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CAPTAIN NOTES

Dear Captains,

Thank you for taking up the position and responsibility for your team in this new Season 9. Below are some regular issues for you to take note. Please refer to ONLINE Rule Book for complete information and any issues related to Super League Season 9 (www.dartslive.sg/league).

Good Luck & Good Darts!!!

1. League Dates

League Dates				
1st Match	Mon, 2 Feb 15	Tue, 3 Feb 15	Wed, 4 Feb 15	Wed, 4 Feb 15
Last Match	Mon, 18 May 15	Tue, 19 May 15	Wed, 20 May 15	Wed, 20 May 15
Window Period	11am, 18 Mar - 6pm, 03 Apr 2015		11am, 19 Mar - 6pm, 31 Mar 15	
Season Break	n.a.	n.a.	Group of 6 only	n.a.
CNY Break	16 Feb 2015 to 25 Feb 2015			
League Final	30 or 31 May 15	30 or 31 May 15	6 or 7 Jun 15	6 or 7 Jun 15

2. Carlsberg Beer

- Mandatory 1st Bucket of 8 bottles at special price of S\$60;
- Bucket must be served on table before Match Activation;
- Walk-over can be called on team which did not order the bucket before game start;
- Home shop will be replaced if do not assure sufficient stock for league matches;

3. Online League Standing Results

- Top 4 teams of each group (all Division) will progress to the Final;
- Group Champion advantage progress to SKO immediately;
- Group & Division Champion promoted to upper Division in the next season, except for S1 as there is no Premier Division.

Please refer to Clause 3 of ONLINE Rule Book for more information on League Standing.



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4. Handicap

Handicap applies to Division S2, S3 & S4 only. No Handicap for S1.

5. Bust Rule

5.1 Throughout Online League Matches

- (a) Bust Rule of 0.31 applies to all Division for the Online Matches.
- (b) If 1 team has a bust player and win, the win is reversed to the opposing team with the score of 2-0.
- (c) If both teams has a bust player, the screen will show the result as DRAW. BULLS UP to determine the winner. Manual coin flip to determine which team to go first on the BULLS UP.
- (d) Use the "Default Win" to select the winner of the BULLS-UP. Score will be awarded as 2-0.

Please refer to Clause 6 of ONLINE Rule Book for more information on Bust Rule.

5.2 DURING 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 than the "GSR"; or
 - (ii) After each SKO match, is 0.31 and higher than the "GSR"

6. DARTSLIVE CARD Replacement

- (a) Please ensure that all your players keeps a record of their login PIN no. for their DARTSLIVE CARD used for the League.
- (b) PIN No. is required in order to transfer data from lost card to a new card. Note that new card cannot be pre-registered or used before, in order for data to be transferred successfully.
- (c) If lost card data cannot be transferred to a new card, the player cannot continue in the league and has to be removed. No replacement player will be allowed for such cases.

Please refer to Clause 2 of ONLINE Rule book for more information on DARTSLIVE CARD.

7. Replacement & Additional Players

- (a) Replacement and/or adding Players can only be done during the specified period for each division (refer to table above).
- (b) Replacement or changes of players outside the Window Period will not allowed.

Please refer to Clause 7 of ONLINE Rule book for more information.



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8. Match Re-Schedule ("Roll-Off")

- (a) Each team is allowed maximum 2 re-schedule of matches per season.
- (b) STRICTLY No Re-schedule on the last 2 matches (excluding bye games) of the group.
- (c) Re-scheduled matches can only be played before the original match date, not after.

Please refer to Clause 8 of ONLINE Rule book for more information.

9. Match Forfeiture & Walk-Over

- (a) Walk-Over Penalty will be imposed for the first 3 offence of S\$100 / S\$200 & S\$200 respectively.
- (b) Team will be disqualified on the 3rd walk-over and loses all winning for the season.
- (c) Players from disqualified team will be forbidden to participate in the same league for the next season.

Please refer to Clause 11 of ONLINE Rule book for more information.



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PRIZES

In view of the increased in teams comparing to our projection, we are now pleased to announced that :

- ALL DIVISION CASH PRIZES is UP by **20%**
- Cash & Medal for more positions (up to Top 32 in SKO);

DIVISION PRIZES (League Final Results)				
Position				
Division 1st	\$1,400 \$1,680	\$1,300 \$1,560	\$1,200 \$1,440	\$1,000 \$1,200
Division 2nd	\$ 700 \$ 840	\$ 650 \$ 780	\$ 600 \$ 720	\$ 500 \$ 600
Division Joint 3rd	\$ 450 \$ 540	\$ 400 \$ 480	\$ 350 \$ 420	\$ 300 \$ 360
Division Top 8	\$ 180 <i>(new)</i>	\$180 <i>(new)</i>	\$ 150 \$ 180	\$ 100 \$ 180
Division Top 16	-	-	\$ 120 <i>(new)</i>	\$ 120 <i>(new)</i>
Division Top 32	-	-	\$ 80 <i>(new)</i>	-
<i>SL Trophies for Top 3 Position & Medals for Top 8 - Top 16</i>				
<i>\$150 Cash & Medals for all Group Champions</i>				



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SPECIAL AWARD PRIZES



Award Patches

Award Type	DARTSLIVE Rating Group (Rating based on league end rating)			
	Rating 1-5.99	Rating 6-9.99	Rating 10-14.99	Rating 15-18
HAT TRICK	3	10	20	30
HIGH TON	1	1	1	3
TON 80	1	1	1	2
3 IN A BED	1	2	3	4
WHITE HORSE	1	1	1	3
3 IN THE BLACK	1	1	1	1

OTHER PRIZES

Category		Trophy
	Most Improved Player	Trophy
	Best Rookie	Trophy



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MATCH FORMAT

 (66 Credits) NO HANDICAP Freeze 701 - Dbl-in/out, Split Bull) Normal X01 - Open in, Master Out.		
Part	Match Format	Team Rating
1	Singles: 501-CRI-501	n.a.
	Singles: 701-CRI-701	
	Singles: 701-701-701	
	Singles: 701-CRI-Choice	
2	Doubles : 701-701-701 (Fz)	n.a.
	Doubles: 701-CRI-701	
3	Doubles: CRI-CRI-CRI	n.a.
	Doubles: CRI-CRI-CRI	
4	TRIOS: 901-CRI-Choice	n.a.

 (66 Credits) HANDICAP Normal X01 - Open in, Master Out.		
Part	Match Format	Team Rating
1	Singles: 501-501-501	n.a.
	Singles: 701-701-701	
	Singles: 501-CRI-501	
	Singles: CRI-CRI-CRI	
2	Doubles : 901-901-901	n.a.
	Doubles: 701-CRI-701	
3	Doubles: 701-CRI-Choice	n.a.
	Doubles: CRI-CRI-CRI	
4	TRIOS: 901-CRI-Choice	n.a.

  (58 Credits) HANDICAP APPLIES Normal X01 - Open in / Out		
Part	Match Format	Team Rating
1	Singles: 301-301-301	n.a.
	Singles: 501-501-501	
	Singles: 701-701-701	
2	Singles: 301-CRI-301	n.a.
	Doubles : 501-CRI-501	
3	Doubles: 701-CRI-701	n.a.
	Doubles: 501-CRI-Choice	
4	Doubles: 701-CRI-Choice	n.a.
	TRIOS: 901-CRI-Choice	