



# AFFILIATE

## INFORMATION PACKAGE

**AFFILIATE CHAMPIONSHIPS SINGLES, DOUBLES,  
& TRIPLES**

Date and Venue TBD



*For a copy of the Rules and Regulations Package visit  
the website at [DartsOntario.com](http://DartsOntario.com)*





## AFFILIATE CHAMPIONSHIPS GENERAL RULES AND REGULATIONS

1. Players will not be allowed to enter an event after registration for that event is closed. All players in doubles & triples events must register at the control desk.
2. All games to be a straight start and a double finish.
3. In Doubles event, either partner may shoot first.
4. Shooters and scorers only allowed inside the playing area.
5. Nine darts warm-up is maximum allowance per player.
6. Names and board assignments will be posted or announced depending on the particular event. If a player fails to report to their section, the section leader or opponent will report this to the control table. A final call will be made from the control desk. If after five minutes the player(s) has still not reported to the designated area, called by the control desk, a forfeit will be called and the player(s) will be eliminated from the event.
7. The order of play shall be determined by the toss of a coin. The winner of the toss shall throw first in leg 1 and all alternate legs as the format permits. The loser of the original toss will throw first in the second leg and all alternate legs as the format permits. If the match goes to the deciding leg, the winner of the original toss shall have the option of corking first or second. Each player must have a dart in the scoring area of the board. If a tie occurs, the darts must be removed and thrown again in reverse order. If the first thrower's dart lands in the inner-bull, the second shooter may request it be removed. Outer bulls may not be removed.
8. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
9. For a dart to score, it must remain in the board for the duration of that player's throw. Darts that do not remain in the board until the thrower retrieves them, will not count.
10. The scorer may inform the thrower what they have scored and/or what remains, but not what is left in terms of number combinations. No coaching in the singles events. Players may, as long as they step back from the oche, communicate with their partner in the doubles event only.
11. It is the responsibility of the thrower to verify their score before removing darts from the board. The score will remain as written by the scorer if one or more darts have been removed from the board. Errors in arithmetic must stand as written unless corrected prior to the beginning of that player's next throw. Where there is no score keeper the player must ensure the opponent sees their score and finishes.
12. Any disagreement between players which cannot be settled by those players involved and are not specifically covered in these rules, shall be settled by the Tournament Director whose decision on all matters, including the interpretation of the rules, shall be final and binding. In the case of a protest or disagreement during a game – Stop Play Immediately.
13. **"NO AFTER THE FACT PROTESTS"** will be accepted.
14. Good sportsmanship should be the prevailing attitude throughout each tournament. Bad sportsmanship is cause for ejection from the tournament and possible disciplinary action may be taken.
15. If a player(s) fail to complete their Round Robin section, without first communicating the reason for needing to leave to the control-desk, they will be subject to immediate disciplinary action and possible suspension.
16. Dress Code for Darts Ontario Affiliate events is clean respectable attire.
17. Children shall not be permitted in playing area without the permission of the Tournament Director.
18. **ZERO TOLERANCE RULE:** Inappropriate language, verbal and/or physical abuse will not be tolerated. Concerned parties will be asked to leave and disciplinary action will be taken if warranted or behavior continues.
19. It is the leagues responsibility to ensure all fees are submitted by players that have earned a seed into the provincials
20. It is the leagues responsibility to ensure qualified players are aware of the dress code, hotel policies and rules of play at the provincial level.
21. It is the leagues presidents' responsibility to read the package and be aware of the rules & regulations once the league has become affiliated with Darts Ontario.



**AFFILIATE CHAMPIONSHIPS  
EASTERN SINGLES, DOUBLES & TRIPLES  
EVENT START TIME 10:00am Check in at 9:30am**

**PROPOSED FORMAT:**            DOUBLES -    Straight Knock-out - best 2 of 3 501 SIDO  
   SINGLES -    Round robin leading to knock-out - according to the division  
   TRIPLES -    Round robin leading to knock-out – according to the division  
**ENTRY FEE \$3.00 PER PERSON PER EVENT**

***EITHER OF THESE MAY BE CHANGED DEPENDING ON NUMBER OF ENTRIES IN EACH DIVISION.***  
See Rules & Regulations (Page 4) for order of play.

Each league is allowed to submit a number of players as per the formula submitted to the leagues. These players will be placed in divisions appropriate to the skill level. Each division MUST list 2 alternates on their entry form – only these players will be allowed to play in the case of a no-show. Player's names submitted must play in the division entered; only exceptions would be if the league uses their previous year's end of season Play-off Champions to represent them. Executive must have already submitted these results to Darts Ontario; the Singles Champions from the previous year's Darts Ontario Affiliate Championships will be the players eligible for the Affiliate buy-in to the current year's Darts Ontario Provincial Championships.

***The current Season's Darts Ontario Affiliate Singles Champions:***

Earn the right to be seeded directly into the Provincial Championships provided that they do not participate in the Singles event at the Zone Shoots. They must pay a \$25.00 Qualifiers fee and take out a Full Darts Ontario Membership by the **first zone shoot (November) of the current season.**



**AFFILIATE LEAGUE PLAY-OFF DIVISION CHAMPIONS** will be drawn into a section at the current year's Darts Ontario Provincial Championships provided the following conditions are met.

1. The League MUST provide us with the results of their league Singles Divisional Play-offs when they submit their Affiliate Application.
2. The League can enter their Singles Champion or next eligible player. The player must be a current member of the league in order to receive the bye to the current year provincials regardless of when the bye was won. Where the top four players have already qualified or are unable to attend the Provincials then the league can designate a player from the current seasons membership in that division to represent them at the Provincials.
3. The player will automatically be drawn into the Saturday's sections of the Darts Ontario Provincial Championships. There will be a non-refundable Qualifiers Fee of \$50.00 per person and the player concerned if not already a Darts Ontario member must take out full membership. The player will be responsible for all other costs that may be involved while attending the event.
4. Each league, dependant on their size, will be able to submit an entry for each Divisional Championship.
5. The players concerned must decide if they want automatic entry or if they wish to play in the Zone Qualifying Shoots. If they choose to play in the Zone Shoots, they can no longer take the League entry position.
6. The entry fee and membership fee for the players concerned must be paid to Darts Ontario by **the second last Monday in October of each year.** The league is responsible for collecting and submitting the total qualifier's fees to Darts Ontario. An additional 7 days will be given to allow you to submit new player(s) if any of your champions become the current year's Darts Ontario Singles Affiliate Champions.

***For information on Eastern Affiliate Program contact Nicole Hergott (519) 998-5060***

## **TIE BREAKERS AFFILIATE CHAMPIONSHIPS**

### **FORMAT for SINGLES / DOUBLES / TRIPLES if Round Robin is played:**

Format will be 2 out of 3 with the top 2 advancing to the knock out round.

All ties will be brought to the front desk and the NDFC format will be used to break all ties.

### **TIE-BREAKER FOR TEAM EVENT:**

**If both teams are advancing to the knock out round than count back will be used.**

**If any team is being eliminated from competition or playing for jackets/shirts, a tie-breaker game, one leg only of SIDO will be played. For doubles the tie-breaker game will be of 701. For triples the tie-breaker game will be of 801. All teams in the tie will choose one player to throw for bull. The order of throwing for bull will be determined by the team number on the Round Robin sheet.**



*AT ALL TIMES THE TOURNAMENT DIRECTORS DECISION IS FINAL.*

# TIE BREAKER RULES ZONE & PROVINCIAL CHAMPIONSHIPS

## The NDFC tie breaker rules implemented at zones and provincials

### 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 count back.**

### 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.

### 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 count back amongst only those in the second tie. If ties still result, consult the applicable nine (9) darts rule.