DARTSLIVE
SINGAPORE

SUPER 2
2018 SINGAPORE

SEASON 11

REGISTRATION KIT

REGISTRATION DETAILS

League Dates

Status	Time / Date
Early Bird Close	6pm, Wednesday 17/10/2018
Registration Close	6pm, Wednesday 31/10/2018
Captain's Meeting	8pm Thursday 15/11/2018
League Starts	8pm Thursday 22/11/2018

Note: Dates are estimated with (+) / (-) 1 week

League Contact

+65 9777 4778 (League Hotline)

league_sg@dartslive.com (League Admin)

Participating Criteria

No. of Flight:	AA / A / BB / B / CC	NOVICE
Team Limit:	27	10
	(Based on Top 2 players rating)	
Player Limit:	NIL	5
Team Format:	Min. 3 / Max. 5 players	Min. 2 / Max. 4 Players
Min Team/Flight:	12	18
	Flights grouped based on Team Limit.	One Flight
	Min. 48 teams to form a League Season	
Entry Fee (Incl. GST):	SGD$40.00 (Early Bird) SGD$60.00 (Normal)	SGD$20.00

Entry Rating Verification

- Entry Rating must be same or higher than preceding Leagues, Division Final rating, Official Events or Current Card Rating;
- League Management reserves the right to **re-rate** player's rating where deems fit to maintain parity of the SUPER 2;
- No rating cap within each match medley;
- All DARTSLIVE League Players (SUPER LEAGUE, SG Premier and/or SUPER 2) MUST use the same DARTSLIVE CARD to register SUPER 2.

PRIZES & AWARDS

Online Ranking & Position	**Group Champion**
	• Only applies to Division with more than 1 Group • SGD 100.00 + Trophies • Progression directly to Division Final's S.K.O. Stage **NEW** • **Group Champion Patch**
	Group 2ⁿᵈ to 4ᵗʰ Place
	• Progress to Division Final's Round Robin Stage
Division Final Winners Guide	**CASH**
	• Division 1ˢᵗ to Joint 3ʳᵈ; • Division Joint 5ᵗʰ (Min. 16 teams in Division Final SKO);
	TROPHIES
	• Division 1ˢᵗ to Joint 3ʳᵈ;

*ALL NEW * GAME FORMAT

					All Flights play on Thursdays Night, 8pm		
Game	**Part**	**Team**	**AA FLIGHT**	**A/BB FLIGHT**	**B FLIGHT**	**CC FLIGHT**	**Novice**
1	1	DBLS	701-701-701	701-701-701	501-501-501	501-501-501	301-301-301
2	2	SGLS	701-CRI-701	701-CRI-701	501-CRI-501	501-CRI-501	301-CRI-301
3		SGLS	701-CRI-Choice	701-CRI-Choice	501-CRI-Choice	501-CRI-Choice	301-CRI-Choice
4	3	DBLS	TEAM CRICKET **x1**	STANDARD CRICKET **x1**	STANDARD CRICKET **x1**	STANDARD CRICKET **x1**	STANDARD CRICKET **x1**
5	4	DBLS	701-701-701 **(Fz)**	501-501-501 **(Fz)**	501-501-501 **(Fz)**	501-501-501 **(Fz)**	301-301-301 **(Fz)**
6	5	DBLS	HALF-IT **x1** (Master Mode)	HALF-IT **x1**	HALF-IT **x1**	HALF-IT **x1**	HALF-IT **x1**
7	6	DBLS	901-CRI-Choice	701-CRI-Choice	701-CRI-Choice	701-CRI-Choice	501-CRI-CH
X01 check out			Open in/ Master Out	Open in/ Master Out	Open In/Out	Open In/Out	Open In/Out
X01 Freeze Check out			Double In/Out; Bull 25/50	Open In/Master Out; Bull 50/50	Open In/Out; Bull 50/50	Open In/Out; Bull 50/50	Open In/Out; Bull 50/50
Handicap			No	Yes			
Bust Rule			No	0.26		0.31	

Division FINAL	1st Place	2nd Place	Joint 3rd	Joint 5th
AA Flight	**SGD$800**	**SGD$450**	**SGD$250**	n.a.
BB Flight	**SGD$700**	**SGD$400**	**SGD$200**	**SGD$100**
B Flight	**SGD$600**	**SGD$350**	**SGD$150**	**SGD$90**
CC Flight	**SGD$500**	**SGD$300**	**SGD$150**	**SGD$70**
NOVICE Flight	**SGD$400**	**SGD$200**	**SGD$120**	**SGD$70**
	PLUS $50 iDarts Merchandise Voucher			

GENERAL RULES & REGULATION

a. All Teams registered will be sorted in descending order based on Team Strength
   (i.e. top 2 players' total limit) and group into respective Flight equally;
   (Note that Shop Location will not be considered)

b. Teams in each flight will then be computer auto-drawn into groups of 5-6 teams per group.

c. ONLINE League Standing:
   Based on Game Points (e.g. 4-3; 7-0; etc) won & lost.

d. TIE BREAKER: (occurs if total Game Points Won & Lost are the same):
   i.   1st Tie-Breaker: Total legs won & lost
                            (e.g. 5 Games points won with every game, 2-1 = 10 won/5 lost)
   ii. 2nd Tie-Breaker: Rematch to be arranged for the TIED teams.

e. Minimum spending of $30.00 per team per match night is compulsory.

f. DARTSLIVE OFFICAL LEAGUE General Rules applies for SUPER2.

g. League Management reserves rights to remove or refuse any players/teams found to be
   impediments to the league.

h. Re-Rate System
   Individual player rating cannot be **3 or more points** from registered/last Re-Rate rating at any
   one time in the league season, else player will be immediately removed from the league
   season.