

****IMPORTANT****

(Please refer to ONLINE Rule Book for complete information and any issues related to DARTSLIVE OFFICIAL LEAGUE)

IMPORTANT LEAGUE DATES ALL FLIGHTS	
CAPTAIN'S MEETING	15 November 2018 (Thursday)
LEAGUE STARTS	22 November 2018 (Thursday)
WINDOW PERIOD	3 January to 16 January 2019
LAST GAME	14 February 2019
DIVISION FINALS	Round Robin: 23 - 24 February 2019 Division Finals: 2 - 3 March 2019 (Estimated ± 1 week)

GENERAL RULES & REGULATIONS

League Schedule & Results: <http://league.dartslive.sg>

1. Teams are divided into separate Flights & Groups in accordance to Team Strength (Top 2 players total ratings), regardless of Home Shop; e.g. 2 teams from the same home shop can be in the same flight & same group.
2. Mandatory **min. spending of \$30.00 per team per match night**. Shop owner reserves the rights to file an official complaint, and Walk-over penalty will be given to teams that fail to abide this rule.
3. **Progression to Division Final:**
Group Champion will progress straight to Single-Knock Out finals.
Ranking 2nd to 4th position will progress to Round-Robin Finals.
4. DARTSLIVE OFFICIAL LEAGUE General Rules applies for SUPER 2.

DARTSLIVE CARD

It is mandatory for all League players to note down their 16-digit Card No. & login PIN.

1. In case of lost card, players must transfer their old card data to a brand-new card, inform league administration, in order to continue playing in the league.
***Players are advised to download DARTSLIVE App on App Store/Google Play and have the league card logged in at all times. ***
2. All card transfers must be done **before** entering League Menu on DARTSLIVE2.
***Players will not be able to play with new card if card transfer is done after entering League Menu. ***
3. If player is unable to transfer data after misplacement/lost of card, the player will be unable to play in any of the remaining league games.
***Players are advised to register their email address to the league card and download the DARTSLIVE App mobile app. ***
4. League admin must be notified of the new Card ID No. before the next league match where the new card is to be used. Failure to notify league admin of card changes may disqualify the player to play in the next match date.

GAMES

1. Cricket

- (a) In a game of Cricket, an Overkill situation occurs when a team is ahead by **200 or more points**. This means that no points are awarded even if the leading team hits a scoring number. As a matter of courtesy to your opponent, an Overkill situation is not advisable.
- (b) In a TIE situation, where game ends at 15th round with both teams having the same score,
- the player / team who closes all the houses wins the game; or
 - if all the houses are not closed, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with dart closes to center bull will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

2. x01

(a) **Normal x01**

In a TIE situation where both teams are unable to check out,

- Select player / team with lowest points as winner; or
- If both teams have the same points left, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with dart closes to center bull will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

(b) **Freeze Rule**

In a TIE situation where both teams are unable to check out,

- Select team with **total** lowest points as winner; or
- If both teams have the same points left, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

3. Half-It/Count-Up/Shoot-Out

In a TIE situation where both teams happen to have the same score, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg. (Press P4 – Revise Winner and select Home Win or Away Win)

IMPORTANT TO NOTE

“Bulls-Up” applies to all games, except for games with fixed number of rounds such as COUNT-UP/ HALF-IT / SHOOTOUT, in the following order:

1st Step: Machine coin flip feature (Cork) first

2nd Step: Winner of cork proceeds with ‘Bulls-Up’, follow by opponent

3rd Step: Dart closest to the center of the bull’s eye starts the game.

1st leg (Bulls-Up); 2nd leg (loser of 1st leg goes first); 3rd leg (repeat 1st – 3rd Step)

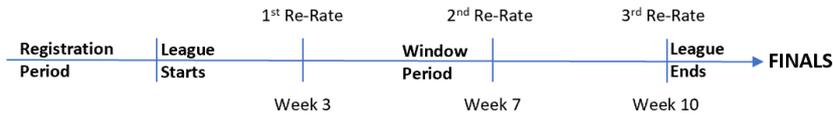
For games with fixed rounds for both teams (such as COUNT-UP/ HALF-IT / SHOOTOUT), the 1st step will determine who goes first.

***SURVIVOR will require “Bulls-Up”**

RE-RATE SYSTEM

League Management reserves the rights to re-rate players to maintain parity in the League System.

1. The Re-rate for all players, all Divisions, will be done at the same time, regardless of the number of teams in each division.
2. There will be 3 rounds of Re-Rate:



- a. 1st Round: After 3 Weeks of games
- b. 2nd Round: After Window Period
- c. 3rd Round: After the Last Games are played

New Ratings will apply with effect from the next match after each re-rate is conducted. It is anticipated that total team points may increase after each re-rate.

Individual Rating Limit

Individual player rating cannot be **3 or more points** higher than registered/last Re-rate rating at any one time in the league season, else player will be immediately disqualified from the team.

SANDBAGGING

A sandbagger is a player who: -

- i. **Intentionally submits his/her rating (or allow to be submitted) at a much lower rating than his/her actual rating; OR**
- ii. **Manipulates their game average (e.g. by throwing outs or intentional missing) to lower their rating, in order to gain advantage by way of handicap score or ranking position.**

Such action demeans the game, shows poor sportsmanship and damages the reputation of the League and all its players. The League Organizer does not condone such behavior.

- (a) Team Captains are responsible to verify that his/her team members' ratings, as reported in the league, are accurate at all times;
- (b) Any team captain may file an official complain along with details of the offending player and description of the incident(s). **All complaint must be submitted with accompanying evidence** (such as other card rating, videography/photography).
- (c) If the League Master discovers that a player has been sandbagging or playing with a rating that is drastically different than his *true rating, the League Master will exercise his/her rights to impose Sandbagging Penalties as follows:
 - i. The player will be immediately removed from the current league season and/or suspended for a minimum period of 3 months to a maximum of 12 months (for repeat offenders);
 - During the suspension period, offending player will be banned from joining all DARTSLIVE Official Leagues, games, events and/or national selections.
 - Although the player will be immediately removed from current league season, the player may remain in other ongoing league(s) (where applicable), subject to re-rate to *true rating and provided *true rating is within allowable division limit;

*true rating = rating at point of discovery

- ii. All games played by the offending player will be reversed accordingly to the point of discovery of this offence: -
 - the beginning of league, if discovered during the season's first half OR
 - end of season's first half, if discovered during the second half of season OR
 - if player was added during window period, then all games played by the offending player since window period
- (d) Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.
- (e) The Captain of such player may also be warned and/or asked to step down from being captain for the current or future league seasons but may continue to play as a regular player in the current league season.
- (f) The Offending player or the team captain may file an appeal within 3 working days from the time the penalty is imposed. The League management will only evaluate such appeal on a case-by-case basis.
- (g) The team captains are reminded to take note of their team players league rating. **Either the captain or the player should request for a rating adjustment any time during the season**, if their performance have improved much faster than their league rating. This will avoid the player from being caught or accused as a sandbagger.
- (h) All complaints against sandbagging or manipulation must be **submitted before 80% of the season have been completed**. League management reserves the rights to reject appeals that is filed after 80% of the League Season Round Robin games have been played.

DISCIPLINARY ISSUES & LEAGUE ETIQUETTE

1. League Etiquette & Sportsmanship

- (a) Captains should encourage their players to abide by these etiquettes. Any disputes on this issue should be referred to the League Master. Team Captain cannot use such disputes as a cause for walkover or forfeitures as only the League Master may call for one.
- (b) There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.

2. Offensive/Abusive Languages

Use of vulgar language demeans the sports, the shop environment, fellow players and overall respect to the whole league system. The offending player(s), will be removed from the league and banned for min. **three (3) months** and forbidden from participating in all DARTSLIVE leagues and events.

3. Provocation / Threats

Provocation/threats/taunting opponent during the league games will also result in offending player(s) to be removed from the league and banned for min. **six (6) months** and forbidden from participating in all DARTSLIVE league and events.

4. Violence & Fights

Use of violence by player(s) will not be tolerated. All player(s) involved in a physical fight, regardless of reason(s), will be banned **indefinitely**. An appeal to rescind the ban may be submitted after **twelve (12) months** subject to approval of the league management.

Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league. Team Captain of the offending player will be asked to step down from being captain for current and future league teams but may continue to play as a regular team player.

5. No player or captain should approach the throw line before the previous player has cleared the throwing area.

If any player found to have violated this rule, a warning will be given.

Repeated offence will result in the particular leg's win being awarded to opposing team.

DISHONEST / FRAUDULENT PLAY

1. **Impersonation**

Impersonation is when a player who is registered/not registered in the league found using another player's card to play in the league. It is a very serious offence and clearly an intention to cheat.

If the team is found guilty,

- (a) Captain of the team will be suspended from the current season of the league and not allowed to be in a position with authority in future
- (b) Impersonator/s face a suspension of 6 months from all DARTSLIVE Singapore events - such as official leagues, tournaments, national selection, adhoc events, etc.
- (c) All wins played by impersonator will be reversed.

2. **Manipulation of Game Points**

If team / player(s) is/are discovered to be intentionally losing their games so as to give advantage to opponent team or gain a preferential spot in ranking, the 'giving' team or player(s) involved will be disqualified from continuing in the league immediately regardless of positions.

Game(s) will be voided, Player(s) may also be ban for a period of 3-6 months from all DARTSLIVE Singapore Events and League.

PLAYER ADDITION, REMOVAL AND TRANSFER

1. All changes to Team Lineup is only allowed during the 2 Week Transfer Window Period.
2. All teams are allowed up to **2 changes** (replacements or additions) during window period. All teams must not exceed 5 players (SUPER 2)/ 4 players (Novice) at any point in time.
3. Players are allowed to be transferred between flights, provided their ratings (at the point of transfer) qualify for the respective flight caps.
4. Team Captain must submit the request form formally via Fax or Email to the League Administrator, for any changes. Phone calls or text messages will not be entertained.
5. League Management shall make the final decision on approvals of any changes in team lineup.

MATCH RESCHEDULE

1. Match re-schedule is allowed but must be arranged in advance, at least **3 working days** before the actual match date.
2. The re-scheduled match date must be **BEFORE** the original match date, not after.
3. The team captain of requesting team must get in contact with both opponent team captain & shop owner to get an agreement on the re-schedule date.
The team captain of requesting team must inform the league administrator of the re-schedule date.
4. Re-schedule of match is strictly **NOT ALLOWED** for the last 20% of the league season.
E.g.: - For a 10 weeks' league (Group of 5 & 6), the games on Week #9 - #10 (last 2 games) cannot be rescheduled. Bye games are counted as game week.
5. All teams are limited to a maximum of **2 Re-schedules** per season.
6. Reschedule of start time on actual match day, must be mutually agreed by both captains, and acknowledged by League Master and Shop Owner.

MATCH FORFEIT / WALKOVER

Definitions: -

Walkover – One team has sufficient player (min no. of players to start the first match), other team have zero (0) players present, 30 mins from the start time.

For opposing team to claim walkover win, minimum number of players to start the first game is required to be present.

If both teams have insufficient players, the game for the night will be voided (0-0).

Concede Game – One team has sufficient players (min no. of players to start the first match), while the other team has only one (1) player present, 15 mins from the start time.

At any one point during the match that 1 team has insufficient players to start any of the game, a grace period of 5-mins will be given for the remaining player(s) to turn up for the next game.

Each game is conceded with a 2-0 lost. This continues until there are sufficient players available to play a game or until all games have been “played”.

1. All league matches begin at **8.00PM sharp**.
If a team has no members present by 8.30pm, Captain should call League Master for a walkover. Opposing team has the right to walkover the game and be awarded a 5-0 win.
2. Walkover team will be penalized with:

Offence No.	Penalty \$*	Home Game Shop	League Organizer
1 st Offence	S\$100	\$50	\$50
2 nd Offence	S\$200	\$100	\$100
3 rd Offence**	S\$200 and disqualification	\$100	\$100
<p>*Penalty amount will be billed to the penalized team’s home shop and then shared with host shop and organizer</p> <p>**On the 3rd Offence, the team will be immediately disqualified from the League and all players in the team will be banned from participating in the following league season.</p> <p>***Last 3 games walkover penalty will be: - - 3 x Registration Fees + Offence No. - Players will be banned for the following league season (SUPER LEAGUE or SUPER 2)</p>			

No Team Captain (even with the agreement of the other captain), is allowed to forfeit or walkover any games/matches without informing the League Master. Forfeitures without approval are subject to penalty (refer to point 2).

3. For league venues that are in the rural areas, a grace time of 30 minutes shall be given.

BOARDS ALLOCATION & USAGE

1. Any boards not in use for the League Match are open and can be used by any members of the public.
2. Teams in an ongoing league game cannot use any other boards to practice during games. Practicing during breaks or in-between games is allowed.
This rule applies to all players in the team
3. As a form of courtesy, all players should refrain from playing any casual games on the allocated league boards by approximately 7.30PM in order to let all team players have adequate time to warm up for their league match.

DRESS CODE

1. Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of DARTSLIVE LEAGUE management team and the good conduct and appearance of the players. With this in mind, please adhere to the following dress code:
 - (a) Men: Long Pants/Jeans or 3/4 pants (below knee) with covered shoes
No slippers, singlets, or shorts
 - (b) Ladies: No slippers (sandals allowed).
Definitions: Sandals – must have a strap around the ankle
Slippers – thongs & slip on without any strap around the ankle
2. Player who does not abide to the above dress code will have 10 minutes grace period to change, else the player will not be allowed to play in that league night's matches.

MATCH FORMAT

1. Handicap applies to all matches except AA Flight;
2. Bust Rule at 0.26 for all matches except AA Flight; 0.31 for Novice Flight
3. For 01 games, **Open In/Master Out** for AA, A, BB Flight;
Open In/Open Out for B, CCC, CC & Novice Flight.
4. All Flights play on Thursdays Night, Start 8pm.
5. For league venues that are in the rural areas, a grace time of 30 minutes shall be given.
6. League games format are available at: <http://league.dartslive.sg>
7. Game Credits/Team/Match
 - AA Flight: SGD\$24 (48credits)
 - A/BB Flight: SGD\$22 (44credits)
 - B Flight: SGD\$22 (44credits)
 - CC Flight: SGD\$22 (44credits)
 - Novice: SGD\$16 (32credits)

GAME FORMAT

Part	Game	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
3	4	DBLS	TEAM CRICKET x1	STANDARD CRICKET x1			
4	5	DBLS	701-701-701 (Fz)	501-501-501 (Fz)	501-501-501 (Fz)	501-501-501 (Fz)	301-301-301 (Fz)
5	6	DBLS	HALF-IT x1 (Master Mode)	HALF-IT x1			
6	7	DBLS	901-CRI-Choice	701-CRI-Choice	701-CRI-Choice	701-CRI-Choice	501-CRI-Choice
X01 Freeze check out			Doubles In/Out; Bull 25/50	Open In/Master Out; Bull 50/50	Open In/Open Out; Bull 50/50	Open In/Open Out; Bull 50/50	Open In/Open Out; Bull 50/50
X01 check out			Open in/ Master Out	Open in/ Master Out	Open In/Out	Open In/Out	Open In/Out

***No repeat of players in Part 2 .**

LEAGUE PRIZES

For Flights with increased number of teams, we are pleased to announce addition of
 - CCC Flight
 - Cash prizes for Joint 5th & Joint 9th positions!

A Big Thank You to shops & players for the tremendous support in SUPER 2 Season 11.

	AA FLIGHT	A FLIGHT	BB FLIGHT	B FLIGHT	CCC FLIGHT	CC FLIGHT	Novice
Group Champion	S\$100.00 with Trophy & Group Champion Patch (applicable to Flights with 2 or more groups)						
DIV. Champion's HOME shop	\$500.00						
Division CHAMPION*	800.00	700.00	700.00	600.00	500.00	500.00	400.00
Division 2nd*	450.00	400.00	400.00	350.00	300.00	300.00	200.00
Division Joint 3rd*	250.00	200.00	200.00	150.00	150.00	150.00	120.00
Division Joint 5th	-	100.00	100.00	90.00	70.00	70.00	-
Division Joint 9th	-	50.00	-	40.00	40.00	-	-

*Trophies for Champion to Joint 3rd Places

GOOD DARTS, PLAYERS!
All the best in SUPER 2 Season 11!

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

League Hotline Contact No.: 9777 4778
 League Administration Email: league_sg@dartslive.com

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www.facebook.com/DartsliveSingapore