

# **The New Zealand Darts Council**



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## **Playing Rules**

# **NEW ZEALAND DARTS COUNCIL (INCORPORATED)**

## **PLAYING RULES**

All darts events under the exclusive or approved supervision of the New Zealand Darts Council (Inc) ("The Council") shall in accordance with the following rules.

The term "Organiser" shall mean the Council, its officials, or persons appointed by the Council to carry out its functions in relation to darts events.

### **GENERAL**

- 1 Players shall provide their own darts which shall not exceed an overall length of 30.5cms (12 inches) or not weigh more than 50 grams. Each dart shall consist of a needle point which shall be fixed to a barrel. At the rear of the barrel shall be an attached flight stem
- 2 The Council reserves the right to seed players or teams in certain events, when deemed necessary.
- 3 All players or teams shall play within the Council playing rules and, where necessary, any supplementary rules laid down in an entry form or programme.
- 4 All trophies awarded to a player or a team are to be retained unless they are of a challenge or perpetual type, when such trophies are to be returned to the organisers on request. The Council will be responsible for the care and maintenance of these trophies and will also undertake to have each trophy engraved as appropriate.
- 5 Any player or team failing to comply with any of the Council playing rules during an event, shall be liable to disqualification from that event.
- 6 The interpretation of the Council playing rules in relation to a darts event shall be determined by the organisers of that event, whose decision shall be binding and final.
- 7 Information concerning such interpretations shall be forwarded to the Secretary for consideration and possible inclusion in a revised version of the Council playing rules.
- 8 Any matter not expressly covered by the Council playing rules shall be determined by the Council Executive, whose decision shall be binding and final.

### **9 THROW**

- 9.1 A player shall throw darts 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. (i.e. a wheelchair or similar form of support).
- 9.2 All darts must be deliberately thrown, one at a time, by and from the player's hand.
- 9.3 A throw shall consist of three darts, unless a leg, set or match is finished in less than three darts.
- 9.4 If a player touches any dart which is in the dartboard during a throw, then that throw shall be deemed to have been completed. If any chalker or caller should remove any dart, when throw has not been completed then the dart(s) removed shall be placed in as near a position to that before they were removed and the play will continue.
- 9.5 Any dart bouncing off, or falling out of the dartboard does not count and shall not be re thrown.

### **10 STARTING AND FINISHING**

- 10.1 In all darts events, each leg shall be played with a straight start and the finish must be on a double, unless stated otherwise in the playing format of a particular event.
- 10.2 The bull shall count as 50 and if 50 is required to complete a leg, set, or match, then the bull shall count as double 25.
- 10.3 The "Bust" rule shall apply, i.e. if a player scores more than the number required then that score shall not count and the player shall revert back to the score the player required prior to the opponent's last throw.
- 10.4 A "Game Shot" called by the marker or caller is valid only if the darts thrown, achieve the required finish, and remain in the dartboard until "Game Shot" has been called.

- 10.5 The Council does not recognise the principal of equal darts. A player who checks out by obtaining the points required in accordance with the Council playing Rules wins that leg, set or match.
- 10.6 If as result of an error being declared in clause 10.3, the player has retrieved a dart or darts, then the marker or caller shall replace the dart or darts in as near as is practicable the same position or positions and then invite the player to complete that throw.
- 10.7 Any darts mistakenly thrown by a player after scoring the required double shall not be counted as the respective leg, set or match is concluded by the dart scoring the required double.

**11 SCORING**

- 11.1 A dart shall only score if the point remains in, or touches, the face of the dartboard within the outer double wire and having been called shall be retrieved from the dartboard by the thrower. Except as in rule 10.4 when "Game Shot" has been called.
- 11.2 The score is counted from the side of the segment wire in which the point of the dart enters and remains in, or touching, the face of the dartboard.
- 11.3 Darts shall be retrieved from the Dartboard by the thrower, but only after the score has been called by the marker, or caller, and recorded by the marker or caller.
- 11.4 A protest about the score attained or called after the retrieval of the dart or darts may not be upheld.
- 11.5 All scores and subtractions made shall be checked by the marker or caller, and the players after each throw and where practicable, before the next player's throw commences.
- 11.6 All requests to check scores recorded or subtractions must be made before the player's or team's next throw.
- 11.7 The actual score required by a player or a team must be shown on the score sheet or scoreboard, clearly visible, at eye level, in front of the players, the marker or caller.
- 11.8 No indication of the required double shall be given by the marker, or caller, (i.e. 32 required, not double 16). Any interim score requested and given by the marker or caller shall not be binding should the wrong score be given, and only scores recorded and subtracted at the completion of a throw will be counted. The onus for a correct score remains with the thrower at all times in regards to interim scores.
- 11.9 The first player or team to reduce the score required to exactly zero, by obtaining the required "double" out is the winner of that leg, set or match, whichever is applicable.
- 11.10 The marker or caller shall act as an umpire in all matters pertaining to the Council Playing Rules when conducting a darts match and shall if necessary consult with scorers and other officials before announcing any decisions during the course of a leg, set or match.

Example of setting out Score Sheet: Correct Way                      Wrong way

501	501
<u>100</u>	401
401	341 etc
<u>60</u>	
341 etc	

**12 DART BOARDS.**

- 12.1 All dart boards shall be of the bristle type.
- 12.2 All dartboards shall be of the 1. 20 clock pattern.
- 12.3 The inner narrow band shall score "treble" the segment.
- 12.4 The outer narrow band shall score "double" the segment number.
- 12.5 The outer centre shall score " 25".
- 12.6 The inner centre ring shall score "50", and shall be called "The Bull".

- 12.7 All the wires forming the segments, double, trebles, inner and outer centre rings which together form the spiderweb shall be affixed to the face in such a manner that they lie flat on the face of the dartboard.
- 12.8 The dartboard shall be fixed in such a manner that the perpendicular height from the floor to the centre of the "Bull" at the same level of the oche shall measure 1.73 metres (5 ft. 8ins).
- 12.9 The dartboard shall be fixed such that the "20" segment is coloured black and at the top of the dartboard.
- 12.10 Adjustments to the position of or changing of a dartboard shall only be carried out by a match official.

### **13 LIGHTING.**

- 13.1 In tournament play, all floor dartboards shall be adequately lit by a suitably positioned light fitting at each dart board. Dartboards used in "Stage Finals" shall be adequately lit by suitably positioned light fittings.
- 13.2 All light fittings must be fitted with screens to divert all light away from the players eye when standing on the oche.
- 13.3 In tournament play and stage finals, the general illumination can be augmented by the use of "floods" and "spotlights", however where these are used they must be placed in such manner as to prevent the introduction of unwanted shadows on the dartboard during match play. Where this is not possible, then the use of "floods or "spotlights" shall not be permitted.

### **14 OCHES.**

- 14.1 A raised "oche" not less than 50 mm high and not less than 450 mm long must be placed in position at the minimum throwing distance and shall measure from the back of the raised "oche" 2.37 metres (7 ft. 9, 1/4 inches) along the floor to a plumb line at the face of the dartboard.
- 14.2 During match play no player shall tread on any part of the raised oche nor shall the player deliver any dart with his feet in any position other than behind the toe edge of the raised oche.
- 14.3 A player wishing to throw a dart from a point either side of the raised oche must keep his feet behind an imaginary straight line extending on either side of the raised oche.
- 14.4 Any player in breach of Rule 14.2 or 14.3 shall first be warned by the marker or caller in the presence of the players Captain or Team Manager. Any dart subsequently delivered in breach of these rules shall not score and will be declared invalid by the marker or caller.
- 14.5 A player or team captain shall have the right to request that the oche dimensions be checked, and adjusted if necessary, always providing that the opposing player or team captain concurs with the request. Such requests must be made before the start of or after the completion of a leg.
- 14.6 Adjustments to and checking of oche dimensions shall only be carried out by the NZDC Executive or organiser.

## **TOURNAMENTS AND CHAMPIONSHIPS**

The Council is engaged in running two major categories of tournaments or championships.

### **MEMBER ONLY TOURNAMENTS.**

These are run for the benefit of Council playing members only, which includes registered international members.

### **OPEN TOURNAMENTS**

These are run for the benefit of all darts players world-wide, subject only to Council rules on eligibility.

## **15. TOURNAMENT AND CHAMPIONSHIP PLAYING RULES.**

- 15.1 All dart players and teams shall play under the supervision and direction of council appointed organisers, in all darts events run under the jurisdiction of the Council.
- 15.2 Council tournaments and championships may be run as knockout, round robin, or sectional play, as advised by the Council for that particular event.
- 15.3 The Council or its appointed organisers reserve the right to cancel or change all dates, venues, and scheduled darts events.
- 15.4 Decisions on all matters pertaining to the Council playing rules in any Council tournament or championships shall be made by the appropriate organisers, whose decision shall be binding and final.
- 15.5 All tournament players or teams shall play within the Council playing rules and where necessary any supplementary rules laid down in a darts event entry form or programme.
- 15.6 Any player or team found guilty of deliberately losing a leg, set or match, shall be disqualified from any further participation in that particular Council darts event, that player or team shall also be barred from entering any other council event until such time as laid down by the Council Executive.
- 15.7 No player or team, having once been knocked out of a "knockout tournament" either as a substitute player or team in his or their own right, shall continue to play, excepting in those circumstances when a breach of the Council playing rules has occurred which materially affected the losing player or team, such breach not having been occasioned by the losing player or team. The Council appointed organisers may, at their own discretion, reinstate the player or team in the tournament, either in substitution for or in addition to the winning player or team. The rules shall be construed as embracing any number of players up to and including a complete team.
- 15.8 If a player or team representative is not present at the official presentation ceremony to receive trophies, prizes, or prize monies, without the Council appointed organisers or promoter's prior permission, then that player or team representative shall forfeit the right to receive any such trophies, prizes or prize monies that may be due.
- 15.9 Any player or team not fulfilling the playing commitments of the tournament by failing to complete all scheduled matches, including Finals, shall forfeit the right to receive any trophies, prizes or prize monies that may be due in relation to that respective tournament.
- 15.10 If any additional expenses are incurred due to default by a player or team then that player or team shall be liable for those additional expenses.
- 15.11 In the event of a player or team being involved in or causing actions considered to have brought the sport of darts into disrepute, then that player or team shall be subject to disciplinary measures being taken against that player or team, which could mean the imposition of fines, suspensions, or other penalties.

## **16 ENTRY**

- 16.1 Entry Fees are not refundable except on those occasions deemed necessary by the Council Executive.
- 16.2 All entries must be made on an official Council entry form, fully completed, and must be returned together with the appropriate entry fee before or on the specified closing date.
- 16.3 No entry will be accepted unless strictly in accordance with the requirements laid down on the entry form.
- 16.4 Only the players named on an entry form as the competing individual or team shall be eligible to play in the respective darts event.
- 16.5 No player or team shall enter more than once in any respective darts event.
- 16.6 No player shall play in more than one team in any respective darts event.
- 16.7 All players participating in any darts event must enter under their own name.
- 16.8 Unless otherwise stated, all entry fees shall be used exclusively in defraying tournament expenses, to further the promotion of the sport of darts.

- 16.9 Completion of any entry form by a player or team for the Council darts event and the acceptance of that entry form by the Council shall be deemed to be an acceptance by that player or team of the council playing rules covering that darts event.
- 16.10 The Council appointed organisers reserve the right to refuse or cancel any entrant at any stage during a darts event and their decision shall be final in all matches relating to that darts event. Where qualifiers are a prerequisite to any tournament, then emergencies should be named, in the absence of a qualifier, NO inclusion of an emergency will be permitted unless such change is notified in writing to the organisers by a recognised official of the organisation responsible for producing and forwarding such names to the host.

## **17. REGISTRATION**

- 17.1 All tournament players or teams shall register at each darts event at the scheduled times predetermined by the Council appointed organisers.
- 17.2 Any tournament player or teams failing to register by the notified time shall be eliminated from that respective tournament in which instance no entry fee shall be refundable.
- 17.3 No player or team shall be allowed to register more than once in any respective darts event in any one playing season.
- 17.4 Any player or team not in attendance when called upon to play at the nominated time shall forfeit that leg, set, or match whichever is applicable, and in such circumstances no entry fee shall be refundable. In "Round Robin" events a breach under this clause shall be sufficient to disqualify such player or team from continuing in the event and the record of any games completed shall be deleted. At no stage shall a substitute or emergency be allowed to take the place of a player or team in breach of this rule.
- 17.5 Only three minutes shall be allowed from the time of calling for the player or team to reach the Control Desk or assigned match board, whichever requirement is being called for.
- 17.6 The Council appointed organisers reserve the right to alter the scheduled times and playing format of a darts event whenever it is deemed necessary.
- 17.7 Any player or team has the right to be advised of the time of the next match that the player or team is scheduled to play.

## **18. DRAW**

- 18.1 There will be only one draw prepared for tournaments which shall be conducted prior to the darts event, excepting where a barrel draw system is to be used.
- 18.2 The council appointed organisers reserve the right to seed players or teams in the draw for a darts event whenever necessary.
- 18.3 Substitutions will be allowed for all events providing that the replacement is only taking the place of the missing player/s and that the substituted player/s are from the same region as the withdrawn player/s. Players from outside the same Region will not be allowed to take a withdrawn player/s spot in any draw, as this constitutes a "New" entry.
- 18.4 No substitutes shall be allowed after the first round of a team event unless the playing rules of the particular event allow for reserve members of a team to be used.

## **19. ORDER OF PLAY**

- 19.1 A Bull throw shall determine the order of play in each match. The throwing order for the Bull throw shall be determined at the Match Board by a toss of a coin.
- 19.2 The order of throw shall be decided by the toss of a coin. The winner of the Bull throw shall throw first in the match and all subsequent 'odd numbered legs' which will also include the 'tie-break' leg if required. In matches divided into sets the winner of the Bull throw shall throw first in all 'odd numbered' sets.
- 19.3 A dart landing in the bull shall be removed before the opponent takes his throw at the bull.

- 19.4 If the second players dart dislodges the first dart, both darts shall be re thrown.
- 19.5 In a match involving a team of two or more players, the throwing order must remain the same for the duration of that match

## **20 MATCH RECORD CARD**

- 20.1 A record card shall be made out, at the control desk. On conclusion of the match, the record card, clearly indicating the winning player or team shall be returned along with the losers' card, immediately to the Control Desk by the winning player or team.
- 20.2 The progression of players or teams shall be marked up on the draw sheet when applicable so that players or teams and spectators can view the current situation during the darts event.

## **21 PRACTICE**

- 21.1 Each player is only entitled to six (6) practice darts to be thrown at the assigned match board prior to the match commencing. No other practice darts may be thrown
- 21.2 No practice shall be allowed on unassigned match boards after the darts event has officially started
- 21.3 Practice boards may be provided in the tournament room for the exclusive use of the tournament players or teams.

## **22 TOURNAMENT PLAY**

- 22.1 In tournament play, all players or teams shall play under the supervision and direction of Council appointed organisers and officials.
- 22.2 No person shall be allowed within the playing area other than the board marker or caller, and assigned players or teams.
- 22.3 Only a marker or caller shall be allowed to be situated in front of a player actually at the "oche" throwing darts. Such officials are expected to restrict their own movements to a minimum during the course of a players throw.
- 22.4 A player retrieving their darts from the dartboard after a shot shall do so promptly and in such a manner so as not to interfere with the next player. Penalty: Loss of previous shot.
- 22.4.1 A player at the oche shall not commence their throw until their opponent is back behind the oche. Penalty: Loss of that shot.
- 22.4.2 A player's opponent must stand at least sixty (60) cm to the rear of the player on the oche.
- 22.5 In stage finals, the player or teams shall conduct their match play under the supervision and direction of stage officials and, in between throws shall be located in such a position as to afford an unrestricted view of the proceedings for players, officials, spectators, and in some events for television cameras.
- 22.6 During match play, all players shall remain silent, and only the player at the oche shall direct enquiries to the marker or caller. Neither shall any prompting be allowed by any other player, spectator or official.
- 22.7 Any player or team in breach of rule 22.6 shall first be warned by the marker or caller, in the presence of the player's Captain or Team Manager, any subsequent breach during the same match shall incur immediate disqualification of that player or team from that match. The voicing of an enquiry, or protest to the marker or caller shall not constitute a breach of Rule 22.6.
- 22.8 A player on the oche is entitled to consult with the marker or caller on the amount scored or required, at any time during the "throw", however, the player shall not be advised on how to check out.
- 22.9 All requests to check scores recorded must be made before the players' next throw.
- 22.10 Any enquiries on scores recorded or subtractions made will not be entered into after the conclusion of that respective leg, set, or match.

- 22.11 In team tournaments where all players throw in rotation the order of players throwing must be determined and displayed on the match board before the first throw of that leg, set or match, whichever is applicable.
- 22.12 Any protest must be lodged with the games controller at the time of the alleged violation and a judgement must be given on the spot before the leg, set or match is allowed to continue. Any late protests will not be honoured.
- 22.13 If a player's playing equipment becomes damaged or is lost during the course of a throw then the player shall be allowed up to a maximum of three (3) minutes in which to repair or replace the playing equipment.
- 22.14 A maximum time limit of three (3) minutes, subject to the marker's or caller's permission shall be allowed in the instance of a player requiring to leave the playing area in exceptional circumstances during the course of a leg, set or match whichever is applicable.
- 22.15 During a televised match, any player using offensive language or seen to be mouthing offensive language, or seen to be making offensive gestures shall be deemed to have brought the game into disrepute and shall become liable to disciplinary proceedings being taken against them.
- 22.16 CONDUCT: During a match - players shall conduct themselves in a manner of respect for the other player/s and shall refrain from annoying the other player/s or using offensive language or making offensive gestures and shall refrain from any unsportsmanlike conduct (i.e. such as deliberately losing a Leg or match, deliberately delaying match play, or interfering with the throw of another player.)
- 22.17 Any player found by the Organisers to be in breach of Rule 22.16 shall be deemed to have brought the Sport of Darts into disrepute and shall be disqualified from any further participation in the tournament.

## **22 PLAYING ATTIRE**

- 23.1 Players are not permitted to wear untidy dress while playing. Any player untidily dressed may be asked to change into tidier clothing by the Council appointed organisers or officials. Failure to do so shall result in disqualification from the event.
- 23.2 Dress Code: During the tournament, No open toed shoes, jandals or tank top attire will be allowed when playing. Players shall wear a shirt with a collar. This means a dart shirt with a collar, a polo shirt with a collar or a blouse with a collar. T-Shirts with a round or V-neck are not permitted. Furthermore, short shirts or shirts that show the belly button are prohibited. Shirts from other codes such as PDC, NZ Chartered Clubs or DPNZ are also prohibited.
- 23.3 No headgear shall be worn without the prior permission of the Council appointed organisers.
- 23.4 No form of headphones are allowed whilst playing in games under the auspice of NZ Darts Council, this also includes Chalking.
- 23.5 Players are permitted to wear sweatbands on their wrists.
- 23.6 Jeans will not be permitted to be worn on stage during televised games.
- 23.7 All players or teams representing their association or region shall wear their association or region approved playing attire.
- 23.8 Member associations and regions are recommended to have "unmarked" playing attire available which may be used on those occasions when advertising rights are likely to be infringed.
- 23.9 Closed in footwear is an essential requirement. No open toe shoes at all will be permitted unless a medical certificate (giving reason) is supplied.

## **24 ADVERTISING.**

- 24.1 The Council appointed organisers reserve the right to protect their sponsors interests with regard to any advertising material, slogans, or logos used by players, teams or other sponsors during a Council event.

- 24.2 Players and spectators in a Council darts event will not be allowed to wear any clothing that bears any advertising material, slogans, or logos relating to any marketable product or concern without the prior permission of the Council appointed organisers.
- 24.3 Players in Council darts events will not be allowed to use any playing equipment that bears any advertising material, slogans or logos relating to any marketable product or concern without the prior permission of the Council appointed organisers.
- 24.4 The Council appointed organisers reserve the right to the use of all advertising material, slogans or logos in connection with the promotion and the organisation of any council event.
- 24.5 Before any televised stage matches, the marker or caller or any council appointed official is empowered to request any player to withdraw or remove any offending advertising material, slogans, or logos which contravene any clause in Council Playing Rule 24.2 or any television advertising rules currently in force. In those circumstances when a player refuses to comply with such a request, then that player or team in a teams event, shall forfeit that match.
- 24.6 In those circumstances when a player introduces onto stage any advertising material, slogans, or logos which contravene any Council Playing Rule or any television advertising rules currently in force, then that player or team in a teams event shall forfeit that match.

## **25. ORGANISATION OF DARTS EVENTS.**

- 25.1 The Council reserves the right to expel any playing member or player or team or member association or region found to be in breach of the Council Playing Rules as laid down in the Council authorised Rules
- 25.2 Expulsion of any playing member, or team or member association or region shall only be put into effect as a result of disciplinary action being taken in accordance with the Council Constitution
- 25.3 Any action taken in accordance with Clauses 25.1 and 25.2 shall not exclude the right of appeal of any playing member or team or member association or region.

## **26. AMENDMENTS/ADDITIONS.**

- 26.1 The Council has constitutional rights to add to or amend any of the Council Playing Rules at any time to meet any purpose deemed to be necessary at any time.

## **NEW ZEALAND SENIOR CHAMPIONSHIPS**

### **27. CONDITIONS OF ENTRY**

- 27.1 There shall be ten (10) events in the New Zealand Senior Championships, namely, Men's Region Teams, Ladies Region Teams, Men's Singles, Ladies Singles, Men's Pairs, Ladies Pairs, Mixed Pairs, Husband & Wife, Men's Open Singles, Ladies Open Singles.
- 27.2 All events at the Championships, i.e. Singles, Pairs and Teams shall be open only to affiliated members. Any affiliated member wishing to compete in the Singles, Pairs, Mixed Pairs, and Husband & Wife events may enter. Association Secretaries shall take the entries and forward them to the Council on the prescribed form, with the appropriate entry fees by the advised date. Any entries received after the closing date will not be accepted. Entries for the Men's and Ladies New Zealand Open Singles will be taken by the organisers at the New Zealand Darts Council Championships.
- 27.3 Region Secretaries will forward the names of Men's and Ladies Region Teams to the Council on the prescribed forms by the advised date. Any Region Team entry received after this date may not be accepted.
- 27.4 Pairs entered in the Championships and having played one game, must remain intact throughout that event. Withdrawal of one member of a pair disqualifies that pair from further competition in that event.

- 27.5 Any player found guilty of throwing a game will be barred from further participation in any remaining sections at that Championship. Names are to be forwarded to the Control Desk by the appointed organisers, together with pertinent facts for further action by the Council Executive.
- 27.6 In the event of a tie in any teams event, and where a result is required, the tied teams shall contest a teams game of one (1) leg of 1001 to determine the placings.
- 27.7 Each individual Association or Region shall be responsible for the travel, accommodation and conduct of their players and officials.
- 27.8 Each Region to have an appointed person to make changes to entries at the NZDC Championships. This person can be the Region Secretary, or their appointee. This person to be advised to NZDC prior to the NZDC Championships in each year.

## **28 EXECUTIVE RESPONSIBILITIES**

- 28.1 The New Zealand Darts Council Championships, including Region Teams and Tournament matches, shall be played over a period of one week, at dates recommended by the Executive of the New Zealand Darts Council and confirmed by the Council Annual General Meeting each year.
- 28.2 The New Zealand Darts Championships shall be the direct responsibility of the New Zealand Darts Council Executive, who shall determine the venue and advise the Annual General Meeting no less than two (2) years in advance., wherever possible.
- 28.3 Determine the dates of the Championships.
- 28.4 Own and provide all lighting, dart boards and other equipment necessary to set up and stage the finals.
- 28.5 Arrange and hire suitable facilities to accommodate the New Zealand Darts Council Championships.
- 28.6 Arrange any and all sponsorship related to the New Zealand Darts Council Championships.
- 28.7 Arrange a programme listing events and competitors, including all advertising and promotion of the Championships.
- 28.8 Arrange all catering for meals and refreshments at the New Zealand Darts Council Championships.
- 28.9 Use such Championships to promote the image of darts.

## **29 ORDER OF PLAY**

- 29.1 Region Teams, Husband & Wife, Mixed Pairs, Pairs, Singles, Tournament Teams Games.

## **30 SECTION FORMAT**

- 30.1 Entries in each individual event shall be drawn into Sections of six (6). Each player shall play five (5) games in a round robin system. A bye in any group shall constitute a win. Players winning at least three (3) games qualify to enter a seeded knockout. All games up to and including Semi Final shall be best of five (5) legs, 501. All Finals will be best of seven (7) legs.
- 30.2 Where the number of entries in any event is nine (9) or less, then a round robin shall be contested by these entrants and the result of this round robin shall decide the winner and runner-up.
- 30.3 Where the number of entries in any event is nineteen (19), players shall be drawn into sections of seven (7). Each player shall play six (6) games in a round robin system. A bye in any group shall constitute a win. Players winning at least four (4) games qualify to enter a seeded knockout.

## **31 REGION TEAM FORMAT**

- 31.1 An annual competition shall be held for both Men and Ladies Teams, known as the Region Team Championship Men and Region Team Championship Ladies.

- 31.2 For the Region Team Championship Men all matches shall be a round robin of singles – one (1) leg, 701 – 64 legs to a match with the first team to gain thirty-three (33) legs declared the winner.
- 31.3 For the Region Team Championship Ladies all matches shall be a round robin of singles – one (1) leg, 701 – 36 legs to a match with the first team to gain nineteen (19) legs declared the winner.
- 31.4 Region Teams Men’s teams participating in this event shall consist of up to ten (10) players per team and shall play on an 8 per team basis.
- 31.5 Region Team Ladies teams participating in this event shall consist of up to eight (8) players per team and shall play on a six (6) per team basis.
- 31.6 Region Team Men’s Managers shall have the right to play any eight (8) of the ten (10) nominated players in each match as they see fit, except that no change may be made during a match in progress.
- 31.7 Region Team Ladies Managers shall have the right to play any six (6) of the eight (8) nominated players in each match as they see fit, except that no change may be made during a match in progress.
- 31.8 Should a player be unable to continue for some reason in a match already in progress then no substitutes shall be allowed, and any subsequent games still to be played by that player shall be forfeited.
- 31.9 Region Teams shall be drawn into four (4) sections. Section 1 shall have the previous year’s winner. Section 2 shall have the previous year’s runner up. Section 3 and 4 shall have the 3rd and 4th place from the previous year. To decide on which group the 3rd and 4th place shall be played will be decided by the toss of a coin. Each section shall play a round robin section. The team with the greatest number of wins in each section shall be the section winner. The team with the second greatest number of wins in the section shall be the runners up. Both winners and runners up, 8 qualifiers shall enter into a 1<sup>st</sup> Division, one (1) life knockout. The 3<sup>rd</sup> and 4<sup>th</sup> winner of each group will be entered into a 2<sup>nd</sup> Division, one (1) life knockout.
- 31.10 The draw for the 1<sup>st</sup> Division knockout section shall be.

Section 1 winner	Vs	Section 4 runner up
Section 2 winner	Vs	Section 3 runner up
Section 3 winner	Vs	Section 2 runner up
Section 4 winner	Vs	Section 1 runner up

The mode of play for the knockout section shall be the same as the round robin section

- 31.11 The draw for the 2nd Division knockout section shall be.

Section 1 3 <sup>rd</sup> Place	Vs	Section 4 4 <sup>th</sup> Place
Section 2 3 <sup>rd</sup> Place	Vs	Section 3 4 <sup>th</sup> Place
Section 3 3 <sup>rd</sup> Place	Vs	Section 2 4 <sup>th</sup> Place
Section 4 3 <sup>rd</sup> Place	Vs	Section 1 4 <sup>th</sup> Place

The mode of play for the knockout section shall be the same as the round robin section

- 31.12 In the event of a tie in any teams match the tied teams shall contest a teams game of one (1) leg, 1001 to determine the placings.
- 31.13 A minimum of three (3) boards shall be used for Region Team Matches.

### **32 TOURNAMENT TEAM MATCHES**

- 32.1 NZDC Tournament Team Matches are to be played in conjunction with the New Zealand Darts Council Championships.
- 32.2 The Selectors shall select Tournament Teams in both Men’s and Ladies Sections

- 32.3 The Tournament teams of eight (8) per team shall be announced during play on the last day of the Championships.
- 32.4 The mode of play for the Tournament Matches shall be a round robin of singles – one (1) leg, 701 – sixty-four (64) legs to a match with the first team to gain thirty-three (33) legs declared the winner.
- 32.5 A minimum of three (3) boards shall be used for each match

### **33 NEW ZEALAND TEAM SELECTION**

- 33.1 Players to represent New Zealand at any International event in which the N.Z.D.C. have agreed to participate shall be selected by the New Zealand Selectors, on merit, and the names of those players shall be announced at the conclusion of the New Zealand Championships, or at such time that is appropriate to the event being contested.
- 33.2 Any player playing as an individual or in a team event representing NZ Darts Council, must have approval by the Board of Directors.

### **34 NEW ZEALAND JUNIOR AND YOUTH CHAMPIONSHIPS**

- 34.1 An Annual New Zealand Junior and Youth Championships shall be held
- 34.2 The venue will be advised one (1) year in advance at the N.Z.D.C. Annual Meeting.
- 34.3 When an Association makes application to host the Championships, the N.Z.D.C. Liaison Officer may inspect and report on the facilities available.
- 34.4 Where more than one (1) Junior League exists in a Region, Region Finals shall be played. Qualifiers from each Region to the New Zealand Finals shall consist of up to Six (6) Boys Singles. Six (6) Girls Singles. Three (3) Boys Pairs. Three (3) Girls Pairs, six (6) Mixed Pairs, in each age group.
- 34.5 New Zealand Titles will be played for in each age group.
- 34.6 Championship events shall be Mixed Pairs, Boys & Girls Pairs, Boys & Girls Singles and Tournament Team matches in each age group, with the order of play to be determined by the Host Association after consultation with the N.Z.D.C. Executive or a representative appointed by the Executive. Notification of the event schedule shall be advertised to all Regions & Associations no later than ninety (90) days prior to the starting date of the championships
- 34.7 The age limit for the N.Z Junior Championships is nine (9) years to thirteen (13) years of age (inclusive).  
No junior player is to be older than thirteen (13) years as at the date of commencement of the Championship.
- 34.8 The age limit for the New Zealand Youth Championship is fourteen (14) to seventeen (17) years of age.  
No Youth player is to be older than seventeen (17) years as at the date of commencement of the Championship.
- 34.9 Competitors must play in their own age group.
- 34.10 Because both these Championships are played in the School Holidays, the date that the Championships are held could change from year to year. The timing of the Championships will fall on the second Sunday, Monday and Tuesday of the School Holidays.
- 34.11 In the Junior age group all games will be played best of three (3) legs, 301 for all events except Tournament teams, it shall be one (1) leg of 501. In the Youth age group, all games will be played best of three (3) legs of 501. All games to be straight start, double finish.
- 34.12 Any pairs or mixed pairs competing at the Championship must be from the same Region
- 34.13 Each individual Region or Association is to be responsible for the travel, accommodation and conduct of their Junior and Youth League members and their officials.

- 34.14 At all times during the Championships, including any function, the Region or Association, Manager or Chaperone, or nominated assistant must be present to supervise their players.
- 34.15 An official Entry Form will be sent to all Regions by the Secretary. This form with the Region entries must be sent prior to the closing date, to the Council. If this entry form is not received by the Council by the prescribed date the entries may not be accepted. Entries close four (4) weeks prior to the event.
- 34.16 A copy of a Birth Certificate, NZ Passport, NZ Drivers Licence or any other form of legally accepted identification is required for each player. The Association Secretary is responsible to forward this to the Council with the registration of the player.
- 34.17 All qualifiers for the championship finals shall be divided into sections of up to 6 players in each section. No two players or pairs from the same Region, as far as is practicable, will be placed in the same section. Each Section will play a round Robin and all players who gain three (3) wins or more shall be drawn into a single life knockout to obtain the winner of each championship. Byes in the sections will constitute a win.
- 34.18 The non-qualifiers in each event (Junior and Youth) are to be drawn into a single life knockout for consolation prizes supplied by the Host Association or Region.
- 34.19 Where the number of entries in any event is nine (9) or less, then a round robin shall be contested by these entrants and the result of this round robin shall decide the winner and runner-up.
- 34.20 The N.Z.D.C. shall provide medals for the winner and runner-up in each Championship event including the Tournament Team matches.
- 34.21 The Senior N.Z.D.C. Executive attending the Championship will carry sufficient 180 badges to present to any player who scores their first 180.
- 34.22 Following the individual events, the Junior & Youth Selectors will select both Boys and Girls Tournament teams in both age groups. Players in the Tournament Teams should wear their Region Shirt.
- 34.23 The 180 Trophy will be awarded to the player scoring the most 180s during the Championships. If there are one or more on the same number the player scoring the first 180 will be awarded the Trophy.
- 34.24 The Personality Trophy and Best Dressed Trophy winners will be selected by the N.Z.D.C. Executive present at the Championships.
- 34.25 The New Zealand Junior and Youth Championships are played in accordance with the N.Z.D.C. Playing Rules.
- 34.26 The organisers of the Championships will ensure the smooth running of the event and that the non-playing spectators and officials are kept far enough back so as to not hinder the players during their match.
- 34.27 The Junior and Youth Championships are Smoke Free.
- 34.28 No alcohol will be sold or brought into the venue during the Championships
- 34.29 DRESS CODE: All players or teams representing their Region shall wear their Region approved playing attire.
- 34.30 CONDUCT: During a match - players shall conduct themselves in a manner of respect for the other player/s and shall refrain from annoying the other player/s or using offensive language or making offensive gestures and shall refrain from any unsportsmanlike conduct (i.e. such as deliberately losing a leg or match, deliberately delaying match play, or interfering with the throw of another player.)
- 34.31 Any player found by the Organisers to be in breach of Clause 34.30 shall be deemed to have brought the Sport of Darts into disrepute and shall be disqualified from any further participation in the Tournament.
- 34.32 When players in the nine (9) to thirteen (13) age group playing in the Singles, Pairs and Mixed Pairs are left on double one (1) and they are unable to finish the game, the following rule shall apply:
- (a) Each player shall have five (5) turns to hit double one (1)
  - (b) If unsuccessful, then each player shall have five (5) turns of all darts to hit double one (1).
  - (c) If unsuccessful, then each player throws to the bull and the closest wins the game.

### **35 INTER ASSOCIATION PLAY.**

- 35.1 All inter association play under the direct control of the N.Z.D.C. for specified trophies shall be conducted on a round robin of pairs, and one round of singles, best of three (3) legs of 501.
- 35.2 All other representative matches between affiliated associations may be played to a format mutually agreed to by the competing associations.

### **36 180 BADGES.**

- 36.1 At the time of gaining the 180 the player must be a registered member of the New Zealand Darts Council
- 36.2 The games or fixtures during which a player may qualify for a 180 badge are as follows.
- 36.3 Any event at any stage of the New Zealand Darts Council Championships.
- 36.4 Any game in which the player is representing the New Zealand Darts Council
- 36.5 Any game under the direct control of an affiliated or sub-affiliated association or region whose members are registered with the New Zealand Darts Council
- 36.6 Any match incorporating the above in which the games being played do not exceed 1001.
- 36.7 180 Badges are to be issued by the Badge Controller as follows,
  - Badge & No 1 Insert
  - Badges to be issued at 10, 20 and 50
  - From 100 onwards issued in multiples of 100, i.e. 200 to 1000 and then 2000.
- 36.8 The game must finish on a double.
- 36.9 The Secretary or Badge Controller of the Association with whom the player is registered, shall be responsible for forwarding the 180 claim to the Badge Controller. 180 claims will only be valid for six (6) months from the date of scoring.

### **37 CHALLENGE TROPHIES**

Challenges for all N.Z.D.C. Trophies will be dealt with as follows:

- 37.1 Challenges for all trophies must be lodged with the Trophy Controller. The holders will be advised by the Trophy Controller of challenges received. Challenges can be forwarded to the Trophy Controller at any time of the year.
- 37.2 The holders must consult with the Trophy Controller when considering challenges for the current year. He/she will keep a register of challenges lodged and challenges accepted and will be able to ensure that new ones are accepted correctly.
- 37.3 The Trophy Controller will advise the holders of the Challenges for the current year.
- 37.4 Challenges must be played in order of the advice of the Trophy Controller.
- 37.5 The holder must provide at least two (2) dates to the Challenger. If the Challenger is unable to meet these dates, then the holders must advise the Trophy Controller.
- 37.6 If the challenger is unsuccessful, then on completion of the game, their challenge will be placed at the bottom of the challenge list.
- 37.7 If the challenger does not play the game as arranged, then they will need to apply to the Trophy Controller for another challenge.
- 37.8 To maintain the minimum requirements of at least five (5) challenges per year, the new holders will be expected to meet that requirement – i.e. if the previous holder lost the trophy on the second challenge, the new holder would be expected to accept at least three (3) challenges. The requirement to consult with the Trophy Controller before the final acceptance of challenges will still apply.

### **38 BEN HILL MEMORIAL TROPHY**

Presented by the Kawerau Darts association, to be administered by the N.Z.D.C. and is for Men's competition between North Island Associations, affiliated to the N.Z.D.C..

- 38.1 Games to be played on a challenge basis.
- 38.2 Any financial affiliated North Island Association is entitled to challenge.
- 38.3 No challenge is to be accepted for play during New Zealand Championships Finals.

- 38.4 All Council fixtures are to take precedence over dates set for trophy challenges.
- 38.5 Venues for the matches are to be mutually agreed upon by both the holder and the challenger.
- 38.6 All challenges are to be played in accordance with N.Z.D.C. playing rules.
- 38.7 The Ben Hill Trophy can be played for in conjunction with any other trophy.
- 38.8 Mode of Play shall be Round Robin of Pairs and eight (8) Singles
- 38.9 In the event of a twelve (12) all draw, a teams game of 1001 will be played.

### **39 FRANKLIN TROPHY.**

For competition between affiliated North Island Association Ladies Teams and played under the same rules as the Ben Hill Memorial Trophy.

### **40 NORTH ISLAND INTER ASSOCIATION CHALLENGE SHIELDS**

Played under the same rules as the Ben Hill Memorial Trophy, with the following additions.

- 40.1 Can be competed for by any number of teams subject to how many teams the host association can accommodate.
- 40.2 Challengers are to be notified how many teams the host association is accepting when notifying date of fixture.
- 40.3 When the number of teams cannot be agreed, the matter shall be referred to the Council Liaison Officer for decision.
- 40.4 The result shall be on aggregate points, one point per game.
- 40.5 In the event of a draw a team's game of one (1) leg of 1001 shall be played by each team competing. In the event of an overall draw following a team's game, if the result is still a draw, then the holder retains the shield.
- 40.6 The holders shall be responsible for any damage to the Trophy.

### **41 SCOTT CUP**

Presented by the late Mr W Scott for competition between affiliated South Island Associations on a challenge basis.

- 41.1 For play between Men's teams only.
- 41.2 Played under N.Z.D.C. Playing Rules.
- 41.3 One challenge per association each season. The losing holders can challenge winners.
- 41.4 "A" Team game only.
- 41.5 Mode of Play shall be Round Robin of Pairs and eight (8) Singles
- 41.6 To be played at a venue decided by the holders.
- 41.7 Holders are responsible for any damage to Trophy.
- 41.8 Only players affiliated to N.Z.D.C. may play in teams.
- 41.9 The Cup can be played for in conjunction with any other Trophy.

### **42 McNAMARA CUP**

To be played for by Ladies Teams from South Island Affiliated Association. Rules the same as Scott Cup except "Men" replaced by "Ladies".

### **43 SPENCE CHALLENGE CUP**

- 43.1 Any South Island association affiliated to N.Z.D.C. is entitled to challenge.
- 43.2 Games to be played on a challenge basis.
- 43.3 Mode of Play shall be Round Robin of Mixed Pairs and eight (8) Singles
- 43.4 Teams to consist of four (4) men and four (4) ladies.
- 43.5 Ladies to play Ladies, Men to play Men, in singles.
- 43.6 Mixed Pairs to be played Round Robin.
- 43.7 All games to be played under N.Z.D.C. playing rules.
- 43.8 Holders are responsible for damage to the Trophy.
- 43.9 To be played at venue decided by holders.
- 43.10 "A" Team players only.

#### **44 REGION FORMATION AND RESPONSIBILITIES**

- 44.1 Each Island is divided into "Regions" and each Region has within its boundaries a number of Darts Associations who must be affiliated to the N.Z.D.C. and the Region..
- 44.2 The number of Regions is set at sixteen (16). Boundaries are negotiable but the number is not.
- 44.3 Region Committees consist of two representatives from each Association within the Region. This number may be increased by mutual agreement provided that each Association has equal representation.
- 44.4 Officers of the Region i.e. President, Secretary, Treasurer, may be appointed as additional members of the committee, however voting on any matters shall only be by those delegates representing their association, except where voting on any matter may be equal, then the Chair will have the right to a casting vote whether the Chair person be an association representative or an appointed member.
- 44.5 Region Committees are a Sub Committee of the N.Z.D.C. and as such work under the Playing Rules and Constitution of the Council. Region Secretaries will receive copies of all pertinent correspondence.
- 44.6 The Region Committees shall determine the method of obtaining Region Teams. It shall be the duty of Region Secretaries to ensure that the names of the Region teams are in the hands of the Council by the due date.
- 44.7 Region committees will be responsible for their own finances and committees have the power to set such levies as may be considered reasonable to cover the general administration and running costs of the Committee.
- 44.8 It shall not be a requirement of a Region Committee to raise or provide funds for players representing their Region at the New Zealand Championships. Region Committees, may elect to provide funds for this purpose, however these funds shall not be provided by way of levies unless this method is a unanimous decision by all the associations within the Region.
- 44.9 Not-with-standing the above, normal meeting procedures will apply to all meetings and where a quorum exists then the decision of that meeting shall be binding on all associations whether an association was represented at the meeting or not.
- 44.10 Where irreconcilable differences exist, the matter shall be referred to the Council's Local Liaison Officer who shall convene a meeting of the Region and where the Liaison Officer is required to make a ruling, then that ruling shall be binding.

#### **45. AOTEAROA MAORI TOURNAMENT**

The format of play for the Aotearoa Maori Tournament will be as follows:

Men	Best of three (3) Section Play Best of five (5) to Semi Finals Best of seven (7) Semi Finals Best of nine (9) Final
Ladies	Best of three (3) Section Play Best of five (5) to Semi Finals Best of seven (7) Final

## N.Z.D.C. FINISHES

170 = T20+T20+Bull	139 = T20+T13+D20	124 = T20+14+Bull	107 = T19+Bull
169 No finish	= T20+T17+D14	= T20+T20+D2	= T17+16+D20
168 No finish	= T19+T14+D20	= T18+T18+D2	= 17+T18+D18
167 = T20+T19+ Bull	= T19+Bull+D16	= T19+T17+D8	= 19+T20+D14
166 No finish	138 = T20+T14+D18	123 = T19+16+Bull	= T20+15+D16
165 No finish	= T20+T18+D12	= T20+T13+D12	106= T20+6+D20
164 = T19+T19+Bull	= T20+T20+D9	= 13+T20+Bull	= T20+10+D18
= T20+T18+Bull	= T19+T19+D12	= T19+T14+D12	= 20+T18+D16
163 No finish	137 = T20+T19+D10	122 = T18+18+Bull	105= T20+5+D20
162 No finish	= T20+T15+D16	= T12+T18+D16	= T20+13+D16
161 = T20+T17+Bull	= T19+T16+D16	= 12+T20+Bull	= 25+T16+D16
160 = T20+T20+D20	136 = T20+T20+D8	= T20+T10+D16	= T15+20+D20
= T20+Bull+Bull	135 = T20+T13+D18	121 = T20+11+Bull	104 = T18+Bull
159 No finish	= T20+T17+D12	= T20+25+D18	= 18+T18+D16
158 = T20+T20+D19	= T19+T18+D12	= T17+T18+D8	103 = T19+6+D20
157 = T19+T20+D20	134 = T20+T14+D16	= 17+T18+Bull	= T19+10+D18
156 = T20+T20+D18	= T20+T18+D10	= T19+T16+D8	= 19+T20+D12
155 = T20+T19+D19	= T19+T19+D10	120 = T20+20+D20	102 = T20+10+D16
154 = T20+T18+D20	= T19+T15+D16	119 = T19+T10+D16	= 20+Bull+D16
153 = T20+T19+D18	133 = T20+T19+D8	= 19+T20+D20	= T14+20+D20
152 = T20+T20+D16	= T20+T11+D20	= T19+12+Bull	101= T17+Bull
151 = T20+T17+D20	132 = T20+T20+D6	118 = 18+T20+D20	= 17+T20+D12
150 = T20+T18+D18	= T20+T12+D18	= T18+T16+D8	100 = T20+D20
= T20+T20+D15	= T20+T16+D12	= T18+14+Bull	= 20+T16+D16
149 = T20+T19+D16	= T18+T18+D12	117 = T20+17+D20	=20+T20+D10
148 = T20+T20+D14	131 = T20+T19+D7	= T19+20+D20	99 = T19+10+D16
= T20+T16+D20	= T20+T17+D10	116 = T20+16+D20	98 = T20+D19
= T18+T18+D20	= T20+T13+D16	= T20+20+D18	97 = T19+D20
147 = T20+T17+D18	130 = T20+T18+D8	115 = T20+15+D20	96 = T20+D18
= T19+T18+D18	= T20+T10+D20	= T15+20+Bull	95 = T19+D19
146 = T20+T18+D16	= T19+T19+D8	= T19+18+D20	94 = T18+D20
= T19+T19+D16	= T20+20+Bull	= 19+T20+D18	93 = T19+D18
145 = T20+T15+D20	129 = T20+19+Bull	114 = T20+14+D20	92 = T20+D16
= T20+T19+D14	= T19+T16+D12	= 20+T18+D20	91 = T17+D20
= T18+T17+D20	= T20+T19+D6	113 = T19+16+D20	90 = T18+D18
144 = T20+T20+D12	128 = T20+T18+Bull	= T20+13+D20	89 = T19+D16
= T18+T18+D18	= T20+T20+D4	= 20+T19+D18	88 = T16+D20
143 = T20+T17+D16	= T20+T16+D10	112 = T20+20+D16	87 = T17+D18
= T19+T18+D16	= T19+T13+D16	111 = 20+T17+D20	86 = T18+D16
= T20+T19+D13	127 = T20+17+Bull	= T19+18+D18	85 = T15+D20
142 = T20+T14+D20	= T20+T17+D8	= 19+T20+D16	84 = T16+D18
= T20+T18+D14	= T19+20+Bull	110 = T20+Bull	83 = T17+D16
= T20+Bull+D16	= T19+T18+D8	= T20+18+D16	82 = T14+D20
141 = T20+T15+D18	126 = T19+19+Bull	= T20+10+D20	81 = T15+D18
= T20+T19+D12	= T20+16+Bull	109 = T19+20+D16	80 = T16+D16
= T19+T16+D18	= T16+T18+D12	= T19+12+D20	79 = T13+D20
140 = T20+T20+D10	= T16+T14+D18	= 19+T18+D18	78 = T18+D12
= T20+T16+D16	125 = 15+T20+Bull	= T20+17+D16	77 = T15+D16
= T18+T18+D16	= T20+T19+D4	108 = T18+18+D18	76 = T20+D8
	= T18+T13+D16	= T19+19+D16	75 = T17+D12
	= 25+T20+D20	= T20+16+D16	74 = T14+D16