

WORLD DARTS FEDERATION

AFRICAN CUP

Format and Playing Rules

Frist edition



A Full Member of GAISF and AIMS



Committed to compliance with the WADA World Anti-Doping Code

Sample collection could occur at any time as required by WDF

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DEFINITION

WDF	Shall mean the World Darts Federation, or the Executive of the World Darts Federation, the governing body for the Sport of Darts throughout the World.
ADC	Shall mean the African Darts Council, or the Executive of the African Darts Council.
Organizers	Shall mean the ADC, it's Executive, or African darts body or it's appointed organizers to carry out functions in relation to a darts tournament.
Player	Shall include the singular and plural, teams as well as individuals, males and females.
Referee	Shall mean the person appointed to take charge of match play at a matchboard, or on stage. A Referee may also act as a Marker, or Caller for the match.
Marker	Shall mean the person appointed to mark the scores made and the scores remaining on the scoreboard. Except for staged match play, the Marker may act as the Caller for the match.
Match	Shall mean the total play between two players; sometimes referred to as a 'game'. A match may be divided into sets.
Leg	Shall mean the minimum element of a match in which there is a full round of play with a winner and a loser. A leg shall constitute a match when the match is not divided into legs or sets. The number of legs in a set or match must be odd.
Set	Shall mean that part of a match that consists of an odd number of legs. The number of sets in a match must be odd. The winner of a set is the player winning the majority of legs in that set. The winner of the match is the player winning the Majority of the sets in that match.

PLAYING RULES

1. GENERAL

- 1.01** The Playing Rules and Format for the WDF African Cup listed below are a set of rules created especially for the WDF African Cup. These rules are not comprehensive and must, at all times, be read in conjunction with the WDF Playing and Tournament Rules.
- 1.02** The official invitation shall be submitted to the WDF Tournament Director at least four (4) months before the scheduled date of the Cup. On approval the WDF Tournament Director shall circulate the documents to all African members. The documents will also be placed in the Members Login area of the WDF website.
- 1.03** The closing date for entries will be shown on the entry form and must be strictly adhered to. Entries submitted after the closing date may be refused at the discretion of the WDF Executive. All entry forms, player biographies, and accommodation reservations must be in the hands of the host organizers by the specified closing date.
- A copy of the Team Entry Form must be sent to the WDF Tournament Director.
- 1.04** The WDF Executive will make all decisions and retain complete responsibility for all aspects of the WDF African Cup. This includes the draw, the playing schedule, the administration of the tournament, the appointment of event officials and the approval of the playing venue.
- 1.05** **The WDF Playing and Tournament Rules shall apply in all matters that are not explicitly mentioned in these rules.**

2. COMPOSITION

- 2.01** The WDF African Cup shall consist of two separate Championships:
- (a) The Men's African Cup and
 - (b) The Women's African Cup.
- 2.02** Each Championship shall consist of a Four Person Team Event, a Pairs Event and a Singles Event. The total sum of the points obtained in all three events will decide which Country will be crowned WDF African Cup Champions.
- 2.03** Gold, Silver and Bronze medals will be awarded to the winners, the runners-up and the joint third places in each men's and women's event.
- 2.04** Gold, Silver and Bronze medals will be awarded to the Overall winners, runners-up, and third placed teams. An additional medal will be awarded to one Team Manager from each of the three best overall countries in both the Men's and Women's Championships.
- 2.05** Each African member country may enter one men's team consisting of four (4) players and one women's team consisting of four (4) players.
- A country may enter only one team (men or women) if it wishes to do so.

3. PLAYERS

- 3.01** All players must be eligible to play for their country and shall be selected by the respective Full Member African Darts Body for that country, by any such method that they themselves determine.
- 3.02** All selected players must comply with the WDF Eligibility Rule (see WDF Bye-Law 7.05).
- 3.03** It is the responsibility of the officials of the player's respective WDF Member Darts Body to check and properly verify that all players entered for the WDF African Cup fully comply with the WDF Eligibility Rule.

NOTE: It permissible for youth to Participate In African Cup Senior events.

- 3.04** In cases where teams require Visas to enter the host country written proof that visas have been obtained will be required before teams can be entered into the draw. Written confirmation must be sent to the ADC Tournament Director by email at least three (3) days before the draw is made.

Teams, which do not supply the required documentation, will not be entered into the draw. The WDF will not accept any responsibility or liability for any costs incurred for teams which are not included in the draw because they have failed to obtain the necessary visas within the stipulated time.

- 3.05** A youth players selected to play in the African Cup Senior event are permitted to be selected To take part in the World Cup Youth event in the same year under any circumstances.

4. DRAW

- 4.01** The draw for all knock-out Singles and knock-out Pairs events shall be conducted in such a way that in the first round of match-play, no country shall meet another country more than once.
- 4.02** The differential of "Byes" between countries shall not be greater than one (1).
- 4.03** The order of play for all matches in all events will be determined automatically by the official ADC computer software programme.
- 4.04** Under normal circumstances the draw will be made and published on the WDF website three (3) Weeks before the start of the event.

5. SEEDING

- 5.01** Each specific event in the Men's and Women's African Cups shall be seeded. Seeding shall be based on the points scored in the relative event at the previous African Cup. Seeding shall be allocated to countries and not players. When determining the seeding positions "bonus points" awarded for wins in Round Robin group matches or final group placing shall not be included.
- 5.02** In the event of two or more countries having the same number of points the seeding positions will be decided by the total overall points obtained in the previous African Cup. Should this not be conclusive then a random draw will be made.

- 5.03** If countries, which would have been seeded under these criteria, do not enter a team their allocated seeding places will be filled by moving the lower seeded countries upwards to fill their places.

If countries, which would have been seeded under these criteria, are forced to make a late withdrawal, i.e. after the draw was made and published, their allocated seeding places will be filled by making a random draw from all non-seeded countries that have entered.

6. MATCH TIE-BREAK RULE

- 6.01** All Matches in the WDF African Cup are subject to the Match tie-break rule if they reach the following position:

If the score reaches 3-3 in best of 7 matches

If the score reaches 4-4 in best of 9 matches

If the score reaches 5-5 in best of 11 matches

If the score reaches 6-6 in best of 13 matches

If the score reaches 8-8 in Four Person Team matches.

- 6.02** In all matches where a tie-break leg must be played the following procedures shall be followed.

- (a) In Singles matches the player who started the match shall throw for the Bull first. A dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be re-thrown immediately and before the opponent takes his/her throw.
- (b) In Pairs matches the first player named on the match sheet shall throw for the Bull. The player from the Pair that started the match shall throw first. A dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. Any dart that does not remain in the board shall be re-thrown immediately.
- (c) In Team matches a nominated player from each team shall throw for the Bull to decide the order of play. The nominated player from the team, which started the match, shall throw first. A Dart which enters the Bull or "25" sector shall be removed before the opposing player takes his/her throw. In the event of equal darts the throw shall be retaken, in the reverse order, until a decision is reached. When a decision has been reached the nominated players who threw for the Bull must contest the tie-break leg. Any dart that does not remain in the board shall be re-thrown immediately.

7. GROUP TIE-BREAK RULE (FOUR PERSON TEAM ONLY)

- 7.01** If two teams have the same number of points the following criteria are used to separate them:

- (a) Leg difference,
- (b) Result of the match played between the two tied teams.

- 7.02** If THREE teams are tied on the same number of points, the leg differences are the same, and each team has won one of the three matches involving those three teams then a tie-break shall be played.

7.03 In the tie-break each tied team shall select one player to play the tie-break. All players shall play on one board. The throwing order shall be established by a Bull throw. The Bull throw shall determine the throwing order 1: 2: 3 for the first leg. The throwing order for the second leg shall then be 2: 3: 1 and the third leg 3: 1: 2. The fourth and final leg shall be 1: 2: 3. The first player/team to win two (2) legs will be declared the winner of the tie-break. Lots will be drawn to decide the order of the throw for the Bull.

7.04 In the case of a three-way group tie where TWO teams shall advance the tie-break shall be played as stated above. The two remaining teams will then play a single leg to decide which team advances. The start will be decided by a Bull throw. The order of throw for the Bull will be decided by the toss of a coin.

8. POINTS ALLOCATION

8.01 Four Person Team Event	1 st place	=	58 points
	2 nd place	=	38 points
	Joint 3 rd	=	22 points
	Joint 5 th	=	10 points
	Joint 9 th	=	4 points
	Joint 17 th	=	2 points
	Joint 33 rd	=	1 point

In all Round Robin Events the Group Winner shall be awarded five (5) points.

The Runner-up in each group shall receive three (3) points.

No limitations of bonus points when all groups have the same number of participants. One bonus point will be awarded for winning a match.

A maximum of two (2) bonus points will be awarded where there are groups of three (3) and four (4) participants. A maximum of three (3) bonus points will be awarded where the groups consist of four (4) and five (5) participants. A maximum of four (4) bonus points will be awarded where the groups consist of five (5) and six (6) participants. This will equalize points awarded when group size differs.

Pairs Event	1 st place	=	42 points
	2 nd place	=	30 points
	Joint 3 rd	=	20 points
	Joint 5 th	=	12 points
	Joint 9 th	=	6 points
	Joint 17 th	=	2 points

Singles Event	1 st place	=	28 points
	2 nd place	=	21 points
	Joint 3 rd	=	15 points
	Joint 5 th	=	10 points
	Joint 9 th	=	6 points
	Joint 17 th	=	3 points
Joint 33 rd	=	1 point	

8.02 In all events the points awarded for positions obtained in each event are only awarded to players, pairs or teams that have won at least one match.

8.03 The country achieving the highest total of points from all three events shall be crowned the **WDF African Cup Champion**. In the event of a tie for first place those countries shall be declared the **Joint WDF African Cup Champions**.

9. FOUR PERSON TEAM EVENT

9.01 Seeded teams will be placed in groups using the following formulae:

Eight Groups:

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8
1	8	5	4	3	6	7	2

Non-seeded teams will be entered into the groups by random draw. Teams advancing to the “knock-out” stages will be entered into the bracket as follows.

**9.02 The Knock-out Brackets
For Eight Groups:**

- | | |
|-------------------|--------------------|
| 1: Winner Group 1 | 9: Winner Group 5 |
| 2: Second Group 7 | 10: Second Group 3 |
| 3: Winner Group 2 | 11: Winner Group 6 |
| 4: Second Group 8 | 12: Second Group 4 |
| 5: Winner Group 3 | 13: Winner Group 7 |
| 6: Second Group 5 | 14: Second Group 1 |
| 7: Winner Group 4 | 15: Winner Group 8 |
| 8: Second Group 6 | 16: Second Group 2 |

9.03 Playing Format

The playing format will be best of seventeen (17) legs, each 501 up, with a straight start and a double or bull to finish. All matches will terminate when one team wins nine (9) legs.

The Four Person Team event shall commence with a Round Robin series. Teams shall be divided into groups in which all teams shall play each other once.

From these groups the two (2) best teams will advance to the knock-out final stages.

In the event of two countries having obtained the same number of points in the group matches final positions will be decided using the following criteria.

- (a) Total leg difference,
- (b) Result of the match between the two tied teams.

In the event of three countries having obtained the same number of points in the group matches final positions will be decided using the following criteria.

- (a) Total leg difference,
- (b) Results of matches between the tied teams,
- (c) A "tie-break" shall be played. (see clause 6.02 (c) for tie-break rules)

10. PAIRS EVENT

10.01 Seeded teams will be placed in the knock-out bracket using the following formula:

Two Groups:

Group 1	Group 2
1 – 8 – 5 – 4	3 – 6 – 7 – 2

Non-seeded pairs will be placed into the brackets using a random draw.

10.02 Playing Format

Opening rounds: Best of seven (7) legs each 501 up, with a straight start, finish on a double or bull.

Semi-Finals: Best of nine (9) legs.

Final: Best of eleven (11) legs.

11. SINGLES EVENT

11.01 Seeded teams will be placed in the knock-out bracket using the following formula:

Four Groups:

Group 1	Group 2	Group 3	Group 4
1 – 8	5 – 4	3 – 6	7 – 2

Non-seeded players will be placed into the brackets using a random draw. Each country will have one player in each group.

11.02 Playing Format

Opening rounds: Best of seven (7) legs each 501 up, with a straight start, finish on a double or bull.

Quarter-Finals: Best of nine (9) legs.

Semi-Finals: Best of eleven (11) legs.

Final: Best of thirteen (13) legs.

12. PLAYING ATTIRE

12.01 In a WDF African Cup all players representing their country shall wear the approved playing attire or uniform of their country at the opening ceremony, during the tournament itself (at least until eliminated from all events), and at the closing and awards ceremony.

- 12.02** Team players must be uniformly attired, i.e. all team shirts, blouses, dresses, skirts or trousers and footwear shall be in uniform colors and styles for that team.
- 12.03** Enclosed footwear must be worn at all times during match-play, award presentations, and all official ceremonies relating to the event. They shall be of a color and style in keeping with the approved playing attire. Flashing devices and luminescent strips are not permitted.
- 12.04** Trainers and jogging shoes are not permitted.
- 12.05** The playing attire of countries can bear one piece of advertising material, slogan, or logo relating to a marketable product or concern. Alcohol, tobacco and gambling advertising is NOT permitted in all events. If a country wishes to use more, they have to get the approval of the organizers and the ADC.
- 12.06** In all WDF African Cup events the playing attire of all participating players and teams shall be subject to ADC approval. Any unacceptable playing attire must be changed before that player/team can participate in any introductions, match-play, interviews, or presentations.
- 12.07** In all WD African Cup events any player/team refusing to meet with ADC approval may be refused participation.
- 12.08** Players are not permitted to wear any article of clothing over their approved playing attire during match-play.
- 12.09** Players are permitted to wear sweatbands on their wrists.
- 12.10** No headgear shall be worn without the prior permission of the organizers. Exceptions may be allowed for medical or religious reasons.
- 12.11** No earphones/headsets shall be worn during match-play at any time without the prior permission of the organizers. An exception could be allowed for the need to use a hearing aid.

13. THROWING ORDER

- 13.01** In all events countries shall designate the order of throw of the players prior to the WDF African Cup, which shall not be changed during these events.
- 13.02** The designated Board Official will arrive at the match board in good time before the start of a match with the match sheet. The match sheet will contain the names of the players who shall play in the match, their country, the board number and the scheduled starting time of the match.
- 13.03** The match sheet will also indicate the order of play and the throwing order. The match sheet will also clearly indicate which player, or pair shall start the match.
It is the team managers' collective responsibility to verify that the printed match sheets have been correctly produced prior to starting the match in question.
- 13.04** The winner of draw shall throw first in the first leg and alternate legs thereafter.
If it is discovered that a player has thrown out of order the leg shall be stopped immediately and replayed using the correct throwing order. The player concerned shall receive a warning.
If the leg has been completed and a subsequent leg has already started, the result of that leg shall stand. Should the same player, or another player from that pair/team throw out of order in a subsequent leg of the same match that leg will be forfeited.

14. PRACTICE DARTS

14.01 Each player is entitled to six (6) practice darts on the assigned matchboard prior to a match. No practice darts may be thrown during any floor matches. Practice darts during “stage” matches are permitted only after players have returned to the stage after a break, and then only after permission has been given by the Stage Referee.

The only exception to this rule occurs in the Four-Person-Team event after all players have played one leg (legs 1 to 4). From the 5th leg onwards each player shall only be entitled to three practice darts before starting the leg.

14.02 No practice shall be allowed on unassigned matchboards without the express permission of the Floor Manager after an event has started. Practice boards shall be provided for the exclusive use of the players.

15. REPLACEMENTS DUE TO ABSENTEEISM

15.01 Players who are unable to attend the African Cup may be replaced. Replacements will normally be permitted until the end of the Team Managers Meeting, which takes place in the afternoon on the day before match-play commences.

Countries wishing to make replacements must inform the ADC Executive as soon as possible providing the names of the absent player and the name of the substitute.

Teams and Pairs line-ups may not be changed as a result of a replacement.

16. SUBSTITUTION DURING MATCH-PLAY

16.01 In the Pairs and Team events a player may be substituted if unable to continue for a “bona-fide” reason. In such cases one substitute will be permitted. Substitution can only be made before the start of a match and only by an individual who has not already played in the current African Cup. Should the substituted player become fit to resume play at a later stage of the event that player shall be reinstated.

16.02 All substitutions will be vetted by the ADC before approval is given.

17. DISPUTES

17.01 In the instance of a dispute occurring during match-play the match concerned shall be stopped immediately. Both Team Managers shall then accompany the Board Official to the Floor Manager.

17.02 The Floor Manager will then make a ruling. All players shall remain at the matchboard. If the Floor Manager is unable to make a ruling, or if the ruling by the Floor Manager is disputed, it will be referred to the ADC Tournament Director.

17.03 In the instance of an appeal against a ruling made by the ADC Tournament Director the appeal shall be heard by the ADC Executive members who are present and available.

17.04 Any decision made by the available ADC Executive members shall be final and binding.

18. TEAM MANAGERS MEETINGS

- 18.01** During the afternoon prior to the start of match-play the ADC Tournament Director shall hold a meeting for all Team Managers.
- 18.02** The ADC Tournament Director will use this meeting to explain procedures and supply the Team Managers with the latest information concerning the Cup and answer any questions that may arise.

19. DEFINITION ON PLAYER ELIGIBILITY

- 19.01** All selected players must comply with the WDF Eligibility Rule (see WDF Bye-Law 7.05).

20. COMPLIANCE WITH ANTI-DOPING RULES

- 20.01** All players and officials shall comply with the requirements laid down in the WDF Anti-Doping Rules.

21. ADDITIONAL INSTRUCTIONS FOR THE BULL THROW

- 21.01** See WDF Playing and Tournament Rules Clause 21.