

# Scoring Information

1. Scorekeepers Shall Not talk while keeping score!
2. Scorekeepers Shall Not move about while keeping score, stand still!
3. Scorekeepers Shall Not look at the shooter, stand facing the board!
4. Scorekeepers Shall Not call out a score, of one dart or all three -- unless the shooter asks you!
5. Scorekeepers Shall Not tell a shooter what combination to shoot for an out! The Scorekeeper May inform a shooter what they have left or what they have shot.
6. Scorekeepers Shall Not change a score unless it is brought to the attention of both shooters (teams).
7. Scorekeepers Shall Not change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooter's score MUST be corrected before he (team) shoots again or it stands, except in cricket. In cricket the scoring and arithmetic must be verified and corrected prior to the opponent's next turn. The two captains may agree to waive this, for the sake of sportsmanship.
8. Scorekeepers Shall Not lean out to see where a dart is or is going nor shall he follow the darts with body or head movement!
9. Scorekeepers Shall Not show any sign of disgust or excitement while at the scoreboard!
10. Scorekeepers Shall Not change the side of the scoresheet of the player in three leg matches. if you start a player on the left side of the scoresheet, continue to keep his score on the left- regardless of what the bull shots are.

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**Diddle Rules – Home team has the choice of Diddle. The Home team will decide to “see one” or “show one” at the bull to start the game. The second leg is started by the loser of the first leg. The third leg the away team has choice of Diddle. Darts must land in the playing surface of the board to count. The dart must remain in the board to count. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first. Darts must not be touched prior to the decision of the scorer. Should a scorer be in doubt, a reverse diddle should be called.**

**Scoring – For a dart to score it must remain in the board until it is pulled by the player, the point of the dart must be touching the bristle portion of the board. No dart may be touched by anyone, including the scorer, prior to the decision of the scorer. If FOR ANY reason a dart is touched before the remaining darts are thrown, that dart(s) will remain as thrown, but the remaining darts will not count. So, if a player throws their first and/or second dart and then pulls them from the board for any reason, the score that is recorded is for those darts that have not touched/pulled.**

**Practice - Each player is entitled to (9) nine practice darts at the assigned match board prior to their game. No other practice darts may be thrown during your game without the permission of the captain.**

**Ending a Game – A leg/match is concluded at such time as a player hits the double required to reduce their remaining score to zero. All darts thrown subsequently will not count to score or bust. Winning dart ends game, even if second or third dart knocks it out.**