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**Chalker Etiquette**  
Guidelines for  
Scorekeepers during  
steel dart matches

## Scorekeepers' (Chalkers) Etiquette

The purpose of this paper is to offer some guidelines to steel dart enthusiasts regarding the correct method of scoring a dart match and some do's and don'ts when scoring a dart match.

There are many ways to "Chalk", so this paper is designed to avoid the unforeseen or usually unintentional things that a chalker might do that could distract the players during match play.

The basic and guiding principal the scorekeeper should keep in mind is that he or she should not be a factor in the outcome of the match.

### Topics

**Attitude:** The chalker must be totally impartial, at least on the outside. Be prepared to answer the following questions: is the dart just thrown a double, a triple or a single, what is the total score of the darts already thrown and what is the players remaining score. You should be able to answer those questions with little hesitation. It is at this time (when you are asked) that you can move to check where a dart is on the board that might have been obstructed from view by a previously thrown dart.

**Placement:** The chalker should stand at an angle, to the side of but facing the dart board. Try not to block the view of the scoreboard from the players. The most important thing to remember is to stand as still as possible while the players are throwing. Face the dart board and do not look at the players, do not move to view any dart thrown unless you are asked to do so by the player throwing. It is not necessary for the chalker to see where each dart lands until the players turn is over (and all 3 darts have been thrown) or unless asked by the player throwing.

**Duties:** The chalker will decide which dart is closest to the bull during the cork. The chalker marks the score after each players turn. The chalker keeps track of the legs won by each player. The chalker should acknowledge a double in and/or double out. The chalker should announce the end of the game or match. The chalker should respond as necessary to player inquiries about the dart thrown, the current score or the remaining score. The chalker cannot offer advice about what to throw or engage in an extended conversation to settle any scoring dispute. The chalker has the final say regarding the score for each turn and players should leave their darts in the board until after the chalker has marked the proper score. Again, the chalkers word is final and it is the responsibility of the player to make sure the score is marked correctly.

**Technique:** There are samples of proper scoring methods on the following page. When calling the cork the chalker must never touch the darts in the board unless asked to remove a single or double bull cork. The darts are decided as closest to the bull from where the point of the dart (no matter what the angle of penetration) is flush with the dart board. If neither dart is in the bull and the darts are too close to call then the chalker must ask the players to cork again. In this case they throw in reverse order (each time as necessary). It is not necessary to acknowledge a double in (unless asked) but generally a slight nod of the head that is not distracting to the player is sufficient and acceptable. Smoking or drinking should never be allowed at the chalk board unless approved by both players.

**Errors:** Errors will occur and most players will be gracious enough to point them out in a polite manner. Sportsmanship enough to allow scoring corrections to be made should be the norm. Scoring errors should be corrected right away. Scoring errors made earlier in the game cannot be corrected later in the game. The rule of thumb and the proper way to revise the scoring of your previous throw is: wait until your opponent is finished throwing their darts, wait until their score is recorded, then before you take your next turn or throw any darts, make the chalker aware of the mistake in your score (or your opponents score), make sure your score is corrected satisfactorily (and if correcting your opponents score make sure they agree with the scoring change) and then proceed to throw your next turn. Do not blurt out scoring errors during your opponents turn or while he or she is throwing darts. Wait until it is your turn to call out scoring errors.

No changes should be allowed to be made to scores more than one turn previous. Steel darts is about sportsmanship and etiquette and some exceptions may be made but try to stick with the guidelines above to avoid any unnecessary conflicts during the match.

Also, only the players involved in the match being played should discuss scoring errors with the chalker. If a member of either team (not playing in the current match) notices a scoring error he or she should advise his or her player (involved in the match) as to the scoring error and the player should advise the chalker in the manner discussed above.

**301 and 501**

LEGS WON HERE ——— LEGS WON HERE

NAME			NAME	
TURN SCORE HERE	301/501 REMAINING SCORE HERE	301/501 REMAINING SCORE HERE	TURN SCORE HERE	

**CRICKET**

LEGS WON HERE ——— LEGS WON HERE

NAME			NAME	
TOTAL SCORE HERE	NUMBER STATUS HERE	20 19 18 17 16 15 B	NUMBER STATUS HERE	TOTAL SCORE HERE

**EXAMPLE  
501**

PLAYER 1	X		PLAYER 2
<del>100</del>	501	<del>501</del>	<del>26</del>
<del>85</del>	401	<del>475</del>	<del>140</del>
<del>60</del>	316	<del>335</del>	<del>100</del>
<del>45</del>	256	<del>235</del>	<del>60</del>
<del>95</del>	211	<del>175</del>	<del>85</del>
	116	90	

**EXAMPLE  
CRICKET**

PLAYER 1		X	PLAYER 2
<del>38</del>	X	20	<del>20</del>
95	O	19	80
	X	18	/
		17	/
		16	
		15	
		B	