, it should be brought to the attention of the captain of said players team, or if the captain is the throwing player, to the attention of one of his / her teammates.
2. The captain or designated representative shall warn the offending player.
3. If a player has his / her foot, feet or any portion thereof over the oche line during a throw after one warning, all darts so thrown shall be counted as part of said players turn, but any score earned by such darts shall be invalid and not counted for score.

Paragraph H: No darts thrown after the finishing double is scored shall count.

Paragraph I: In B-Z League matches the visiting team will always have the option to choose whether to score the first or second half of a match. In A league matches, the teams will alternate scoring of each game, with the visiting team choosing who shall start chalking.

SECTION IX - Scorekeeper

Paragraph A: The scorekeeper, also known as "the chalker" shall be an experienced dart player, if available, and familiar with League rules. The scorekeeper must be mutually acceptable to both team captains. All play shall cease until challenges are resolved,

Paragraph B: While the scorekeeper shall be the sole authority in charge of the game he / she scores, his / her calling of the score and / or scoring may be challenged by either player or their respective team captain. All play shall cease until challenges are resolved.

Paragraph C: The scorekeeper shall announce the score made on each turn before the darts are removed from the board, and such score will stand once the darts are removed.

Paragraph D: The scorekeeper shall record the score by DartConnect or chalkboard made on each turn as well as the cumulative score.

Paragraph E: Any player shall have the option to request any diddle in the bullseye, either single or double, pulled, prior to his / her diddle. If the diddle is a tie, the darts must be removed before redoing the diddle.

Paragraph F: In any double on game (301, double on 701), if a scorekeeper calls a starting double attempt in or out and at the end of that player's turn, is found have erred, the player will re-shoot the darts involved from the point of the error.

Paragraph G: The scorekeeper shall pay complete attention to the match in progress. Unnecessary talking or use of a cell phone while chalking is not acceptable and reason for protest of the match.

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Paragraph H: The scorekeeper becomes a neutral party to the game being chalked even though the chalker may be a teammate or captain to the throwing player. At no time can a chalker tell a shooter what to shoot.

SECTION X - Personal Conduct

Paragraph A: Good sportsmanship shall be the prevailing attitude throughout all SFDL matches. The following rules shall be observed at all times during any event sponsored by the League.

Paragraph B: Gambling is neither permitted nor sanctioned by the League or the ADO. No team member shall wager on the outcome of any individual game or match in which that member's team is involved. A player found guilty of wagering shall be expelled from the League and his / her team will be penalized two (2) game points.

Paragraph C: Heckling or harassment of members of opposing teams, while they are throwing, shall be considered just cause for penalizing the offenders team one (1) game point.

Paragraph D: The repeated use of foul and / or insulting language, shall be considered just cause for penalizing the offender's team one (1) game point.

Paragraph E: Engaging in physical violence shall be considered just cause for the suspension or expulsion of the individuals involved, until such time, in accordance with the SFDL "By-Laws" and SFDL "Rules of Play", the Executive Board can determine the facts concerning the occurrence and render a final decision.

Paragraph F: The Executive Board shall be empowered to levy the penalties listed for the infractions. Repeated evidence of unsportsmanlike conduct by any individual, shall be considered just cause for expulsion from the League.

SECTION XI - Highlights

Paragraph D: Highlight points will be awarded as follows; Highlights will be earned in games played during regular play league matches and special events only. Highlight points will not be counted towards your season total during play-off matches, but highlights worthy of patches will be awarded.

1. 1 point - a score of 95 - 119 in any '01 game.
2. 2 points - a score of 120 – 132 in any "01" game.
3. 4 points - a score of 133 – 168 in any "01" game.
4. 6 points – a score of 170 – 180 in any "01" game.

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5. 2 points – an on or out of 95 – 129 in any "01" game.
6. 5 points – an on or out of 130 -160 in any "01" game.
7. 7 points – an on or out of 161 – 170 in any "01" game.

8. 1 point - a score of C-5 in any cricket game.
9. 2 points - a score of C-6 in any cricket game.
10. 3 points – a score of C-7 in any Cricket game.
11. 5 points – a score of C-8 in any Cricket game.
12. 7 points – a score of C-9 in any Cricket game.

13. 1 point - a score of 3 bulls in any cricket game.
14. 2 points - a score of 4 bulls in any cricket game.
15. 5 points - a score of 5 bulls in any Cricket game.
16. 7 points – a score of 6 bulls in any Cricket game.

SECTION XII - Awards

Paragraph A: Trophies will be awarded to teams under the following circumstances; In the event that one team qualifies for more than one team trophy, only one trophy will be awarded.

1. Regular season League or Division winning teams.
2. Regular season League or Division runners-up.
3. Playoff Champion.

Paragraph B: Individual trophies will be awarded to each team member of Division winning and Playoff Champion teams each season.

Paragraph C: Trophies for the following individual accomplishments will be awarded as follows;

1. Most highlight points in each League or Division men and women.
 - a. Highlight points are accumulated through the points assigned to each highlight. Total number of highlights will not count towards awards, only their points.
2. High on in each League or Division, men and women.
3. High out in each League or Division, men and women.

4. A perfect 301 game (6 darts).
5. A perfect 501 game (9 darts).
6. A perfect 701 game (12 darts).
7. A perfect 1001 game (17 darts).
8. A perfect Cricket game (8 darts).

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Paragraph D: Patches for the following individual accomplishments will be awarded as follows;

1. A score of 180 in any "01" game.
2. A score of 171 (in any three dart combination) in a "01" game.
3. A score of C-9 (three scoring triples, excluding non-Cricket numbers in Extended Cricket games) in any Cricket game.
4. A score of five (5) or more bulls in any Cricket game.

Paragraph E: DartConnect Awards: For the following individual accomplishments will be awarded as follows;

1. Singles 301 Leader (3 dart average, 3DA) in each division. (*Must have competed in at least 3 legs)
2. Singles 501 Leader (3 dart average, 3DA) in each division. (*Must have competed in at least 3 legs)
3. Singles Cricket Leader (Marks Per Round, MPR) in each division. (*Must have competed in at least 3 legs)

Paragraph F: A perpetual trophy will be awarded to the playoff Champion in each League or Division, to be housed at the home establishment of said champion.

Paragraph G: It is the responsibility of the establishment to care for these perpetual trophies and return them in the same or better condition than they received them. Failure to care for a perpetual trophy may result in assessments to cover the cost of repairing or replacing the trophy. In the event the League feels an establishment cannot properly display or care for a trophy, the League will designate an alternate site for that trophy.

SECTION XIII - Amendments

Paragraph A: Should any member in good standing wish to amend any Section or Paragraph of these "Rules of Play", the proposed amendment shall be made in writing. The Recording Secretary shall then notify the Members of the Board of the proposed amendment by posting proposed amendment for thirty (30) days in all SFDL communication channels. The amendment shall then be read at the next regular meeting. Should a two thirds (2/3) majority of the Board of Directors present vote in favor of the amendment, it then shall be adopted. The BOD can (by unanimous vote only) determine that the proposed amendment be voted on immediately without posting for thirty (30) days.

Paragraph B: These "Rules of Play" shall take effect from and after their adoption in February 2024, supersede the "Rules of Play" adopted since their inception in 1973. All amendments or standing resolutions affecting the same, heretofore existing and not included in these "Rules of Play", are hereby repealed.