



TSNZ NATIONAL DISTRICT CHAMPIONSHIP (NDC) RULES 2024

1. **Pre-conditions of entry** to the NDC competition are:
 - 1.1. The range used must adhere to TSNZ rules - 25 yards or 20 yards.
 - 1.2. **There must be internet available at the range for live scoring during the match.**
 - 1.3. There must be clear phone coverage at the range. Cell phone or landline is optional, however any Cell phone number registered must be available for whole season.
 - 1.4. The range must be available on set nights as per the Event Dates. (See Rule 13)
 - 1.5. **Email must be available so the National NDC Co-ordinator can be sent the Team List by midday on each of the Event Dates, and for use so the results can be confirmed the following day.**

2. **General Rules:**
 - 2.1. All Associations wishing to enter in the TSNZ National District Championship (NDC) must provide to the TSNZ Office before 31st March, their nomination on the appropriate supplied form, with accompanying entry fee. The NDC Co-ordinator will then furnish a complete Competition Draw within 7 days of closing date.
 - 2.2. **The NDC competition is split into two Leagues** – the A League and the B League. Makeup of the teams for each of these Leagues can be found in Rules 4 and 5.
 - 2.3. An Association may enter more than one team in the A League, or one team in each of the A League and B League, however only one team per Association is allowed in the B League.
 - 2.4. **Associations may amalgamate** to form a joint squad with other Associations in their immediate neighboring vicinity only with approval of the TSNZ Executive. Any Association seeking to amalgamate is encouraged to work towards a minimum of 1/3 of its affiliated members participating in the NDC competition prior to making the application to amalgamate. TSNZ reserves the right to consider any Association's application, and to decline such application if it is not in the spirit of this NDC competition. The spirit of the competition being seen as, among other things, encouraging the participation and development of shooters within individual Associations, not to create an outstanding team of only the best shooters from multiple Associations.
 - 2.5. Associations may apply in writing to TSNZ for pre-approval to run their team shoot over more than one venue, with the additional venues being **Satellite venues**. Each venue must have a minimum of 3 competitors attending with an independent scorer in attendance. It will be the Association's responsibility to ensure that any Satellite venue complies fully with all TSNZ Indoor Rules and the Rules of the NDC competition.
 - 2.6. Any venue used for NDC, including satellite venues, must be a TSNZ certified range, however, a one-off grace period of 12 months may be applied for to allow range certification to be completed. Once an allowed grace period has elapsed the venue will not be permitted to be used for NDC unless subsequently certified. TSNZ is able to assist in the certification of ranges on request.
 - 2.7. NDC Rules and TSNZ Rules of Conduct for Indoor Competition apply to the firing of all matches.
 - 2.8. **Any protests** must be forwarded to both the NDC Co-ordinator and TSNZ Office within 1 week of the match in question. TSNZ will investigate any protests and advise both parties of the results. Breaches of the Rules may result in defaults or penalties being applied, or disqualification, depending on the severity of the breach.

3. **Divisions** - All entered Associations may be graded into Divisions within each League, depending upon the number of entries in that League.
 - 3.1. Divisions will be graded according to the results in the previous year.
 - 3.2. The number of teams in each Division will be decided by the TSNZ Executive after entries have been received for the current year.
 - 3.3. New teams coming in for the first time will start in the lowest division.
 - 3.4. The NDC Co-ordinator will confirm Divisions prior to 7th April of each NDC season commencing.

4. **A-League** - There must be the ability to field consistently a team of 18 members in 3 squads as follows:

- 1x Open squad of 10
- 1x Composite squad of 5
- 1x Junior squad of 3

4.1. **The course of fire** will consist of:

- 4.1.1. Open squad = 1 x 10 shot + 1 x 20 shot card
- 4.1.2. Composite squad = 1 x 10 shot + 1 x 20 shot card
- 4.1.3. Junior squad = 2 x 10 shot cards

TOTAL TEAM SCORE IS OUT OF 5100.510

4.2. **Composite squad** must be made up of 5 members who's current TSNZ Grade handicaps do not exceed an aggregate of 12, based on following Handicap system:

- Master = 5
- A grader = 4
- B grader = 2
- C grader = 1
- D grader = 0

For example, a 5-person squad consisting of 1 x M (5); 2 x B (4); 1 x C (1); 1 x D (0) gives a total squad handicap of 5 + 4 + 1 + 0 = 10 so is acceptable.

- 4.3. **Junior squad** must be only Junior shooters as set out within TSNZ Rule 2.1.6 (Version 1.11.23) i.e., should a competitor turn 21 before 31st December in the year of the Competition then he/she is no longer eligible for the Junior squad during that year.
- 4.4. In addition to Juniors shooting in the Junior Squad, any Junior competitor (as defined by TSNZ Rule 2.1.6 (Version 1.11.23)) shooting in any other squad will be eligible for the Awards detailed in Rule 14. For the Open and Composite squads, the 10-shot card and the first 10-shot card of the double card shall be the scores counted.

4.5. **Scoring** – Points are awarded as follows:

- Open Squad of 10 - Win = 5 points
- Composite Squad of 5 - Win = 4 points
- Junior Squad of 3 - Win = 3 points
- Total Team Score - Win = 1 point
- For every Open or Composite Squad member shooting 200 = 1 bonus point for every 200
- For every Junior squad member shooting 100 = 1 bonus point for every 100
- For every competitor shooting 100.10 = 1 bonus point for every 100.10

Bonus points are only applicable to Squad members, not Reserves/Emergencies.

5. **B-League** - There must be the ability to field consistently a team of 10 members in 3 squads as follows:

- 1x Open squad of 5
- 1x Composite squad of 3
- 1 x Development squad of 2

5.1. **The course of fire** will consist of:

- 5.1.1. Open squad = 1 x 10 shot + 1 x 20 shot card
- 5.1.2. Composite squad = 1 x 10 shot + 1 x 20 shot card / 3 x 10 shot for D Graders only
- 5.1.3. Development squad = 2 x 10 shot cards

TOTAL TEAM SCORE IS OUT OF 2800.280

5.2. **Composite squad** must be made up of 3 members who's current TSNZ Grades do not exceed an aggregate of 7 based on the following Handicap system:

- Master = 5
- A grader = 4
- B grader = 2
- C grader = 1
- D grader = 0

For example, a 3-person squad consisting of 1 x M (5), 1 x B (2), and 1 x D (0) gives a total squad handicap of 7 so is acceptable.

D Graders may shoot off a rest in the Composite Squad for the first 3 Rounds only.

5.3. **Development squad** must be made up of 2 members who are either first year, second year or Junior shooters.

D Graders may shoot off a rest in the Development Squad for the first 3 Rounds only.

5.4. **Scoring** – Points are awarded as follows;

- Open Squad of 5 - Win = 5 points
- Composite Squad of 3 - Win = 3 points
- Development Squad of 2 – Win = 2 points
- Total Team Score - Win = 1 point
- For every Open or Composite Squad member shooting 200 = 1 bonus point for every 200
- For every C or D grader shooting 100 = 1 bonus point for every 100
- For every Junior shooting 100 = 1 bonus point for every 100
- For every competitor shooting 100.10 = 1 bonus point for every 100.10

Bonus points are only applicable to Squad members, not Reserves/Emergencies.

5.4 In addition to Juniors shooting in the Development Squad, any Junior competitor (as defined by TSNZ Rule 2.1.6 (Version 1.11.23)) shooting in any other squad will be eligible for the Awards detailed in Rule 14. For the Open and Composite squads, the 10-shot card and the first 10-shot card of the double card shall be the scores counted.

6. **Team composition:**

6.1. All team members must be **affiliated to TSNZ for the current year by the 2nd Round** of NDC shooting or their scores will be disallowed.

6.2. **All Team members (including up to 3 Emergencies per team) must be named in advance. The Team composition must be emailed to the NDC Co-ordinator by midday on Thursday** and that version of the **Team**

composition must be available in writing at all venues where shooting will take place for that Team **prior to the first shooter commencing**.

- 6.3. The composition of Teams may change in each Round, providing rules making up Squads are adhered to. (i.e. Selectors can re-arrange team make-up differently for each round to suit changing performances of team members).
- 6.4. No shooter can participate in more than one Squad and in any one League in any given Round.
- 6.5. **An Emergency named in one team may compete as an Emergency in another team but only once all the original team Emergencies have been utilised or discounted.**
- 6.6. In the event of an Association being short of personnel they may, by agreement, borrow a shooter from any other NDC-entered Association for their Team providing his/her own Association does not require that competitor.
- 6.7. A lent/borrowed shooter is done so on a "per Round" basis and separate arrangements need to be made prior to each and every shoot, with the Host Association reserving the right to retain any competitor for their own Team without explanation.
- 6.8. An Association cannot deny reasonable access to a competitor if they do not require him/her for their Team.
- 6.9. Borrowed competitors may elect to shoot the match at their own local NDC designated range and if they do must phone their scores though to the appropriate NDC Coordinator before the 9.30pm deadline.
- 6.10. Dispensation may be granted, upon notification to the National Co-Ordinator, if a team member is away from their home range on the set night. They may shoot their cards at another NDC designated range, on the same night, and phone their scores through to their NDC Co-Ordinator before the 9.30 pm deadline. The TSNZ Co-Ordinator will notify the Co-Ordinators where the shooter will shoot and that Co-Ordinator will record the shooters score on their own score sheet.
7. **Draw and Results** - The TSNZ-appointed NDC Co-ordinator shall, by 7th April of every year, supply to all participating Associations, a Draw showing Divisions, match details, and a template of results sheets.
 - 7.1. **Results must be completed in the Live Scoring sheets AND the Host Association must phone the opposition Association by 9.50pm.** A default must be notified to NDC Co-ordinator and points will be allocated as a Win to the aggrieved team.

Note: *If the Host Association is having difficulty **completing the Live Scoring or establishing contact with their opposition by 9.50 pm** they should phone the NDC Coordinator and inform him of their results before 10 pm.*
If the Visitor Association has not received contact from the Host Association by 9.50 pm they must immediately inform the National Coordinator of their results.
 - 7.2. Results must include shooter names **and TSNZ numbers**, grades and scores, total team scores, and all individual scores of 100.10; 200 or 100 (in case of Juniors and C/D Graders), plus **ALL** 20-shot cards divided into 10-shot strings.
 - 7.3. Every Association is responsible for emailing all scores/names to the NDC Co-ordinator by 9.00am on the day following the match using the official form. Failure to do so will result in default. The NDC Co-ordinator will then email confirmed results and placings to the TSNZ Office and Association Co-ordinators.
8. **Shooting dates and times:**

- 8.1. All shoots must occur on the predetermined nights, as set by the Draw - no alterations or requests for postponements will be entertained. (See Rule 13).
 - 8.2. Shooting must not take place before 3.30pm and must be completed by 9.30pm.
 - 8.3. The NDC Co-ordinator has the ability to pre-approve a start earlier than 3.30pm on the same day as the Draw should there be a valid reason for this being required. If any shooting is done outside the regular hours of 3.30pm – 9.30pm, targets must be retained at the range and marked by the official NDC markers during the regular hours.
 - 8.4. There will be no allowance for Team members not attending due to inclement weather, sickness, or any other reason, nor will there be any allowance for loss of phone lines due to weather.
 - 8.5. The 1st team listed for each match in the Draw is the designated “Host” Association.
- 9. Tie breaking:**
- 9.1. In the event of a **Score tie** with an opposing squad, TSNZ Rule 2.11.10 (Version 1.11.23) will apply.
 - 9.2. In the event of a **Points Tie after the Round Robin series**, the position of the affected teams for the Semi Finals will be decided by the result of the match when they met in the Round Robin series. In the event of a points tie in that match the total team score will be used as a tiebreaker.
 - 9.3. In the event of a **Points Tie in the Semi Finals**, the Total Team score will determine the winner.
 - 9.4. In the event of a **Points Tie on Finals** night, the Total Team Score will determine the winner.
10. **Semi-Finals** will consist of shoot-offs between the top 4 placings of each division in each League as follows:
- 10.1. The Team Draw will be made by the NDC Co-ordinator and circulated to all Semi-Finalists.
 - 10.2. Matches are Team #1 vs # 4 (# 4 is Host) and #2 vs #3 (# 3 is Host)
 - 10.3. All points are erased prior to the Semi-Finals, with every team starting from zero.
 - 10.4. The same points scoring system as in Rules 4 and 5 above applies.
 - 10.5. The Team with the lowest Semi-Final Points score in each match is eliminated.
- 11. FINALS** (All Divisions) - Finals will consist of a shoot-off between the two winners of the Semi-Finals, with the winner of Semi-Final #2 vs #3 being the Host.
- 11.1. The Team Draw will be made by the NDC Co-ordinator and circulated to all Finalists.
 - 11.2. All points are erased prior to the finals, with every team starting from zero.
 - 11.3. The same points/scoring system as in Rules 4 and 5 above applies.
- 12. Promotion / Relegation (A League only)** - At the completion of every season the lowest placed team in Division 1 of the A League will shoot-off with the winning team of Division 2 of the A League. The winner remains in or is promoted to the higher Division, the loser remains in or is relegated to the lower Division.
- 12.1. The shoot-off will be held on the same night as the Finals.

12.2. For those teams shooting in the Finals, the same team and rifle score as was used in the Final is used for Promotion/Relegation.

12.3. The Host Team will automatically be the team shooting for promotion to the higher Division.

13. **Event Dates:** the following shall be the fixed Thursday nights for each round in 2024:

Round 1	25 th April (ANZAC Day)
Round 2	16 th May
Round 3	6 th June
Round 4	27 th June
Round 5	18 th July
Semi-Final	8 th August
Final, Promotion/Relegation	29 st August

13.1. In the event of there being fewer teams in any Division than nights shown then the Round commencement date is delayed so that all Divisional Semi-Finals and Finals coincide on the same night.

14. **Awards:**

14.1. Certificates will be presented to the winning team of each Division in each League.

14.2. Certificates will be awarded to each Division's top 5 shooters in the Finals in each League.

14.3. Certificates will be awarded to each Division's top 3 Juniors in the Finals in each League.

14.4. Trophies will be presented for the winning team in each Division Final in each League:

14.4.1. Winners of A-League Division 1 will be awarded the Casey Cup.

14.4.2. Winners of A-League Division 2 will be awarded the Marchant Cup.

14.4.3. Winners of B-League Division 1 will be awarded the Henshaw Cup.

14.5. Individual trophies will be presented for:

14.5.1. Highest individual aggregate of the top four from five scores in the Round Robin over all Divisions in both Leagues will be awarded the Simon Grant Trophy and a Certificate.

14.5.2. Highest individual Junior aggregate of the top four from five scores in Round Robin over all Divisions in both Leagues will be awarded Siggy's Salver and a Certificate.