SUPER LEAGUE

HANDBOOK
SEASON 7, 2014

SUPER LEAGUE
SINGAPORE
made in DARTSLIVE
SEASON 7

DARTSLIVE2

http://www.dartslive.jp/
DARTSLIVE MEMBERS' CARD

DARTSLIVE

SUPER LEAGUE RULE BOOK
Season VII, 2014

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Notes:-
All forms such as Application for Change, Manual Scoresheet, SL Cup Scoresheet, are available in every Home Shop and DARTSLIVE Office website.

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1. PRIZES AND AWARDS

a) Prizes will be given out Super League FIESTA 7 only;
b) Prizes are GUARANTEED regardless of no. of teams in each Division.

SUPER LEAGUE ONLINE RANKING (GUARANTEED)			
Position	S2 DIVISION	S3 DIVISION	S4 DIVISION
Group Champion	**$150.00** plus Medals		
Group 1st - 4th	Progress to Division FINAL		

SUPER LEAGUE DIVISION FINAL (GUARANTEED)					
Position	PREMIER DIVISION	S2 DIVISION	S3 DIVISION	S4 DIVISION	SUPER LEAGUE CUP
DIVISION 1st	S$1,500	S$1,300	S$1,200	S$1,000	S$1,000
DIVISION 2nd	S$ 750	S$ 650	S$ 600	S$ 500	600.00
DIVISION Joint 3RD	S$ 450	S$ 400	S$ 350	S$ 300	300.00
DIVISION Joint 5th	n.a	n.a	n.a	S$150.00	n.a.
DIVISION Joint 9th	n.a.	n.a.	n.a.	Medals	n.a.
	Trophies for 1st, 2nd & Jt. 3rd / Medals for Jt. 5th & Jt. 9th				

PREMIER DIVISION

PREMIER DIVISION	GRAND MASTER CUP	**Champion** Return Air-Fare +3 Nights Hotel (twin-sharing) + THE WORLD Entry in Hong Kong + Medal **2nd Place** 3 Nights Hotel (twin-sharing) + THE WORLD Entry in Hong Kong + Medal
		White Horse Master $100.00 with trophy
		Hat Trick Master $100.00 with trophy

SPECIAL AWARD PRIZES

Award Patches	Award Type	DARTSLIVE Rating Group (Rating based on league end rating)			
		MR1-5.99	MR6-9.99	MR10-14.99	MR15-18
	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 SUPER LEAGUE RANKING

	Ranking Position	Amount
	1st Place	S$300
	2nd Place	S$200
	3rd, 5th, 7th, 9th Places	S$100

OTHER PRIZES

Category		Trophy
Best Team Jersey Design		$500.00
	Most Improved Player	Trophy
	Best Rookie	Trophy

2. GAME FORMAT

Part	Match Format	Team Rating
1	Doubles 701-701-701 (Freeze, Dbl-in/out, split B)	n.a.
	Doubles 701-Crk-Ch	n.a.
2	Singles Shootout x 3	n.a.
	Singles 701-Crk-701	n.a.
	Singles 701-Crk-Ch	n.a.
	Singles Crk-Crk-Crk	n.a.
3	Doubles Half-it x 3	n.a.
	Doubles Crk-Crk-Crk	n.a.
4	TRIOS 1101-Crk-Ch	n.a.

No Handicap.
Freeze 701 - Dbl-in/out, Split Bull)
Normal X01 - Single in, Master out.

Part	Match Format	Team Rating
1	Singles 501-501-501	10
	Doubles 701-701-701	20
	Doubles 901-901-901	22
2	Singles Shoot Out x3	12
	Doubles 701-Crk-701	22
	Doubles Half-It x3	24
3	Singles 501-Crk-Ch	13
	Doubles 701-Crk-Ch	24
4	TRIOS 901-Crk-Ch	34

S2 DIVISION
Max rating: 12.99
Open In/ Master Out
Handicap applies

Part	Match Format	Team Rating
1	Singles 301-301-301	8
	Doubles 501-501-501	15
2	Doubles 701-701-701	16
	Singles 301-Crk-301	9
	Doubles 501-Crk-501	16
	Doubles 701-Crk-701	17
3	Singles 301-Crk-Ch	12
	Doubles 501-Crk-Ch	20
4	TRIOS 901-Crk-Ch	30

S3 DIVISION
Max rating: 12.99
Open In/ Open Out
Handicap applies

Part	Match Format	Team Rating
1	Singles 301-301-301	6
	Doubles 501-501-501	13
	Doubles 701-701-701	15
2	Singles 301-Crk-301	7
	Doubles 501-Crk-501	13
	Doubles 701-Crk-701	15
3	Singles 301-Crk-Ch	9
	Doubles 501-Crk-Ch	16
4	TRIOS 901-Crk-Ch	22

S4 DIVISION
Max rating: 8.99
Open In/ Open Out
Handicap applies

c) Each player can only play once in each part.
d) Combined rating of players cannot exceed Rating Limit
e) Rating Limit is calculated without decimal points, as displayed on League Menu screen.
f) If a tie occurs in a single leg ('x01', Cricket or Count-up ends with same score), a Bulls-up will determine the winner.
   i. Home team goes first in the Bulls-up. The same rules for bulls-up applies here.
   ii. After winner has been decided, teams are to select the respective winner on-screen.

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 2 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	Position
Team 1	5	4	2	7	2nd
Team 2	9	0	2	11	1st
Team 3	4	5	0	4	3rd
Team 4	0	9	0	0	4th

c) Total number of points at the end of the Season will determine their rankings. For divisions with multiple groups, group champions will be seeded and an advantage of 2 leg points 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 a TIE still exists on the total points for 2 or more teams within the same group, we will compare the points using the games (home and away) played between tied teams and rank them accordingly.

Example:
Team A and Team B are both tied with 40 points each at the end of the league.
We consider the 2 games where Team A played against Team B.
Team A (home) vs Team B (away): 6-3
Team B (home) vs Team A (away): 5-4

Team A points from these 2 games = 6 + 4 + 2 bonus points = 12
Team B points from these 2 games = 5 + 3 + 2 bonus points = 10
As such, Team A will be ranked higher than Team B

f) If there is still a tie, the same teams will be ranked using the highest legs points (2-0 or 2-1).

g) If still tied, then a re-match will be arranged for the tied teams, to be played at a neutral home assigned by League Master to determine their final league standing positions. The game will use a manual score sheet of same game format of the division, played manually.

4. 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) Min. purchase of one bucket of Carlsberg beer at $45 nett per team per match night is mandatory. For Home Shop with Carlsberg tap, can be replaced with min. spending of $45.00 for any Carlsberg product, such as Tower.

h) Any team have the right to call for a walkover, in case opponent do 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 $45 or above

j) Some league venues may have an age limit above 18 years of age. Joining the Super League does not give the underage player a "legal" license to bypass any house rules or regulations set by respective venues.

5. DARTSLIVE CARD

a) Players without a valid DARTSLIVE Card cannot register for the league.

b) Definition of a valid DARTSLIVE Card:-
   i. It has a valid rating & flight (as shown in DL2).
   ii. It is within the validity period (please extend with FREE 90-DAYS PASS available at all shops).

c) Team players must always use the same DARTSLIVE CARD as registered for the league.

d) It is mandatory for all League players to note down their 16-digit Card No. & login PIN as in case they lose their card, they must transfer old card data into a brand new card, inform league adminstration, 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 any 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 must use the same card for all official league (SUPER LEAGUE, SUPER 2, etc) games.

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 & ban rules apply.

6.   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, where applicable.

d) Handicap applies across S4, S3, & S2 Divisions. No handicap for Premier Division.

7.   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 Organizer discovers a player has been playing with a rating that is drastically different than his true rating, the player may be immediately disqualified and banned from playing in the following league season. All winning games played by this player will be reversed-win in favour of the opponent.

8.   MATCH RATING LIMITS

a)   Only online league games are used to calculate the league rating, i.e. casual games are not included for league rating calculations.

b)   Player's Start Rating used in each match, for the current night, is the rating achieved in previous week's league played. eg.

   Week 1:   Rating achieved is 5.75
   Week 2, Match 1 - 9:   All games start rating = 5.75
                                 Handicap will be based on Rating 5

c)   Calculation of Match Rating limits for all matches does not include decimal points.

d)   Captains have to ensure that there are enough valid players to meet the rating limit of the match to be played.

e)   If a team does not have sufficient players to meet the required match rating limit, the team will concede that game and lose 2-0.

f)   If both teams do not have sufficient players to meet the required match rating limit, call League Master for an alternative solution.

9.   BUST RULE

a)   For Online League games, Bust Rule is auto-calculated by the Online System.

DIVISION	Bust Limit
PREMIER	n.a.
S2	0.36
S3	0.36
S4	0.36

b)   For all online games, "Bust Player" can continue to play in the next section for the night.

c)   For all games played using manual score sheets (including Super League Cup), "Bust player" cannot continue to play and sits out for the rest of the night.

d)   For all games using manual score sheets, in the event that, due to a "Bust" player, the team is left with insufficient players for the remaining matches, clause 14(c) Match Forfeitures and Walkover applies.

e)   If both teams have one or more "Bust Player" (regardless of no. of bust player/s), the result of the match is valid and winner point will be awarded accordingly to the winning team.

f) For all games using manual score sheet such as Super League Cup, Team Captains are required to check, using Touchlive, all opposing team players DARTSLIVE CARD to determine the 3 different ratings:
- "**SDR**" - Start of Day Rating, i.e. the player's start-of-day rating as shown in Touchlive.
- "**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.

Start of Day Rating

Game Start & Game End Ratings

g) For offline games only: Bust Rule applies when:
- "GSR" (Game Start Rating) is 1.0 or higher than the "SDR" (Start of day rating); OR
- "GER" (Game End Rating) is x points (see table 9a) or higher than "GSR" (Game start rating) of the game just played.

10. 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 the window period. All teams must not exceed 10 players at any point in time.

c) Players are allowed to be transferred between divisions, provided their ratings (at the point of transfer) qualify for the respective Division caps. Please see Point 2 GAME FORMAT.

d) Once a player is removed from a division, all previous game stats & awards will be forfeited, including TouchLive Ranking game scores.

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.

11. 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 next point)

e) Re-schedule of match is strictly NOT ALLOWED after more than 80% of the matches have been played eg. for a 14 weeks league group (Group of 7 & 8), the games on Week #12 - Week #14 (last 3 games) cannot be rescheduled; for a 10 weeks league group (Group of 5 & 6), the games on Week #9 - #10 (last 2 games) cannot be rescheduled. Bye games are counted as game week.

f) All teams are limited to a maximum of 2 Re-schedules per season.

12. CHANGE OF MATCH VENUE/HOME SHOP

a) Teams are STRICTLY not allowed to change their home shop throughout whole league period, unless :-

- Home shop cease to operate. In this case, the home team can search and request for a change of new home shop;

- 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 Admin/Master at least -
  - 7 working day in advance if decide to change venue (play on the 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.

13. 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; (League Management to decide on the number of teams based on the total size of the groups & divisions).

b) *League Division Final* -
Division Champions & Runners-Up teams will be promoted 1 Division Up in the next Season.

c) Bottom teams in each group demote 1 division down in the next season; (League Management to decide on the number of teams based on the total size of the groups & divisions).

d) Other teams remains 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 promote 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 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.

14. MATCH FORFEITURES AND WALKOVER

a) In a dispute situation, where a team forfeits, walkover or abandons the match halfway without any valid (as deemed by League Master) reasons, all the games of the night will be awarded to the opponent team as 2-0 for a total score of 9-0. The Opponent Team Captain must report the case to the League Master as soon as possible. Bonus points will be awarded to the winner.

b) If an emergency situation 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. No bonus points are awarded to either 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
1st Offence	S$100	$50	$50
2nd Offence	S$200	$100	$100
3rd 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 organiser **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) If a team is discovered to be intentionally losing their games such as to give advantage to the opponent team or to gain a preferential spot in ranking, the league administration will investigate the issue. If found guilty, the team will be disqualified from the league finals, regardless of the position.

i) 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).

15. 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.

16. 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.

17. 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) Network Problem in the middle of game

   i. If the network problem occurs after the Online League is activated, the remaining games will still be stored in the machine and teams can continue to play the remaining games offline but must use manual score sheet to record the remaining games, otherwise all games will be awarded 2-0 to the away team. Home team is responsible for the recording.
   ii. Bust rule does not apply if board is offline.

c) Network Problem or other Technical problem before the game start

   i. If the network problem and/or other technical problem occurs before the Online League is activated, the teams must play on an alternative board in the same venue.
   ii. If there is no alternative board, the Home Team Captain is to contact League Master immediately. A 30 minutes match delay will be allowed for a service response.
   iii. If the servicing cannot be accomplished within 30 mins, and the board can still function, the match will proceed using manual score sheet. In this situation, manual scoresheet must be used.
   iv. If the board malfunctions and there are no other alternative boards in the shop, the match will be rescheduled to another day. League Admin will re-arrange for a reschedule and inform both teams. No compensation of any kind will be given.
   v. Home Team captain must fax the completed score sheet to League Management within 1 working day.
   vi. Bust Rules still applies to all manually played games, by using TouchLive to check ratings from match to match. (refer to Point 9 Bust Rule). Bust rule will not apply if the board and Touchlive machine are both offline.

18. 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. Practicing 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.

19. PROTEST & PANEL OF JUDGES

d) 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

e) 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.

f) 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;

g) A protest must be filed as soon as possible, within 3 calendar days from the match date in question.

h) 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.

i) 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.

j) The decision of Panel of Judges is final; no appeal will be entertain thereafter.

20.   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.

21.   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.

22. 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 warm-up 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) All issues with regards to the current league must be conveyed directly to the League Master, and not through any DARTSLIVE staff.

g) 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 harmony, image, fairness and parity system of the Super League.

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