

HVDA Captain Quick Sheet – 2026

ROSTERS & ELIGIBILITY

- Minimum **4 rostered players**; additions after schedule release require **Board approval**.
- Players withdrawing before Week 3 may join another team **only if they have not played**.
- **Fees due at sign-up**; delinquent players cannot compete and wins become losses.
- Captains must confirm all players are **eligible and paid**.

SUBSTITUTE RULES

- Subs must be entered as **“Substitute Player”** in DartConnect.
- **A-Division cannot sub in B; B-Division may sub in A.**
- Rostered players **cannot sub** for other teams.
- If 4 able rostered players are present, **no sub may play**.
- If a sub plays anyway, they must **join the roster** and lose sub eligibility.
- **Medical exception**: rostered player may play **max 4 legs**; opposing captain must be notified **before match**.

MATCH NIGHT

- Matches start **7:00 PM sharp** (unless captains agree otherwise).
- Minimum **3 players** required to begin.
- Home team must provide **two functional tablets**, connected to WiFi/cellular.
- Home captain must **upload scores immediately** after match.
- All players must be allowed **at least two games**, including **one singles**.

WARM-UPS

- Up to **9 darts** before each leg.
- No warmups between games or during active play.
- Captains may agree to extra warmup **before Game 1 only**.

CORKING (Updated Rule)

- Each player throws **one dart at the bull**.
- **Hierarchy**: red > green > outside bull.
- **If neither player hits the bull, the dart closest to the bull wins the cork.**
- Home team chooses **see** (throw second) or **show** (throw first).
- **Ties** (same bull or indistinguishable distance) = rethrow; second thrower becomes first.
- Bull darts must be **removed** before next throw; outside darts **stay in**.
- No touching or adjusting outside darts.
- Second thrower must visually confirm bull hit before removal.
- Any interference = rethrow.

SCOREKEEPING

- All matches scored **exclusively** in DartConnect.
- No one may stand at the board in a chalking position.
- Darts must remain in board **3 seconds** to score.
- Shooter must verify score **before removing darts**.
- Captains resolve disputes using any fair method, including DC review.

SHORTHANDED PLAY

- Teams may play with **3 players**.
- Dummy scoring applies in doubles 01.
- Opponents must supply partner in doubles Cricket.
- Final singles may be forfeited depending on division.
- If both teams use a dummy, both forfeit final singles.

RESCHEDULING & UNPLAYED MATCHES

- Emergency: **2 hours' notice**.
- Non-emergency: **24 hours' notice**.
- Must be played before final week unless Board approves.
- If a match is not played as scheduled and captains cannot agree on a rescheduled date, the Statistician will evaluate the circumstances and determine the appropriate game split for the match.
- Failure to appear for a rescheduled match will be treated as a full-match forfeit unless the Board determines otherwise.

SPORTSMANSHIP

- No verbal/physical abuse; no disturbing opponents.
- No coaching once a player begins their turn.
- No one within **3 feet** of thrower.
- Captains responsible for team and guest conduct.

PROTESTS & DISPUTES

- Protests must be declared **immediately**.
- Reviewed within **one week**.
- Rules Chairman has **exclusive authority** on rule interpretation.
- Only executive-level issues may be escalated to the President.

FORFEITS

- Full-match forfeit if:
 - Team fails to appear within **30 minutes**,
 - Less than **2 hours' notice**, or
 - Team refuses to complete match.
- Recorded as **19–0 (A)** or **16–0 (B)**.
- Captains must notify the Statistician within 24 hours when a forfeit is declared.

- Any team with two full-match forfeits in a season will be reviewed by the Executive Board and may be subject to removal if the forfeits indicate abandonment of league participation.

CAPTAIN REQUIREMENTS

- Must be rostered, paid, and in good standing.
- Teams may select captains by any method.
- Co-captains allowed.
- Removal reasons: poor communication, misconduct, failure to enforce sub rules, abandonment of duties.
- Replacement required within **one week**.

POSITION NIGHTS

- Final week is Position Night.
- Pairings based on standings: #1 vs #2, #3 vs #4, etc.
- Standard match formats apply.
- Determines final standings and seasonal awards.
- Awards based on regular season + Position Night + DartConnect stats.

STATISTICAL CORRECTIONS

- Correction window: **72 hours**.
- Must include match date, teams, leg, description, evidence.
- Statistician rules within **one week**.
- Statistician has final authority unless playoff eligibility is affected.

CAPTAIN DUTIES – QUICK SUMMARY

- Verify roster & fees
- Enforce substitute rules
- Manage tablets & scoring
- Communicate promptly with Board & opponents
- Resolve disputes immediately
- Report forfeits
- Uphold sportsmanship
- Submit stat corrections within 72 hours
- Ensure minimum game requirements
- Upload scores immediately