20.00 NDFC TOURNAMENT TIE BREAKER RULES
20.01 The official NDFC Tie Breaker Rules, as follows, shall be used in all NDFC Championships and Tournaments.

The purpose of the following detailed explanation is to avoid arguments 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).

20.02.01 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 of 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. 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. 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.

20.02.02 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.
- ➤ The final positions will 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 of 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.
- ➤ Using the process of elimination, should an additional tie result when adding these points, conduct another countback amongst only those remaining tied until definite positions have been determined. In case of a 3-way tie that cannot be broken, 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. E.G.: In the case of a doubles event, each team shall throw a total of eighteen (18) darts.)