



Rules and Regulations

Revised

August 15th, 2024

**“Playing Darts in the Hudson Valley for 40 Years”
1984-2024**

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Rules interpretation and disciplinary actions are subject to League Officers' discretion

ARTICLE I - EQUIPMENT

- A)** All league competition, including tournaments and play-offs shall be conducted on a properly wired English bristle 20 point clock faced black & white (or practical resemblance of) dartboard (with double & triple wires only). Starting fall 2015, as per the 01/20/15 vote, boards must have 'razor' wires or their likeness, and must be staple free.
- B)** Dartboards shall be placed 5 feet 8 inches high from the floor to the center of the bullseye (measured from the floor at the oche (foul line), not at the wall), with the 20 bed at the top center; this wedge shall be dark colored.
- C)** The foul line will be 7 feet 9 1/4 inches (93 1/4") from the surface of the board to the front of the toe line, measured along the floor and will be no longer than 36 inches, 18 inches to either side of center.
- D)** The sponsoring body will be responsible for supplying and maintaining at least one league play dartboard. Each board must be acceptable to both home and visiting team Captains.
- E)** All league play dartboards shall be firmly anchored and well illuminated. Lights should be positioned so as not to interfere with the flight of darts.
- F)** The dartboard should be positioned so that it is readily available to the players with a minimum amount of distraction to the thrower.
- G)** The ceiling height in the playing area shall be a minimum of seven feet. Current playing areas are grandfathered in. **[Changed 8-10-21]**
- H)** ~~A suitable scoring surface must be provided by the home team, and located in such a position that the score can easily be read by the throwers. (Please NO Chalk)~~ **[REMOVED – 01/21/2020]**
- I)** A Scoring Device is required for all league matches. The screen on the device must be 10" or larger, and must be capable of using the DartConnect scoring app. The device must be located in a position such that the score can be easily read by the throwers. **[Added – 01/21/2020]**

ALL ABOVE CONDITIONS MUST BE MET AT LEAST ONE WEEK PRIOR TO START OF SEASON AND MUST BE MAINTAINED THROUGHOUT ENTIRE SEASON

J) Any violation or irregularities of the above rules shall be brought to the attention of the home team Captain or representative prior to the start of the match. If major infractions cannot be resolved to the satisfaction of both team Captains or representatives, and said conditions seriously impede the performance of the players, the match shall be rescheduled as per ART. VI, SECT. G. an investigation and hearing by league officers will follow. The decision of that inquiry shall be final. Teams electing to play but wishing to file a written complaint regarding any irregularities are encouraged to do so.

ARTICLE II - DATE AND TIME OF MATCHES

- A)** Each team shall play the teams in its respective division two (2) times during a season. With the exception of enactment of ART. V, SECT. F & G.
- B)** Fall Season Roster Night shall be in early August. Captains Meeting to follow two (2) weeks after that night.
- C)** Spring Season Roster night shall be in mid-January. Captains Meeting to follow two (2) weeks after that night.
- D)** All captains meetings will be held at league discretion. The Spring Captains Meeting will also be considered a league General Meeting for purposes of holding Elections.
- E)** All league competition will be scheduled on Tuesday nights, with the exception of playoff matches, which are played on Tuesday and Thursday nights.
- F)** Starting time for a scheduled league match shall be 8:00 P.M
- G)** The League reserves the right to schedule or reschedule any match to maintain an equitable and efficient competition schedule.
- H)** If there is sufficient inclement weather to create hazardous road conditions (i.e. ice or snowstorms), the league officers shall make a decision to cancel the evening's matches. This decision shall be made prior to 6:00 P.M. and posted on the website along with E-mail and phone notification.

ARTICLE III - MATCH DEFINITION & PROFILE

A) For the B and Lower Divisions, Each match shall consist of five (5) events: for nineteen (19) points total. For the A Division their match shall consist of 5 events: for seventeen points total.

1) 501 Singles - four (4) individual 501 double out only games, by four (4) different players.

Each game shall have a one (1) point value.

2) Cricket Doubles - two (2) two man teams consisting of four (4) different players. Each game shall have a two (2) point value

3) Cricket singles – four (4) individual cricket games, by four (4) different players.

4) 501 Doubles - two (2) double-in/double-out games, by two (2) two man teams consisting of four (4) different players. Each game shall have a two (2) point value.

5a) **(A/B Division only)** 701 3 vs 3 Double-In / Double-Out. This game shall have a three (3) point value. This game is currently slated to be played after Cricket Doubles and before Cricket Singles. **[REVISED – 01/16/24]**

5b) **(C/D Division only)** 701 3 vs 3 Straight-In / Double-Out. This game shall have a three (3) point value. This game is currently slated to be played after Cricket Doubles and before Cricket Singles. **[REVISED – 01/16/24]**

B) All registered members of a team can be used in any order in any position on their team's playing line-up, providing they sign-in on score sheet prior to start of their match play.

C) If players are expected to be late, they must be listed on both the sign in side of the score sheet as well as in the event column, (if they are playing in that game).

1. A late player must be there by their turn at the board or they forfeit that game only. (Ref: ARTICLE VI. SECT. A, PAR. 1).

2. It will be at the captains discretion as to what order these late players shall shoot in, regardless of which position they are listed in the event column.(i.e., the 6th player shows up prior to the 5th player, he may proceed to shoot the opponents 6th player. When the 5th player arrives, he may proceed to shoot his opponent next).

3. The players that were there on time at the matches beginning shall have already shot their games in proper order before SECT. C. PAR. 1 & 2 shall be enacted.

D) Once the line -up has been submitted for an event, there can be no substituting of players not listed for that event, unless by mutual consent of both team Captains.

E) It is the home team's privilege of choosing which board the match will be played on if there is more than one board in the establishment, as long as the board is not disputed under any section of ARTICLE I.

1. Home team will have choice to shoot first for Bull to start each game.

2. If the dart falls out, it will be re-shot.

3. Closest to the bull shoots first. A bullseye (50) beats an outer bull (25). If both players shoot a bullseye (50), or if bother players shoot an outer bull (25), or if the darts are too close to tell which is closer, the shoot for bull shall be redone alternating which player goes first.

4. If a reshoot is required as described in item 3, above, it is up to the discretion of the player shooting first on the reshoot whether to pull both darts, or leave them in the board.

F) No later than thirty (30) minutes prior to match time, the board shall be cleared of non-league shooters. At this time, the board shall be declared open for S.D.D.L. members' warm-up and practice. This shall be the board that the match will be played on.

1. If a player is practicing between games he/she must relinquish the board to the players that are up next game upon request.
2. Any player who is actively shooting a game will not be allowed to practice between shots. (This includes after a bust is thrown)
3. Each player currently beginning a game may take up to twelve (12) warm up darts prior to the start of his/her game.
4. Any player in a doubles game may shoot for bull. If a player is written first in a doubles match, they must shoot first in that match.

G) The Captains are responsible for the smooth running of each match. The Captains present or their respective representatives must settle any disputes that arise during the course of play.

H) Players must be at the line for their throw of the darts without a delay. If a player delays a game, a forfeit will be enacted.

I) Each team captain is responsible for making sure that DartConnect has their match score saved from the scoring device used for the match. Failure to notify the league secretary of issues saving can be penalized three (3) points from the match. **[REVISED – 08/15/23]**

- ~~1. By Mail must be postmarked by no later than the following day.~~
- ~~2. By Hand must be hand delivered no later than 48 hours following match.~~
- ~~3. By Fax or Email must be received no later than 48 hours following match.~~

ARTICLE IV - PLAYOFFS PROFILE

A) The top four (4) teams in each division shall be eligible to compete in the playoffs.

1) In the event of a tie at the end of the regular season a review will be made of the one on one play between the teams involved. The team with the most wins shall prevail; if still tied, the team with the most all-star points shall prevail.

2) If a modified small division format is used, the top two (2) teams will be eligible to compete.

B) The 2nd place team shall play the 3rd place team, with the 1st place team playing the 4th place team.

C) Each team's match will be conducted as per ARTICLE III.

D) For B and Lower Divisions: All playoffs shall be determined by the first team to reach seventeen (17) points within two (2) matches regardless of the number of games left.

For the A Division: All playoffs shall be determined by the first team to reach twenty (20) points within two (2) matches regardless of the number of games left.

These matches will be played on Tuesday and Thursday nights.

1) In the event of a 19 – 19 tie, the winner shall be determined by a four (4) man, 1001 shoot off, double in double out. **[REVISED – 08/15/24]**

E) To be eligible to shoot in the playoffs and receive a trophy for such, a member must shoot in at least half (1/2) of the season's matches (rounded down). (I.e. if the season is 15 weeks long; eligibility 7 weeks min)

ARTICLE V - TEAM & DIVISION PROFILE

A) A team shall consist of no more than eight (8) players, all of which must be over the age of 18 and must be registered with the SDDL. All eight (8) players may if so desired, compete in the match.

1) Each team will be assessed a fee of \$25.00 per season to help with the cost. This fee is the responsibility of the players on said team.

B) No team shall have more than one (1) player rostered who shot on a team from any higher level division during their last season played in the SDDL or equivalent (with exception to any other provision of these rules). If the officers determine a second player has been rostered, his/her games will be null and void.

C) A team captain must submit a roster no later than the scheduled roster night. This roster shall be submitted to the leagues Secretary.

D) Names on team rosters may be added or deleted at any time up to mid-season. The League Secretary must have written or verbal notification of the addition prior to the player throwing his/her first dart. An email before the match will suffice. "Mid-Season" is defined as the Monday prior to Week 8.

1. May be phone submitted; prior to the start of an evening's match. A written submission must follow along with that evening's match score sheet.

2. Players may be added after mid-season with approval from league officers. That player would not be eligible for the playoffs.

E) Any player who is dropped from a team's roster for any reason, who has played in at least one (1) of the season's matches will be ineligible to re - register with another team until a new season begins.

1. A player who has not played for their team and is dropped will be eligible for registration with another team that same season.

F) The top two teams from each division *may* move up to the next division at start of next season of play. This will be done at the league officer's discretion. In order to maintain balance amongst divisions, and/or to equal out the number of byes per division.

1) If a modified small division format is used, the top team will move up.

G) The last two teams from each division *may* move down to the next division at start of next season of play. This will be done at the league officer's discretion. In order to maintain balance amongst divisions, and/or to equal out the number of byes per division.

1) If a modified small division format is used, the last team will move down.

H) Division size will be determined by the following standards:

3 Divisions 17- 24 teams

4 Divisions 23 - 32 teams

5 Divisions 33 - 40 teams

6 Divisions 41 - 48 teams

ARTICLE VI - FORFEITING & RESCHEDULING

A) Game forfeit will be declared for the following reasons:

1. Failure of a player to be present for their designated game regardless of the order in which he/she is shooting. (Ref: ARTICLE III SECT. C.)
2. Any team using an ineligible player will forfeit all games in which such player participated and will receive a three (3) point penalty for the use of said player.
3. When a team cannot field a full complement of players, those games that cannot be shot will be forfeited.
4. Failure of a player to sign score sheet will constitute forfeit of any game(s) played by said player. (Ref: ARTICLE III. SECT. B.)
5. Delay of game. (Ref: ARTICLE III. SECT. I)
6. If a team is more than 30 minutes late, without notifying the opposing team, the offending team shall receive the 10 point penalty assigned to a forfeit, and the match must be made up.

B) In cases where one (1) player is shooting two (2) opponents in a doubles event, no forfeit shall be enacted.

1. The one-man team shall have 1 turn (3 darts) at the board for every 2 turns (6 darts) of the opponents.

C) If a team drops out of the league prior to the completion of first half of the season, all scores (including all-stars) involving such team will be adjusted to show a bye (0 points), even if a team has shot.

1. If it is after the first half of the season, the first half scores shall remain as submitted (including all-stars), and the second half scores shall show a bye as in accordance with SECT. C. of this ARTICLE

D) It is the non-forfeiting team Captain's responsibility to report the forfeiture in writing by sending it along with the completed Match Score Sheet to the league's Secretary by the following day.

E) A forfeit may be appealed in writing to the League through the League Officers within one week from the time of forfeit.

F) If a game is not shot due to a player from each team not being present for their respective game, it shall be deemed a forfeit and no points will be awarded for that game only.

G) Rescheduled match due to a violation of the rules & regulations.

1. This rescheduled match should be played prior to the next regularly scheduled Tuesday night match at a time and place of the visiting team's choice.
2. The League Secretary must be notified within 48 hours of such a rescheduling.
3. It is the option of the home team to appeal such an action within the 48 hours, in writing.
4. It is the responsibility of the visiting team Captain to submit in writing, the infraction encountered, within 48 hours of the match, to the League's Secretary.

H) Any rescheduled match other than that covered in ARTICLE VI, SECT. G should adhere to the following regulations:

1. All rescheduled matches are to be made up within 2 weeks of the original match date. Once an agreement has been made between both teams, the Officer on call (provided in the Captain's List) should be notified with both the time and place for the rescheduled match. If the agreement is made after the date of the originally scheduled match, notification of the agreed time/place for the rescheduled match should be sent to the League Secretary. This notification should be in the form of an email to: officers@southerndutchessdartleague.com
2. Rescheduling of playoff matches will be directly communicated to the officers and will be solely at the officers discretion as to whether a reschedule will be granted. **[Changed on 8/20/18]**

I) A team wishing to reschedule must notify the opposing team and the officer on call (provided in the Captain's List) by 10AM on the Tuesday of the match. If notification is made after 10AM the rescheduling team is at the mercy of the opposing team. **[Changed on 8/20/18]**

J) Rescheduling Limitations: **[Changed on 8/20/18]**

1. No team shall have more than 2 rescheduled matches in a season.
2. There will be no rescheduling of matches after **week 12**.
3. Matches not made up will be forfeited by the rescheduling team. (See: *ARTICLE VI, SECT. K*)
4. More than one forfeited match by any team in the league will lead to disciplinary action up to and including expulsion from the league. Disciplinary action will be at the discretion of the officers.

K) In the event of a total forfeit, a written letter (or e-mail) shall be submitted to the league officers within 48 hours by the forfeiting captain explaining why. Officers shall then discuss if any further measures shall be taken. Further measures can include a 10 (ten) point penalty will be assessed to the forfeiting team, plus they will receive 0 (zero) points for that night's match, **[as per the 1/20/15 vote.]**

L) If a team forfeits an away match in the first half of the season then the opposing team will have choice of where to play during the second scheduled match of the season. **[As per the 1/20/15 vote]**

M) In the event of a forfeit or there is a reschedule that is unable to be made up, the team that was forfeited on shall receive a 10-0 win. The forfeiting team will lose the match and receive no points. No All-Star points will be awarded to either team. **[Changed on 8/20/18]**

ARTICLE VII - SCORING

A) The Captain of each team is responsible for providing a caller or a scorer for each game of an event during the match.

B) Calling

1. A caller will total the score at the end of a players turn unless requested by such thrower to check darts.
2. If there is an error on the call, the darts must not be pulled from the board until the discrepancy is settled. If the darts are pulled by the thrower, the score shall stand as called.

C) Scorekeeping

1. A scorer shall keep a running tally of the dart points thrown by the people playing.
2. A scorekeeper may only tell a thrower what number remains when requested by said thrower.
3. He/she may not give advice as to what points should be shot.
4. DartConnect is to be configured so that Outs and Enhanced Cricket Scoring is to be turned off prior to start of a Match. This is achieved by clicking on the "gear" to go to User Settings, then click the "League" button for suggested settings for League Play, then remove the checkmark for "Show DC Cricket Enhancements". Finally, click on the Apply Settings button and you're all set. **[ADDED – 1/21/2020]**

D) Scoring Errors

1. If a scorer gives the shooter the wrong remaining number, the toss stands as thrown.
 - a. **A PLAYER HAS THE ULTIMATE RESPONSIBILITY OF THROWING AT THE CORRECT POINTS.**

2. Any changes made to correct mistakes in scoring must be effected prior to the next turn of the player or doubles team against whom the error was detected, either in his/her favor or against.

ANY SCORING CHANGES MUST BE MADE IN ACCORDANCE WITH THE ABOVE SECTION D.2

E) A player must have both feet behind the front of the toe line for each dart thrown. If the player is in a wheelchair, both rear wheels of the wheelchair must be behind the line. Either or both front wheels may be in front of, or behind the line to allow an angled stance. A violating player will be penalized as follows:

1. 1st time immediate warning by the Opposing Team Captain
2. 2nd time the throw shall be deemed invalid for every dart thrown that is in violation of this rule.

F) If a player shoots out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown regardless of points scored by such thrower.

G) A dart landing in front of the toe line will be scored only if the shooter's arm is in motion towards the dartboard, otherwise it will be eligible for re-throw without penalty.

ARTICLE VIII - ALL-STAR POINTS

A) All-Star points shall be defined as follows: [Proposed Changes]

1. 501:

- a) 3DA (3 Dart Average) used for determining top 5 in each division
- b) Required fifty (50) percent games played to be eligible (IE: 1 game per week , 14 games for 14 week schedule, 15 games for 15 week schedule)
- c) Byes reduce the # of games needed by 1 per bye. In a 7 Team Division, each team has 2 byes, so the # of games needed would be 12.

2. Cricket:

- a) MPR (Marks Per Round) used for determining top 5 in each division
- b) Required fifty (50) percent games played to be eligible (IE: 1 game per week , 14 games for 14 week schedule, 15 games for 15 week schedule)
- c) Byes reduce the # of games needed by 1 per bye. In a 7 Team Division, each team has 2 byes, so the # of games needed would be 12.

3. Winning Percentage:

- a) Legs Won / Total Legs Played used for determining top 10 in each division
- b) A player must have played fifty (50) percent of their maximum possible number of games to be eligible for the Top Winning Percentage leaderboard. (If a team has no byes in a 14 week regular season, the maximum number of games playable is 56. Therefore, the player must play in a minimum of 28 games to be eligible.)

B) The eight (8) players from all the divisions who have scored the most All-star points shall determine the S.D.D.L. All-star Teams.

ARTICLE IX - PROTESTS

A) Any team Captain may file a protest with the league for any rule violations within a match. The opposing team must be notified at the time of the protest and the rest of the match played to its completion under the rule.

- 1. The protest shall be submitted in writing within 24 hours after the disputed match.
- 2. The Weekly Score Sheet shall be handled in the same manner as not under protest.
- 3. The written protest may be sent to the league secretary with the Weekly Score Sheet.

ARTICLE X - PERSONAL CONDUCT

A) Any complaints of rude or abusive conduct and acts of aggression or physical contact will be investigated by the League Officers and if warranted, a team member may be disqualified from further play for the rest of the season. Players displaying rude, abusive and/or unsportsmanlike conduct will be penalized in the following manner:

1. Rude or Abusive Conduct

1st time: A warning

2nd time: Forfeit of all games of said player(s) for that match.

3rd time: Expulsion from league for remainder of current season

2. Acts of aggression or physical contact

1st time Expulsion from league

B) In addition, multiple reports of unsportsmanlike conduct by an individual will be grounds for disciplinary action, up to and including forfeiture of team points and suspension, depending upon frequency and severity.

Any complaints must be filed within one week of the incident in question.

C) Any player, under the state drinking age caught drinking during a dart match at any sponsor's establishment will be penalized in the following manner:

1. To be expelled from the league until he/she reaches the age of twenty-one (21).

2. The match will be stopped at that point and all games will be forfeited.

3. The team whose player has been expelled will receive no points for that match and the opposing team will receive a point average (not to exceed 18 points) which will be decided at a special Captains meeting.

ARTICLE XI - SPONSORSHIP

A) A sponsoring body must be located within the following boundaries: (with the exception of a league vote)

1. On the South, the Dutchess and Putnam border.
2. On the East, US Rte. 22 (This includes any bar or tavern whose driveway is accessible from Rte 22.)
3. On the West, the Hudson River.
4. On the North, US Rte. 55 Westbound and Route 44 Northbound to the Taconic, then Southbound to Rte 55 Eastbound and the Eastern border, Rte 22. (This includes any bar or tavern whose driveway is accessible from Rte 55 or 44) – **Per January 30th, 2018 vote**
5. Establishments voted into the league by majority vote:
Junior's Lounge (Salt Point Turnpike, Poughkeepsie) - **August 19th 2014**
Kent Countryside Inn (Rt 52., Kent) - **August 10th 2021**

B) A sponsor shall provide the league entrance fees of \$100.00 per team per season to the team captains.

1. This fee shall be submitted to the League Treasurer by the end of the second week of play.
2. A five (5) point penalty will be deducted from your team score per week that fees are not paid.
3. Two (2) weeks after fees are due a certified letter will be sent to both sponsor and captain. If Fee's are not received within two more weeks team will be dropped from league.

C) Sponsor shall also be responsible for:

1. Supplying items in ART. I, SECT. A, E, H
 2. Maintaining items in ART. I, SECT. A,B,C,E,H
 3. ~~Supplying either food or snack to players (snack may consist of chips, pretzels or popcorn)~~
- [Eliminated by vote effective 8/23/2022]**

D) Disputes between a sponsor and a team/team member shall be handled as follows:

1. If the dispute causes a member(s) of such team to be prevented from playing in said pub, the franchise for the team will remain with its owner, pub, or club.
2. If the franchise is the property of the team, then it will be allowed to move to wherever the team chooses to relocate itself.

E) If the pub's management no longer wants to field a team of the franchise, a majority of the rostered members may take the club to another establishment and complete the season's playing schedule.

ARTICLE XII - LEAGUE OFFICERS

A) The league officers shall consist of the following:

1. President
2. Vice President
3. Recording Secretary
4. Treasurer (may be held in conjunction with the vice president or recording secretary)

B) Election protocol will be as follows:

1. League officers shall be elected to a term of two (2) years / four (4) seasons, at the General meeting / Spring captain's meeting prior to the season. – **Per January 30th, 2018 vote.**
2. Elections will be staggered so that two positions are voted upon each year. **Per January 30th, 2018 vote.**
3. To be eligible to seek election a member must have shot during two (2) consecutive seasons. (Present one included)
4. All officers will be elected by majority vote of all members present.
 - a. To be eligible to vote a member must have shot during the past term.
5. A league member must submit in writing a letter of intent to run no later than 14 days prior to elections and must be present at such meeting to be nominated and elected.
 - a. Exception if circumstances are such he/she cannot attend said meeting (i.e. medical emergency, work schedule, etc...) a written intent of officer ship will be accepted by the league at said meeting.
6. Incumbent officers shall remain in office until the completion of the present season.

C) Vacated Offices

1. Next ranking officer will step up into vacated office.
2. There will be no election in this case unless the number of officers fell below two (2).

D) Meetings (General and Captains)

1. The League shall conduct one (1) General Meeting per year the purpose of this meeting will be for the conduction of the leagues' social business and election of officers. This will normally be held in conjunction with the Spring Captains Meeting.
2. Captains Meetings will be held as deemed necessary, (see SECT. E this ARTICLE).
3. 50% of the captains/representatives must be present and vote at said meeting in order for the motion to become official and/or valid within the league.
4. All propositions will be discussed at the meeting at which it was proposed; voting will then take place at the next scheduled meeting.
5. No rule will take effect during the course of a season, any amendments to the rules or new rules will take effect at the start of the next season.
6. Any team not represented at a complete captains meeting by either their captain or his/her representative will have a three (3) point penalty imposed on said team.
7. Any person acting as a designee or representative at a captains meeting must be a rostered player of the team he/she is representing.

E) Any topic or issue requiring a vote may be voted on via either a scheduled or emergency captains meeting. ANY current member of the league is able, and encouraged to vote.

ARTICLE XIII - TROPHY PROFILE

A) Regular Season:

1. Ind. Trophies: for the first & second place team players in each division.
2. Bar Plaques: for the first & second place team in each division.
3. High On Plaque: awarded one (1) per league (not per division) to highest on as per ARTICLE VIII. SEC. A PAR. 1.
4. High Off Plaque: awarded one (1) per league (not per division) to highest off as per ARTICLE VIII SEC. A PAR. 1.
5. All-Star Plaques: Top three (3) positions are awarded for top all-stars per division.
6. Top Win Plaques: Two (2) plaques (or 2 places whichever is less) awarded for top WINNING PERCENTAGE per division. A player must have played fifty (50) percent of their maximum possible number of games to be eligible for the Top Winning Percentage leaderboard. (If a team has no byes in a 14 week regular season, the maximum number of games playable is 56. Therefore, the player must play in a minimum of 28 games to be eligible.). Additionally, one (1) plaque will be awarded to the individual(s) with the highest TOTAL wins per division. **[1/26/16 vote]**
7. T80, C9, and B6 Plaque: individual plaques awarded to all players in league who achieve these throws.
8. Any individual accomplishments (team finish regular season top 2, or win playoffs/180/C6/All-stars/Wins) will be combined into one plaque where possible.

B) Playoff Season:

1. Individual Trophies: for the overall league championship team players.
2. Travel Plaque & Cup: awarded to sponsoring body of overall Championship team.
3. Bar Plaques: Plaques awarded to any 3rd or 4th place team (regular season) who move on to win their division in the playoffs
4. T80,C9,B6 Accolades: Individuals will be awarded either a plaque, or a line on their personal plaque to all players who achieve these throws during playoffs

C) Special Events:

1. The league will issue Trophies or Plaques at league sponsored events as it deems appropriate. Otherwise, all trophies from the previous fall and spring seasons will be handed out at the fall captains meeting. (Once a year) **[1/20/15 vote]**

ARTICLE XIV – CODE OF CONDUCT AND PLAYER AGREEMENT [ADDED 1/5/2018]

- A)** By allowing oneself to be rostered on a team in the SDDL, each player agrees to the following code of conduct.
- B)** All players will conduct themselves in a manner that demonstrates good sportsmanship, fair play and respectful for the game, players, league, and sponsors. All players shall consider themselves representatives of their teams sponsor venues, SDDL and of the game of darts in terms of their conduct. Team captains or league officers shall handle any and all actions violating fair play. The Board of the SDDL reserves the right to discipline teams and/or players who violate the Code of Conduct, the integrity of the game or fair play as deemed necessary. The SDDL reserves the right to take any disciplinary action within its control, including but not limited to expulsions, bans, sanctions, suspensions, and the removal of prior achievements if such actions are warranted (as decided by the Board.)
- C)** It is expected of all players that while playing matches for the SDDL, every player will avoid discrimination, cheating, violence, threats, and any other action that might harm another person. Playing in any match or tournament sponsored by the SDDL shall be construed as understanding and agreement to this code of conduct and all SDDL rules.
- D) Player Agreement:**
- I agree to adhere to the rules of the SDDL
 - I agree to abide by the rules of the hosting venue while in attendance there.
 - I agree not to commit any inappropriate sexual behavior or behavior that violates the rights of others.
 - I agree not to be disrespectful regarding a person's gender, race, age, sexual orientation, religion, national origin, disability or appearance.
 - I agree not to harass anyone or create a hostile environment.
 - I agree to dress appropriately for the venue/event at which I am attending.
 - I agree not to use any Social Media platform or Public Forum in a manner that may reasonably be considered to injure or discredit the SDDL or any SDDL player or to bring the game of darts into disrepute
 - The SDDL is not responsible for individual venue's rules, policies or enforcement of such.
 - The SDDL is not responsible for individual player behavior or actions.
 - I assume all responsibility for personal injury, and further release and discharge the SDDL and its officer's for injury, loss or damage arising from my participation in any SDDL event or activity.
 - Still photography and video recording may occur for the use of the SDDL.
 - I agree to allow the SDDL to contact me regarding league business.
 - It is the discretion of the host venue to allow/disallow a team or player from patronizing their establishment.
 - The SDDL will not tolerate any violence or destruction of personal or venue property.

-END