

Rules and Bylaws of the NSDL

1. DEFINITIONS

A. NSDL - NORTH SUBURBAN DART LEAGUE The NSDL is a non-profit organization whose objective shall be to promote darting, coordinate the function and activities of darts, sanction league play and establish friendly relationships with similar organizations.

B. LEAGUE - An organized of teams playing established dart games within a localized geographical area. Teams from the following towns/cities are allowed: North Reading, Reading, Andover, Billerica, Burlington, Lawrence, Lynnfield, Middleton, North Andover, Stoneham, Tewksbury, Wakefield, Woburn and Wilmington- Any team from any other town must be approved by a 4/5 's majority vote of all of the league members. Non-voting members are counted as a negative vote.

C. SEASON - A specific time period in which dart competition between teams will begin and end. Division championship teams will be declared for each season.

D. GAME - Competition between two teams in which the winning team is awarded one point

E. LEG - A section of a game (01 and Cricket is 2 out of 3 legs)

F. SPONSOR - An establishment that provides funding (registration fee) for one or more teams.

G. LEAGUE COMMITTEE - An elected or volunteer group of dart players. that are current NSDL members, that make decisions for the league. The responsibilities of the League Committee are defined in the association bylaws.

H. BLIND - An absent player who assumes a dummy score of "0" for each scheduled throw of that absent player in each game. A position of the roster that is not filled in is considered a blind.

I. TON - A score of 100

J. ALL STAR POINTS - A game value of 100 or more scored in one turn in an 01 game. (not recorded on match report in the 3rd leg of an 01 game)

K. INDIVIDUAL POINTS - Individual points are accrued as follows:

1 point - to each player in a winning 01 game

2 points - to each player in a winning Cricket game

3 points - to a player winning a 01 game.

L. ROUND OF/ RO's - The total number of scores in one turn of cricket (does not have to be in one number) A minimum of 6 in one turn is required to add to an individual's score for the season. A minimum of 4 corks is required to add to the total. Only darts scoring value or required to win the game will counted. (example: as part of your tum you throw 3 19's, your opponents 19's are closed, you only needed 1 to close only one 19 counts) RO's (excluding R09's) do not count in the 3rd leg. R09's must be recorded in the 3rd leg for R09 recognition and must be noted as being shot in the 3rd game.

M. HOT HANDS - Consists of being recorded at least in 3 boxes in one match.

N. GOOD GAME- A leg of a 301 game completed with less than or equal to 12 total darts (darts thrown prior to doubling in count)

O. HI ON - HIGH OUT - A score greater than or equal to 100 achieved in one turn to start or complete an '01 leg. DO NOT record unless the score equals or betters the current hi on or hi out

P. CORK - The outer bullseye is a single cork, the inner bullseye is a double cork

Q DIVISION - An organized group of teams, generally of the same ability, playing established dart games.

R. CONFERENCE - An organized group of team composed of one or more divisions, playing established dart games.

2 REGISTRATION

A SIGN UP DATE - Registration for the fall season is typically on the 3rd Monday of August, the spring season registration is typically done by mail.

B.FEE- The fee will be set for each season. A discount will be given to any team that pays for the fall and spring season at the time of the fall sign up. Only a partial refund will be given if the team does not shoot the spring season, typically 1/3 of the fee.

NOTE - current fee is \$250 for the fall and spring season. S 150 for a single season.

C. ROSTER - The league issued roster must be filled out completely at the time of registration.

D.WAIVER - NO PLAYER CAN SHOOT WITHOUT A SIGNED WAIVER, SUBMITTED AND APPROVED BY THE LEAGUE COMMITTEE.

3 LENGTH OF SEASON

A. Season length is determined by the number of teams and available dates.

4 PLAYOFFS

A. Playoffs will be determined by the number of teams in each division.

B. In order to eligible to compete in the playoffs a player must have played in I game in a minimum 33% of the teams matches. Example: In a 14 week schedule a player would have to play in 5 different matches, not 4.

5 DUTIES OF LEAGUE COMMITTEE

A. Oversees the league business and finances.

B. Calls and presides at meetings.

C. Controls and coordinates league operations

D. Responsible to set schedules

Note: Any League Committee member not carrying out his/her duties and responsibilities may be removed by a unanimous vote of other League committee members.

6 CAPTAINS KIT

A. Every team will be provided with a copy of the rules and regulations, along with the following:

- Rosters of each team in your division
- Match reports

7 DUTIES OF TEAM CAPTAINS

A. TEAM CONDUCT!!!

B. Match Reports - filled out clearly, neatly, and accurately. Make sure it is signed by both captains. Any mistake is a 1 point penalty to both teams.

C. Attend any scheduled captains meeting, or designate another team member to attend, and provide information to the team. Failure to attend a scheduled captain's meeting is 5 points, no excuse.

D. Captain, or his assigned team members must present to help set up and break down equipment at league functions.

E. Being familiar with and notifying all team members of rules.

ARTICLE 1 - EQUIPMENT

A. All league competition, including tournaments and playoffs, shall be played on a standard English bristle board with 20 point clock face of the hand wired variety, that is, with the wires on the outside of the board separating the Single, double and triple sections- Any color combination is acceptable

B. Dartboards shall be placed 5' & 8" from the floor to the center of the bullseye with the 20 bed at the top center. The front edge of the toe line (the edge closest to the dartboard) will be 7' & 9"

1/4" from the surface of the board . The toe line will be no longer than 36" or 18" to either side of center. The board must be league certified before the beginning of the season, including the scoreboard and outchart.

C. The establishment will be responsible for supplying and maintaining the team's dartboard, which must be acceptable to the home and visiting teams. The team captain should rotate the board, for even wear, each match.

D.The dartboard shall be firmly anchored and WELL ILLUMINATED.

E.The dartboard shall positioned so that it is readily available to the players without distraction to the thrower, whenever the interior design of the establishment allows.

F. A scoring surface or scoreboard must be provided and located in such a manner that it can be read by both spectators and players.

G. Practice boards must be at least 8 feet from the centers of both boards. The home team must provide an out chart (of reasonable size) for each match. This chart must be mounted in clear view of the thrower at all times.

H. The home team has a choice of the board which the match is to played on if there is more than one league certified dart court in the establishmentl.

I. All dart courts used for NSDL matches MUST certified as to meeting minimum court standards by the NSDL league committee. Any alterations made to a certified court may result in serious action taken by the league committee.

ARTICLE 2-DATE AND TIME OF MATCHES

A. All league competition is scheduled for Tuesday night except for those weeks when a recognized national, local or bank holiday falls on that day.

B. Starting time for the first match is 7:30 PM SHARP. Match reports must be filled out by 7:15. A match not under way on time is subject to penalty, unless a reasonable offer to reschedule time and/or date is made. NO FORFEITS WILL BE ALLOWED. All matches will be played. If the teams can not agree on a reschedule date the League Committee will reschedule the match and it may be subject to penalties- All teams must play the match when they show up with 5 players. Teams that show up with 4 or fewer players have to reschedule that match and will be assessed a 1 point penalty. The team causing the reschedule will also lose home field advantage, they should also when possible, try to accommodate the other teams reschedule date.

C.The NSDL League Committee reserves the right to change or reschedule matches during a

season to maintain an equitable and efficient schedule.

D. No more than 10 minutes may elapse between games. If the team is not ready to play after 10 minutes the point will be awarded to the team that is ready to play.

ARTICLE 3 - MATCH PROFILE

A. Both teams line ups recorded by the home team captain by 7:15 PM. All playing spots must be filled in with a registered players name. If a posted player is not present when the match report is filled out another players name can be put in parentheses, providing that the player is not in the same event, beside the players name not present. If the first player does not show up then the player in parenthesis will play that game. Once the substitution has been made the original player will be ineligible to play if player arrives. (Once the substitute takes one turn) but the player can play in any remaining events if originally scheduled for them.

B.It is the responsibility of the home team captain or assigned representative to record and maintain the match report. The home team captain will record the lineup and then take the lineup of the visiting team and record it in the presence Of the visiting team captain or assigned representative.

C.Only one designated person will record on the match report. Unclear statements or missing information will subject teams to a 1 point penalty. The home and visiting team captain or assigned representative must read and check the match report for accuracy and add his signature at the end of the match.

D All registered members of a team can be used in any order, in any spot, on their teams line up. No player can shoot in two of the same event: 2 singles, 2 crickets, 2 01 's.

E. The submitted lineup will be the playing order for the match. The match will start with the team 01 games played in the 1 - 2 order; the second event will the cricket games in 1-2 -3 order; and the final event will be all of the individual 01 games played 1 thru 6 order. Each of the games in an event will be played by the players in the order that the names were submitted on the line up. The playing order for all of the matches will follow the correct numerical sequence, e.g. player 1 plays player 1 in the first match and so on down the line.

F. Each match consists of the following order of play:

1. 3 games of team 01, 2 person teams, straight on, double out, and each win will gain 1 match point.
2. 3 games of 2 person teams 2 out of 3 cricket. Each match will gain 1 match point.
3. 6 games of individual 01, best of 3 games, double in, double out. Each match will gain 1 point.
4. Each match has a total of 12 points, and the league standings will be based on the total points scored by each team.

G. For the throw of Cricket (with points) players throw at representing innings, from 20 to 15 and the bullseye. An inning is considered closed when three numbers of what inning are scored (doubles and triples count) . A team receives points corresponding to the value of the inning for their own team but not closed for the opposing team. Scoring points can continue until the opponents close the inning by scoring three in the inning themselves. The object of cricket is to close all the innings before your opponent and have a larger point value than your opponents. If the point value is tied than the team closing all of the innings first wins.

H. Fast finishes will not be allowed

I. In '01 games, any leg-winning dart must be identified and acknowledged by the SCOREKEEPER. ANY DART AFTER THE WINNING DART IS THROWN IN A GAME IS NOT CONSIDERED A BUST. The game is considered finished when the winning dart is scored however it is considered poor sportsmanship to throw any darts after throwing the winning dart.

J. Darts thrown during a Cricket game do not have to be "called". All darts are score where they land.

K. Beginning the game

1. Warm up subsequent to the start of each game shall be limited to TWELVE DARTS per player. NO practice darts will be thrown once a game has begun

2. All games/legs are begun by throwing for cork, including 2nd and 3rd games of Cricket and the 01's. The player throwing closest to the bullseye begins the game. Any player in the lineup for the current game may throw the cork

3. Cork does not beat cork, double cork beats single cork. The scorekeeper will be responsible for the flip of the coin where visiting team always calls the coin toss. At the option of the second shooter, a Single or Double Cork may be pulled before their cork shot is taken, this applies to all matches.

4. The visiting team has the choice to throw first or second for the cork in the first team 01 game, the first and third cricket games and first third and fifth single 01 games. The home team has the option of throwing first or second for cork on all other games not

noted above.

5. While throwing for cork, the dart must remain in the board in order for it to count. Additional throws may be made until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a rethrow will be made with the throwing order reversed.

6. The scorer shall call a re-throw if they can not determine which dart is closest to the cork by eye, or if both darts are anywhere in the inner ring of the cork, or if both darts are anywhere in the outer ring of the cork. The order is reversed for the re-throw.

7. The match report the throwing order for the players in each game.

8. If a player throws out of turn, the opposing team has the option of letting the score stand, or having it re-thrown by the correct player. The play then resumes in the original correct order.

9. All 01 games and cricket games begin by throwing for cork. A coin toss will determine the team to have cork choice for the third leg. Visitor calls the coin toss.

L. The home team has the prerogative of choosing the board on which the match will be played if the establishment has more than one certified board. The home team must allow dart players and or the visitors spectators to be present during the match.

M. No later than 30 minutes prior to the scheduled time of the match, the playing board shall be cleared of play by the management of the establishment. The board will then be declared open and will be available for player warm up. After the practice session, and the match begins, each player is allowed only four (12 darts) turns for practice each match on the game board. Once a game begins the players can not throw practice darts turns.

N. THE CAPTAINS ARE RESPONSIBLE FOR THE SMOOTH RUNNING OF EACH MATCH. A match must be under way no later than 7:30 it is the captain's prerogative to reschedule the starting time or match if the opposing team is not ready to play. If captains agree the match can start out of order if one team is waiting for a player to arrive, however if one of the captains wants the match to be shot in order than the match will be shot in order. If a match is to be rescheduled on another date, the captains will sign the match and indicate that the match will be played later. The match report must be sent as usual even though it is blank,

O. Any disputes that arise during the course of a match must be settled in PRIVATE CONFERENCE of the captains only. The captain of any team may file a protest for any irregularity of a match. The opposing captain **MUST** be notified at the time of the protest that the game/match from that point on is being played under protest. The match must be played until its conclusion. The protest must be indicated on the match report. The match report should be mailed as normal. Both teams are subject to severe penalties if the League Committee determines that the protest could have been avoided simply by reading the league rules.

ARTICLE 4 - TEAM PROFILE

A. A team roster shall consist of a maximum of 10 players and a minimum of 7 players who will be registered with the NSDL. All 10 players can, if so desired, in each match.

B. When a team roster permanently drops below the minimum of 7 players, that team may request in writing a replacement player. The player(s) dropped from your roster may not return for the season. **ANY CORRESPONDENCE WITH THE STATISTICIAN MUST BE DONE IN**

WRITING VIA EMAIL.

C. A team captain can request the signature of a player on an opposing team on the match report sheet. The request must be complied with. Failure to comply will lead to a penalty.

D All-star points will be gained for individual player for each throw that equals 100 or more points in a 01 game. All of the numbers must score. i.e., a score over 100 that causes a "bust" does not count toward an all-star. All-star points do not count in the 3rd 01 game of an individual match, only in the 1st and 2nd games. Hi-ons, hi-outs and 180's count in third games but not toward all-star They indicated as with 3G the match report.

E. Rounds: Refer to DEFINITIONS.

ARTICLE 5 - SCORING

A. For a dart to score it must remain on the board after the third or final dart of the turn has been thrown by the player. The point of the dart must be touching the bristle part of the board. A dart sticking into another dart counts as a dart thrown but has no score value. A dart touching the rim of the board has no score value and may not be rethrown. A dart caught by a player on a bounce out CAN NOT be rethrown. If a player touches any thrown darts during a turn, the turn is over even if the player has darts left to throw.

B. The captain of the home team is responsible for providing a scorekeeper for each game. The option of scoring by the players themselves during a match can be exercised. In keeping with fairness the teams can take turns keeping score. Any thrower may request a change of scorekeeper for ANY REASON. The player must make the request through his captain to the opposing captain.

C. The home team captain is responsible for the match report sheet. The visiting team captain is responsible for checking the entries as they are made to see that the information and names are correct. Entries must be made as they occur. All-star points and rounds must be entered immediately after they are scored; they can not be added to the report at the end of the match. It is not the responsibility of the scorekeeper to inform the captains of all-star points or rounds scored. A signed match report received by the league will not be changed.

D The scorekeeper must call the score for each turn prior to the player taking their thrown darts from the board. For a dart to score it must remain on the board until the score has been called and posted. A player may not touch or move his/her darts until the score is called and posted. If a dart is touched by a player during a turn the turn is considered over even if the player has unthrown darts in hand.

E. Should any player have their feet over the hockey line during a throw, any darts so thrown shall be counted as part of the throw, any score made by said darts shall be invalid and not counted. One warning by the CAPTAIN shall be considered sufficient before invoking this rule. A player wishing to throw a dart, darts, from a point either side of the of the hockey line shall

keep their feet behind an imaginary line extending from either side of the hockey line. In the event the hockey is a tape or similar 'flush" marking, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dartboard.

F.Any changes made to correct mistakes in scoring must be corrected before the next turn of the player or team against whom the error was made, either in their favor or against. The number that is thrown for is the number that counts. Obvious mistakes such as deducting 50 from 501 and having a of 251 left can be corrected at anytime during the game as these are inadvertent mistakes that sometimes go unnoticed for many turns. Errors in addition or subtraction must be corrected before throwing. In cases of double/team games, such errors must be rectified prior to the next turn of any partner/player on that team. The aforementioned may be waived in the interest of sportsmanship provided that BOTH captains agree.

G.If a player throws out of turn the opposing team has the option of having the round rethrown or allowing the round to stand as thrown, and resuming the proper order.

H.In the middle of a turn, only if asked, the score keeper will inform the thrower what has been scored and the score remaining. They must write the score on the scoreboard. Once a dart is thrown on a chalked score that score stands and can not be changed unless the shooter busts on his remaining darts. In the case of a bust, the score reverts back to the score at the beginning of the turn. The scorekeeper must not tell the thrower that a double-in or winning dart is good unless asked by the thrower.

I COACHING IS ALLOWED by any team memtv, except the scorer of the match. A player may only ask the scorer what has thrown and what is remaining. A player may not seek advice about what to throw for from the scorer. A winning dart must identified and verified by the scorekeeper. The scorers word concerning the score is law.

J.All scoring in the 01 games should show the score for each turn and the score remaining. In cricket the scorer must write the points scored for each and show the total.

K. A darts score shall be determined from the side of the wire at which point the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot.

ARTICLE 6 - PERSONAL CONDUCT

A.Heckling or other harassment is strictly forbidden. It is BOTH teams responsibility to maintain the of order during league play.

B.The repeated use of foul or insulting language and or resorting to physical violence shall considered 'just cause" for penalizing the offender and their team.

C.Talking by members of the opposing team about the current game or match, within earshot of the shooter, for the express purpose of distracting the shooter, is not only impolite but poor sportsmanship. This will not allowed and complaints of this type of could lead to penalties.

ARTICLE 7 - MATCH REPORTS

A. Match reports must be filled out completely and correctly. YOU MUST PRINT!!! Players first and last name indicated in each game they play. The team names, division, date and week number should be filled out. When a name is in parenthesis beside another players name the player that does not shoot should be crossed out.

B. Indicate "1" in the box next to the winning team and an "0" in the box next to the losing team for each game on the match report. Winning a cricket or a singles match scores one point.

C. Total the points for the entire match on the "Total Match Points" line. The team with the largest number of points is the winner.

D. Use the lower portion of the match report to identify outstanding individual performances. Print the players first and last name in the vertical box in the appropriate visitor or home section.

E. Identify an individual score of all-star points by entering the points scored beside the players name. points do not count if the player busts during the turn or in the third leg of a singles match.

F. Identify an individual "round of" AKA RO 6,7,8 or 9 in Cricket games by entering either R06, R07, R08 or R09 beside the player's name. Corks are also included in the RO category. Identify 4,5, or 6 corks by entering RO4C, RO5C or RO6C beside the player's name. RO's thrown in the third leg of cricket WILL NOT count. Only RO9's shot in the third game should be recorded on the match report as R09 3G.

G. Identify an individual "Good Game" of 301 by entering beside the players name, a number between 6 and 12 indicating the number of darts thrown to complete a 301 game and the letters "DG" (example 6DG). Darts thrown prior to doubling in count toward the total dart game.

H. "High-on" and "High-out" will be recorded next to the point value by designating "ON" or "OUT". Record only scores equal to or greater than the current "High-on" or "High-out". "High-in" and "High-out" count in the third leg of singles games but not toward all-star points, designate by using 3G beside the number (example 170 IN 3G)

I. All star points CAN NOT be scored in the third leg of a singles game.

L. "High-on", "high-out", good game and 180 will be recorded on the match report in the third leg of a singles match, but will not count toward All-Star points or a hot hand. Designate these as third game by using 3G.

K. After all games are completed, both captains must total the team scores, verify the correctness of the match report and sign their names at the bottom of the sheet.

L. A Match Report will be considered incomplete if any of the following information is omitted or wrong: date, team names, players names (as you submitted on the roster) in all games, points per leg, total match points and captains signatures. PRINT ONLY WHEN FILLING OUT THE MATCH REPORT. A 1 POINT PENALTY WILL BE LEVIED against teams if the noted information is not provided correctly.

M. All match reports are to be filled out and sent to nsdlgo@gmail.com

N. Match reports must sent within 2 days of the scheduled match.

ARTICLE 8- RESULTS/STANDINGS

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

B. The division champion will be determined by a playoff after the regular season.

C. In case of regular season ties for playoff positions, the following criteria will be used to break the tie: (1) Total points scored against the opponent during the regular season play. (2) Regular season team win/loss record. (3) If two teams are tied for the last play off spot there will be a match to determine the final play off team. This match will take place on the Monday the playoffs start (unless it is a legal holiday in which case the match will be played on the Sunday before the start of the playoffs) The home team for this match will be determined by a flip of a coin. (4) If the first two tiebreakers do not settle the positions than a flip of a coin will determine the positions.

D. Weekly standings will track individual running totals for All-Star Points, Rounds Of and Top Ten Points.

E. All errors in individual stats must be brought to the attention of the Statistician. This must be done via email to nsdlgo@gmail.com, no phone calls allowed. It is the duty of the captains to check and track team stats on a weekly basis and check for errors.

ARTICLE 9- POSTPONEMENTS

A. The League Committee reserves the right to settle disputes over postponements. The decision is final and not subject to appeal.

B All postponed matches must be played within 10 days after the scheduled date. Play off matches must be played before the next play off match, if the teams can not agree on a night than the match will be played on the following Monday before the next play off match. The league will do everything in its power to have all matches played. If the League Committee determines that a team is not doing everything possible to play all matches they will levy severe penalties to that team, including banning team from the playoffs. If a postponement takes place near the end of the regular season the match must be played on the Monday of the final week of the season, if that day is a legal holiday than the match will be played on the Sunday prior to the final week of the season.

C. If for any reason a regular season match is not played the following will take place: (1) The team that caused the postponement will receive "0" points and will be subject to severe penalties. (see "B" above). (2) The team that did not cause the postponement will receive points equal to the average of their opponents losing points over the regular season, but only if that team did everything possible to make up that match. (see "B" above) (3) The team that did not cause the postponement will have each player that was written on the match report the night of the postponement throw 3 turns of 3 darts for each game they are in for All-Star points and Rounds Of.

D If for any reason a playoff postponed match is not played before the next playoff match than the League Committee will decide which team proceeds to the next playoff round.

E. If a match is postponed you must fill out and sign the match report as normal and email the report to the statsition. Note on the match report the cause of the postponement.

ARTICLE 10 - PROTEST PROCEDURE

A. In the event that any match is played under protest or dispute for any reason, complete all the games in the match. Note the match report the game of the match that the protest took place. Sign the match report and email it as usual.

B. A protest must be submitted in writing within 3 days of the match, and emailed.

C The League Committee will on rule all protests and interpretation of the NSDL Rules. The committee's decision is final and is not subject to appeal.

ARTICLE 11 - SPORTSMANSHIP

A. Good sportsmanship shall be the prevailing attitude during all NSDL competition. Captains and sponsors are charged with maintaining an atmosphere of Good Sportsmanship, Proper Decorum, Sobriety and Safety during league play.

B Match participants, scorekeepers and spectators shall refrain from making 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. The captains are responsible for running a match. Any disputes arising during the match must be settled in private conference of the captains only. The captain's decision must be in accordance with NSDL Rules.

D. Any player using darts in a manner that may cause personal injury or property damage will be ejected for life.

E. Harassment (verbal, racial, sexual, etc.) will NOT be tolerated.

F. Violation of the sportsmanship rules can result in suspension or ejection from the league. The League Committee will rule on all suspension/ejection matters.

ARTICLE 12 - RULE CHANGES

A. These rules will be revised only by the League Committee. Suggestions are always welcome and should be done in writing.

ARTICLE 13 - RULES FOR SCORERS

A. A scorer will not drink or smoke while darts are being thrown.

- B. A scorer must remain as motionless as possible while darts are being thrown.
- C. A scorer will arrange the scoreboard so that the score remaining is in the column closest to the center of the board.
- D. A scorer shall not lean or move toward the dart board during a players turn, unless asked to check a dart by the shooter.
- E. A scorer shall not look at the thrower while the thrower is shooting
- F. A scorer shall mark a score in mid-turn only when asked.
- G. A scorer shall check the scoring value or position of a dart in mid-turn only when asked.
- H. A scorer will rule on close calls while throwing for cork.
- I. It is the scorers job to verify and score the darts thrown after each turn
- J. Scorers must not talk while darts are being thrown.
- K. A scorer shall never tell a shooter what to shoot at, only what remains and only when asked.
- L. A scorer can not cheer on or coach a teammate while scoring.
- M. It is not the duty of the scorer to tell the captains of an ALL-Star or RO scored.
 - N. A scorer may not use any motion during a turn to let the shooter know that a dart is a triple in a cricket match.
 - O. A scorer should do everything possible not to distract the shooter.

We urge all scorers to follow the guidelines above.

Note: Any scorer may be removed as a scorer by a game participant if they are not following these guidelines. The purpose of these guidelines is to inform league members of proper scoring conduct.

ARTICLE 14 NSDL PENALTIES

ACTION	PENALTY
Attendance at a mandatory Captains meetings by a team representative	5 points

Missing/late match reports	0 points 1st offence 1 point 2nd offence 3 points 3rd offence 5 points thereafter
Any team causing a match to be rescheduled when they show up with less than 4 players	1 point Forfeit home advantage
Penalty for missing information on match report	1 point both teams
Any physical violence resulting from a match	EJECTION FROM LEAGUE
Poor Sportsmanship, misconduct or unnecessary darts thrown in anger	Suspension from League and loss of points as determined by the League Committee
Teams not making every effort to make up postponed regular season matches	Up to 50 points Banned from playoffs