NATIONAL DARTS FEDERATION OF CANADA

OFFICIAL NDFC RULES OF PLAY

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A. All darts events in Canada, sanctioned or under the direct control of the National Darts Federation of Canada (NDFC), shall be played under the following NDFC Rules of Play.

B. In order for a tournament to be sanctioned and/or ranked by the NDFC, the Tournament Organizers must comply with the rules and obligations as defined in the official NDFC National Ranked Tournaments Guidelines, which form Appendix B to the Playing Rules, but which are not included in this document.

C. Copies of the official NDFC National Ranked Tournaments Guidelines may be obtained by Member Bodies or Organizers, by writing to the General Secretary of the NDFC.

D. With respect to Open National Ranked Tournaments, 'shall be played under the following NDFC Rules of Play', as referred to in Rule A, shall encompass only the Men's Singles and Women's Singles events, unless specified by the Tournament Organizers that other events are being played by these same rules.

E. Masculine gender references shall encompass equally the female. Singular terms shall, where necessary, apply to the plural.

F. Any rule not covered by the NDFC Official Rules of Play will refer to WDF Rules of Play and these shall be binding.

DEFINITIONS

In this document, the following terms shall everywhere have the meaning set opposite them, unless specifically stated otherwise.

WDF	means World Dart Federation.
NDFC	means the National Darts Federation of Canada.
Playing Rules	means all rules governing the sport of darts as applied to darts events under the jurisdiction of the NDFC or its Member Bodies.
Member Body	means the official body administering the sport of darts in any particular Province or Territory of Canada.
Organizers	means the person(s) appointed, or approved, by the NDFC Executive Committee to organize and administer a tournament.
Tournament Director	means that individual who is in final charge, and who has final discretionary powers, at any tournament.
Program	means all published information pertaining to a specific event.
Referee	means the person appointed to conduct a darts match between two players, or teams, in a tournament. May also be referred to as the 'umpire', 'caller' or 'checker'.
Scorer	means that person appointed to mark up score sheets, or score boards, and make subtractions, adjacent to a match board in a tournament. May also be referred to as the 'marker' or 'chalker'. Note that for particular matches, especially those played on stage, more than one scorer may be appointed.
Leg	means that element of a dart match which is recognized as a fixed number. (e.g. 501, 1001, etc.).
Set	means an odd number of legs forming part (or all) of a darts match. A player, or team is deemed to have won a set by winning a majority of the total legs comprising the set (e.g. the player that first wins 3 legs in a 'best of 5' set). Note that often a match will consist of only one set as herein defined.
Match	means the total number of sets or legs being competed for between two players or teams.
Oche	refers equally to the toe line, or the raised toe barrier.
Player	unless otherwise specified, shall mean equally a single player or a team of any number of players.
Round Robin	A complete Round Robin shall consist of all players entered in the event playing a match against each other opponent entered in that event. The results of this complete Round Robin may constitute the final results of the event. However, often the final round(s) of Round Robin events shall be knock out.

Modified Round	means that all players are divided into sections (not to differ in quantities by more than one player),
Robin	where upon completion, all or a predetermined number of players are placed into a knock out draw according to their finishing position in their section. May also be referred to as 'sectional round robin'.
Knock Out	means that the player is not eliminated until he has lost the required number of legs, matches or sets.
Dart Board Indicator	shall mean the person appointed to operate the electrical dart board indicator equipment located on
Operator	the stage, which indicates to the audience which segments the players' darts have landed in.

GENERAL PLAYING RULES

1.0 Players shall provide their own darts, which shall not exceed an overall maximum length of 305 mm (12 inches), nor weigh more than 50 gm. Each dart shall consist of a needle shaped point, which shall be fixed a barrel. At the rear of the barrel shall be an attached flighted stem, which may consist of up to four separate pieces (e.g.: a flight, a flight securing device, a flight protecting device and a stem.

Ruling on "Breakaway Points" & "Multipoint" darts is as follows: **Any dart that does not maintain compliance with NDFC Playing Rule 1.0 when in use in competitive matchplay shall be deemed to be "illegal" and any points attained by the use of that dart shall be declared void.**

2.00 The NDFC reserves the right to seed players or teams, in certain events.

3.00 All players or teams shall play within these rules, and within any supplementary rules announced in the Program.

4.00 All players or teams shall play under the supervision and direction of NDFC appointed organizers and officials in all darts events organized under the jurisdiction of the NDFC.

5.00 Trophies awarded to players or teams become the property of those players or teams, except in the case of challenge or perpetual trophies, which shall be returned to the organizers upon request.

6.00 Any player or team failing to comply with any of these rules, or any supplementary rules as defined in 3.00 above, shall be liable to disqualification from the event.

7.00 The interpretation of any rules at a darts event shall be by the Organizers, or Tournament Director, whose decisions shall be final and binding during that tournament.

8.00 Information concerning such interpretations shall be forwarded to the NDFC Executive Committee for consideration and possible inclusion in a revised version of the NDFC Rule Book.

9.00 Any matter not expressly covered by these rules, or interpretations of these rules at times other than during a particular darts event (see 7.00 above) shall be determined by the NDFC Executive Committee, (or by members appointed by them for these purposes), whose decision shall be final and binding.

10.00 THROW

10.01 A player shall throw from a standing position, excepting only in those circumstances when a physical disability, or physical injury requires a player to adopt a non-standing position. (e.g. a wheelchair or similar form of support)

10.02 All darts must be deliberately thrown, one at a time, by, and from, the player's hand.

10.03 A 'throw' shall consist of three darts, unless the leg being played is finished in less than three darts, or unless the player 'busts'.

10.04 Any dart bouncing off, or falling out of, the dart board shall not be rethrown. (Exception: when throwing for the Bull to determine playing order, see 16.15.05.)

10.05 If a player, during a throw, touches any dart that is in the dartboard, then that throw shall be deemed to have been completed.

11.00 STARTING AND FINISHING

11.01 Unless otherwise stated in the playing format for a particular event, each leg shall be played with a straight start, and the finish must be by scoring the correct double, which reduces the score remaining to zero.

11.02 Unless otherwise stated in the playing format for a particular event, the Bull shall count as 50 and is considered as double 25 for purposes of finishing a game.

11.03 The 'Bust' rule shall apply. (e.g. If a player scores more than the amount remaining, or scores one less than the amount remaining, that score shall not count, the 'throw' shall be considered over, and the player's score shall revert to that existing prior to the opponent's last throw.)

11.04 'Game Shot' called by the referee or caller is valid only if the darts thrown achieve the required finish as shown on the score sheet, and remain in the board until retrieved by the player after Game Shot has been called. The player's opponent shall be afforded time to verify the called 'Game Shot'. In order to prevent a dart from falling out during that period, the thrower may 'Hold' the dart in the board by pressing on the end of the flight.

11.05 The NDFC does not recognize the principle of 'equal darts', except in competitions that do not involve alternate throw by two or more players. A player who checks out by obtaining the required score, in accordance with these playing rules, has won that leg.

11.06 Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at the time that the required finishing double is scored.

12.00 SCORING

12.01 A dart shall only score if the point remains in, or touching, the face of the dart board, having been legally thrown; and after being 'called', has been retrieved by the thrower. (Exception: if a player is temporarily or permanently handicapped, another player may retrieve the darts.)

12.02 The score counted is that of the scoring segment that the point of the dart first entered and remained in, e.g. if the point of the dart passes under the wire into another scoring segment of the board, the score recorded is that of the original segment, not that of the segment into which the point has passed.

12.03 Darts shall be retrieved by the thrower only after the score has been 'called' by the referee and recorded by the scorer or marker.

12.04 A protest about the score attained, or called, after the darts have been retrieved, shall not be upheld.

12.05 All scores marked, and subtractions made, should be checked by the referee; the scorer; the thrower and the opponent after each throw, and where practical, before the next players throw commences.

12.06 All requests to check scores recorded, or subtractions made, shall be made before the next throw of the player or team concerned. In the event that a subtraction error is noted, the next opposing player's throw shall not be interrupted, and the score shall be corrected after that throw is complete.

12.07 The actual score required by a player or team shall be displayed on a score board or sheet, clearly visible, approximately at eye-level, in front of the players, referee and scorer.

12.08.01 A player may ask the amount scored with any dart, or darts, or the score remaining. Indications of the required 'double', or any combination of scores required to finish, shall not be given by the scorer or referee. A player may, however, request assistance from his partner or captain, but must first step back from the oche. In stage games, no assistance may be given to any player during a singles match.

12.08.02 The above notwithstanding, each player is responsible that any finishing double attained is the correct one.

12.08.03 The score obtained is that which is actually scored at the end of a players throw as per 12.01 through 12.04, NOT any score identified in error by the referee during the player's throw.

12.08.04 The score remaining is that which actually remains after any points scored have been subtracted from the score shown on the score sheet or board, NOT any score remaining stated in error by the referee during the player's throw.

12.08.05 In the event that a error is made by the referee in either 12.08.03 or 12.08.04 such that the player throws for the wrong remaining score, any such darts thrown after the error shall be declared void, retrieved, and rethrown.

12.09 The first player or team to reduce the score required to exactly zero, by obtaining the required double, is the winner of the leg.

12.10 The referee, or caller, shall act as umpire in all matters pertaining to the playing rules when conducting a darts match, and shall, if necessary, consult with scorers and/or other officials, including the Tournament Director, before announcing any decisions during the course of a leg, set or match.

12.11 No player(s) can refuse an official scorer, marker and/or referee.

12.12 All scoring shall be marked from Left to Right, Left to Right. Example of setting up a score sheet or scoreboard:

ANYONE		ANYBODY		
*	501		501	
100	401	85	416	
95	306	85	331	
140	166	140	191	
130	36	91	100	
36	Game Shot			1st Leg

	501	**	501	
100	401	140	361	
85	316	140	221	
140	176	100	121	
		121	Game Shot	2nd Leg

***	501		501	
180	321	85	416	
140	181	41	375	
125	56	140	235	
56	Game Shot			3rd Leg

Result of this match is a win for ANYONE by 2 Legs to 1. * The winner of the toss (in this match was ANYONE) throws first in the 1st Leg. **The loser of that toss (in this match was ANYBODY) throws first in the Second Leg ***The winner of the bull (see Rule #16.15.04) throws first in the 3rd and deciding leg. In this match ANYONE was the winner of the bull.

12.13 Should any player be found to have thrown out of turn during a match, that score and any additional scores recorded after that shall be considered null and void. The game shall continue, in the proper order of rotation, commencing with the player that should have shot prior to the error occurring.

13.00 DARTBOARDS

13.01 All dart boards used in all events organized under the auspices of the NDFC, or sanctioned by the NDFC, shall be official 'NDFC Approved' dart boards, at the 1-20 clock pattern, unless the organizers have received written consent of the National Darts Federation of Canada. (see illustration)

13.02 The inner narrow band shall score triple the segment value.

13.03 The outer narrow band shall score double the segment value.

13.04 The outer centre ring (Outer Bull) shall score 25.

13.05 The inner centre ring (Inner Bull) shall score 50.

13.06 All the wires forming the segments, doubles, trebles, inner and outer bulls, which together form the 'spider' shall be affixed to the face of the dart board in such a manner that they all lie flat on the face of the board.

13.07 The dart board shall be fixed so that the vertical height from the floor, at the same horizontal plane of the oche, to the centre of the bull, shall measure 1.73 metres. (5 ft 8 inches).

13.08 The '20' segment shall be at the top of the board, bisected by the extension of a plumb-line dropped from the centre of the bull, and shall be black.

13.09 A player or team captain shall have the right to request the changing, moving or rotation of a board during the course of a match. In the event that the opposing player, or team captain, does not agree, the matter shall be referred to the referee, (or if no referee is appointed, the scorer) whose decision shall be final. A player or team captain has the right to demand that the height of the board be checked during a match, and this check shall be performed by the scorer or referee. Any such replacement, moving rotation or checking of the board shall only be performed between legs of the match.

13.10 Adjustments to the position of, or the changing of a dart board, shall only be carried out by a match official.

14.00 LIGHTING

14.01 For all events organized or sanctioned by the NDFC, all 'floor' dart boards shall be adequately lit by a suitably positioned light fitted at each dart board, of a minimum light intensity equivalent to that of a 100-watt spotlight.

14.02 Dart boards used in 'stage' games shall be adequately lit by suitably positioned lights, (minimum two), of equal intensity, and having a total lightly intensity equivalent to that given by a minimum of two 100-watt spotlights.

14.03 All light fittings must be fitted with screens or shades to divert direct light away from the players' eyes when standing at the oche.

14.04 In stage finals the general level of illumination can be augmented by use of spotlights and flood lights, but care must be taken to prevent the introduction of unnecessary shadows on the dart board during play.

15.00 OCHES (Toe Lines)

Note: It is strongly recommended that a raised oche, as described below, be used whenever possible in all organized competitive darts, and especially and specifically for events organized or sanctioned by the NDFC. When a raised oche cannot be used, the dimensions and rules given below shall, where applicable, apply to painted or taped toe lines. When such lines are used, it must be clearly stated, prior to the start of play, whether the back or the front of the line marks the minimum throwing distance.

15.01 A raised oche, of minimum dimensions 38 mm high and 610 mm long (1.5 inches high and 24 inches long) shall be placed in position at the minimum throwing distance so that the back of the oche is 2.37 metres (7 feet - 9 1/4 inches) horizontally from a plumb line dropped from the centre of the board.

15.02 The diagonal distance from the centre of the board to the back of the oche, at floor level, shall be 2.93 metres (9 feet 7 1/2 inches).

15.03 When the dart board and oche are placed on a raised area (stage), such stage shall be constructed so that the board and oche are approximately centered laterally, the minimum width at the oche shall be 1.525 meters (5 feet), and the minimum depth of standing area to the rear of the oche shall be 1.22 metres (4 feet).

15.04.01 During play, no player may tread on any part of a raised oche nor tread on any area of floor in front of a painted or taped tread line, nor shall any player deliver any dart with their feet in any position other than behind the oche or throwing line or extension thereto.

15.04.02 Both of the thrower's feet shall be behind the throwing line until the dart has left the thrower's hand.

15.04.03 Any prosthetic aid used by a player shall be considered as 'the player's foot', e.g. if a player uses a crutch, the point of the crutch must be behind the throwing line until the dart has left the thrower's hand.

15.05 A player wishing to throw one or more darts from a point either side of the raised oche must keep their feet behind an imaginary straight line extending on either side of the raised oche.

15.06 Any player in breach of rule 15.04 or 15.05 shall first be warned by the referee, or caller, in the presence of the player's captain or team manager. Any subsequent dart thrown in breach of those rules shall not score, and will be declared invalid by the referee or caller. The referee or scorer shall not be required to warn a player prior to the delivery of a subsequent dart that the player is standing in breach of these rules, but the invalidity of the dart shall be declared immediately following the delivery of the dart. The referee, or the Tournament Director, is empowered to appoint a foot judge in the case of repeated infringement of these rules.

15.07 A player or team captain shall have the right to request that the dimensions and positioning of the oche be checked, and the referee or caller, shall cause this to be done, but only prior to, or at the completion of, the leg in progress.

15.08 Any adjustments to the positioning of the oche shall only be made by a match official.

16.00 TOURNAMENT AND CHAMPIONSHIPS

The NDFC recognizes three categories of Tournament, viz. Closed, Invitational, and Open. Closed Tournaments are run for the benefit of NDFC members only. Invitational Tournaments are subject to restricted entry to the invited players. Such players may be invited by name, or various bodies. Member Bodies of the NDFC and the registered darts bodies of the countries, may be invited to send one or more players on their own selection. Open Tournaments are run for the benefit of all darts players, subject only to the NDFC Rules of Eligibility (See Rule B and D).

16.01 All players and teams shall play under the supervision and direction of the Organizers, Tournament Directors or other Officials in all events organized or sanctioned by the NDFC.

16.02.01 All events organized or sanctioned by the NDFC (see Rule A and D) shall be run as Round-Robin (R/R), Modified Round-Robin or Knock out events (see Definitions). For NDFC Tie Breaker Rules, see Rule 20.00.

16.02.02 In all NDFC organized or sanctioned events (See Rule A & D), all matches shall consist of the minimum of the best 2 or 3 legs, with the exception of any tie-breaker rules (see Rule 20). Unless otherwise previously advertised in the program, the games shall be straight in, double out starting at 501 for singles and doubles, 601 for triples and 701 for four-person events.

16.03 The NDFC or the Organizers reserve the right to cancel or change all dates, venues or formats, without prior notice, to accommodate unforeseen circumstances, subject only to announcement of such change on a timely basis.

16.04 Decisions on all matters pertaining to the NDFC playing rules in any NDFC organized or sanctioned event shall be made by the Organizers whose decision shall be final and binding during that tournament.

16.05 Any player or team found guilty of deliberately losing a leg, set or match in an event, shall be disqualified from further play within that tournament. The NDFC and its Member Bodies reserve the right to take disciplinary action against such player or team (see Rule 18).

16.06 No player or team, having been eliminated from an event, shall play again in that event, either as a substitute or in their own right, excepting in those circumstances when a breach of the NDFC playing rules has occurred which has materially affected the losing player or team; such breach not having been caused by the losing player or learn. The organizers may, at their own discretion reinstate the player or team in the event, either in substitution for, or in addition to, the winning player or team.

16.07 If a player or team representative is not present at the official presentation ceremony to receive trophies, prizes or prize monies, without the prior permission of the Organizers or promoters, that player or team shall forfeit the right to receive any trophies, prizes or prize monies that may be due as a result of that tournament.

16.08 Any player or team, not fulfilling the player commitments of the event by failing to complete all scheduled matches, including Grand Finals, without the prior permission of the Tournament Organizers or promoters, shall forfeit the right to receive any trophies, prizes or prize monies that may be due as a result of that event and may be subject to disciplinary action.

16.09 If any additional expenses are incurred as a result of a default by a player or team, that player or team shall be liable for those additional expenses.

16.10 In the event that a player or team is involved in, or causes, any action considered to have brought the sport of darts into disrepute, or which tarnishes the image of the sport in the opinions of the sponsors or promoters, then that player or team may be subject to disciplinary action, which could include the imposition of fines, suspensions, or other penalties.

16.11 All Tournaments or Championships sanctioned and approved for inclusion in National and Provincial player rankings shall be operated in accordance with NDFC Playing Rules (see Rule B and D).

16.12 ENTRY

16.12.01 Admission fees to tournament venues are non-refundable.

16.12.02 Entry fees are not refundable, except on those occasions deemed permissible by the organizers.

16.12.03 All entries shall be made on the official entry form, fully completed, and shall be returned, together with the entry fee, at or before the time specified for the close of registration.

16.12.04 No entry will be accepted unless in accordance with the requirements of the entry form.

16.12.05 The first named player on the entry form shall be considered the individual responsible for notifying any other players named on the entry form, of the receipt of, and contents of, all communications in respect of the event received by that player.

16.12.06 Receipt of an advanced entry shall only be acknowledged if a self-addressed envelope is enclosed with the entry form, together with sufficient postage.

16.12.07 Except with the express consent of the Organizers, only the players marked on the entry form as the competing player or team shall be eligible to play in the event concerned.

16.12.08 Players or teams shall not enter more than once in any particular event, unless the competition is of such type as to allow multiple entries, and this fact shall have been specified in the posters or programs.

16.12.09 Players shall not enter as part of more than one team in any particular event.

16.12.10 All players participating in any event shall play under their own name.

16.12.11 Unless otherwise stated, all entry fees shall be used exclusively in defraying tournament expenses, in promoting the sport of darts, or for charitable purposes.

16.12.12 Completion of the entry form for any NDFC event shall be deemed as an acceptance, by the player or team named on the entry form, of the NDFC rules covering that event, including any and all supplementary rules that may have been announced or published.

16.13 REGISTRATION

16.13.01 All players or teams shall register at each darts event within the specified time parameters announced by the Organizers.

16.13.02 Any player or team failing to register by the specified time shall be eliminated. Entry fees are not refundable (see 16.12.02 above).

16.13.03 Players or teams shall not be allowed to register more than once in any particular darts event except in accordance with 16.12.08.

16.13.04 Any player or team not in attendance when called upon to play at the specified time shall forfeit that leg, set or match, whichever is applicable. In such cases, entry fees shall not be refundable.

16.13.05 A maximum of THREE minutes shall be allowed, from the time of calling on the public address system, for a player or team to report to the Control Desk, or the designated Match Board, whichever is applicable. Failure to be in attendance following the THREE minute call, the player or team is immediately eliminated from play.

16.13.06 The NDFC and the Organizers reserve the right to alter the scheduled times and playing format of an event when deemed necessary.

16.13.07 A player or team has the right to be advised of the scheduled time of their next match in which they will be involved.

16.14 DRAW

16.14.01 Unless otherwise stated in the tournament literature, there shall be only one draw in any darts event.

16.14.02 In a Knock-out event, all 'byes' shall be taken in the preliminary round. The organizers shall first announce all players with board assignments and then announce the name of each player on the 'bye'.

16.14.03 Draw sheets shall be displayed, where possible, at the Control Desk, at the Match Board, or at a convenient point in the playing area.

16.14.04 The playing times displayed on the Draw Sheet are for players' guidance only. Players should be prepared to be called to the Control Desk or the Match Board up to 45 minutes earlier than the times posted.

16.14.05 Once play has started, no substitutes shall be allowed in a Single player event. In team events (regardless of the number of players comprising a team), substitutions shall be allowed only to the extent specified in the tournament literature. In extenuating circumstances, at the discretion of the Organizers, a team player only, may be substituted.

16.14.06 When an error has occurred, resulting in an incorrect bye or incorrect match assignment, any affected match(es) shall be stopped and all results for incorrectly assigned match(es) shall be considered null and void. The error shall be corrected and the proper matches(es) shall commence.

16.15 ORDER OF PLAY

16.15.01 In all NDFC organized or sanctioned events (see Rule A & D), the order of play shall be decided by a coin toss.

16.15.02 The winner of the toss shall throw first in the first leg of the first set, and alternate legs thereafter in that match, except that for the final leg of the final set, if required to be played, Rule 16.15.04 shall apply.

16.15.03 The loser of the toss shall throw first in the second leg of the first set, and alternate legs thereafter, except that for the final leg of the final set, if required to be played, Rule 16.15.4 shall apply.

NOTE: With reference to rule 16.15.02 and 16.15.03, the alternation of players shooting first shall be maintained as if all legs were to be played, even if one or more sets do not last the full number of games. E.g.: if each set consists of three legs, and player A throws first in the first leg, and player B throws first in the second leg, and one player wins both legs, so that the third leg of that set is not played, player B will still throw first in the first leg of the second set, as if the third game of the first set, (with player A throwing first) had been played.

16.15.04 In the last and deciding leg of the last and deciding set, the winner of the original toss shall have the option of throwing first at the bull, or having the loser throw first at the bull. Each player (or in the case of team play, one nominated player from each learn) shall throw one dart at the bull, and the player whose dart is closest to the bull shall throw first in the leg. (see Rule #16.15.05)'

16.15.05 Whenever players are to throw at the bull to decide throwing order, the following details shall apply:

Each player shall have 'a dart that remains in the scoring area' of the dart board. If the first thrower's dart lands in the inner bull, or 50, it shall be removed if it requested by the second thrower before the second thrower throws. This removed dart shall be considered 'a dart that has remained in the scoring area'. Players shall not have the option of having the opponent's dart removed from the outer bull, or 25.

A dart shall not be considered to have 'remained in the scoring area' if the dart:

-- bounces out,
-- falls out,
-- lands outside the outer double wire, or is knocked out by the opponent's dart.

A dart shall be thrown again until both players have 'a dart that remains in the scoring area'.

Darts shall be adjudged equal if each dart: - is outside of the outer bull and considered to be the same distance from the centre, - is in the outer bull, or 25, regardless of the relative proximity to the wire of the inner bull, or 50. (On many boards this ring is not exactly centered in the outer bull.) , or has 'remained in the scoring area' of the inner bull, or 50.

If adjudged equal, the throw for the middle shall be repeated, with the throwing order reversed.

16.16 MATCH ASSIGNMENT/RESULT/ RECORD CARD

16.16.01 An assignment/result/record card shall be made out, at the Control Desk. This card shall be presented to the referee at the assigned match board by the player or team, and referee shall be responsible for ensuring that the order of play and order of throwing is strictly adhered to during that match.

16.16.02 On conclusion of the match the referee shall sign the assignment/result/record card, clearly indicating the winning player or team, and the card shall be returned immediately to the Control Desk by the winning player or team.

16.16.03 The progression of players or teams shall be indicated on the draw sheets so that players and spectators can view the current situation during the event (see 16.14.03).

16.16.04 When made available, all players are required to wear identification badges during the event.

16.17 PRACTICE

16.17.01 Each player is entitled to 9 practice darts ONLY at the assigned match board, prior to the match commencing. Additional practice darts may not be thrown, during that match, at any board whatsoever, without the express prior permission of the Match Board referee.

16.17.02 Practice shall not be allowed on unassigned match boards after the dart event has officially started. This rule applies equally to players taking part in a match and those who have not yet been assigned to a match board.

16.17.03 Practice boards shall, where possible, be provided for the use of tournament players only. Players and teams that have been eliminated from the particular event taking place are not entitled to use such practice boards.

16.18 TOURNAMENT PLAY

16.18.01 No person shall be allowed within the playing area other than the assigned officials, and the assigned players or teams without the express prior consent of the Tournament Director.

16.18.02 Only the referee, scorer, caller and/or marker, the frontview cameraman (located behind the staging backdrop), and the Dart Board Indicator operator shall be allowed to be situated in front of a player actually at the oche. Such officials must restrict their movement to a minimum during the course of a player's throw. No player shall have the right to request or insist on the

retirement of the assigned officials to a position behind the thrower.

16.18.03 A player's opponent(s) must stand at least 610 mm (2 ft) to the rear of the player at the oche.

16.18.04 In stage finals, players or teams shall conduct their match play under the instructions of the stage officials, and in between throws shall move to such a position as to afford an unrestricted view of the proceedings for players, officials, spectators, and, when applicable, television cameras.

16.18.05 During match play, all players shall remain silent, and only the player at the oche shall direct inquiries to the referee or caller. No prompting shall be allowed by any other player, spectator or official.

16.18.06 Any player or team in breach of rule 16.18.05 shall first be warned by the referee or caller, in the presence of the player's captain, or Team Manager. Any subsequent breach of the rule during the same match shall incur immediate disqualification of the player, or team, from that match. The voicing of an inquiry, or protest, to the referee or caller, shall not constitute a breach of rule 16.18.05 EXCEPT when such inquiry or protest is voiced whilst an opposing player is actually at the oche.

16.18.07 A player at the oche is entitled to consult with the referee, or caller on the amount scored, or required, at any time during the throw, but may not be advised as to the method to obtain the required score (see Rule 12.08).

16.18.08 Any inquiries on scores recorded, or subtractions made, will not be entered into after conclusion of that respective leg, set or match (see Rule 12.0).

16.18.09 In team tournaments where all players throw in rotation, the order of players throwing must be determined and displayed at the Match Board before the first throw of the leg, set or match as applicable.

16.18.10 Any protest shall be lodged with the Match Board referee, or the Tournament Director, at the time of the alleged violation, and a judgment shall be given on the spot before the leg, set or match is allowed to continue. Any late protests shall not be honored.

16.18.11 If a player's playing equipment becomes damaged, or is lost during the course of a match, the player shall be allowed a maximum of three (3) minutes in which to repair or replace the playing equipment. In the event that a player has to borrow playing equipment to continue the match, he shall not be penalized under Rule 1.0.

16.18.12 A maximum time of three minutes shall be allowed, with the referee's permission, in the instance of a player requiring to leave the playing area in exceptional circumstances during the course of a match. Except in case of extreme emergency, no player shall leave the playing area during the course of a leg.

16.18.13 During matchplay, any players using offensive language, or seen to be 'mouthing' offensive language, or seen to be making offensive gestures, shall be deemed to have brought the Sport of Darts into disrepute, and shall be liable for disciplinary proceedings to be taken against them.

16.18.14 If a player does not complete all of their matches in Round-Robin play, all future games against that player shall become BYES and any completed games against that player, wins or losses, shall revert to BYES.

16.18.15 In the event of a power failure or emergency evacuation:

- All games in progress shall be stopped immediately
- Any player that has not completed their turn, that turn, and any darts thrown during that incomplete turn, shall be considered null and void.
- All darts thrown during an incomplete turn shall be retrieved by the player (the NDFC shall not be responsible for lost or stolen articles)
- In the event of an evacuation, all competitors shall leave the evacuated area immediately

NOTE: Should a player's dart be thrown prior to the power failure or evacuation, and that dart scores the game shot, the dart shall be recognized by both players/teams concerned prior to evacuation.

Upon receiving permission to return to the playing area or upon power restoration, the game shall resume. Each player shall be permitted three warm-up darts if the game resumes within 5 minutes; or nine warm-up darts if the game resumes after 5 minutes.

The current game's order of rotation shall be used for the order of throw for warm-up darts, commencing with the player whose turn was interrupted or the player to shoot next, whichever is applicable.

16.19 PLAYING RECORDS

16.19.01 All player's score shall be recorded in the final rounds of all NDFC events, on official NDFC Match Result Sheets, or Score Cards, so that reports of darts events may be authenticated.

16.19.02 Such records much be made available, upon request, to Member Bodies and/or the NDFC when available.

16.20 PLAYING ATTIRE

16.20.01 Players shall wear dress pants or skirts **AND COLLARED SHIRTS** while playing in sanctioned events. This rule is mandatory in National Championship or Tournament events, in all stage games, or at any time that TV cameras are, or may be present.

16.20.02 Headgear shall not be worn without prior permission of the Organizers. Such permission shall be given to players whose religious or moral duties require that the head be covered.

16.20.03 Players are permitted to wear sweatbands or their wrist, but not head bands.

16.20.04 All players or teams representing their Province or Territory at NDFC events shall wear their Provincially or Territorially approved playing attire.

16.21 ADVERTISING

16.21.01 The NDFC and the Organizers reserve the right to protect their sponsors' interest with regard to any advertising material, slogans, or logos, etc., used by players, teams or other sponsors, during an NDFC event.

16.21.02 Players and spectators in an NDFC event may not be allowed to wear clothing that bears any advertising material, slogans, or logos, relating to any marketable product, concern or service, without the prior permission of the Organizers.

16.21.03 Players in an NDFC event shall not be permitted to use any playing equipment that bears any advertising material, slogans, or logo, relating in any way to a marketable product, concern or service, without the prior permission of the Organizers

16.21.04 The NDFC, through the Organizers, reserve the rights to the use of all advertising material, slogans or logos, in connection with the promotion and organization of any NDFC event.

16.21.05 Before, or during, any match, the referee or the Organizers are empowered to request any player to withdraw, or to remove any offending advertising material, slogan or logo which contravenes any part of Rule 16.21, and/or TV advertising rules currently in force.

16.21.06 In any instance in which a player introduces onto stage any advertising material, slogan or logo which contravenes any part of Rule 16.21, or any TV advertising rules currently in force, then that player or team of which he is a part, shall be disqualified and shall forfeit the match.

It is recommended that team captains or managers have 'unmarked' playing attire available which can be used on those occasions when advertising rights may be infringed.

17.00 ORGANIZATION OF DARTS EVENTS

17.01 Member Bodies of the NDFC shall not be allowed to organize a darts event within the boundaries of another Member Body's

jurisdiction without that other Member Body's permission, approval or involvement.

18.00 DISCIPLINE

18.01 The NDFC and its' Member Bodies reserve the right to take disciplinary action, including suspension, against any league, any team, or any player(s), found to be in breach of the NDFC playing rules.

18.02 The NDFC reserves the right to take disciplinary action, including suspension, against any Member Body found to be in breach of the NDFC playing rules.

18.03 Any action taken in accordance with clause 18.01 and 18.02 shall not exclude the right of appeal of any player member or player or team or member province or member country darts organization.

19.00 AMENDMENTS/ADDITIONS

19.01 The NDFC reserves the right to add to, or amend, any or all of the NDFC Playing Rules.

20.00 NDFC TOURNAMENT TIE BREAKER RULES

20.01 The official NDFC Tie Breaker Rules, as follows, shall be used in all NDFC Championships and Tournaments.

The purpose of the following detailed explanation is to avoid arguments pertaining to the methods being used to break ties. These tie-breaker rules are to be used for ALL events organized or sanctioned by the NDFC (see Rule A & D).

20.02.01 The following rule shall apply when two or more players or teams are tied and only a portion, thereof will advance to the next round.

Where one of more of the players or teams tied will be eliminated from advancing to the Knock-Out Round, final positioning shall be determined by:

'One game of _01, 200 points higher than that of the round-robin, having ALL players tied playing concurrently on the same board.'

All players shall throw for the middle, with the player whose dart is closest to the bull throwing first, ending with the player whose dart is furthest from the bull throwing last (see 16.15.05). In the case of a team event, one representative per team shall throw for the bull.

During events at the Canadian National Championships, the order of throwing for the bull shall be determined by Team Number. During National Ranked Tournaments, the order of throwing for the bull may be determined by a toss of the coin. With more than two players tied, examples to be used: odd coin shoots first, and continue through tosses until all players have shot for the bull, or a random draw for order.

The first player or team to finish the game shall be awarded with the 1st available finishing position. The game shall continue, with each winning player or team awarded the next available position accordingly, until only one player or team is remaining.

20.02.02 Where ties occur and ALL players or teams tied continue to advance to the knockout round regardless of the tie-breaker results, final positions shall be determined by countback.

The final positions will be established on the basis of the games played in the Round Robin between all players or teams that are tied. Count the match wins/losses of all of those games. The player with the most wins would receive the first available position, with the player with the least wins receiving the last available position. Using the process of elimination, should an additional tie result when adding these points, conduct another countback amongst only those remaining tied until definite positions have been determined. In case of a 3-way tie that cannot be broken, then all 3 players would throw nine (9) darts each and the player or team with the highest total scored shall be awarded with the 1st available finishing position, with the lowest score receiving the last available finishing position. (All players shall throw nine (9) darts. E.G.: In the case of a doubles event, each team shall throw a total of eighteen (18) darts.)

21.00 SMOKING

21.01 No smoking shall be allowed by any player, or match official, whilst engaged in a match played on stage.

21.02 No smoking shall be allowed by any player, or match official, whilst engaged in the introductions to matchplay, during any televised interviews either on or off the stage, and during presentation ceremonies made on stage.

21.03 Any player found to be in breach of Rule 21.01 or 21.02 shall be liable to forfeit that respective match, and shall be reported to the appropriate Member Body for Disciplinary Proceedings to be considered.

21.04 Any match official found to be in breach of Rule 21.01 or 21.02 shall be reported to the appropriate Member Body for Disciplinary Proceedings to be considered.

21.05 The NDFC, its Member Bodies and Organizers reserve the right to prohibit smoking in any other matches under its jurisdiction if it is considered to be in the best interests of the promotion of the Sport of Darts.

22.00 DRINKING

22.01 No alcoholic drinks shall be allowed to be consumed, or introduced onto the stage or into the area that may be covered by television, by any player, or match official whilst engaged in a match played on stage.

22.02 No alcoholic drinks shall be allowed to be consumed, or introduced onto the stage or into the area that may be covered by television, by any player, or match official whilst engaged in the introductions to matchplay, during any televised interviews either on or off the stage, and during presentation ceremonies made on stage.

22.03 Any player found to be in breach of Rule 22.01 or 22.02 shall be liable to forfeit that respective match, and shall be reported to the appropriate Member Body for Disciplinary Proceedings to be considered.

22.04 Any match official found to be in breach of Rule 22.01 or 22.02 shall be reported to the appropriate Member Body for Disciplinary Proceedings to be considered.

22.05 The NDFC, its Member Bodies and Organizers reserve the right to prohibit the consumption of alcoholic drinks in any other matches under its jurisdiction if it is considered to be in the best interests of the promotion of the Sport of Darts.

23.00 COPYRIGHT

23.01 The copyright of the NDFC Playing Rules is vested in the NDFC, and any use of, or reference to such rules, whether in Canada or outside, in reference to any darts event which does not fall under the jurisdiction of the NDFC or a Member Body, shall require prior authorization. Organizers of such events should apply in writing to:

The General Secretary:
National Darts Federation of Canada
2417 Montante
Ascot, Quebec, Canada J1H 6M3

NATIONAL DARTS FEDERATION OF CANADA

OFFICIAL NDFC RULES OF PLAY

MARY DEZAN
NDFC GENERAL SECRETARY
JULY 22, 2004