

# NATIONAL DARTS FEDERATION OF CANADA

## OFFICIAL NDFC TIE-BREAKER RULES

### GENERAL

The purpose of the following detailed explanation is to avoid conflicts 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 of the NDFC Rules of Play).

### TIE-BREAKER RULES

-- **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 or 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 of the NDFC Rules of Play). 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, which is the Provincial Order of Finish in that event from the previous year.

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.

### COUNTBACK TIE-BREAKER RULES

-- **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.**

### TWO-WAY TIE

If two players or teams are tied in any section and both are advancing to the Knockout Round, the tie shall be broken, and the final positions will be established on the basis of the match played in the Round Robin between the two players or teams that are tied.

#### Example:

Player A and Player B are tied for 2nd/3rd. Player A lost to Player B in the Round Robin. Player B would be 2nd, and Player A would be 3rd.

### THREE-WAY TIE

If three players or teams are tied in any section and all three are advancing to the Knockout Round, the tie shall be broken, and the final positions will be established on the basis of the games played in the Round Robin between the three players or teams that are tied.

#### Example:

Players A, B and C are tied for 1st, 2nd and 3rd and the results of the round robin are as follows:

Team	A	B	C
A	--	W	W
B	L	--	L
C	L	W	--

Player A would be 1st, Player C would be 2nd, & Player B would be 3rd.

If the results are:

Team	A	B	C
A	--	W	L
B	L	--	W
C	W	L	--

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. IE: In the case of a doubles event, each team shall throw a total of eighteen (18) darts.

### COUNTBACK TIE-BREAKER RULES - continued

### FOUR-WAY TIE

If four players or teams are tied in any section and all four are advancing to the Knockout Round, the tie shall be broken, and the final positions will be established on the basis of the games played in the Round Robin between the four players or teams that are tied.

#### Example:

Players A, B, C, and D are tied for 1st, 2nd, 3rd, and 4th and the results of the round robin are as follows:

Team	A	B	C	D
A	--	W	W	W
B	L	--	W	W
C	L	L	--	W
D	L	L	L	--

Player A would be 1st, Player B would be 2nd  
Player C would be 3rd, and Player D would be 4th.

If the results of the round robin are as follows:

Team	A	B	C	D
A	--	W	W	W
B	L	--	W	L
C	L	L	--	W
D	L	W	L	--

Player A would be 1st.  
Player B, C, and D shall throw nine (9) darts each as detailed in the aforementioned 3-WAY TIE rule.

If the results of the round robin are as follows:

Team	A	B	C	D
A	--	L	W	W
B	W	--	L	W
C	L	W	--	W
D	L	L	L	--

Player D would be 4th.  
Players A, B, and C shall throw nine (9) darts each as detailed in the aforementioned 3-WAY TIE rule.

If the results of the round robin are as follows:

Team	A	B	C	D
A	--	W	W	L
B	L	--	W	W
C	L	L	--	W
D	W	L	L	--

Player A and B are still tied and therefore, you would look back at the results of just those two players. Player B lost to Player A.

Player A would be 1st and Player B would be 2nd.

Player C and D are still tied and therefore you would look back at the results of just those two players. Player D lost to Player C.

Player C would be 3rd, and Player D would be 4th.

### FIVE-WAY (OR MORE) TIE

As most tournaments advance only a maximum of four players per division, examples for five or more have not been detailed. However, should circumstance arise where more than four players are advancing and more than four players are all tied and no one will be eliminated, regardless of the results of the tie-breaker, the aforementioned rules would still apply.

The final positions will still 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 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. Remember, use the process of elimination. Should an additional ties result when adding these points, conduct another countback amongst only those in the second tie. If ties still result, consult the applicable nine (9) darts rule.