

Chalker's Etiquette:

The scorekeeper for the dart game is commonly referred to as a "chalker". The chalker is to remain impartial at all times. The chalker is the official for the game, and as such, all calls are the final decision of the chalker.

Chalker's position:

1. The chalker is to stand facing the dart board to the side by the scoreboard. The chalker must always have a clear sight of the board and the darts, but, at no time shall the chalker block the dart player or impede his or her playing. **Note:** *Also be aware of the board behind you if applicable. Try not to encroach on that board, and give adequate room for both players.*
2. The chalker must remain still and not distract the dart player. Nor shall the chalker look at the dart player or others while the game is in play, even in the event the player takes an extended time to throw his/her dart. The chalker can however look at the oche line to ensure the player is not crossing the threshold before the darts are thrown.

Chalker's Duties:

1. The chalker is responsible for calling the "diddle" (which dart is the closest to the bulls-eye), and subsequently, which player should shoot first. If, in the opinion of the chalker, the darts are too close to determine a clear winner, the chalker may call a re-throw. If a re-throw is declared, the players reverse the order in which they threw and the first darter throws second.
2. The chalker should never touch the player's darts during play; with one exception. If a bulls-eye, or double bulls-eye, is hit by the first player during the "diddle", the second player may request that the chalker remove the dart, so as not to block the field. The chalker can then remove the dart. At no other time during play should the chalker ever touch the darts.

Scoring:

1. When a dart is thrown, the player can ask the chalker for the appropriate scoring on that dart. The chalker can announce only what was scored on that dart and/or what is remaining in an '01 game. **Note:** *The chalker can tell the direct player what number was hit: a single, a double, in or out, etc. or the total hit.*
2. The chalker will calculate the total scored and mark it under the player's side on the board. If the player removes the darts before the chalker has verified and tallied the score, then no score shall be given for that dart.
3. In any game, do not score any darts until all three darts are thrown.
4. Do not erase the board while a player is shooting. It is best to announce, between throws, when you need to erase, allowing the player/s the option of waiting. **Note:** *a player may choose to shoot while you are erasing.*
5. The chalker cannot coach the player, encourage or discourage, comment on skill, suggest numbers to hit, or suggest a throwing strategy.

Error Corrections:

1. Errors can and most likely will occur. If the chalker makes an error, it must be caught and corrected depending on the game played.
 - a. In any '01 game, the error must be corrected before the erred players next leg darts are thrown.
 - b. In Cricket, the error must be corrected before the erred players opponent's darts are thrown.
2. If an error is not corrected as explained in step 1, the score is not changeable. The score remains and played as is.

The universal theory that we all subscribe to is that darts should be an even blend of competition, sportsmanship, and fun. The chalker duties should be performed in a way that enhances that blend.

As a courtesy, all players should thank the chalker at the end of the match.