DARTSLIVE SINGAPORE OFFICIAL LEAGUE RULE BOOK

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1. DARTSLIVE CARD

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

b) Definition of a valid DARTSLIVE CARD is that it must have a valid rating & flight when playing any x01 or Cricket game in DARTSLIVE DARTSLIVE2 machine.

c) League players must use the same card for all DARTSLIVE SINGAPORE Official League - (SUPER LEAGUE, SUPER2, SG Premier, etc.)

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 <u>before</u> entering League Menu on DARTSLIVE2. 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 can no longer be used.

g) If the player is unable to transfer data after misplacement/loss of card, the player will be unable to play in any of the remaining league games.
   *Players are advised to register their email address to the league card and download the DARTSLIVE App mobile app. *

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) 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.

j) 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.

DARTSLIVE SINGAPORE OFFICIAL LEAGUE RULE BOOK

2. LEAGUE STANDINGS & RESULTS

a) League standing is based on total GAME points (5-4, 6-3, etc. for 9-game match) won only:

b) For each MATCH (one night) won, 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	2nd
Team 2	9	0	1	10	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 earn 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 have the same Game Won, Game Lost & Total Points, the online league system will compare the legs won/lost 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.

3. GAMES

3.1 <u>Cricket</u>

a) In a game of Cricket, an Overkill situation occurs when a team is ahead by 200 or more points. This means that no points are awarded even if the leading team hits a scoring number. As a matter of courtesy to your opponent, an Overkill situation is not advisable.

b) In a TIE situation, where game ends at 15th round with both teams having the same score,
    i. The player / team who closes all the houses wins the game, OR

    ii. If all the houses are not closed, both teams will do a "Bulls-Up", **follow the same sequence as the tied leg.** The team with dart closes to center bull will win the leg.
        (Press P4 – Revise Winner and select Home Win or Away Win)

3.2 <u>x01</u>

a) Normal x01
    In a TIE situation where both teams are unable to check out,
    i. Select player / team with lowest points as winner.

    ii. If both teams have the same points left, both teams will do a "Bulls-Up", **follow the same sequence as the tied leg**. The team with dart closes to center bull will win the leg.
        (Press P4 – Revise Winner and select Home Win or Away Win)

b) Freeze Rule
    In a TIE situation where both teams are unable to check out,
    i. Select team with total lowest points as winner.

    ii. If both teams have the same points left, both teams will do a "Bulls-Up", **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg.
        (Press P4 – Revise Winner and select Home Win or Away Win)

3.3 <u>Half-It/Count-Up/Shoot-Out</u>

In a TIE situation where both teams happen to have the same score, both teams will do a "Bulls-Up", **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg. (Press P4 – Revise Winner and select Home Win or Away Win)

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:

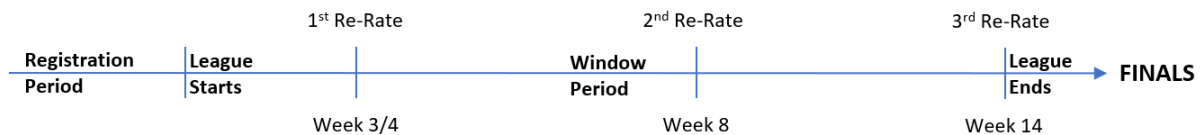| GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

b) Handicap will be auto calculated by the online league system.

5. RE-RATE SYSTEM

League Management reserves the rights to re-rate players to maintain parity in the League System.

a) The Re-Rate for all Players, all Divisions, will be done at the same time, regardless of the number of teams in each flight/division.

b) There will be 3 Rounds of Re-Rate:

	1st Re-Rate		2nd Re-Rate		3rd Re-Rate	
Registration Period	League Starts		Window Period		League Ends	→ FINALS
	Week 3/4		Week 8		Week 14	

    i.   1st Round: After 3 to 4 weeks of games
    ii. 2nd Round: After Window Period
    iii. 3rd Round: After the last games are played

New Ratings will apply with effect from the next match after each Re-Rate is conducted. It is anticipated that total team points may increase after each Re-Rate.

SUPER LEAGUE Team Total Rating Limit
Total Rating Points (Total of 3 highest rated players) after each Re-Rate Round cannot be
6 or more points (at any point) higher than the point-of-entry's Division's Team limit allowed.

SUPERNOVA Individual Rating Limit
Individual player rating cannot be **3 or more points** higher than registered/last Re-rate rating at any one time in the league season, else player will be immediately disqualified from the team.

SUPER 2 Flights (AA/A/BB/B/CCC/CC) Team Total Rating Point Limit
Team Total Rating Points (Total of 2 highest rated players) after each re-rate Round cannot be
5 or more points (at any point) higher than the Flight Team limit allowed.

Example (SUPER LEAGUE):
        S4 Division Entry Limit: **23**
        Team Rating after 1 Round Re-Rate: **29**

In this case, 1 of the Top 3 players have to be replaced to maintain the team Division limit to not more than 28;
New player can only be added during the Window Period.
Player who is removed from the current Season is allowed to re-join a different team in the current season and of a higher division at the Re-Rated Rating.

6. SANDBAGGING

A sandbagger is a player who:
- Intentionally submits his/her rating at the point of entry (or allow to be submitted) at a much lower rating than his/her actual rating OR

- Manipulates their game average (e.g. by throwing outs or intentional missing) to lower their rating, in order to gain advantage by way of handicap score or ranking position.

    Such action demeans the game, shows poor sportsmanship and damages the reputation of the League and all its players. The League Organizer does not condone such behaviour.

a) **Team Captains** are responsible to verify that his/her team members' ratings, as reported in the league, are accurate at all times;

b) Any team captain may file an official complaint via email along with details of the offending player and description of the incident(s). All complaint must also be submitted with accompanying evidence (such as stats, other card rating, video/photographs).

c) If the League Master discovers that a player has been sandbagging or playing with a rating that is drastically different than his True* rating, the League Master will exercise his/her rights to impose Sandbagging Penalties as follows:

    i. The player will be immediately removed from the current league season and/or suspended for a minimum period of 3 months to a maximum of 12 months (for repeat offenders);

    During the suspension period, offending player will be banned from joining all DARTSLIVE Official Leagues, games, events and/or national selections.

    Although the player will be immediately removed from current league season, the player may remain in other ongoing league(s) (where applicable), subject to re-rate to *true rating and provided *true rating is within allowable division limit;
    *true rating = rating at point of discovery

    ii. All games played by the offending player will be reversed accordingly to the point of discovery of this offence: -
    > The beginning of league, if discovered during the season's first half OR
    > End of season's first half, if discovered during the second half of season OR
    > If player was added during window period, then all games played by the offending player since window period;

    iii. If the offending player is removed but not suspended for the current season, the player may appeal to re-join the current season into a different team and of a higher division at the rerated rating (true rating).

d) Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.

e) Should any official complains be made during League finals, player will still be subjected to removal from the team should the player be caught sandbagging.

f) The Captain of such player(s) may also be warned and/or asked to step down from being captain for the current or future league seasons but may continue to play as a regular player in the current league season.

g) The Offending player or the team captain may file an appeal within 3 working days from the time the penalty is imposed, failing which, no appeal will be entertained. The League management reserves the right to accept or reject such appeal on a case-by-case basis.

h) All team captains are reminded to take note of their team players league rating. If found that their performance has improved above registered rating/league rating, **either the captain or the player should and can request for a rating adjustment any time during the season.** This will avoid the player from being penalised for sandbagging.

i) Please note that all complaint against Sandbagging or manipulation must be submitted before 80% of the season is completed. League management reserves the rights to reject appeals that is filed after 80% of the League Season Round Robin games have been played.

7. DISHONEST / FRAUDULENT PLAY

a) Impersonation
All players have to play with the registered league cards that belong to them. Impersonation is when a player who is registered/not registered in the league found using another player's card to play in the league. It is a very serious offence and clearly an intention to cheat.

If the team is found guilty,
   a. Captain of the team will be suspended from the current season of the league.
   b. Captain will be removed and stripped from Captain status and not allowed to be in a position with authority in future.
   c. Impersonator/s face a suspension of 6 months from all DARTSLIVE Singapore events - such as official leagues, tournaments, national selection, adhoc events, etc.
   d. All wins played by impersonator will be reversed.

b) Manipulation of Game Points
If a team or player(s) is/are discovered to be intentionally losing their games so as to give advantage to the opponent team or to gain a preferential spot in ranking or to manipulate their rating, the league management will investigate the issue.

If found guilty, the 'giving' team or player(s) involved will be disqualified from continuing in the league immediately including league finals or playoffs, regardless of position.

The game(s) in question will be voided and nullified to prevent the advantage from being given. Such player(s) will have a rating assigned based on past match statistics by League Management and will be expected to check in with the assigned rating. Such player(s) may also be ban for a period of 3-6 months from all DARTSLIVE SINGAPORE events and leagues. The league management cannot condone such display of poor sportsmanship by individuals which will bring all darts players into disrepute.

c) Manipulation of Game Award
Game Awards are given to players as a form of encouragement to play better and improve themselves. If a team or player(s) is/are discovered to be manipulating their games so as to achieve awards, the league management will investigate the issue.

If found guilty, the team or player(s) involved will be disqualified from continuing in the league immediately including league finals or playoffs, regardless of position.

The game(s) in question will be voided and nullified to ensure fair play is given. The league management cannot condone such display of poor sportsmanship by individuals which will bring all darts players into disrepute.

8. BUST RULE

8.1 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 have one or more 'bust' player, the system will show that the match result is voided 0-0. **Should there be a TIE situation for the night game results (eg. 4-4), Bonus Point is to be temporarily awarded to Home Team first, League Management is to be notified of such situation and would then remove the Bonus Point thereafter.**

d) Bust Players can continue to play from the next part for the remaining games.

e) Bust Point of 0.26 **and** above applies to all Divisions unless otherwise stated.

8.2 Offline League Matches

a) For offline League games, matches are played outside of the ONLINE League System.

b) Handicap, Bust Rule and Game Awards are not applicable during offline league games.

c) Game Stats of each player for each of the games played has to be recorded on the manual scoresheet. Otherwise, the game(s) in question will be voided.

9. 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 team cap 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 via email.

i) League Management shall make the final decision on approvals or rejections of any changes in team lineup.

10. 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) The team captain of requesting team must get in contact with both opponent team captain & shop owner to get an agreement on the re-schedule date. The team captain of requesting team must then inform the league master of the new re-schedule 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** for the last 20% of games **(for group of 5-6 teams: last 2 matches; for groups of 7-8 teams: last 3 matches; bye games are counted as game week)** of the respective group.

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

g) Re-Schedule of start time on actual match day, **must be** mutually agreed by both captains, and acknowledged by League Admin and Shop Owner.

h) If an emergency develops during a match and the match has to be suspended, the home team captain must inform the League Committee as soon as possible. The League Committee will investigate and advise the teams of any decision.

11. CHANGE OF MATCH VENUE/HOME SHOP

a) Teams are STRICTLY not allowed to change their home shop during the League unless:

  i. Home shop ceased 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.

  iii. Home shop requests to release the team(s), the team(s) can search and request for a change of new home shop.

b) For change of Match Venue for a night's game for other reasons, eg. Home Shop has private event:

  i. 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;

  ii. Home team captain must decide to reschedule the match to another day or change venue and play the match as per schedule date;

  iii. Home team captain must seek approval from opposing Captain first, then inform League Master at least –
     a. 7 working days in advance if decide to change venue (play on schedule date);
     b. 3 working days in advance if decide to reschedule the match;

  iv. 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.

12. MATCH FORFEITURES AND WALKOVER

Walkover –
One team has sufficient player (min no. of players to start the first match), other team has zero (0) players present, 30 mins from the start time.
a.   6 – 0 win will be given to team with sufficient players
b.   Penalty will be imposed on team with insufficient players

For opposing team to claim walkover win, minimum number of players to start the first game is required to be present.

If both teams have insufficient players, the game for the night will be voided (0-0).

Concede Game –
One team has sufficient players (min no. of players to start the first match), while the other team has only one (1) player present, 15 mins from the start time.

At any one point during the match that 1 team has insufficient players to start any of the game, a grace period of 5-mins will be given for the remaining player(s) to turn up for the next Game.

The team will concede each subsequent game if there are insufficient players to start the game, each game is conceded with a 2-0 lost. This continues until there are sufficient players available to play a game or until all games have been "played".

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 per medley or 1-0 per single leg game. Bonus points will be awarded to the winner.

a)   All league matches start at **8.00PM** sharp. Both teams should be present by that time to start the game.

b)   An allowance of 15mins (up to 8.15pm) is given if the team players are not present yet. By 8:30pm, all games have to commence, otherwise walkover rule apply.

c)   Before the allowance time is up, should there be sufficient players at the league venue to start the first leg, upon fulfilling league criteria and minimum spending, the match can commence.

Scenario 1:
8.15pm: Team with only 2 players will play the 1st Doubles game.

8.25pm: 1st Doubles game has been played; proceed to wait 5mins for remaining 3 players to arrive.

8.30pm: If the remaining players did not turn up, 2nd Trios game is conceded; proceed to wait for the remaining players to turn up.

8.35pm: Match resumes with 3rd game as normal, until there is not enough players to play the next game.

Scenario 2:
8.15pm: If 1st game is doubles format, team with only 1 player will concede and proceed with waiting for the remaining players.

8.20pm: The 2nd Game is lost again if the other 2 players do not turn up.

8.25pm: 3rd & 4th Games can proceed as normal, until there is not enough players to play the next game

d) If a team has no players present at the location after the allowance time has passed, opposing team has the right to contact League Master for a full walkover of the game, and be awarded a full win (9-0 for Super League matches / 5-0 for Super2 matches). Bonus points will be awarded to opposing team.

e) 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 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. ALL game points and game awards will be removed as well. ***Last 3 games walkover penalty will be charged accordingly: - SUPER LEAGUE/Premier - 2 x Registration Fees + Offence Penalty - SUPER 2 – 3 x Registration Fees + Offence Penalty - **Players will be banned for the following league season (SUPER LEAGUE or SUPER 2)**			

f) 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.

g) 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 (refer to point e).

13.   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 immediately from all DARTSLIVE leagues and 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 0-9, for Super League matches, and 0-5, for Super2 matches. 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.

d) During League finals (Round Robin & SKO), all games have to be completed before the teams are able to leave. Should any game be uncompleted and/or the team has left before completing the entire game, walkover penalty still applies. All members in the team will be banned immediately from all DARTSLIVE leagues and events & not entitled to any league prizes, awards or refunds for a period of 6 (six) months.

14.   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 DARTSLIVE 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/ HALF-IT / SHOOTOUT, 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/ HALF-IT / SHOOTOUT), the 1st step will determine who goes first.

*SURVIVOR will require "Bulls-Up"

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 14f.

15.   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 the machine 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.   If the dart sticks but the machine did not record score and player continues to throw 2nd/3rd dart, should the dart fall to the floor, the displayed score stands as it is, even if machine does not record any score.

v.   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 are 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 games played when machine is OFFLINE and/or on manual score sheet.

16. 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 is allowed.
This rule applies to all players in the team

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.

17. 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) 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.

f) The decision of Panel of Judges is final; no appeal will be entertained thereafter.

18. DRESS CODE

a) Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of DARTSLIVE LEAGUE 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.

19.   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

20.   DISCIPLINARY ISSUES

a) <u>Offensive/Abusive Languages</u>
Use of vulgar language demeans the sports, the shop environment, fellow players and overall respect to the whole league system.   This cannot be tolerated and if found guilty, the offending player(s), will be removed from the league and suspended for a minimum period of **three (3) months or longer** for repeat offender.

b) <u>Provocation / Threats</u>
Provocation/threats/taunting opponent during the league games will also result in offending player(s) to be removed from the league and banned for min. **six (6) months** and forbidden from participating in all DARTSLIVE league and events.

c) <u>Violence & Fights</u>
Use of violence by player (s) will not be tolerated.   All player(s) involved in a physical fight, regardless of reason(s), will be suspended indefinitely. All remaining un-played games for the match will be voided 0-0. An appeal to rescind the ban may be submitted after twelve (12) months subject to approval of the league management. Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.

Team Captain of the offending player will be asked to step down from being captain for current and future league teams but may continue to play as a regular team player.

21. **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) If emergency situation develops, match will be suspended and finished at a later date. If these games do not get rescheduled (at the prerogative of the league master), wins will be awarded based upon the team win percentage. For emergency situations regards to Violence and Fights, please refer to point 19(c).

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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