

SUPER LEAGUE

HANDBOOK

SEASON VI, 2013



SUPER LEAGUE

SEASON VI

made in DARTSLIVE



DARTSLIVE2

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

DARTSLIVE

SUPER LEAGUE

Season VI 2013
Singapore
Handbook Version 6.1

Organizer

DARTSLIVE SINGAPORE PTE LTD

Registered Office

27 Mohamed Sultan Road #02-00
Singapore 238971

Telephone

+65 6737 3162

Fax

+65 6735 1381

Website

<http://league.dartslive.sg>

<http://www.dartslive.com/sg>

Published by DARTSLIVE SINGAPORE PTE LTD

Copyright © 2013 DARTSLIVE (S) Pte Ltd. No parts thereof may be reproduced without written permission.

SUPER LEAGUE MANAGEMENT

Administrator
+65 96555642
admin@dartslive.sg

League Master
Bryan Liu
+65 83397464
bryan.liu@dartslive.sg

Advisory Board
Annie Teo
Simon Khor

Foreword

The *SUPER LEAGUE MANAGEMENT* sets out to run this league to the highest possible standards and with integrity.

We are determined at all times to:

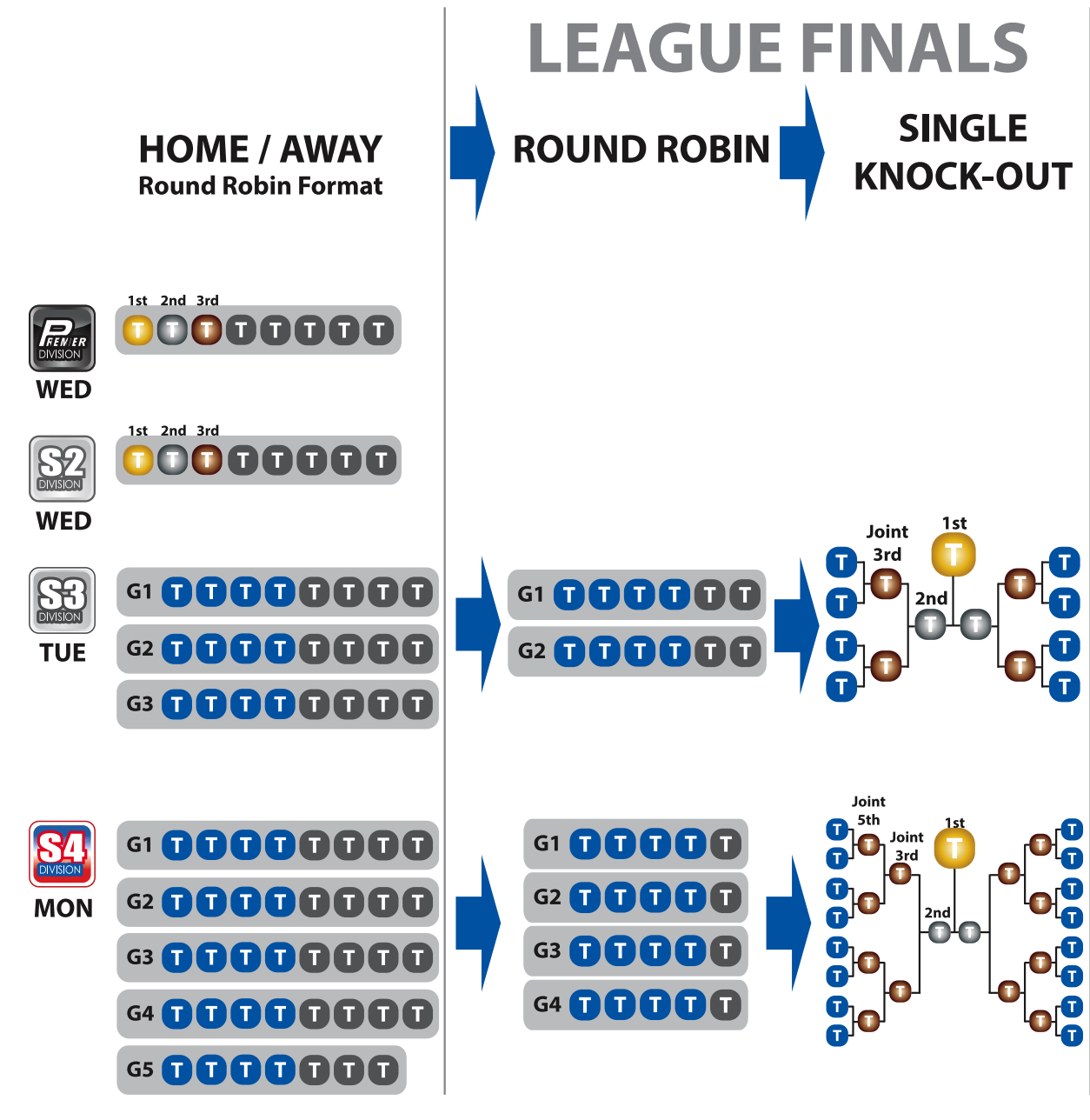
- Maintain a handbook which is comprehensive, relevant and up-to-date.
- Adopt procedures which are professional, fair, realistic and objective.
- Secure the monitoring of and compliance with the rules at all times.

CONTENTS

LEAGUE STRUCTURE	4
PROGRESSION & DIVISION LIMITATIONS	5
PRIZES & AWARDS	6
GAMEPLAY RULES	
1. Match Format	7
2. Standings and Results	8
3. BULLS-UP (Determining Sequence of Play)	8
4. Handicap	8
5. DARTSLIVE Rating Calculations	9
6. Bust Rule	9
7. Tie Situations	9
8. Match Forfeitures & Walkover	9,10
9. Technical / Network Problems	10
10. League Etiquette & Sportsmanship	10,11
11. Board Allocations / Usage Limitations	11
GENERAL RULES & REGULATION	
12. Participation Criteria	12
13. Dress Code	12
14. DARTSLIVE CARD	12
15. Player Addition, Removal, Transfer / TRANSFER WINDOW	13
16. Match Re-schedule	13
17. Change of Home Shop	13
18. Disqualification / Dropping out of league	13
19. Requests, Protests, Appeals	14

LEAGUE STRUCTURE

Teams are divided into 4 divisions (based on standard), and then drawn into groups. They will then qualify for the **League Finals**, which will determine their overall position in their division.



Super League Cup is a Standalone Single Knock-out tournament. Teams are not split between divisions, and handicap is applied throughout. Matches are played across the duration of the Super League season.

*Above chart is for illustration purposes only. No. of teams / groups will differ from Season to Season.

PROGRESSION & DIVISION LIMITATIONS


S4 Division -	Players' Rating must be below 9.99. If a new team has a player who is above 9.99, the entire team will be automatically promoted to S3.
S3 Division -	No Limit
S2 Division -	Maximum 12.99
Premier Division -	13 and above. All players 13 and above can only join Premier Division.


Note: All ratings are taken at point of registration, and end of league season. Player who's ratings fluctuates below or above limits during the season are not counted.


- a. Every new team in the league starts from S4 Division, and will be promoted upwards (or downwards) to S3, S2, and finally Premier Division, depending on standings and rankings at the end of league.
- b. Due to the unpredictable number of teams added or removed at the end of every season, each season will have a different number of teams being promoted and demoted.
- c. Progression chart will be released before the start of every season.
- d. If a team rejects a promotion, all players in that team can only join the next season in the promoted division, or higher. This rule lasts one league season. After that, those players are free to join in any division again.

PRIZES & AWARDS

	Group Ranking Position	PREMIER	S2	S3	S4
	Group Champion	-	S\$150	S\$150	S\$150
		PLUS Medals			
	DIVISION Champion	S\$1,500	S\$1,300	S\$1,200	S\$1,000
	DIVISION 2nd	S\$750	S\$650	S\$600	S\$500
	DIVISION 3RD//JOINT 3RD	S\$450	S\$400	S\$350	S\$300
	DIVISION JOINT 5th	-	- Applicable if >16 teams in Division SKO		
	PLUS 1 Shop Trophy & Players Trophies				

	Champion	Return Air Fare + 3 Nights Hotel + THE WORLD ENTRY + Medal
	2nd Place	3 Nights Hotel + THE WORLD ENTRY + Medal
	White Horse Master	S\$100 + Trophy
	Hat Trick Master	S\$100 + Trophy

	Champion:	S\$1,000	1 Trophy + Medals
	2nd Place:	S\$600	1 Trophy + Medals
	Joint 3rd:	S\$300	1 Trophy + Medals

	Award Pin Type	DARTSLIVE Rating (at end of league)			
		1 - 5.99	6 - 9.99	10 - 14.99	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


TouchLive TEAM RANKING! Play TouchLive and earn points for your team to win the cash prize!	Ranking	Amount
	1st Place:	S\$300
	2nd Place:	S\$200
	3rd, 5th, 7th, 9th:	S\$100 each


More info at: <http://www.dartslive.com/sg/campaign/entry10647.html>


BEST JERSEY DESIGN	Voted by panel of judges at Super League Fiesta	S\$500
---------------------------	--	--------


GAMEPLAY RULES

1. MATCH FORMATS

DIV	Part	Match Format	Rating Limit	
	1	Singles 701-Crk-701	-	
		Doubles 901-Crk-901	-	
	2	Singles ShootOut X 3	-	
		Doubles Crk-Crk-Crk	-	
	3	Singles 701-Crk-Choice	-	
		Doubles Half-It X 3	-	
	4	TRIOS 1101-Crk-Choice	-	
	OPEN IN / MASTER OUT			

DIV	Part	Match Format	Rating Limit
	1	Singles 501-501-501	12
		Doubles 701-701-701	22
		Doubles 901-901-901	24
	2	Singles ShootOut X 3	13
		Doubles 701-Crk-701	22
		Doubles Half-It X 3	24
	3	Singles 501-Crk-Choice	13
		Doubles 701-Crk-Choice	24
	4	TRIOS 901-Crk-Choice	36
	OPEN IN / MASTER OUT		

DIV	Part	Match Format	Rating Limit
	1	Singles 301-301-301	10
		Doubles 501-501-501	18
		Doubles 701-701-701	20
	2	Singles 301-Crk-301	10
		Doubles 501-Crk-501	20
		Doubles 701-Crk-701	22
	3	Singles 301-Crk-Choice	12
		Doubles 501-Crk-Choice	22
	4	TRIOS 901-Crk-Choice	34
	OPEN IN / OPEN OUT		

DIV	Part	Match Format	Rating Limit
	1	Singles 301-301-301	7
		Doubles 501-501-501	16
		Doubles 701-701-701	18
	2	Singles 301-Crk-301	9
		Doubles 501-Crk-501	16
		Doubles 701-Crk-701	18
	3	Singles 301-Crk-Choice	9
		Doubles 501-Crk-Choice	18
	4	TRIOS 901-Crk-Choice	27
	OPEN IN / OPEN OUT		

- Each player can only play once in each part.
- Combined rating of players cannot exceed Rating Limit.
- Rating Limit is calculated **without** decimal points, as displayed on League Menu screen.

2. STANDINGS & RESULTS

- a. League Standing is based on total **GAMES** (5-4, 6-3, etc.) **won** only:
- b. For each **MATCH** (one night) win, team is awarded **2 bonus GAME points**.

Example of GROUP standing after 1 MATCH:

GROUP 1	Games Won	Games Lost	Bonus Points	Total	Position
Team 1	5	4	2	7	2nd
Team 2	9	0	2	11	1st
Team 3	4	5	0	4	3rd

- c. Total number of points at the end of the Season will determine standings & rankings.
- d. All results and standings are updated in **REAL-TIME** on <http://league.dartslive.sg>

3. BULLS-UP (DETERMINING SEQUENCE OF PLAY)

- a. BULLS-UP is used to decide which player goes first in every GAME. Only one player from both teams will be required to BULLS-UP.
- b. In doubles / trios, any player in that current GAME can BULLS-UP.
- c. Process:
 - i. Machine Coin-flip. Winner of Coin-flip will BULLS-UP first.
 - ii. **One** member of each team of coin flip will throw **one** dart as close to centre of bull as possible.
 - iii. Closest dart to the centre hole of bull will start first.
- d. If both player's darts land equally close to the centre of bull, the process is repeated with the **last** player going first this time round until a winner is chosen.
- e. If the first player's dart lands directly in the centre hole, that player's dart must be removed before the next player can BULLS-UP. If 2nd player matches this, process is repeated with the **last** player going first this time round until a winner is chosen.
- f. If a dart hits the board but bounces out, player has to re-throw.
- g. If a dart hits an opponent dart out of the board, opponent has to re-throw.

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 league system.
- c. Handicap applies across S4, S3, & S2 Divisions.

5. DARTSLIVE RATING CALCULATIONS

- a. Once registered for the league, a single card will have 2 separate ratings - Casual & League.
- b. League Games affect Casual Game ratings, but Casual Games do not affect League Rating.
- c. Although rating fluctuates during MATCHES in a single night, rating based on rating at the start of the night, throughout each GAME. For example:

Start of night rating	: 5.9
After Match 1	: 5.9 -> 6.1
Match 2 Start	: 5.9. Rating & Handicap is still given based on Rating 5.

- d. Captains have to ensure that there are enough players to meet the rating limit of each match. If not, the team will concede that match and lose **1 MATCH point**.
- e. If both teams do not have enough players to meet the rating limit of a match, the result will be 0-0. Captains will choose any winner in the league screen, and then inform the SUPER LEAGUE Administrator of amendments the next day.

6. BUST RULE

- a. To prevent sandbagging, a bust rule is enforced.
- b. If a player's rating increases by more than **0.36** in a GAME, he/she will be notified on-screen immediately after that GAME.
- c. A bust player will lose the GAME, and can continue in any remaining games in that MATCH.
- d. If both team has bust players (regardless of number), the default result of that match is valid and points will be awarded accordingly to winning team.
- e. Bust rule of **0.36** applies across Divisions S2, S3, S4.

7. TIE SITUATIONS

- a. LEG Ties during gameplay
 - If a tie occurs in a leg ('x01', Cricket, ShootOut, or Half-it, ends with same score), a Bulls-up will determine the winner.
 - Home team goes first in the Bulls-up.
 - After winner is decided, teams are to select the respective winner on-screen.
 - If a tie occurs in *Super League Cup* game, teams must replay the tied game, with a coin toss to decide which team to Bulls-up first.
- b. GAME Points Ties (End of Group Round Robin)
 - Two-way Tie:
 - i. Head-to-head Total GAME Points. If still tied,
 - ii. Head-to-head LEG points. If still tied,
 - iii. No tie breaker. Both teams will share all progressions, and prizes.
 - Three-way (or more) Tie:
 - i. All teams put in individual Round-Robin Bracket, then compare total GAME points. If still tied,
 - ii. Head-to-head LEG points.

8. GAME / MATCH FORFEITURES & WALKOVER

Single GAME

- a. A team has to forfeit a GAME if:
 - the team is unable to field a lineup within the game rating limit; or
 - the team does not have enough players to play all the games.

In this case, opponent team will be awarded **1 GAME point**, and does not have to use up any players to be awarded that win.

Entire MATCH

- a. When a team forfeits a match regardless of any reason, **1 GAME point** will be awarded to opponent team for all remaining unplayed GAMES. No bonus points are awarded to either team.
- b. 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. No bonus points are awarded to either team.
- c. A **penalty** will be given for match forfeitures:
 - 1st Strike: S\$100. (\$50 to League Venue, \$50 to *Organizer*)
 - 2nd Strike: S\$200. (\$100 to League Venue, \$100 to *Organizer*)
 - 3rd Strike: S\$200. (\$100 to League Venue, \$100 to *Organizer*, plus immediate disqualification from the League, and banning of all players in joining following league season.
 - 100% of the penalty will be paid by Home Shop, directly to *Organizer*.
- d. 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).

9. TECHNICAL / NETWORK PROBLEMS

Network Problems

- a. If a network problem occurs in the middle of a MATCH, teams must continue to play, and record the scores using manual scoresheets, and fax / email the result over to *League Management*. Scoresheets are available in this book, or download.
- b. If a network problem occurs before the game starts, Teams will not be able to select the League Menu. In this case, teams can use an alternative board in the same venue to commence.
- c. If there is no alternative board:
 - Team Captain is to contact *Administrator* immediately. A 30mins delay will be allowed for a service response. If network is still down, MATCH will be postponed to another date, either **1 or 2 days later, at the same venue.**
 - Both Captains are to immediately agree on the postponed date, and inform *Administrator* immediately.

Scoring Mistakes

- a. 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.
- b. If the dart sticks but machine does not record score, teams must physically press the dart into the segment for the machine to register the score.
- c. 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.
- d. In all situations where a player throws on a wrong turn, players must use "Reverse-a-round" to correct any score, whenever allowed by the machine.

10. LEAGUE ETIQUETTE & SPORTSMANSHIP

- a. All players are allowed a 6 darts warmup before commencing games.

- b. A player may throw from behind the edge of the throw line. There is no restriction on leaning, but no lunging is allowed. A lunge is defined as a movement of either foot over the line, in between the time of release of a dart and scoring.
- c. A player should not exceed **30secs** in between each dart thrown, and 30secs between each player change.
- d. All other players should be behind the throw line, and 3 feet away from the throwing player.
- e. Players can verbally coach each other, but not the opponent players.
- f. Barracking, demeaning, and insulting is not accepted. Victims can write a complaint to *League Management* to report situations, and the other party can be given a warning. *League Management* also reserves the right to ban any team if problem persists after warning.
- g. Players in an ongoing league game, cannot use any other boards to warm-up in between turns.
- h. Teams cannot use any of the above as reasons to forfeit matches, unless *League Master* calls for it.

11. BOARD ALLOCATIONS / USAGE LIMITATIONS

- a. MATCH venue management reserves the right to allocate boards for league matches.
- b. Any other boards not in use for the league MATCH, can be used by other team members **not in the current game**, or members of the public.
- c. Players in an ongoing league game, cannot use any other boards to practice in between turns.

GENERAL RULES

12. PARTICIPATION CRITERIA

- a. Shop Owner must agree to accept the league team as its home team.
- b. Players must possess a valid DARTSLIVE MEMBERS CARD.
- c. Players must be residing and/or working in Singapore with a valid work permit / pass.
- d. Players must be 16 years of age and above.
- e. Minimum of 5 players, maximum 10 players per team.
- f. Minimum purchase of 1 bucket of *Carlsberg* beer at S\$45 nett per team, per match night. All teams have the right to call for a walkover, in the case of opponent team not purchasing a bucket, or league venue not having sufficient stock of *Carlsberg* beer. In the second case, visiting team has the right to call for a walkover.
- g. League Shops must serve the first bucket of Carlsberg beer before match starts.
- h. For shops with Carlsberg tap, teams can choose to order Carlsberg jugs or towers, above S\$45.
- i. Some league venues might have an age limit above 18 years of age. Joining the Super League does not give any player a legal license to bypass any rules & regulations set by respective venues.

13. DRESS CODE

- a. Men:
 - Long Pants/Jeans, or 3/4 pants (below knee), with covered shoes
 - No slippers, singlets, or shorts
- b. Ladies:
 - Sandals are allowed (must have a strap around the ankle)
 - No Slippers

14. DARTSLIVE CARD

- a. Players can use **1** valid DARTSLIVE CARD to register for the league.
- b. Definition of a valid DARTSLIVE CARD:
 - Has a valid DARTSLIVE Rating (as shown in DL2)
 - It is within the validity period (players can obtain a FREE 90-DAYS EXTENSION PASS at all DARTSLIVE shops)
- c. Players must remember their 16-digit Card No. & Login PIN, to transfer data in case of misplaced/lost card. In this case:
 - League System will only accept new replacement card which data has been transferred to.
 - All card transfers must be done **before** entering League Menu on DL2. Players might not be able to play with new card if card transfer is done after entering League Menu.
 - Lost/misused card will be deactivated and cannot be used anymore.
 - If players are unable to transfer data after misplacement/lost of card, they are unable to continue with the league season.
 - All players must inform *League Management* on updated card ID upon successful transfer.
- d. Vulgarities, sexist, humiliating, racist, insulting, offensive words are not allowed for Card Names or Catch Phrases.
- e. *League Management* reserves the right to make amendments without prior notice.

15. PLAYER ADDITION, REMOVAL, TRANSFER / TRANSFER WINDOW

- a. All changes to Team Lineup is only allowed during the 2 Week Transfer Window. (Season 6 - 19/8/2013 to 2/9/2013)
- b. Teams with 10 players before the window period opens are only allowed 2 replacements.
- c. Teams with less than 10 players are allowed unlimited transfers, as long as they maintain 5 players from originally registered team.
- d. Players are allowed to be transferred between divisions, provided their ratings (at point of transfer) qualify for the respective Division caps. Please see pg.5 *PROGRESSION AND DIVISION LIMITATIONS*.
- e. Once a player is transferred, all previous game stats & awards will be forfeited, including TouchLive Ranking game scores.
- f. Team Captain must submit the request form via fax or email to *Administrator*, for any changes.
- g. Request form will be made available to captains, and also available for download on:
<http://www.dartslive.com/sg/league>
- h. All Captains will be informed of change approvals, and changes will take effect immediately upon approval.
- i. All players has final rights in transferring teams, and can do so by informing *League Management* in writing.
- j. *Super League Management* reserves the right on any final decision made to all changes in team lineup.

16. MATCH RE-SCHEDULE

- a. Match re-schedule can only be made in advance, **3 working days** before the match date.
- b. Re-scheduled match date must be played **before** the original match date, and not after.
- c. Match venue cannot be changed.
- d. Once both team captains & shop in-charge have agreed on the re-scheduled date, *Administrator* must be informed via SMS, or phone.
- e. Re-schedule of matches is not allowed once 80% (after 15/9/2013) of matches in the respective groups have been played.
- f. All teams are limited to only 2 Re-Schedule per season.

17. CHANGE OF HOME SHOP

- a. Teams cannot change their home shop once league has started. Unless, home shop:
 - ceases to operate. In this case, team can request for a new home shop.
 - is under renovation. In this case, team can request for temporary home shop, but must return to previous shop once renovation is completed.
- b. *League Master* and Home Shop must agree to the change for it to take effect.
- c. Team Captain must contact *League Master* to request changes **7 days** in advance. If not, games which fall within this period will be a default 9-0 walkover to opponent teams advantage.

18. DISQUALIFICATION & DROPPING 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 all other teams, and might affect their standings.
- c. Disqualified team name and scores will still be visible in the league table, although ineffective.

19. REQUESTS, PROTESTS, APPEALS

- a. Teams captains must protest or give notice of any discrepancy on the spot, based on rules in this handbook.
- b. Once the game (or leg) is completed, any protest will not be taken into consideration.
- c. Important Note: A protest may not be accepted if the problem is based on irresponsibility of protesting Team Captain, lack of knowledge of the rules, or failure to seek *League Master's* advice prior to case.

LEAGUE MANAGEMENT reserves the right to negate or modify any rule contained herein when it is necessary.