



Community Games Activities Rulebook

DRUAGHTS

U/10, U/12 & U/14 years.

A team may consist of all boys or all girls or mixed.

1. A panel will consist of 5 players and 2 substitutes.
2. A team will consist of 5 players numbered 1 to 5 with one player named as captain.
3. Teams will report to the playing venue at least 15 minutes before the time scheduled for the commencement of play so that normal formalities may be completed.
4. A match will consist of 2 games so that each player will have the first move the same number of times. One point awarded for a win and half a point for a draw.
5. The co-ordinator must be given in writing before the match commences the order in which members of each team will play. The order may be changed for subsequent matches. A team captain must be named.
6. The standard board for draughts must be of clearly contrasting squares, with the board size not less than 37cm or more than 41cm square.
7. The board will be placed so that the double corner of the playing squares is on the right hand side.
8. The standard pieces technically described as black and white must be clearly contrasting colours turned and round, and not less than 28mm or more than 38mm diameter.
9. The pieces will be placed on the dark squares. In printed diagrams the white squares are used.
10. The black or dark pieces will be placed on the first twelve squares of the board (numbers 1 to 12). The white or light pieces will be placed on the last twelve squares (numbers 21 to 32). Boards have numbers 1 to 32 for the purpose of recording games although the actual numbers are not written on the boards.
11. Each player will play alternatively with “black” and “white” pieces and lots will be cast for the colour only once – viz.-at the commencement of a match .The winner will have choice of “black” or “white”. In team events, only players on the opposing top boards will toss for colours and then it will be every second board, black or white as the case may be.
12. Competition will be free style in which the opening move is made by the player with the “Black” pieces.
13. A player loses when all his pieces have been taken or when he cannot move any of his remaining pieces.

14. Either player is entitled, after first advising his opponent, to arrange his own or his opponent's pieces properly on the squares. After this adjustment has been made, however, if either player touches or arranges any piece without advising his opponent, he will be cautioned for the first offence and will forfeit the game for any subsequent offence.
15. In the event of a clock not being in use there will be a 3-minute limit on a move. At the end of 3 minutes "Time" must be called by the person appointed for that purpose and then there is only a further minute allowed for the move to be made. If the move is not then made, the game will be deemed lost through improper delay. (If clocks are in use there will be a standard 30 moves per hour observed - less or more moves per hour can be agreed prior to commencement of play).
16. After the pieces have been arranged if the person whose turn it is to play touches one of his own playable pieces he must either play it or forfeit the game. When the piece is not playable he is penalised according to Rule 15.
17. If any part of a playable piece is played over an angle of the square on which it is stationed the play must be completed in that direction.
18. A capturing play, as well as an ordinary one is completed whenever the hand is withdrawn from the piece played even though two or more pieces should have been taken.
19. Inadvertently removing, touching or disturbing from its position any piece that is not playable while in the act of jumping or making an intended move does not constitute a move and the piece or pieces will be returned to their proper position and the game continued.
20. The "Huff" has been abolished. All jumps must be completed and all jumped pieces must be removed from the board.
21. When a piece reaches for the first time the squares on the extreme opposite line of the board it becomes a king and can be moved backwards or forwards as the limits of the board permit (though not in the same play) and must be crowned by the opponent by placing a piece on top of it. If crowning the piece is neglected play is put back until the piece is crowned.
22. A draw occurs when neither of the players can force a win. When a position is reached where a player has two kings only and the opponent has three kings or three kings plus one piece or pieces then the player with the three kings is required to complete the win in forty of his moves to be counted from the point at which notice was given. Failure to achieve this will result in a draw. Should a player with two kings lose a king at any point during the count then the player with the extra material is required to complete the win in 24 of his own moves or relinquish the game as a draw. The only person who may ask for a count is the player with the lesser number of pieces.
23. When a position is reached when one player has one king only and the opponent has two kings or two kings plus a piece or pieces then the player with the extra material must complete the win in 24 of his own moves or relinquish the game as a draw.
24. Any action which may tend to annoy or distract the attention of an opponent, such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched or displaying any form of unsporting behaviour is strictly forbidden. One warning will be given by the referee and if the perpetrator should continue such action he will be disqualified and his opponent awarded the game.

25. All spectators and managers must be seated at least 3m from the competitors or as directed by the referee and any spectator or manager giving assistance either by sign, sound or remark on any of the games whether playing or pending will be ordered from the room with play discontinued until such offending parties retire.
26. While a game is in progress neither opponent may leave the room without sufficient reason or receiving the others consent or company.
27. Pointing at a jump by either player is not allowed. Should a player offer a piece or pieces to be jumped by his opponent and the opponent fails to jump the said piece or pieces e.g. by moving another piece then the player has the right to compel his opponent to jump the piece or pieces offered and move back any piece moved instead of taking the jump. (The only exception to Rule 17) If there exists more than one way to jump the player takes his choice.
28. When teams are tied at the end of a match the result will be determined as follows:-
 - a) Each team member will replay his opponent.
 - b) This will consist of one game only.
 - c) There will be a toss for colours at the top board.
 - d) Colours will then alternate for the remainder of the team in sequence.
 - e) This process will be repeated until a result is found.
29. A player in breach of any rule must submit to the appropriate penalty. His opponent is equally bound to exact same.
30. All competitions at National Finals will be run on a knock out basis, two semi-finals and a final.
31. In the event of a draw/tie between teams after 3 rounds of play in the National Finals a decision will be arrived at by means of honour points as decided by National Activities Committee.