DARTS SOUTH AFRICA

Established 07 November 1992

NATIONAL DARTS CHAMPIONSHIP RULES

PREAMBLE

In all Championships matters, including eligibility for participation, jurisdiction rests solely with the National Management Council of DARTS SOUTH AFRICA. Identified organizational assistance may be delegated to the Province in whose area of activity the Event is played. Other assistance may also be delegated.

Playing matters are covered by the Official Playing Rules of Darts South Africa and these competition Regulations. The Tournament Director, assisted by the Tournament Committee, shall decide the interpretation of any Playing Rule or Competition Regulation as well as any matter not specifically covered by these Rules and regulations. Their decision shall be final and binding for immediate application. Any further dispute will be referred to a General Council meeting for possible inclusion in the Rules and/or Regulations at some future date.

COMPETITON REGULATIONS

1. Events and Playing Rules

1.1 Inter Provincial Team Events for Men and Women

1.1.1 Provinces are entitled to enter one (1) team in each event and may register a maximum of 6 players per team.

1.1.2 Each event is played on a league (round robin) system.

1.1.3 A match consists of 36 Singles games each for a score of 501.

1.1.4 All 36 games must be played.

1.1.5 The order of play is (the first named team's player on the left):

Leg 1:	1 v 1	Leg 10:	3 v 2	Leg 19:	4 v 1	Leg 28:	6 v 2
Leg 2:	6 v 6	Leg 11:	2 v 1	Leg 20:	3 v 6	Leg 29:	5 v 1
Leg 3:	5 v 5	Leg 12:	1 v 6	Leg 21:	2 v 5	Leg 30:	4 v 6
Leg 4:	4 v 4	Leg 13:	5 v 3	Leg 22:	1 v 4	Leg 31:	2 v 3
Leg 5:	3 v 3	Leg 14:	4 v 2	Leg 23:	6 v 3	Leg 32:	1 v 2
Leg 6:	2 v 2	Leg 15:	3 v 1	Leg 24:	5 v 2	Leg 33:	6 v 1
Leg 7:	6 v 5	Leg 16:	2 v 6	Leg 25:	3 v 5	Leg 34:	5 v 6
Leg 8:	5 v 4	Leg 17:	1 v 5	Leg 26:	2 v 4	Leg 35:	4 v 5
Leg 9:	4 v 3	Leg 18:	6 v 4	Leg 27:	1 v 3	Leg 36:	3 v 4

1.1.6 All matches shall be played over three boards and the playing order shall be strictly followed. Games must be rolled as not to waste any time.

1.1.7 There shall be a minimum delay between games. Slow play may be penalized by the Tournament Officials.

1.1.8 Over stepping the oche line before the completion of throwing all three darts will result in the player forfeiting the play – refer to Rule 5.3 in **Green** rule book.

1.1.9 Medal allocations: 7 (6 Players & 1 Manager).

1.1.10 Players representing their Province may also participate in the Inter Association Event but **MAY NOT** participate in the Inter District or Masters Events.

1.2 Inter Provincial Masters Team Events for Men and Women

1.2.1 Provinces are permitted one (1) team in each event and may register a maximum of 4 players.

1.2.2 The event is played on a league (round robin) system for 4-player teams.

1.2.3 Each match consists of 16 games each for a score of 501.

1.2.4 All 16 games must be played.

1.2.5 The Order of Play is (the first named team's player on the left):

Leg 1:	1 v 2	Leg 5:	2 v 2	Leg 9:	4 v 4	Leg 13:	1 v 3
Leg 2:	2 v 1	Leg 6:	1 v 4	Leg 10:	1 v 1	Leg 14:	2 v 4
Leg 3:	3 v 4	Leg 7:	4 v 1	Leg 11:	2 v 3	Leg 15:	3 v 1
Leg 4:	4 v 3	Leg 8:	3 v 3	Leg 12:	3 v 2	Leg 16:	4 v 2

1.2.6 All matches shall be played over two boards.

1.2.7 The games may be rolled but the match order shall be strictly followed.

1.2.8 There shall be a minimum delay between games. Slow play may be penalised by the Tournament Director.

1.2.9 Over stepping the oche line before the completion of throwing all three darts will result in the player forfeiting the play – refer to Rule 5.3 in Green rule book.

1.2.10 Medal allocations: 5 (4 Players & 1 Manager).

1.2.11 Players representing their Province in the Masters event may also participate in the Inter Association Event but **MAY NOT** participate in the Inter Provincial or Inter District Events.

1.3 Inter District Team Events for Men and Women

1.3.1 In order to qualify for the Inter District event, District must have two (2) or more affiliated Associations.

1.3.2 Districts are permitted one (1) team and may register a maximum of 4 players.

1.3.3 The event is played on a league (round robin) system for 4-player teams. The event may be played in sections as per Rule 2.

1.3.4 Winners of the sections will progress to knockout stage.

1.3.5 Each match consists of 16 games each for a score of 501.

1.3.6 All 16 games must be played.

1.3.7 The Order of Play is (the first named team's player on the left):

Leg 1:	1 v 2	Leg 5:	2 v 2	Leg 9:	4 v 4	Leg 13:	1 v 3
Leg 2:	2 v 1	Leg 6:	1 v 4	Leg 10:	1 v 1	Leg 14:	2 v 4
Leg 3:	3 v 4	Leg 7:	4 v 1	Leg 11:	2 v 3	Leg 15:	3 v 1
Leg 4:	4 v 3	Leg 8:	3 v 3	Leg 12:	3 v 2	Leg 16:	4 v 2

1.3.8 All matches shall be played over two boards.

1.3.9 The games may be rolled but the match order shall be strictly followed.

1.3.10 There shall be a minimum delay between games. Slow play may be penalised by the Tournament Director.

1.3.11 Over stepping the oche line before the completion of throwing all three darts will result in the player forfeiting the play – refer to Rule 5.3 in **Green** rule book.

1.3.12 Medal allocations: 5 (4 Players & 1 Manager).

1.3.13 Players representing their District may also participate in the Inter Association Event but **MAY NOT** participate in the Inter Provincial or Masters Events.

1.4 Inter Association Team Event for Men

1.4.1 Associations are entitled to enter one (1) team each and may register a maximum of 8 players.

1.4.2 The event is played on a league (round robin) system for 6-player teams. The event may be played in sections as in Rule 2.

1.4.3 Each match consists of 36 Singles games each for a score of 501.

1.4.4 All 36 games must be played.

1.4.5 No substitutions are permitted during the playing of a match.

1.4.6 The Order of Play is (the first named team's player on the left):

Leg 1:	1 v 1	Leg 10:	3 v 2	Leg 19:	4 v 1	Leg 28:	6 v 2
Leg 2:	6 v 6	Leg 11:	2 v 1	Leg 20:	3 v 6	Leg 29:	5 v 1
Leg 3:	5 v 5	Leg 12:	1 v 6	Leg 21:	2 v 5	Leg 30:	4 v 6
Leg 4:	4 v 4	Leg 13:	5 v 3	Leg 22:	1 v 4	Leg 31:	2 v 3
Leg 5:	3 v 3	Leg 14:	4 v 2	Leg 23:	6 v 3	Leg 32:	1 v 2
Leg 6:	2 v 2	Leg 15:	3 v 1	Leg 24:	5 v 2	Leg 33:	6 v 1
Leg 7:	6 v 5	Leg 16:	2 v 6	Leg 25:	3 v 5	Leg 34:	5 v 6
Leg 8:	5 v 4	Leg 17:	1 v 5	Leg 26:	2 v 4	Leg 35:	4 v 5
Leg 9:	4 v 3	Leg 18:	6 v 4	Leg 27:	1 v 3	Leg 36:	3 v 4

1.4.7 All matches shall be played over three boards.

1.4.8 The games may be rolled but the match order shall be strictly followed.

1.4.9 There shall be a minimum delay between games. Slow play may be penalised by the Tournament Director.

1.4.10 Over stepping the oche line before the completion of throwing all three darts will result in the player forfeiting the play – refer to Rule 5.3 in **Green** rule book.

1.4.11 Medal allocations: 9 (8 Players & 1 Manager).

1.5 Inter Association Team Event for Women

1.5.1 Associations are permitted one (1) team and may register a maximum of 6 players.

1.5.2 The event is played on a league (round robin) system for 4-player teams. The event may be played in sections as per Rule 2

1.5.3 Each match consists of 16 games each for a score of 501.

1.5.4 All 16 games must be played.

1.5.5 No substitutions are permitted during the playing of a match.

1.5.6 The Order of Play is (the first named team's player on the left):

Leg 1:	1 v 2	Leg 5:	2 v 2	Leg 9:	4 v 4	Leg 13:	1 v 3
Leg 2:	2 v 1	Leg 6:	1 v 4	Leg 10:	1 v 1	Leg 14:	2 v 4
Leg 3:	3 v 4	Leg 7:	4 v 1	Leg 11:	2 v 3	Leg 15:	3 v 1
Leg 4:	4 v 3	Leg 8:	3 v 3	Leg 12:	3 v 2	Leg 16:	4 v 2

1.5.7 All matches shall be played over two boards.

1.5.8 The games may be rolled but the match order shall be strictly followed.

1.5.9 There shall be a minimum delay between games. Slow play may be penalised by the Tournament Director.

1.5.10 Over stepping the oche line before the completion of throwing all three darts will result in the player forfeiting the play – refer to Rule 5.3 in **Green** rule book.

1.5.11 Medal allocations: 7 (6 Players & 1 Manager).

1.6 SA Closed Singles and Pairs for Men and Women

1.6.1 Entries into these Events are restricted to the players registered by their respective Association to play in the National Championship.

1.6.2 The Inter Association Singles and Pairs events are played on a knock-out system.

1.6.3 All matches are played best of 3 games except for the Semi Finals which are played best of 5 games and the Finals which are played best of 7 games.

1.6.4 All games are for a score of 501 – Singles & 701 – Pairs.

2. Team Events Sections

2.1 Team Events may be played in Sections depending on the number of teams entered in the Event, the capacity of the playing facility and the time available in which to play the Event.

2.2 In applying Rule 2.1, the Tournament Officials will decide on the appropriate number of Sections and place teams in Sections based on their playing achievements in the previous year's Event.

2.3 Teams absent in the previous year may be placed in the highest numbered Section unless there is a just reason to be placed elsewhere but never in Sections 1 or 2.

2.4 New teams will play in the highest numbered Section.

2.5 Section information must be circulated 30 days prior to the playing of the National Championships allowing participating Associations 7 (seven) days in which to lodge an Objection or an Appeal.

3. Determination of Throwing Order / Scoring Responsibility

3.1 The Team Captain shall throw for "bull" to decide the throwing order. The first named team's captain (Home Team) shall throw first.

3.2 The winner of the "bull" shoot will have the option to decide which team will throw first as follows:-

3.2.1 Inter Provincial and Men's Inter Association Events – Selected team throws first in the 1st six games. Opposing team throws first in the next six games, thereafter alternating.

3.2.2 Masters, Inter District and Women's Inter Association Events – Selected team throws first in the odd numbered legs. Opposing team throws first in the even numbered legs.

3.3 The winner of the "bull" shoot selects a board on which his/her team will score all games in the match. The loser will score on the other board.

4. Practice Darts

4.1 Each player is entitled to six (6) practice darts on the assigned match board immediately to playing of the match.

4.2 At no other time during the playing of the match may practice darts be thrown by any player.

4.3 Practice darts may not be thrown on any assigned dartboard in the playing area once official matches have commenced.

4.4 Practice dartboards for the exclusive use of official players are provided outside the official playing area. **(SUBJECT TO THE AVAILABILITY OF SPACE)**

5. Match Times

5.1 The starting times of matches must be strictly adhered to.

5.2 Team Event Matches must be completed within 1½ hrs (90 mins).

5.3 Where a match starts on time but is incomplete at the cut off time, the score at the closing time shall be the final result. The winning team shall be awarded three (3) match points and both teams will be awarded the aggregate points earned.

5.4 Where a team delays the start of a match and the match is incomplete at the cut off time, the defaulting team shall forfeit the rest of the game points to their opponents. Whatever the match result (including the forfeited games), this result will stand and the match points awarded accordingly.

5.5 Where a team deliberately delays play to influence a result, the Team Manager of the opposing side must immediately call the Tournament Officials who shall appropriately penalize the defaulters. This penalty could be the forfeiture of game(s). If the match is incomplete at the cut off time, Rule 6.4 will be applied.

5.6 Where a team defaults, which can possibly influence a result, only the match points will be awarded.

6. Allocation of Points

Team Managers are required to return fully completed score sheets/cards, together with any other supporting statistical information to the Control Centre. Team Managers are to ensure that score sheets/cards are completed neatly and to the satisfaction of both teams, that copies are signed and co-signed by the opposition and handed in to the Tournament Officials immediately. No Tippex or correctional roller may be used on score sheets/cards. If an error has been made, cross it out neatly and initial the error.

6.1 Log points will be awarded as follows: 2 (two) points for an outright win / 1 (one) point each for a draw / 0 (zero) points for a loss.

6.2 Game points will be awarded according to games won.

6.3 In the event of a tie on log points, aggregate game points will be used to decide the winner.

6.4 In the event of a tie on aggregate game points, the winner will be decided by the results of the pool game.

6.5 If more than 2 (two) teams are level on log and aggregate game points, the standings will be determined by the results of the pool games.

6.6 If there is still a tie between 2 (two) teams, Rule 6.4 will apply.

6.7 If there is still a tie between more than 2 (two) teams, 3 (three) nominated men players and 2 (two) nominated women players will play-off, best of 3 (three) legs each for a score of 501. A draw will decide the order of the matches.

6.8 The Overall National Association Champions for Men and Women shall be decided as follows:

Sections 1 and 2 - 1st = 58, 2nd = 38, 3rd = 22

All other sections - 1st = 48, 2nd = 28, 3rd = 12

together with the points allocation for the Singles and Pairs Events.

7. Record-keeping and Match Officials

7.1 Team Managers are solely responsible for the proper and accurate completion of score sheets which must be signed-off by both teams and they must be return to the Championship Control Centre immediately after the match is completed.

7.2 All scores of 180 must be recorded on the appropriate form and returned to the Championships Control Centre. No undeclared or late claims will be considered.

7.3 Match Officials to supervise any of the Pools or to do duty in the Stage Finals may only be appointed by the Tournament Committee or the Tournament Director. These Match Officials are directly responsible to the Tournament Director and/or Tournament Committee and they may not delegate their responsibilities without the prior approval of at least 2 Tournament Officials.

8. Awards

8.1 The winner of each Event or Section will be awarded a Floating Trophy.

8.2 Gold medals will be awarded to all winners.

8.3 Silver medals will be awarded to all runners-up.

8.4 All participating teams are required to attend the Prize giving. Absent teams/individuals will forfeit their right to any award due to them.

8.5 Floating trophies, in the very best condition and engraved with the year and name of the previous year's winner(s) (submit the account for engraving to the Finance Director for

reimbursement), shall be returned on the first day of the National Championships, at the playing venue and at a time stipulated by Darts South Africa.

9. Dress Code and Good Order

9.1 All participating teams and officials are required to be neatly attired in uniform dress.

9.2 T-shirts, jeans style trousers (denims), tights, slacks, shorts, takkies, sandals, canvas shoes and headgear are not allowed. Approved sport shoes (predominantly black) will be allowed.

9.3 Women are to ensure that comfortable shoes are worn. Health sandals with straps may be worn. Thick rubber slip-on sandals are not permitted.

9.4 Advertising on playing uniform is restricted to the breast pocket/sleeves of the playing shirt. Advertising of liquor brands is not permitted.

9.5 All advertising on playing attire requires the prior approval of the National Management Council of Darts South Africa who reserves the right to refuse any advertising that violates any sponsorship agreement or is considered inappropriate for the event. Only the General Council or National Executive Committee can deal with appeals against any such decision.

9.6 Smoking and the drinking of alcoholic drinks are not allowed in the playing venue.

10. General

10.1 Players may not leave the playing area while a match is in progress without the prior consent of the opposing Team Captain/Manager. A player absent without this consent can forfeit his/her game.

10.2 Undue noise, offensive language and gestures and any other form of unsportsmanlike behavior is unacceptable. Reported offences will be referred for disciplinary action and appropriate punishment. Reasonable silence must be observed while matches are in progress.

10.3 In all Championship matters, only Team Managers may approach the Tournament Director or Tournament Officials with any query or dispute.

10.4 Block controllers are there to assist only with handing out supplies e.g. score sheets and to bring any disputes to the attention of the Tournament Director/Disputes Committee.

10.5 When time is called and a player is in the process of closing a game, all three darts must be delivered.

10.6 It is imperative that all 180's are recorded in the correct manner, i.e. First / 25 / 50 / 100. First 180 details are to be recorded on the "180 card" and handed in with the score sheet. Any 180's thrown thereafter are to be reflected on the score sheets only.

10.7 Team Captains may only assist players **before** they take up their stance at the oche. **NO ONE** may assist Team Captains during play. No coaching at the oche is permitted under any circumstances.

10.8 **The scorer may not tell a player what he/she has left**

10.9 Scorers are requested to score as per the Green Rule book (see page 10) however other methods of scoring are acceptable.

10.10 A player may step over the oche to retrieve a dropped dart.

10.11 A player may not step over the oche to check scores thrown.