

Seacoast Dart Association, Inc.

P.O. Box 8444 Portsmouth, NH 03802-8444
Telephone: (603) 430-4195



Rules

*Revision 7.38
August 10, 2008*

Rules changed in this revision: 1, 6-B, 6-C & 16-A

1. DEFINITIONS:

SDA: Seacoast Dart Association Inc.. The SDA is a non-profit organization whose objective shall be to promote darting, coordinate the functions and activities of darts, sanction League play and establish friendly relationships with similar organizations.

LEAGUE: An organized group of teams playing established dart games within a specified geographical area. The geographical area is defined by a fifteen mile radius of the Portsmouth New Hampshire traffic circle. Exceptions to this rule can be made by the Board of Directors.

SEASON: A specified period of time. Generally Fall, Spring, and Summer, in which dart competition begins and ends. A Division and or Conference champion will be declared for each dart season.

MATCH (Regular Season) Competition between two teams during one night. The match will consist of 11 games. Two games of 3-person 601, Three games of 2-person Cricket, (AA,A,B,C and D Divisions will play the best two out of three legs in Cricket games). Six individual games (301 games, best two out of three legs for divisions D and below) (301/Cricket/Choice games for divisions C and above. The winner of the diddle in the first game determines whether 301 or cricket is played first.)

(Regular Season for AA division only) Competition between two teams during one night. The match will consist of 12 games. Three games of 2-person 501 straight start, double finish best two out of three legs of 501, Three games of 2-person Cricket, best two out of three legs in Cricket games. Six individual games best of three legs (501/Cricket/301 games). One Cricket leg and one 501 leg will be played in the first two legs of singles, the third leg will always be 301. The winner of the diddle in the first leg determines whether 501 or cricket is played first. The 501 leg will be straight start with a double finish. The 301 leg will be double start and double finish.

MATCH (Summer Season) Competition between two teams during one night. The match will consist of 9 games. One game of 4-person 701, Two games of 2-person 501,(AA AND A Divisions will play best 2/3 legs in 501 games). Two games of 2-person Cricket (AA,A,B, C & D Divisions will play the best 2/3 legs in Cricket games). Four individual games (301 games, best two out of three legs for divisions D and below) (301/Cricket/Choice games for divisions C and above. The winner of the diddle in the first game determines whether 301 or cricket is played first.)

GAME: Competition between two teams or individuals. 1 point awarded the winner.

LEG: A section of a game. (301 game is the best two out of three LEGS!).

SPONSOR: An Establishment or Pub that provides funding for one or more teams.

BOARD OF DIRECTORS: An elected group of dart players that are current SDA members. The Boards responsibilities are defined in the Associations Bylaws.

BLIND: An absent player who assumes a dummy score of "0" for each scheduled throw of that player in each game/leg.

TON: A score of 100.

ALL STAR POINTS: A point value of 100 or more scored in one turn. Not recorded in 3rd Legs . (Record 180's in third legs of 301 as: 180/3G).

TOP TEN POINTS: Accrued by individuals as follows: 1 Point for each 701/601 win, 2 Points for each Cricket game win, (2 Points for 501 Summer), and 3 Points for each 301 game win.

DEFINITIONS: (Cont.)

ROUNDS OF: The total number of scores in one turn of Cricket, (not necessarily all one number.). A minimum of 6 in one turn is required to add to the individuals season total. A minimum of 4 Corks is required to add to the season totals. Only darts of scoring value or required to win the game/leg will be counted. Rounds of will not be counted in the third leg. (For AA,A,B,C & D Div, Record RO9 as RO9 3g.)

HOT HAND: An accumulation of all star points by a player during one match. The highest hot hand is recognized by an individual award at the end of each Season. Rounds Of: AA, to C- Division 21 or more. D thru F Division 14 or more. Not counted in 3rd game of 301/501 or 3rd game of Cricket.

GOOD GAME: A leg of a 301 game completed with less than or equal to 15 total darts. (Darts thrown prior to doubling in count towards that total). Good games thrown in the third leg will be recorded on the match report .

HIGH ON - HIGH OUT: A score greater than or equal to 100 achieved in one turn to start or complete an 01 leg. HIGH-ON, HIGH-OUT in the third leg of '01 will be recorded on the match report with a 3G following the score. Third leg HIGH-ONS AND HIGH-OUTS do not count toward all-star point totals.

180: A score achieved with three darts. This recognition can be achieved in the third leg of '01. 180's scored in the third leg of '01 will be recorded as: 180/3G and will not count toward all-star totals.

CORK: The outer bull's-eye is a single cork. The inner bull's-eye is a double cork. Double corks can be used to double in or double out during '01 games /legs.

DIVISION: An organized group of teams generally of the same playing skills playing established dart games.

CONFERENCE: A subset of a Division playing established dart games.

2. EQUIPMENT

A. All matches shall be played on a "Standard English Clock Bristle Board", approved for use by the Board of Directors. The dart board will be secured to an acceptable background, 5 feet 8 inches from the floor to the center of the bull's-eye. The "20" wedge must be at the twelve o'clock position and shall be the darker color of the wedges.

B. The toe line shall be a straight line extending 18 inches in either direction perpendicular to the center line. Measured at floor level, the front of the toe line(closest to the board) must be 7 feet 9(1/4) inches from the front playing surface of the board. The diagonal distance from the center of the bull to the front of the toe line is 115(1/2) inches.

C. No part of a players foot may extend forward of the toe line. If it does, it constitutes a foul and all darts thrown on that turn shall have no value.

EQUIPMENT: (cont.)

- D. Lighting must be affixed in such a way as to brightly illuminate the board. Acceptable lighting will be determined by the Board of Directors during the certification process.
- E. When more than one match is being played on boards mounted on the same wall, there shall be a minimum of 8 feet between centers of the boards in use.
- F. A scoreboard must be mounted within easy reading distance from the toe line of each board. Scoreboard shall be placed as to not interfere with players on adjacent boards. Dart "out charts" may be displayed in Pubs.
- G. All dart courts must be certified by the SDA. The courts should be positioned so that there are no activities or interferences within a reasonable distance of the hockey. Modifications must be approved by the Board of Directors.
- H. All comments or protests concerning equipment should be brought to the attention of the League Coordinator or Division Representative. Submit all comments in writing.
- I. An establishment may sponsor two teams with only one dart board.
- J. When two or more teams are playing at home, the choice of boards will be determined by the policy set forth by the home bar. If no policy is established, a flip of a coin by the Home Captains will determine the choice of boards.

3. THE TEAM

- A. A regular season team consists of a minimum of 6 and a maximum of 9 players.
All 9 can play.
- B. A summer season team consists of a minimum of 4 and a maximum of 9 players
- C. Players may be added or deleted up to and including week 3 of the season. Teams can NOT drop more than three (3) members of their initial roster without permission of the League Coordinator and the Division Rep. If a player is dropped after week 3, the player cannot be replaced except for the provisions of rule 3.G. (All added players will be reviewed by the League Coordinator. If a players average places the team ranking above the established division split, the add request will be denied.
- D. If a player is added or dropped from the team, an ADD/DROP form must be sent to the League Statistician attached to the match report.
- E. A member rostered who has been dropped by one team may join another team if the member has not played on the original team, provided it is before the 4th week of the season.
- F. A member that plays a match for one team cannot play for another team in the same Division, unless the member was dropped from the other team as a result of rule 3.C.
- G. If a member must be dropped from the roster after the third week of the season due to unusual circumstances, the team captain may petition the Board to replace that member if the team is placed at a disadvantage of having less than seven members during the regular season and less than five during the summer season. Replacement players (Hardships) **MUST** be requested by **8:00 PM Monday** to be eligible for that week's match.

3. THE TEAM (Continued)

- H. Officially rostered players must play a minimum of three weeks to be eligible for playoff competition. (The Board will rule on cases involving rule 3.G)
- I. All players must be 21 years old or older to play in the Seacoast Dart Association.

4. LINE UPS

- A. Line ups are to be filled out completely by the team captains prior to the start time of the first game. The match report will be folded so each captain will not see the opposing teams line up. The captains must announce any absent members, and comply with Rule 4.F. A players full name must be PRINTED in each position corresponding to the games the member will play in. CAUTION: Always use the members initials on the match report for members not present but are expected to arrive late.
- B. Only officially rostered members can play. If an unrostered member plays, the Board of Directors may penalize the offending team upon receipt of a written protest anytime during the season. The Board may declare the match 11-0 or (9-0 during the Summer Season) and may affect individual statistics as well.
- C. No player can participate in two or more of the same events. Two 601/501 ,
Cricket , 301
- D. FILLING IN BLINDS: All positions on the match report must have the following:
 - (a) players full name, or (b) players initials, or © players full name and the initials of the absent player who is expected to play, or (d) leave blank. Late arriving players WILL play the games that correspond to their initials if they arrive in time. The initials of the player will be changed to their full name, and in the case of © above, the original players name will be lined through. If a late arriving player initials are not on the match report, the player may not play unless there is only one place blank. In the event that only one of the (initials or full name) players is present, that player must play the game.
- E. Late arriving players can play in singles games if they arrive before their game is due to begin. Late arriving players cannot play in team games that have begun. Late arriving players CAN play in second or third legs of Cricket games if they are to fill a blind position or their name or initials are on the match report. A leg is considered begun once the cork is thrown.
- F. Known blinds should be announced before the match report is filled out. If only one team has one or more blinds, the blinds may be placed in any position of the team or individual games. If both teams have the same number of blinds, they will be placed in the last positions of the individual singles games. If the amount of blinds is unequal, the team with the least amount of blinds will place the blinds in the last positions of the individual singles games. The team with the most amount of blinds will match the opponents blinds in the last position of the singles games. The remaining blinds can be placed in any other individual singles positions at the captains desecration.
- G. Blinds can be placed in any position of the 701/601/501 and cricket games.
- H. If both teams have a blind in the same individual singles game, the game will be scored zero.

4. LINE UPS (Continued)

- I. A player cannot be moved from a previously scheduled game to replace a blind.
- J. A player may shoot for All-Star points when playing against a blind in singles only. The player is allowed 9 darts (15 darts in D division and below) for each of 2 games (1 game in C divisions and above). No All-Star points will count until after a double is hit in each game. All rules that apply to playing 301 will still be applicable. Hot hands, high ons, high outs, good games, 180's are still recognized. All notable throws against a blind must be indicated with a "B". (Example: 100 on B) The play and score must be observed by at least (1) opposing player..

5. TIME FACTORS

- A. Matches are scheduled to begin at 7:00pm (7:30pm during the summer season). Consistently late teams will be penalize team points at the discession of the board. (See Rule 12-A)
- B. If a team has a blind in the first 601/701 game, then the second 601/701 game will commence, with the first 601/701 game being played upon the arrival of the late arriving players. Should the late arriving player(s) not be present at the end of the first 601/701 game, the cricket games will begin. This concept will continue through the cricket games in the event there is less than full teams. All team games must be played prior to starting the singles

6. THE MATCH

- A. A minimum of two players are required to play a match.
- B. All "01 games require a double start and a double finish (except in AA where 501 games In regular season are a straight start and a double finish). The first team/ individual to reduce the score to zero is the winner. If a greater score is thrown than is required to reduce the remaining score exactly to zero, or reduces the score to 1, the entire throw of three darts does not count, and the score remains as it was prior to the throw. The inner bull's-eye in addition to the outer double ring counts as a double for beginning and ending a game or leg.
- C. Singles games will be the best two out of three Legs.(Singles is 301 for divisions D and below) (Singles is 301/Cricket/Choice games for divisions A, B & C. The winner of the diddle in the first game determines whether 301 or cricket is played first.) (Singles is 501/Cricket/301 games for division AA. One Cricket leg and one 501 leg will be played in the first two legs of singles, the third leg will always be 301. The winner of the diddle in the first leg determines whether 501 or cricket is played first. The 501 leg will be straight start with a double finish. The 301 leg will be double start and double finish.)
- D. The game of Cricket (with points), players throw at numbers representing innings. The numbers are from 20 to 15 and the bull's-eye. An inning is considered closed when three numbers of that inning are scored. Darts thrown do not have to be called, all darts thrown score where they land. (doubles and triples count as face value). A team receive points corresponding to the value of the inning for any darts scoring in a closed inning for their own team but not closed for the opposing team. Scoring points can continue until the opposing team closes the inning by scoring three in that inning. The object of the game is to close all innings and have a score greater than or equal to their opponent.

7. BEGINNING THE GAME

- A. The dart board should be available for team warmups 30 minutes prior to the start of the match. Sponsors and team captains should ensure that all non-scheduled matches are cleared from the playing area and that the area is ready for League play.

BEGINNING THE GAME (cont.)

- B. Once the teams are ready for play, warm-up throws will be limited to Twelve darts per player.
NOTE: Once a game or leg has begun, no practice darts will be thrown on the game board or practice boards by the players competing in the game being played.
- C. All games/legs are begun by "throwing for cork". The dart closest to the bull's-eye will begin the game. Any player in the line-up for that game may "throw for cork".
- D. If desired, the second thrower may request that a single or double bull's-eye thrown by the first person be removed from the board prior to shooting once it has been identified by the scorekeeper.
- E. The choice of throwing for cork is identified on the match report by an asterisk. The team with the asterisk has the choice of shooting first or second for cork. During two out of three Cricket games and individual singles games, the loser of the first leg has the choice of going first or second for cork on the second leg. If a third leg is required, a coin toss will determine the team or individual having the choice of cork. Coin tosses will be called by the visiting team.
- F. While throwing for cork, the dart must remain in the board in order for it to count. Additional throws will be made until such time as a dart remains in the board. Should the second player dislodge the dart of the first player, a rethrow will be made with the throwing order reversed.
- G. The scorekeeper shall call for a rethrow if it cannot be determined which dart is closest to the bull's-eye, or both darts are in the inner bull's-eye or both darts are in the outer bull's-eye. The rethrow will be in reverse order.
- H. The playing order will be as written on the match report for team games.
- I. If a player throws out of turn, the opposing team has the option for letting the score stand or requesting a rethrow by the correct player. The play then resumes in the correct order.
- J. If a match is running late, -- that is, if at 10:30 there are more than two singles matches left to play, and there are spare (certified) boards available at the bar, then if either team requests to play on two boards, then the match will continue on two boards

8. SCORING

- A. For a dart to score, it must remain in the board after the last dart is thrown by the player. The point of the dart must be touching the bristle portion of the board. A dart sticking into another dart does not have any value and cannot be rethrown. A dart bouncing out may not be rethrown.
- B. A player will not remove darts from the board until the scorekeeper has acknowledged the score. If a dart or darts are removed from the board prior to the score being acknowledged by the scorekeeper the dart or darts will have no score value.
- C. Any changes made to correct mistakes by the scorekeeper must be made prior to the affected teams next throw. Play should be stopped and the mistake corrected and explained to a representative from each team before play is resumed. Once that team throws, the score stands.
- D. A player may request the scorekeeper to score what remains after one or more darts are thrown during a turn. The scorekeeper must chalk the score and once the player throws again, the score stands and cannot be changed unless it results in a bust. In the case of a bust, the score reverts to the score at the beginning of the turn.

8. SCORING (Continued)

- E. The scorekeeper cannot recommend a combination to go out.
- F. A winning dart must be identified and verified by the scorekeeper.
- G. The score keepers word is the law concerning the score.

9. MATCH REPORTS

- A. Match reports must be filled out completely and correctly. (PRINTED). Players first and last names must be indicated in each game they play. The team names, division, and the match date should be clearly identified. Initials of late players must be either crossed out or changed to full names.
- B. Indicate a "1" in the block next to the winning team/individual, and a "0" for losing team/individual.
- C. Total the points for the entire match and record totals in the block provided.
- D. Use the lower portion of the match report to record individual statistics ie. 100 or more points scored in one throw, Good Games. High On, High Out, 180, or Rounds Of. Use one(1) column per player unless additional space is needed.
- E. Identify Rounds-Of by RO6, RO-7, RO-8, or RO9 For Rounds-Of Corks to score, it must be at least 4, 5, or 6. Record these as RO4C, RO5C, or RO6C. Rounds of scored in the 3rd Leg of a Cricket game do not count towards season totals. Record RO9's in third game as, RO93G.
- F. Identify an individual "Good Game of 301 by entering under the players name a number between 6 and 15. Record the good game as 6DG, 7DG etc. Darts thrown prior to double start count towards the total darts thrown. Good Games in the third leg of the 301 games record , 10DG3G.
- G. "High-On" and "High-Outs will be recorded if the On or Out is 100 or more. Record as example. 100out, or 100on. High-Ons and High-outs will be recognized in the third leg of a singles game. Record these as example 100out3g or 100on3g on the match report.
- H. As each player finishes their last scheduled game of the match, an X must be place in the box just below that player's last notable throw. If all the boxes for notables are filled under a players name, an X must be placed below the last box. At the conclusion of the match, the captains will verify that the Xs have been placed under each player's notables and all unused notable columns must have an X placed in the first box. All corrections to a player's notables after an X is placed under their notables, must be initialed by both Captains. All notables NOT followed by an X will NOT be counted.
- I. After all games are complete, captains must total scores, verify correctness and sign.
- J. A match report is considered incomplete if any information is omitted or incorrect. A one point penalty will be levied against each team if incorrect or omissions.
- K. All match reports will filled out in triplicate, except for playoff matches. The original copy will be mailed to the league and the copies will be retained by the captains.

9. MATCH REPORTS (Continued)

L. MATCH REPORTS MUST BE POST MARKED THE DAY FOLLOWING THE MATCH.

Home teams will be penalized for reports that are postmarked late. Late match reports will be penalized as follows:

1st late report wk 1 (1 points), wk 2 (2 points), wk 3 (4 points) & wk 4 (4 pts)

2rd late report wk 1 (2 points), wk 2 (4 points)) & wk 3 (5 points))

3rd & and more late report wk 1 (3 points), wk 2 (4 points)) & wk 3 (4 points))

M. The start time of the match must be written above the date on the match report.

Both teams will be penalized a point if the start time is not written in. Teams can protest late match starts by calling their division rep and following up with the complaint in writing. (Email is acceptable). The late starting team can be penalized two (2) points by the board.

10. RESULTS AND STANDINGS

A. The team standings will be determined by total points scored, accumulated weekly .

B. A Division/Conference champion will be determined by a playoff after the regular season ends. Playoff brackets will be provided at the beginning of each season.

C. In the case of regular season ties for playoff positions, the following will be used to break a tie. (1) Total points scored against the opponent during regular season play. (2) Regular season team win/loss record (3) If two teams are tied for the last playoff position, a tiebreaker will be played to determine the final playoff team. The tiebreaker will be played on the night of the scheduled first round playoff match. It will be held at the home bar of the division's first place team. The Spring & Fall season tiebreaker will consist of a 3-person 601 game, a 2-person game and a singles game. (Note: No player can play in more than one of the games, It takes six (6) players per team to play this tie breaker.) The summer tiebreaker will be a 4-person 1001 game. The team winning the tiebreaker will play the regularly scheduled playoff match after the tiebreaker is completed. If there is a tie for any other position than last, it will be broken by the flip of a coin.

D. Weekly standings for individuals will be recorded for All Star Points. Rounds-Of, and Top Ten Points.

E. All errors in individual statistics must be brought to the attention of the statistician within one week of the receipt of the Mid-Season Report for errors made during the first half of the season, and within one week of receipt of the End-of-Season Report.

11. POSTPONEMENTS

A. A match may be postponed only under extreme circumstances or if the match is scheduled the day before a holiday. A match must be postponed 24 hours prior to the scheduled start time. When matches are postponed due to weather, they may be postponed up to one hour prior to the scheduled start of the match. Holiday postponements cannot be refused by the opposing captain if requested at least one week in advance of the schedule. Captains are encouraged to be reasonable when requesting a postponement or rescheduling of the match.

B. All postponed matches must be played within 10 days. (Play-off matches must be played before the next scheduled play-off match or the start of the next season, whichever comes first.).

C. A match may be played prior to the scheduled date. This will also be considered a postponed match for purposes of the above rules.

11. POSTPONEMENTS (Continued)

- D. The requested team shall have the right to set the date and time of the match.
- E. In the event of a postponement of the last match of the season, the match must be played 24 hours prior to the first match of the playoff schedule.
- F. Both team will receive zero points for matches not be played within the allotted time.
- G. Both team captains must notify the Division Representative or League Coordinator of the rescheduled date prior to the postponement. (notification must be before 6:00pm of the night of the originally scheduled match). A penalty of "1" point will be assessed any team whose captain does not inform the League.
- H. The Board of Directors reserves the right to settle disputes over postponed matches.

12. FORFEITS

- A. A forfeit can be declared by either team 30 minutes after the scheduled start time if less than two (2) players are present for the opposing team The amount of points awarded for a forfeit will be determined by the SDA Board of Directors.
- B. If a forfeit must be declared, the match report will be completed and mailed as follows. The captain of the team present whether the home or away team will complete the match report. Team Names, Division, Date, and the line-up will be filled in for the team members that are present. Each team member scheduled to play will sign the match report. Top Ten Points will be awarded to those individuals scheduled to play.
- C. If a team forfeits, it will be given an automatic suspension for that season and the next. All team points will be taken away and personal stats will remain. In addition, members of the team may be suspended from the League for an additional two (2) Seasons.

13. PROTEST PROCEDURE

- A. In the event any match is played under protest, the match will be completed, unless there is the threat of physical violence, in which case play should be suspended. If the captains cannot settle the dispute, the matter should be referred to the board.
- B. A protest must be submitted to the League, in writing within 3 days of the completed match.
- C. The Board of Directors will rule on all protests and the interpretation of the SDA Rules. The Boards' decision is final.

14. SPORTSMANSHIP

- A. Good sportsmanship shall be the prevailing attitude during all SDA competition. Captains are charged with maintaining an atmosphere of Good Sportsmanship, Proper Decorum, Sobriety and Safety during all SDA sanctioned darting activity. Sponsors are requested and encouraged to assist the League with compliance to these rules.
- B. Match participants, score keepers and spectators shall refrain from making excessive noise, movements or other such actions, as may prove to be distracting to a player while at the throwing line. This includes verbal expressions or harassment.
- C. ANY PLAYER USING DARTS OR ACTING IN A MANNER THAT MAY CAUSE PERSONAL INJURY OR PROPERTY DAMAGE IS SUBJECT TO SUSPENSION FOR A PERIOD AT THE BOARD'S DISCRETION..

14. SPORTSMANSHIP (Continued)

- D. The Captains are responsible for running a smooth match. Any disputes arising during the match must be settled by the Captains. Captains are encouraged to meet in private to discuss and resolve problems. Consult these Rules to resolve any conflicts.
- E. HARASSMENT (Verbal, Racial, Sexual, etc.) WILL NOT BE TOLERATED. Membership in the SDA will be reviewed by the Board of Directors for any violation of poor sportsmanship.

15. COACHING

- A. It is permissible for a partner, teammate, or spectator to advise the player
- B. Score keepers CANNOT coach a player during a game.

16. PLAYOFFS

- A. SPRING/FALL- Preliminary playoff rounds will be the first team to achieve 8 points. Playoff finals will be a double match played over two (2) weeks (one week at each team's home). The higher placing team has the option of playing home first or second week. The finals is the first team to twelve point (thirteen points in AA) unless the match is tied 11 to 11 (12 to 12 in AA) at the end of the second match (see 16-C).
 - B. SUMMER- Preliminary playoff rounds will be the first team to achieve 6 points. Playoff finals will be a double match played over two (2) weeks (one week at each team's home) or a single night at a neutral site. The season schedule will say if the finals is to be played in one (1) or two (2) weeks. The higher placing team has the option of playing home first or second week, if finals is played over two weeks. The finals is the first team to ten (10) points unless the match is tied 9 to 9 at the end of the second match (see 16-C)
 - C. Playoff ties during the Fall and Spring seasons will be broken by playing 3 additional games. A 3-person 601, 2-person Cricket, and a singles game. Note: The same player CANNOT PLAY in more than one game during tie breakers. Summer season playoff ties will be broken by one (1) game of 4-person 1001 game.
17. RULE CHANGES: These Rules will be revised only by the SDA Board of Directors. The Seacoast Dart Association Inc. is a nonprofit, nonsectarian, and nonpolitical organization. Founded in 1983

SEACOAST DART ASSOCIATION, Inc.

P.O. Box 8444 Portsmouth, NH 03802-8444 (603) 430-4195

RULES OF CONDUCT FOR SCORERS OF THE SDA

1. A scorer will not drink or smoke while darts are being thrown.
2. A scorer must remain as motionless as possible while darts are being thrown.
3. A scorer will arrange the chalkboard so that the score remaining is in the column closest to the center of the board. This should be done on all chalkboard.
4. A scorer will arrange the chalkboard with the visitors on the left hand side of the chalkboard and the home team on the right hand side of the chalkboard. The chalkboard is to be arranged this way at all times.
5. A scorer shall not lean or move toward the dart board while darts are being thrown, unless asked to check a dart by the shooter.
6. A scorer shall not look at the thrower while the thrower is shooting.
7. A scorer shall chalk a score in mid turn only when asked.
8. A scorer shall check the scoring value or position of a dart in mid turn only when asked.
9. A scorer will rule on close calls during the diddle.
10. It is the scorers job to verify and score the darts thrown after each turn.
11. Scores must not be talking while darts are being thrown.

Any scorer may be removed as scorer by a game participant if he/she is not following these guidelines. The purpose of these guidelines is to inform league members of proper scoring conduct and to standardize league scoring.