

SUPER LEAGUE

HANDBOOK

SEASON 9, 2015



SUPER LEAGUE

SEASON 9

DARTSLIVE 2

<http://www.dartslive.co/>
DARTSLIVE MEMBERS CARD

DARTSLIVE

SUPER LEAGUE RULE BOOK

Season 9, 2015

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League Portals

Season 9 Rule Book	http://www.dartslive.com/sg/league/
Season 9 League Matches Updates	http://league.dartslive.sg/

DARTSLIVE SINGAPORE OFFICIAL LEAGUE RULES

TABLE OF CONTENTS		
#	Description	Page
01	Participation Criteria	03
02	DARTSLIVE CARD	04
03	League Standings & Results	05
04	HANDICAP	05
05	SANDBAGGING	06
06	BUST RULE	06
07	Replacement & Addition of Players	08
08	Match Re-Schedule	09
09	Change of Match Venue/Home Shop	09
10	League Progression	10
11	Match Forfeiture & Walk Over	11
12	Disqualification	12
13	Game Activation & Sequence of Play	13
14	Internet & Dart Board Problems	14
15	Board Allocations & Usage	16
16	Protest & Panel of Judges	16
17	Dress Code	17
18	League Etiquette & Sportsmanship	17
19	General Rules & Guidelines	18

1. PARTICIPATION CRITERIA

- a) Shop Owner must agree to accept the league team as its home team.
- b) League Players must possess a valid DARTSLIVE CARD.
- c) League players must be 16 years of age and above.
- d) League players must be citizens or foreigners residing and/or working in Singapore with a valid work permit/pass.
- e) Players can only participate in maximum of 1 Division per league season.
- f) Each league team shall consist of minimum 5 players and maximum of 10 players at any point of time in the season.
- g) As it is a Carlsberg sponsored league, it is mandatory for all teams to purchase the following options:
 - i. 1 bucket of 8 bottles at \$60.00 nett
 - ii. 1 Tower of Carlsberg (for Carlsberg location)

Note: Bucket of 5 bottles is no longer available as there is no Premier Division

- h) Any team has the right to call for a walkover, in case opponent does not purchase the minimum bucket or the league venue does not have sufficient stock of Carlsberg beer. In the second case, the visiting team has the right to call for a walkover. League Venue shall serve the beer before the match starts.
- i) For shops with Carlsberg tap, league teams can choose to order Carlsberg jugs or towers in any quantities as long as the total cost is at \$60.00 or above.
- j) Some league venues may have an age limit accordingly to their business licenses. Joining the Super League does not give the underage player a “legal” license to bypass any house rules or regulations set by respective venues.

2. DARTSLIVE CARD

- a) Players without a valid DARTSLIVE Card cannot register for the league.
- b) Definition of a valid DARTSLIVE Card is it must it has a valid rating & flight when playing any x01 or Cricket game in DARTSLIVE DL2 Board.
- c) Team players must always use the same DARTSLIVE CARD registered for the league to play in the league matches.
- d) It is mandatory for all League players to note down their 16-digit Card No. & login PIN. In case they lose their card, they must transfer their old card data to a brand new card, inform league administration, in order to continue playing in the league.
- e) All card transfers must be done before entering League Menu on DL2. Players may not be able to play with new card if card transfer is done after entering League Menu.
- f) After transfer, the old card will be deactivated and cannot be used anymore.
- g) If the 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.
- h) League Admin must be notified of 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.
- i) League players are recommended to use the same card for all DARTSLIVE SINGAPORE official league - (SUPER LEAGUE, SUPER2, Trios League, etc.)
- j) Replacement card cannot be used unless lost card data has been transferred to the replacement card. Online system will reject player who tries to use a new card without transferring the old data.
- k) Vulgarities, sexists, humiliating, racists, insulting, offensive, etc words are not allowed to be used for Card Names & Catch Phrases. Failure to abide by this rule may result in the player being disqualified & suspension rules apply.

3. LEAGUE STANDINGS & RESULTS

- a) League Standing is based on total GAME points (5-4, 6-3, etc.) won only:
- b) For each MATCH (one night) win, the team is awarded 1 extra bonus GAME points.

Example of GROUP standing after 2 matches:

Team 1 vs Team 3: Score of 5-4

Team 2 vs Team 4: Score of 9-0

GROUP 1	Games Won	Games Lost	Bonus Points	Total Points	Position
Team 1	5	4	1	6	2 nd
Team 2	9	0	1	10	1 st
Team 3	4	5	0	4	3 rd
Team 4	0	9	0	0	4 th

- c) Total number of points at the end of the Season will determine their rankings. For divisions with multiple groups, group champions will be earned an advantage in the league finals.
- d) All results and standings are updated real-time online at <http://league.dartslive.sg>
- e) At the end of the season, if 2 or more teams has the same Game Won, Game Lost & Total Points, total points, the online league system will compare the legs won/ost points within each match and rank the teams accordingly.
- f) The final position as stated in the online league page stands as the final league standing result.

4. HANDICAP

- a) Handicap will be given based on rating difference between players. Advantage will be given to the lower rated player for parity.

For example:

GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

- b) Handicap will be auto calculated by the online league system.
- c) For offline games, use the DARTSLIVE2 auto handicap setting

5. SANDBAGGING

- a) The team captain is responsible to verify their team members ratings as reported in the league submission form are accurate;
- b) If the League Master discovers a player has been playing with a rating that is drastically different than his true rating, the player may be immediately disqualified and suspend for a minimum period of 6 months from DARTSLIVE official leagues, games, events and national selections.
- c) Captain of such cases will also be banned from being captain for the current or future league teams.

6. BUST RULE

6.1 Online League Matches

- a) For Online League games, Bust Rule is auto-calculated by the Online System.
- b) If only 1 team has min. 1 player who has 'bust', winning result, will be auto-reversed to the opposing team, with a score of "2-0".
- c) If both teams has one or more 'bust' player, the system will show that the match result is a "DRAW". Each team will need to do a bulls-up (any one of the 2 players), and winner of the bulls-up will be considered as winner of the 'DRAW' match, by using the "DEFAULT WIN" button provided. Manual coin flip to determine the team to go first on the "bulls-up".
- d) Bust Players can continue to play from the next part for the remaining games.
- e) Bust Point of 0.31 and above applies to all Divisions.

6.2 LEAGUE FINAL Matches

- a) During the league final, all matches are played outside the ONLINE League system.
- b) Bust Rule, hence, will be checked manually, using the TouchLive Machine.
- c) Players in the Final must ensure there is enough 1000 bananas in their League Card for used in TouchLive Rating check.
- d) All League Final Players' Card will be checked for 3 different numbers:
 - **“SDR”** - Start of Day Rating, i.e. the player’s start-of-day rating as shown in Touchlive. This rating is the rating read in the Darts Machine and does not throughout the whole day's matches.
 - **“GSR”** - Game Start Rating, i.e. the player’s Current Rating (see pic below) before a game starts, as shown in TouchLive;
 - **“GER”** - Game End Rating, i.e. the player’s Current Rating (see pic below) after a game ends, as shown in TouchLive.



- e) A Player "bust" and cannot play when:
 - **“SDR”** - Start of Day Rating, is lower than the End of League Rating as shown on the Online League Portal.
 - **“GSR”** - Game Start Rating, the first check on GSR is 1 point higher than the **“SDR”**.
 - **"GER"** - Game End Rating:
 - (i) After all the Round Robin, is 0.76 higher then the "GSR"; or
 - (ii) After each SKO match, is 0.31 and higher than the "GSR"

7. PLAYER ADDITION, REMOVAL AND TRANSFER

- a) All changes to Team Lineup is only allowed during the 2 Week Transfer Window Period. The exact dates will be announced during the start of league.
- b) All teams are allowed up to 2 changes (replacements or additions) during window period. All teams must not exceed 10 players at any point in time.
- c) Players are allowed to be transferred between divisions provided:
 - >Transfer cannot be within the same Division;
 - >Players rating must be within the respective Division's entry rating caps.
- d) Once a player is removed from a division, all previous game stats & awards will be forfeited.
- e) 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.
- f) Request form will be made available to captains, and also available for download on: <http://www.dartslive.com/sg/league>
- g) All captains will be informed if the change is approved and changes will take effect immediately upon approval.
- h) Individual players have final rights in transferring between teams, not the captains, and can do so by informing League Management in writing
- i) League Management shall make the final decision on approvals of any changes in team lineup.

8. MATCH RE-SCHEDULE

- a) Match re-schedule is allowed but must be arranged in advance, at least 3 working days before the actual match date.
- b) The re-scheduled match date must be before the original match date, not after.
- c) Both team captains & shop owner must agree to the re-schedule date & the team captain requesting for the re-schedule must inform the league master of the new date.
- d) Match venue cannot be changed (exception applies, see point 11 CHANGE OF MATCH VENUE/HOME SHOP)
- e) Re-schedule of match is strictly NOT ALLOWED on the last 2 matches (bye games not included) of the respective group.
- f) All teams are limited to a maximum of 2 Re-Schedules per season.

9. CHANGE OF MATCH VENUE/HOME SHOP

- a) Teams are STRICTLY not allowed to change their home shop during the League unless:
 - i. Home shop cease to operate. In this case, the home team can search and request for a change of new home shop.
 - ii. Home shop is under renovation. In this case, team can request for a temporary home shop, but must return to the shop once renovation is completed.
- b) For change of Match Venue for a night's game for other reasons, eg. Home Shop has private event:
 - Home Shop owner must notify Home Team Captain at least 7 working days in advance about the event; Home Shop if repeatedly fails to do so, despite warnings, may be ban as future league location;
 - Home team captain must decide to reschedule the match to another day or change venue and play the match as per schedule date;
 - Home team captain must seek approval from opposing Captain first, then inform League Master at least –
 - 7 working days in advance in decide to change venue (play on schedule date);
 - 3 working days in advance if decide to reschedule the match;
 - Failure of Home Team Captains to make alternative arrangements as mentioned above, will result in the night's game given a default 9-0 walkover to the advantage of the opposing teams.

10. LEAGUE PROGRESSION

League Progression is based on 2 results:

- a) *Online League Standing at the end of the league* -
Top teams of each group will be promoted 1 Division Up in the next Season;
- b) *League Division Final* -
Top Teams of each Division will be promoted 1 Division up in the next Season;
- c) Bottom teams in each group demote 1 division down in the next season;
- d) Other teams remain in the same division in the next season;
- e) Promoted teams are not allowed to reject promotion to the higher division.
- f) In the situation where the promoted team decided to reject the promotion and disband, all team players from such teams will be limited to play only in the promoted Division in the next season.
- g) League Management to decide on the number of teams based on the total size of the groups & divisions).
- h) League Management may request for changes to the number of top or bottom teams to promote/demote should the need arises. Selected teams cannot reject such requests.

11. MATCH FORFEITURES AND WALKOVER

- a) In a dispute situation, where a team forfeits, walkover or abandon a match without any valid (as deemed by League Master) reasons, the remaining un-played game(s) will be awarded to the opponent team as 2-0. Bonus points will be awarded to the winner.
- b) If an emergency develops during a match and the match have to be suspended, the home team captain must inform the League Master as soon as possible. The League Master will investigate and advise the teams of any decision.
- c) All league matches start at 8pm. Both teams should be present by that time to start the game.
- d) If a min. of 2 players per team are not present by 8.15pm but 1 player is present, then the team with insufficient players will lose the first single game. A grace period of 5-mins will be given for each subsequent game and if there are insufficient players to start subsequent games, each game is conceded with a 2-0 lost. This continues on until sufficient players are available to play a game or until all games have been "played".

Example:

8.15pm: The team with only 1 player will lose the 1st Single game and proceed on to wait for the remaining players to turn up.

8.20pm: The 2nd Game is lost again if the 2nd player does not turned up.

8.25pm: 2nd player turns up and the 3rd & 4th Games can proceed as normal.

e) All league matches begin at 8PM sharp. If a team has no players present by 8:30PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. Bonus points will be awarded to opposing team.

f) A "full" walkover is only given if none of the players of a team are present by 8.30pm. 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

*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organizer
 **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.

- g) 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. Only League Master can call for a walkover or a game forfeiture. No captain or player can unilaterally do so without the consensus of the league master.
- h) All entire MATCH forfeitures and walkovers must be approved verbally by League Master, before either team can leave the match venue. Forfeitures without approval are subject to penalty (as mentioned above).
- i) If a team is discovered to be intentionally losing their games to give advantage to the opponent team or to gain a preferential spot in ranking, the League Management will investigate the issue. If found guilty, the team will be disqualified from the league finals, regardless of positions.
- j) All entire MATCH Forfeitures and Walkovers must be approved verbally by League Master, before either team can leave the match venue. Forfeitures without approval are subject to penalty (as mentioned in point 13f)

12. DISQUALIFICATION / DROP OUT OF LEAGUE

- a) If a team is disqualified or drops out from the league, regardless of reason, all members in the team will be banned from all DARTSLIVE events & not entitled to any league prizes, awards or refunds for a period of 6 (six) months.
- b) All previous games played by that team will be voided (0-0). This will affect other teams rankings and may affect their standings.
- c) Disqualified team name and scores will still be visible in the league table, although ineffective.

13. GAME ACTIVATION & SEQUENCE OF PLAY

- a) All matches must be played in sequence as per each part, i.e. no skipping of matches. Each match must be determined with a winner before proceeding to the next.
- b) Any team player can activate the Online League Program for his/her own team by putting MEMBER CARD in the respective slots (i.e. Slot 1 & 2 for Home Team; Slot 3 & 4 for Visiting Team) & inserting the game credits for his/her team.
- c) For all divisions, "Bulls-Up" applies to all games, except for games with fixed number of rounds such as Count-Up, 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 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), the 1st step will determine who goes first.
- d) For Singles, the participating player will perform the bulls-up. For doubles or trios games, Captain can nominate any of the 2/3 participating players to perform the Bulls-Up
- e) Each player will throw until a dart sticks. If the 2nd player's (Player B) dart causes the 1st player's (Player A) dart to fall out of the board, a re-throw will be done in the reverse order, i.e. Player B go first, then Player A. (i.e. assume tie)
- f) If a tie exists, a re-throw by the same players will be made in reverse order of the previous Bulls-Up sequence, with the first 1 or 2 darts that have been thrown stays on the board.
- g) If both darts land on the Bull's Eye, a hole count from the centre hole of the bull will determine the winner of the Bulls-Up.
- h) If 1st player's dart landed on the center hole of the double bull, 1st player is to take out his dart and let 2nd player try. If 2nd player also throw onto center bull, refer to point 15f.

14. DART BOARD / TECHNICAL PROBLEMS

a) Scoring Mistakes

- i. The segment where a dart sticks establishes the score for that dart thrown. If machine displays a different score, teams must use the “Reverse-a-Round” feature to edit the score.
- ii. If the dart sticks but machines does not record score, teams must physically press the dart into the segment for the machine to register the score.
- iii. If a dart hits the board and immediately falls to the floor, the displayed score stands as it is, even if machine does not record any score.
- iv. In all situations where a player throws on a wrong turn, players must use “Reverse-a-round” to correct any score.

b) Internet Problem

i. Before Online League Game is Activated

- Shop will be given 30 minutes grace time to rectify the issue with ISP or DARTSLIVE Support;
- If internet can be rectified and up within 30 minutes, activate game as per normal.
- If internet cannot be rectified, the game will have to be started with manual scoresheet (note: manual scoresheet can obtain from shop owner, if not available, then download from www.dartslive.sg/league).
- Bust Rule does not apply in manual score sheet as both DARTSLIVE & Touchlive is unable to track rating since both machines are offline.

ii. **After Online game has been activated, eg. middle of matches**

- **DO NOT TURN OFF THE DARTS MACHINE**
- Take a Manual Score sheet to record now all the Results of each matches from Match 1;
- Inform shop owner about the internet problem immediately and ask shop owner to rectify issue with ISP or DARTSLIVE support;
- While the internet problem is being rectified, you can continue to play remaining game and record each match result on the manual score sheet;
- If the internet can be rectified before the 9th match is completed, all the results will be updated to the server accordingly.
- If NOT, both captains must sign the manual score sheet and home team captains have to fax the completed score sheet to DARTSLIVE immediately.

c) **MACHINE HANG or MALFUNCTION**

If the Darts machine hangs or malfunction (eg, color problem), in the middle of the game:-

- **TURN OFF & ON THE MACHINE;**
- If machine is ok after turn on, continue to play as follows. If machine still hang/malfunction after turned on, change to a new board and play as follows:-
 - >Press "P1" to restart the game;
 - >Re-slot both team players cards (players of the pending game);
 - >Continue with the game as shown on screen;

If no new board available, then change to manual score sheet system.

Please Take Note:-

The online system updates the server on a leg-by-leg basis, hence all un-completed games at the point the machine is being turn off & on, will not be considered and a new leg will have to be played accordingly as shown on the screen. Previous score will not be considered, regardless of the score results.

Note: Bust Rule and special award records do not apply to on games played when machine is OFFLINE and/or on manual score sheet.

15. BOARD ALLOCATIONS / USAGE LIMITATIONS

- a) Any boards not in use for the League Match are open and can be used by any members of the public.
- b) Team Players in an ongoing league game, cannot use any other boards to practice during games. Practising during breaks or in-between games are allowed.
- c) In a location with multiple boards, the management of the location will designate the boards for the league match, and the visiting teams will have the exclusive rights to their designated boards for the half hour before the scheduled starting time of the match.

16. PROTEST & PANEL OF JUDGES

- a) Team Captains can file requests, protests, and appeals on various situations, by writing in to League Master with the following:
 - i. Date, Time, & Location of Match
 - ii. Team Captain's Name
 - iii. Contact Number / Email
 - iv. Request / protest details
- b) League Master will review the case, and make a decision to reject/accept the request/protest accordingly:
 - i. If rejected, League Master's decision is final. No further appeals can be made.
 - ii. If accepted, case will be referred to the panel of judges.
- c) A "Panel of Judges" will be formed to handle protests & dispute. This 3-persons Panel will consist of:-
 - i. 1 location representative;
 - ii. 1 highest rated or most recognized/reputable player;
 - iii. League Master or DARTSLIVE management staff not involved in the league;
- d) A protest must be filed as soon as possible, within 3 calendar days from the match date in question.
- e) League Master will decide to accept or reject the filing of the protest/dispute case. In this situation, the League Master decision is final and no appeal can be made.
- f) A protest may not be accepted if the problem is based upon the irresponsibility of the protesting Captain - lack of knowledge of the rules or failure to seek League Master's advice.
- g) The decision of Panel of Judges is final; no appeal will be entertain thereafter.

17. DRESS CODE

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

18. 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) A player throws from behind the front edge of the throw line. There is no restriction on leaning but a player may not lunge when throwing their darts. A lunge is defined as a movement that creates the appearance of either foot crossing the throw line prior to the dart scoring.
- c) A player should not exceed 15 seconds between darts and the exchange of players should not exceed 30 seconds.
- d) All players should be at least 3 feet behind the throw line when a player is throwing.
- e) Players will begin each game with a proper introduction and a handshake with all players involved.
- f) There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.

- g) Coaching is part of the game. However, when a player is up and on the throw line, the said player can only be coached by his team-mates and not by the opposing team or supporters.
- h) A player, a team or their associated spectators may not behave in such a manner as to compromise the ability of the opposite team to concentrate on the match, eg. Barracking.
- i) No player will approach the throw line before the previous player has cleared the throwing area.
- j) The use of vulgar language demeans the sport, the location, the league and fellow players, and will not be tolerated.

19. GENERAL RULES & GUIDELINES

- a) The Dart is always right! The segment in which the dart hits or sticks establishes the score for that dart thrown. If a board displays a different score, use “Reverse-a-Round” to correct the score.
- b) All players are allowed a 6-darts warmup before commencing game
- c) For a thrown dart that sticks on the board but fails to score, the Opposing Team’s Captain will score that thrown dart manually by pressing on the segment in which the dart is stuck to.
- d) If a player scores on another player’s turn other than his/her own turn, use reverse-a-round to eliminate the incorrect score
- e) If a player scores on a teammate’s turn and the opponents throw and score before the error is noticed, the score stands. However, in the next round, the offending team will exchange the player who was skipped for the player who scored out of turn. After the correcting round, the offending team will return to the correct sequence of players.
- f) If, in the opinion of League Master, an emergency situation develops during a match, the match will be suspended. The un-played games in the said match will be awarded based upon the win percentage existing in the match at the point the match was terminated.

- g) All issues with regards to the current league must be conveyed directly to the League Master, and not through any DARTSLIVE staff.
- h) All communication with teams regarding league matters will be conducted with the Team Captain only.

Important Notes:

DARTSLIVE (S) PTE LTD reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of all DARTSLIVE SINGAPORE OFFICIAL LEAGUE.

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