



# SG PREMIER PLAYERS EXCLUSIVE!

| ELITE PLAYERS             | ONLY for Rating 12 & Above  |              |  |
|---------------------------|---|--------------|--|
| Exclusive!                |   |              |  |
| Participation             | Special Theme awarded by Player's Rating:   |              |  |
| THEME<br>(Skill Level     | Rating Class  | Theme Type   |  |
| Recognition)              | 17 & 18   | GOLD THEME   |  |
|                           | 15 & 16   | SILVER THEME |  |
|                           | 12 to 14  | BRONZE THEME |  |
| SPECIAL<br>AWARDS THEME   | AWARD THEME instead of PINS!  |              |  |
| IMPROVED MATCH FORMAT     | <ul><li> More Challenging;</li><li> Fairer Game Play;</li><li> More team players participation.</li></ul> |              |  |
| SG PREMIER<br>DOUBLES CUP | Free Entry to SG Premier Doubles  | s Cup        |  |
| ELIGIBLE for ELITE EVENTS | Eligible for <b>SDWC 2017</b> Team Singapore Selection with Mr. Paul Lim                                  |              |  |
| SELECTION                 |   |              |  |
|                           | Special Additional Discount for SG Tour 2018 Annual Pass  |              |  |
|                           |   |              |  |
|                           |   |              |  |

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### **REGISTRATION DETAILS**

| LEAGUE DATES              | Status   | Time/Date   |
|---------------------------|--|---|
|                           | Registration Closes  | 6pm, Monday, 31th August 2017                                 |
|                           | League Starts  | 8pm, Monday, 18 <sup>th</sup> September 2017*<br>Every Monday |
|                           | Registration Fees  | \$150 Per Team  |
| PARTICIPATING<br>CRITERIA | Criteria   | Remarks   |
|                           | Team Limit (Top 3 players)   | 44*   |
|                           | Max. Player Rating Limit   | n.a.  |
|                           | Min. Player Rating Limit   | 12  |
|                           | No. of Players Per Team  | Min. 3 / Max. 5*  |
|                           | Handicap   | No  |
|                           | Bust Rule  | No  |
|                           | Min. Teams to Start League   | 8   |
|                           | Min. teams to form groups  | 12  |
|                           | * During Window Period, maximum players per team is limited to 5 and player added must be same or lower than 3 <sup>rd</sup> top player rating at point of submission of window period form. |   |

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### **MATCH FORMAT (Improved)**

|                  | N      | <b>Natches</b>     | Format                         | Remarks                   |
|------------------|--------|--------------------|--------------------------------|---------------------------|
| PSG.             | Part 1 | (Each Player allow | to play <b>max. 2</b> matches  | in this part)             |
| SEASON U         | 1      | SINGLES            | 701                            | Open In / Master Out      |
| 40 Credits       | 2      | DOUBLES            | Standard Cricket               |                           |
| Per Team / Match | 3      | TRIOS              | 901                            | Open In / Master Out      |
|                  | Part 2 | (Each Player allow | to play <b>max. 1</b> match in | this part)                |
|                  | 4      | SINGLES            | 701                            | Open In / Master Out      |
|                  | 5      | SINGLES            | 701                            | Open In / Master Out      |
|                  | 6      | SINGLES            | Standard Cricket               |                           |
|                  | Part 3 | Each Player allow  | to play max. 2 matches         | in this part)             |
|                  | 7      | DOUBLE             | Team Cricket                   |                           |
|                  | 8      | DOUBLES            | 701                            | Open In / Master Out      |
|                  | 9      | DOUBLES            | 501 Freeze                     | Double In/Out, Bull 25/50 |
|                  | Part 4 | (Each Player allow | to play <b>max. 2</b> matches  | in this part)             |
|                  | 10     | TRIOS              | HALF-IT                        | Grand Master Mode         |
|                  | 11     | DOUBLES            | SHOOT-OUT                      | -                         |
|                  | 12     | SINGLES            | 701                            | Double In/Out, Bull 25/50 |
|                  | Part 5 | Each Player allow  | to play max. 1 match in        | this part)                |
|                  | 13     | TRIOS              | 1101                           | Open In / Master Out      |

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#### **IMPORTANT NOTES:**

- Match 1 & Match 13: Bulls-Up required to determine team to start
- Match 2 to Match 12: Lost team of previous match goes first



### **PRIZES & AWARDS**

| PRIZE &         |  |
|-----------------|--|
| <b>TROPHIES</b> |  |

| Position                       | Cash Prize | Trophies            |
|--------------------------------|------------|---------------------|
| GROUP CHAMPION*                | SGD 150    | TEAM PLAYERS        |
| DIVISION CHAMPION              | SGD 2000   | SHOP + TEAM PLAYERS |
| DIVISION 2 <sup>ND</sup> PLACE | SGD 1000   | SHOP + TEAM PLAYERS |
| DIVISION JOINT 3RD             | SGD 500    | SHOP + TEAM PLAYERS |

- Group Champion only applies to > 1 group;
- Min. 8 teams to start;
- Prizes will be adjusted according to the total teams registered;
- Joint 5<sup>th</sup> Prize will be considered for Division with >16 Teams in league final;

# SPECIAL AWARD THEMES

| Award Type  | (Count)<br>Rating 12 – 14 | (Count)<br>Rating 15 - 18 |
|-------------|---------------------------|---------------------------|
| HAT-TRICK   | 20                        | 30                        |
| HIGH TON    | 2                         | 3                         |
| TON 80      | 1                         | 2                         |
| 3-IN-A-BED  | 3                         | 4                         |
| WHITE HORSE | 1                         | 3                         |

- Count is applicable to Award achieved in Double RR Schedule only;
- Rating is based on League End Rating (end of Double RR);



## GENERAL RULES

| GROUPING                            | a. Registered Teams will be divided into groups based on team strength;  |
|-------------------------------------|--|
|                                     | b. Teams in each group will then be auto-drawn into groups of 6-8 teams per group.   |
| LEAGUE<br>STANDING &<br>PROGRESSION | c. If only 1 group, winning positions will be based on Online League Standing at the end of Double RR;   |
|                                     | d. If multiple groups, top teams of each group will progress to league final to determine Division winning positions;                              |
| MINIMUM<br>SPENDING                 | e. Mandatory min. spending of SGD 30 per team per night;   |
| SPENDING                            | f. Failure to abide to this rule may result in forfeiture of whole night's match on the defaulting team.   |
| OTHERS                              | g. Mandatory min. spending of SGD 30 per team per night;   |
|                                     | h. Failure to abide to this rule may result in forfeiture of whole night's match on the defaulting team.   |
|                                     | i. DARTSLIVE Official League Rules posted on <a href="https://www.dartslive.com/sg">www.dartslive.com/sg</a> applies;                              |
|                                     | <ol> <li>League management reserves the rights to remove or refuse any<br/>players/teams who are found to be impediments to the league.</li> </ol> |
|                                     |  |