

# **The Wasatch Dart Association**

## **Wasatch Dart Association of Utah**

### **Rules & By-Laws**

ALL WDA MEMBERS SHOULD ADHERE TO ALL RULES SET WITHIN THIS DOCUMENT

THIS DOCUMENT SUPERSEDES ALL PREVIOUS COPIES OF THE RULES AND/OR BY-LAWS. THIS DOCUMENT IS TO BE CONSIDERED OFFICIAL WRITTEN NOTIFICATION OF REVISION AND/OR AMENDMENT AS PER THE BY-LAWS IN SECTION 25.0

Revision Date: **9/6/2022**

Implementation Date: **9/13/2022**

## 1.0 Definitions:

**WDA:** Wasatch Dart Association

**Board:** Governing Board of the Wasatch Dart Association.

**Member:** A person who has obtained membership in the WDA and is in good standing.

**Non-member:** A person who is not a registered member in the WDA

**Team:** A group of WDA members registered to play in a WDA league.

**Captain:** A person from that team who is elected or appointed to serve as the representative of that team.

**Substitute:** Any person who is not a registered player on a specific team.

**Game:** A specific contest played to a specific end (i.e. 301 Double In/Double Out, Cricket, etc).

**Match:** A series of the same game consisting of parts or stages called 'legs' (i.e. Cricket – best two of three legs).

**Leg:** That portion of the match consisting of one of the specified games being played in that match.

**Format:** The order and number of matches to be played by the opposing teams at an appointed time.

**League Night:** A series of matches played between two league teams on a scheduled night.

**Rookie:** An inexperienced player or a novice.

## Rules:

### 2.0 Sportsmanship

**2.1** Good sportsmanship should be the prevailing attitude during all WDA events.

**2.2** Verbal or physical outbursts of unsportsmanlike conduct will not be tolerated. Any such actions should be reported immediately, and if recognized by the board will mandate a written warning by the board. After one written warning by the board, a second offense shall call for immediate revocation of their WDA membership without further notification.

**2.3** All persons (except the scorekeeper) must align themselves behind the 'toe line' and out of the shooter's vision.

**2.4** Attempts by league members to distract a shooter while he/she is throwing will not be tolerated. Complaints for such actions may result in the board taking disciplinary action. Undo harassment from non-members is the responsibility of the establishment, and it is the obligation of the captain of the home team to bring it to the manager's attention and that appropriate corrective action is taken. If the problem persists, a protest should be filed with the Board in accordance with the protest procedures explained in Section 14.0.

### 3.0 Schedules

**3.1** Schedules shall be arranged so that each team plays an equal number of games (with at least one home match and one away match) against every other team in their division.

**3.2** Schedules shall be posted a minimum of five days prior to the start of league play, or at the Board's discretion.

**3.3** Depending on the number of teams signed up for a given season and their relative experience levels, the league will be formed into divisions of relatively equal abilities (i.e. A, B, C, or D/Rookie divisions).

- 3.4** The board will make all decisions as to which teams will play in which divisions.
- 3.5** Teams winning their respective division for a season may be advanced to the next higher division for the following season, if that team retains two or more of their members.
- 3.6** Teams placing last in their respective division for a season may be dropped to the next lower division the following season, if that team retains two or more of their members.

#### **4.0 Equipment**

- 4.1** A serviceable bristle board must be secured so that the distance from the center of the bull's eye to the floor measures 5 feet 8 inches, and from the center of the bull's eye to the 'toe line' measures at a diagonal 9 feet 7 3/8 inches. Although these measurements should be exact, a tolerance of plus or minus ¼ inches is permissible. (See the diagram in the appendix A).
- 4.2** The scoring wedge indicated by the 20 shall be the darker of the wedge colors and must be the top center wedge.
- 4.3** Lights must be affixed in such a way as to brightly illuminate the dartboard and to reduce the shadows cast by the darts or other objects to a minimum, but not so as to physically impede the flight of the dart.
- 4.4** There shall be at least a 2 inch stripe marked in such a way as to be clearly seen indicating the "Toe Line."
- 4.5** An electronic scoring device (ipad, tablet, computer) must be secured adjacent to the dartboard and at no greater angle than 45 degrees from the horizontal plane of the dartboard.
- 4.6** Each team (home team and visiting team) is responsible to provide one electronic scoring device each League Night.
- 4.7** A protective mat or carpet, a minimum of 24 inches wide is placed in the area between the dartboard and the "Toe Line" (See diagram #2 in the appendix A for best application).
- 4.8** A minimum of 24 inch clearance to either side of the edge of the dartboard shall be maintained at the "Toe Line." If more than one dartboard is mounted on the same wall, a minimum of six feet from the center bull to center bull must be maintained.
- 4.9** The sponsoring establishment shall be required to furnish at least two dartboards for every two home teams, with a minimum of two dartboards per establishment.
- 4.10** A committee appointed by the board will perform an inspection and make recommendations to the sponsoring establishment if the equipment does not conform to WDA standards
- 4.11** Substandard equipment and/or layout of the playing area can result in a change of venue

#### **5.0 Time Factors**

- 5.1** Unless postponed in accordance with the procedures set forth in Section 13.0, all matches must be played on the scheduled evening at the scheduled time.
- 5.2** All matches must begin promptly with whatever players are present, no later than fifteen minutes after the scheduled starting time. No more than 10 minutes may elapse between games.

- 5.3** Only players who are present may be signed up for a particular match (i.e. 501 doubles). Once play has begun for a particular match, no changes to the lineup may be made. Players who arrive late may only be used in the following matches.

## 6.0 The Team

- 6.1** A registered team shall consist of a minimum of four registered and paid members, and a maximum of six registered and paid members, unless otherwise requested and approved by the board.
- 6.2** Teams with more than four registered members may compete with up to six registered team members during any league night, selecting only the number required for each leg.
- 6.3** A team must have at least two fully paid members to make a legal match. No more than two substitutes are allowed for a particular league night.
- 6.4** Teams with less than two members present within the maximum 15 minutes of the scheduled starting time shall forfeit all points for that league night.
- 6.5** Teams with less than the full complement of 4 players must play 'short-handed' (i.e. they have to play two or three players to the other team's four players – skipping a turn for each missing player).

## 7.0 League Night

- 7.1** Home teams shall have the choice of which dartboard(s) to play on. If there are two or more home teams, the home captains shall flip a coin with the winner selecting the dartboard of their choice; unless the sponsoring establishment has designated a particular dartboard for a specific team or division.
- 7.2** The format for the number and type of matches to be played shall be determined by each division prior to the first night of league play based on majority vote of the captains for each team in the division.
- 7.3** All games must be played in the order as shown on the score sheet—in the sequence of the standard format for the division involved—unless otherwise agreed upon by both captains.
- 7.4** The home team must fill out their line-up for each match first, but they are not required to fill out the entire line-up for the night at the beginning. The visiting team will then fill their line-up second.
- 7.5** It is the **home team's responsibility to provide the scorekeeper for every match**, but the scorekeeper must be agreed to by both captains. The scorekeeper is not required to be a member of the home team.

## 8.0 The Game

- 8.1** All legs of all matches are begun by "throwing the cork." First Leg: Home team corks first, Second Leg: Losing team (of first leg) corks first, and Third Leg (if applicable): Away team corks first.
- 8.2** Any member of the team who is in the line-up for that match may be the person to throw the cork for their team. The corker does not have to be the first shooter listed in the lineup.

- 8.3 The winner of the cork is the person who throws their single dart the closest to the center of the bull's eye. The shooter's dart must remain in the dartboard to count, and the shooter shall continue to throw until their dart remains in the dartboard. Should the second shooter dislodge the dart of the first shooter, then it shall be treated as a re-throw.
- 8.4 If the first shooter throws a bull's eye, the second shooter has the option to acknowledge it as an inner or outer bull's eye and request that it be removed prior to their attempt.
- 8.5 A re-throw shall also be called if both darts are in the inner bull's eye, if both darts are in the outer bull's eye, or if the scorekeeper cannot decide which dart is closer to the bull's eye. **This is a visual decision. No instruments (i.e. darts, pens, straws) may be used.**
- 8.6 If re-throws are necessary, the second shooter will shoot first in the next attempt. The throws will alternate on each successive re-throw until the winner of the cork is determined.
- 8.7 In order for any dart to count, the point of the dart must be touching the bristle part of the dartboard. It must also remain in the dartboard until the third and/or final dart is thrown by the shooter **and** is verified by the scorekeeper.
- 8.8 **No darts may be touched, moved or repositioned in any way by anyone (including the shooter and the scorekeeper) until all darts have been thrown and they have been verified by the scorekeeper. See Section 9.0 below for details on scorekeeping.**
- 8.9 All warm-up and practice throws must be completed prior to start of a match. During the course of a match (best of three or five legs), a shooter is not allowed to practice on any board whatsoever.
- 8.10 During league/tournament play, once their match has been called each shooter is only allowed nine darts (three rounds) to practice for the match.

## 9.0 Scorekeeping (See Appendix A for the Commandments of scorekeeping)

- 9.1 DartConnect shall be used for scorekeeping for all Matches.
- 9.2 The scorekeeper may not talk to anyone while keeping score. The only exception to this rule is if **the shooter** asks the scorekeeper what he/she has thrown. Then may the scorekeeper tell the shooter what was thrown for an individual dart, the total points thrown so far, and/or what the remaining score is.
- 9.3 The scorekeeper may not give the remaining score in terms of particular dart/number combinations (i.e. "28 left" is acceptable whereas "double 14" is never permitted), unless otherwise agreed upon by the captains. It is permissible, however, for a team member (other than the scorekeeper) to advise a shooter during the course of the game and suggest particular shots and number combinations.
- 9.4 The scorekeeper should at all times face the dartboard or the scoreboard. The scorekeeper should remain motionless until all three darts or the final dart has been thrown –or– unless asked by the shooter what they have thrown. Only then is the scorekeeper permitted to lean in and check what has been thrown.
- 9.5 The score should be entered into DartConnect before any of the darts are removed from the board. It is the responsibility of the shooter to verify that the scorekeeper scored his/her turns correctly **before removing any darts from the dartboard**. Once any of the darts have been removed from the dartboard, the scorekeeper's decision is final. A

scorekeeper's mathematical error (subtraction or addition) may not be corrected after the team or player against whom the error was made has begun their next turn—unless the wrong game has been scored from the beginning. If this happens, then the leg will be restarted and all thrown darts/scores are null and void.

- 9.6 The scorekeeper shall not change the sides of the scoreboard for the teams after a match has begun, unless agreed upon by both team captains.
- 9.7 Once the score thrown has been entered into DartConnect and the darts have been removed from the board, that score may not be changed. Errors in arithmetic may be corrected, but only if the next player has not yet started throwing –or– if both team captains agree.

## **10.0 Reporting Results**

- 10.1 The captains of the home team and visiting team are responsible to upload match results recorded in DartConnect following the completion of each League Night. .
- 10.2 Match results will be reviewed and verified each week by a member of the Board. Any scoring or team point discrepancies will be discussed with the team captains and resolved by the Board
- 10.3
- 10.4 All results as posted by the division representatives shall be considered final unless the results are protested in writing within ten days of then the results were posted. See Section 15.0 for the proper protest procedures.

## **11.0 Championships/Playoffs**

- 11.1 The team with the highest number of wins at the end of the scheduled season is the first place winner of their division.
- 11.2 Tiebreakers are based on the following: Head to Head Match Team Record, Season Match Win Record

## **12.0 Awards**

- 12.1 Awards, as selected by the board, shall be given to each member of the teams that finish in first, second, and third place for each division, depending on the division size.
- 12.2 Awards shall also be given to the sponsoring establishments for the first, second, and/or third place teams for each division, depending on the division size.
- 12.3 Awards for individual achievements shall be awarded separately for each division. The individual awards given out each season, such as high quality points, high-on, Ton-80's, etc., shall be determined by the board before the season begins.
- 12.4 The number, type, size, and details for all awards, including special awards such as most valuable player, an undefeated season record, perfect games, etc. are determined by and at the sole discretion of the board.

## **13.0 Postponements**

- 13.1 A match may be postponed only by the mutual consent of the team captains. All postponements must be agreed upon one day prior to the night the match is scheduled to

be played. Postponements may never be requested or arranged on the same day as the match is scheduled to be played.

- 13.2** At the time the captains reach an agreement to postpone a match, they should also decide the date, the time, and the place that the make-up match will be played. This information must be given to the division representative by the team captain requesting the postponement within one day of the scheduled match.
- 13.3** All make-up games for a postponed match must be completed within 10 days of the regularly scheduled match. At the end of the season, however, all make-up games for a postponed match must be completed before the last night of the regular season.
- 13.4** It is the postponing team captain's responsibility to set the date and time for the rematch at the time of the postponement. If the rematch must be done beyond the 10-day timeframe, it must be approved by the Board.
- 13.5** Matches may only be postponed once. Failure to show for the rescheduled match shall constitute a forfeit, the team that does appear will be awarded all points for the match as with any other forfeit.
- 13.6** All make-up matches must be played. If neither team shows up at the designated place and time, then both teams will forfeit all points for that match.

#### **14.0 Team Withdrawals**

- 14.1** A team shall automatically be withdrawn from the league if the team forfeits **any two matches in succession** –or– **three times during a season**, and there will be no refunds of fees after the first league.
- 14.2** A team may also voluntarily withdraw from the league by giving written notice to the division representative or the Board. In this case, the team shall be considered withdrawn from the league as of the date the written notice is turned in.
- 14.3** To make it fair to all teams and players, when a team is withdrawn from the league, the standings will be retroactively recalculated back to the last point in the season where all teams have played an even number of matches against the other teams in the division. Or as determined by the Board.
  - 14.3.1** **For example**, if the teams play each other twice during the season, a withdrawal during the first half of the season will be recalculated back to the beginning of the season. If the withdrawal occurs during the second half of the season, the first half will stand as played, but the matches in the second half will be recalculated back to the start of the second half.
- 14.4** When a team is withdrawn from the league and the standings are recalculated, all of the matches played by the withdrawn team during that portion of the season will be considered null and void –and– will be treated as if the withdrawn team had forfeited these matches.
- 14.5** All season-long, cumulative individual performances (i.e. Quality points) scored against a team which has withdrawn from the league and whose matches are declared null and void shall also be declared null and void. However, all single-throw individual performances (i.e. Ton80's, high-on, high-out, etc.) in these matches will stand and count toward any season awards.

## 15.0 Protest Procedures

- 15.1** Any paid WDA member may bring a protest to the Board with a \$25 fee. All protests must be made in writing and given to any Board member within 10 days after the alleged infraction or violation took place –or– the protest will be considered invalid.
- 15.2** During the course of any match, a dispute arises which may involve an infraction or violation of WDA rules, the team captains should immediately discuss the situation and try to amicably resolve the matter themselves. If they are unable to resolve the matter, the captain of the home team must make the decision as he/she sees it. If the captain of the visiting team still disagrees, then he/she should declare immediately that they are “playing the match under protest.”
- 15.3** All games, whether under protest or not, must be played out to their end. Both captains should, however, take to record the scores, players, the rule(s) involved and all other pertinent information regarding the game in question. This information is critical in the event that it is determined that the game or a portion of that game must be played.
- 15.4** The board member who receives the protest will then notify the president who will in turn notify the other board members, and make sure that the protest is on the agenda of the next regularly scheduled board meeting.
- 15.5** The team captains for the two teams involved in the protest must make themselves available at the board meetings to provide testimony of the alleged infraction or violation.
- 15.6** All decisions by the board regarding the disposition of a protest are based on the majority of board members present and all such decisions are final. Any replay that may be required must be completed within ten days of the decision.

## 16.0 Player/Team Status

- 16.1** A player’s individual WDA dues must be fully paid before that player can participate in the league. It should be paid to the league prior to the first night of league play. However, in any event, it must be turned in with the score sheet for the first night that they participate.
- 16.2** Team Fees are the responsibility of the captain.
- 16.2.1 They should be paid to the league prior to the first night of league play. However, in any event, all team fees must be paid in full prior within 2 weeks of league play. Members of the board will help collect the team fees where possible, and will send out invoices to those establishments who regularly pay these fees. This in no way to lessen the team’s ultimate responsibility for getting these fees paid.
- 16.3** An individual may register and play for any team he/she chooses.
- 16.4** An official member of a team may only be voted off that team if all other team members are in unanimous agreement.
- 16.5** An official member of a team may change teams during a season only if one of the following conditions is met:
- his/her team withdraws from the league
  - he/she is unanimously voted off the team
  - he/she petitions the board for purely personal reasons

- 16.6** An official member of a team **may NOT change teams** during a season if:
- There are four or less matches left in the season
  - Anyone on the team he/she joins objects
  - The team is in a lower division
- 16.7** No new players may be added to a team during the last 2 weeks of the season –unless– approved by the board.
- 16.8** Substitutes are not eligible for any awards, except those that are ADO awards (Ton80, Deadeyes, or 9 marks).
- 16.9** Substitutes may not be used in the following situations:
- During the last 2 weeks of the season
  - During any playoff match
  - In a division lower than they last played in unless agreed by both captains
- 16.10** Failure to comply with any of these rules will result in a mandatory forfeiture of all games played in by the ineligible players/teams.

## **17.0 Captains Responsibilities**

- 17.1** A captain's responsibilities include the following:
- The conduct of his/her team
  - Instruct all team members in the WDA rules, By-Laws and the courtesies for the sport of darts
  - The accuracy of the score sheet
  - Attend all captains, general, and special meetings
  - Properly registering all team members
  - Assuring that all fees are fully paid (see Section 16.0)
  - Assuring that his/her home establishment maintains a suitable playing area in accordance with all WDA rules
- 17.2** When circumstances prevent a captain from attending the captains meeting or any general or special meetings, he/she shall make sure an acceptable substitute attends in his/her place. If the team captain or an acceptable substitute fails to attend one of these meetings, their team will be penalized one match point.
- 17.3** It is the responsibility of the captain of the home team to provide the appropriate score sheet. If a regular score sheet is not available then it is his/her responsibility to construct an acceptable **and** legible substitute score sheet that resembles the regular one. Failure to provide an acceptable score sheet will result in the loss of one match point.

## **18.0 New Leagues**

- 18.1** New leagues and/or divisions may be established at the board's discretion.
- 18.2** All leagues shall be governed by the existing rules and by laws of the WDA

# By-Laws

## 19.0 Objectives

- 19.1** The objectives of the WDA shall be to promote competitive darts, to coordinate the functions and activities of darts, and to sanction league and tournament play according to the Rules and By-Laws herein.
- 19.2** The WDA shall establish and maintain friendly relationships with similar dart organizations in the area as well as with the A.D.O.
- 19.3** The WDA shall be a non-profit, non-political and non-sectarian organization.

## 20.0 Membership

- 20.1** Membership is open to anyone who evidences an interest in the sport of darts. Membership will not be restricted to anyone on the basis of race, sex, religion, age, sexual preference or national origin.
- 20.2** All memberships are subject to the approval of the Board.
- 20.3** A membership may be terminated or restricted by a majority vote of the Board. Grounds for such action include, but are not restricted to, delinquent fees, cheating, fighting, or other unsportsmanlike or socially irresponsible behavior.
- 20.4** It is the responsibility of each member to maintain a current and valid address and telephone number with the Recording Secretary.
- 20.5** Unless otherwise specified, announcements shall be made at least seven days prior to any General Membership meeting.
- 20.6** A non-voting, honorary membership, at no charge to the recipient, may be issued at the discretion of the Board.

## 21.0 Duties of the League Officers

### 21.1 President

- Presides over all General Membership meetings
- Supervises the duties of other officers and committees
- Appoints committees as deemed necessary by the board

- Represents the organization in dealings with others
- The President may be one of two valid signatures on the organization's checking account

#### **21.2 Vice-President**

- Assists the President in maintaining the efficiency of the organization
- In the absence of the President, the Vice-President shall assume the duties normally performed by the President
- The Vice-President may be one of two valid signatures on the organization's checking account

#### **21.3 Treasurer**

- Handles all of the organization's finances
- Collects money from the sponsors, teams, and members
- Maintains and balances the organization's checking account
- Keeps record of income and expenses
- Prepares financial reports for the Board meeting each month
- The Treasurer may be one of two valid signatures on the organization's checking account.

#### **21.4 Recording Secretary**

- Keeps the minutes for all Board and General Membership meetings
- Files copies of any committee reports
- Maintains current membership lists (including name, address, and telephone number)
- Maintains current team lists (including season, division, team name, members, and sponsor info)
- Notifies the members of all scheduled meetings and other important dates (such as registration deadline and beginning date for each season, any scheduled tournaments or other league events)
- Provides a complete inventory of all properties belonging to the WDA to the incoming Board at the beginning of each calendar year

#### **21.5 Tournament Director and Assistant Tournament Director (if needed)**

- Presents to the Board for final approval of all the details on any major tournament of \$500.00 or more (including date, location, format, pay outs)
- Presides over all major tournaments
- Appoints and oversees any tournament committees that are deemed necessary
- Produces, distributes and posts flyers for each scheduled tournament
- Acts as the liaison between the WDA and any tournament sponsors and surrounding leagues
- Assists the A.D.O. Representative in securing proper A.D.O. sanctioning for all scheduled tournaments
- Assists the Treasurer in establishing and maintaining a tournament fund

#### **21.6 Social MediaCoordinator**

- Updates and maintains website ([www.wasatchdarts.com](http://www.wasatchdarts.com))

- Maintains facebook page ([www.facebook.com/wasatchdartassociation](http://www.facebook.com/wasatchdartassociation))
- Coordinates with President, Vice-President and Treasurer with the paypal account.

**21.7 ADO Representative (if needed)**

- Acts as the liaison between the WDA and the A.D.O.
- Completes and submits the annual A.D.O. registration for the league
- Completes and submits all tournament sanctioning as well as results forms to the A.D.O. for each scheduled tournament
- Coordinates, along with other local organizations and the A.D.O. Regional Director, on all A.D.O. playoffs

**22.0 Expenses**

**22.1** Any member may submit a request to be reimbursed for any legitimate expenses incurred in the name of the WDA. All requests must be accompanied by appropriate receipts and approved by the Board.

**22.2** Official business expenses may also be reimbursed to those appointed by the league officers to represent the WDA in an official capacity. All requests must be accompanied by appropriate receipts and approved by the Board.

**23.0 Voting:** Every member receives one vote at general membership meetings and it shall be by raise of hands.

**24.0 Fees**

**24.1** Sponsor fees for each season shall be set by the Board before the beginning of each season. Sponsor fees are due at the time of registration.

**24.2** Team fees for each season shall be set by the Board before the beginning of each season. Team fees are due at the time of registration.

**24.3** Individual WDA membership fees for each calendar year shall be set by the Board before the beginning of each calendar year. Membership fees are due prior to a player's first night of play.

**24.4** The Board may set a lower membership fee for anyone joining the league after July 1<sup>st</sup> of that year.

**24.5** Substitutes will be asked to pay the WDA league fee after two nights of playing. Quality stats do not count for substitutes, unless they formally join a team and pay dues. At that time any quality will be added to the stats sheets.

**24.6** Upon the failure of any sponsoring establishment to pay the fees due, it will be the responsibility of the team to pay these fees.

**24.7** Alternately, the team may seek the approval from the Board to change to a different sponsoring establishment.

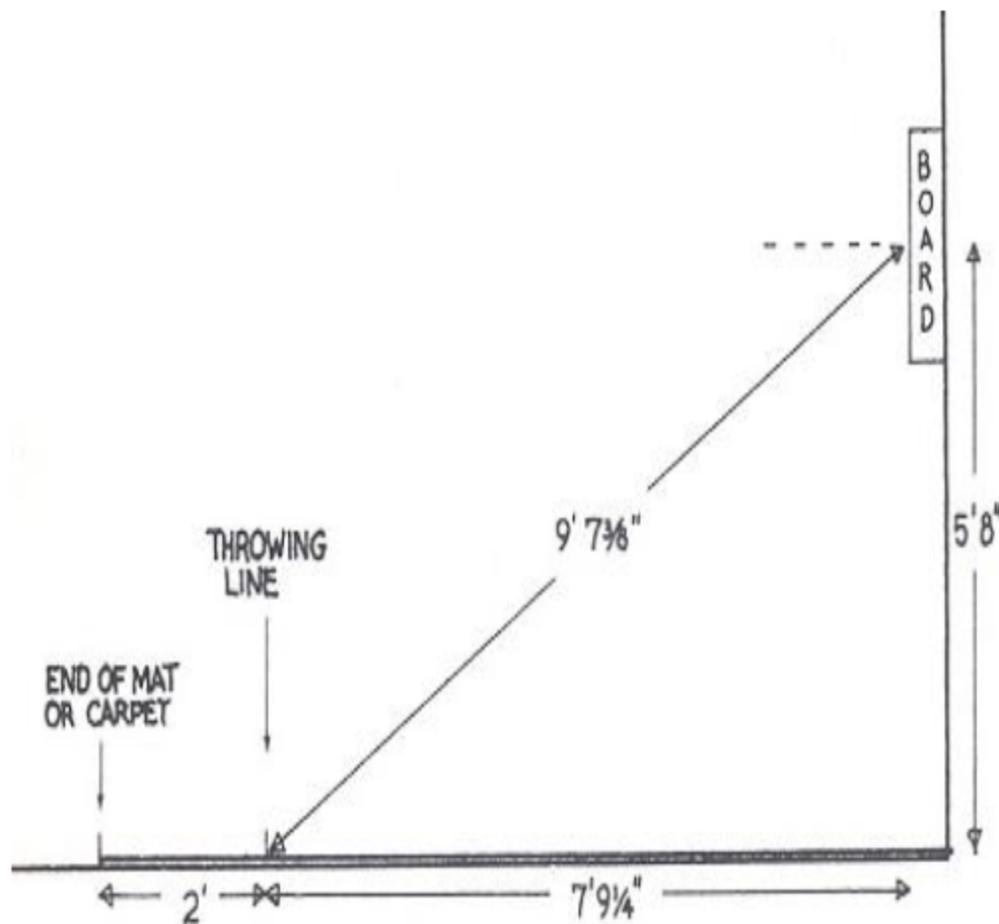
**25.0 Procedures:** Any amendments to the above rules and/or By-Laws must be reported to the captain of each team currently playing. This may be the form of a separate newsletter explaining the changes or with a complete amended copy of the Rules and By-Laws

## Appendix A

DIAGRAM 1

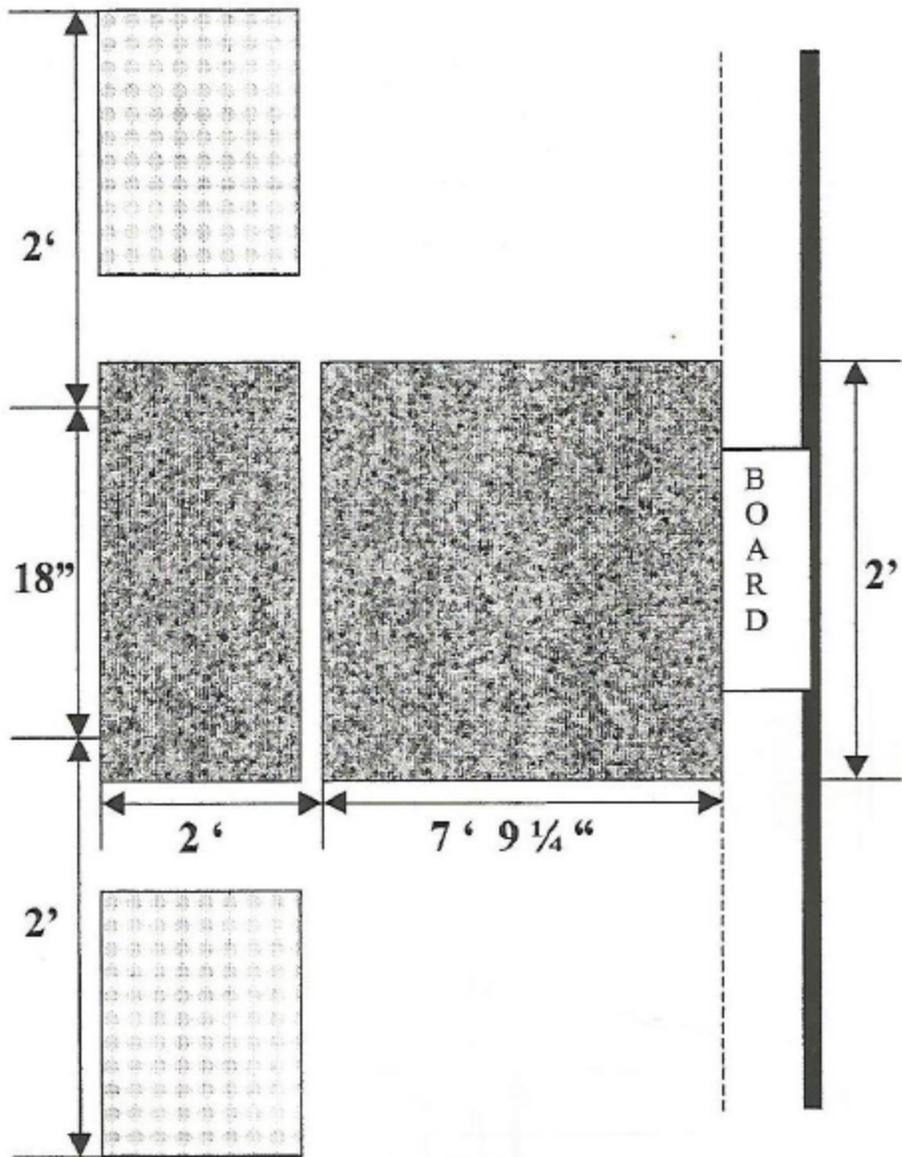
LAYOUT – DARTBOARD SETUP

- Dart Board Height:  
5 feet 8 inches ( floor to center of the bull's-eye )
- Distance from center of the dartboard to the throwing line:  
9 feet 7 3/8 inches ( along the diagonal )
- Distance from front of the dartboard to the throwing line:  
7 feet 9 1/4 inches ( along the floor )
- Mounting: Flush to the wall - not leaning like a picture  
With the 20 at the top.
- The dart scoreboard should be mounted to left or the right of the dart board for easy access.



**DIAGRAM 2**

**LAYOUT – FLOOR MATS**



MINIMUM MAT OR CARPET AREA  
(Recommended for protection)



MINIMUM UNOBSTRUCTED AREA  
AT THROWING LINE (REQUIRED)

# **10 Commandments**

## **(For keeping score)**

- 1) THOU SHALT NOT  
Talk while keeping score!
- 2) THOU SHALT NOT  
Move about—stand still!
- 3) THOU SHALT NOT  
Look at the shooter—Face the board!
- 4) THOU SHALT NOT  
Call out a score of 1 dart or all—unless asked!
- 5) THOU SHALT NOT  
Tell a shooter what to shoot!
- 6) THOU SHALT NOT  
Tell a shooter what combination to shoot for an out!
- 7) THOU SHALT NOT  
Change a score if that player has shot again and a second score was entered!
- 8) THOU SHALT NOT  
Lean out to see where a dart is or follow the dart with body or head movement!
- 9) THOU SHALT NOT  
Show any signs of disgust or excitement while scoring!
- 10) THOU SHALT NOT  
Change the sides of the scoreboard of the players in 3 leg matches. If you start a player on the left, leave them on the left, regardless of the bull!