

CAPTAIN'S NOTES

Region: Central

DIVISION SESSION	MY Premier /S4	S3	S2	S1
LEAGUE STARTS	12 th March 2018	14 th March 2018	15 th March 2018	
WINDOW PERIOD	30 th April 2018 ~ 11 th May 2018			
LAST GAME	25 TH June 2018	4 th July 2018	5 th July 2018	
DIVISION FINALS	TBC			

GENERAL RULES & REGULATIONS

League Schedule & Results: <http://league.dartslive.my>

- Teams are divided into separate Groups in accordance to descending order of Team Rating and group into respective Division based on Team Limit.

Handicap applies to S3 and S4. Bust Rule of 0.26 applies to **ALL** Divisions, except MYPremier.

- All Divisions start at 8.30pm sharp.
- Regional Division League Final only applicable to Division with 2 or more groups in MYPremier, S1, S2, S3 and S4. (Not applicable for Division with only 1 group)
- Regional Division Champions will progress to National Division Finals.
National Division Finals is only applicable to Divisions with more than 3 regions*(subject to change)
- Mandatory **min. spending of RM80.00 per team per match night (F&B only)**. Shop owner reserves the rights to file official complaint. Walk-over penalty will be given to teams that fail to abide to this rule.
- Online League Standing:
 - Determine progression into Regional Division finals;
 - Qualifying into FINAL RR Playoff;
 - Based on total legs won **PLUS 1 BONUS POINTS** for every night's match won
- Progression to Division Final Playoff:
 - Group of 4 - Top 2 teams of the group will progress to Division finals.
 - Group of 5/6/7/8 - Top 4 teams of the group will progress to Division finals.
 - Details will be announced after the last match.
- If team / player(s) is/are discovered to be intentionally losing their games so as to gain a preferential spot in ranking or to manipulate their rating, league management will investigate the issue. If found guilty, the team or player(s) involved will be disqualified from continuing in the league immediately regardless of positions. Game(s) won will be reversed.
- DARTSLIVE OFFICAL LEAGUE General Rules applies for both NATIONAL SUPER LEAGUE and SUPER 2.

DARTSLIVE CARD

1. 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.
2. All card transfers must be done before entering League Menu on DARTSLIVE2. Players may not be able to play with new card if card transfer is done after entering League Menu.

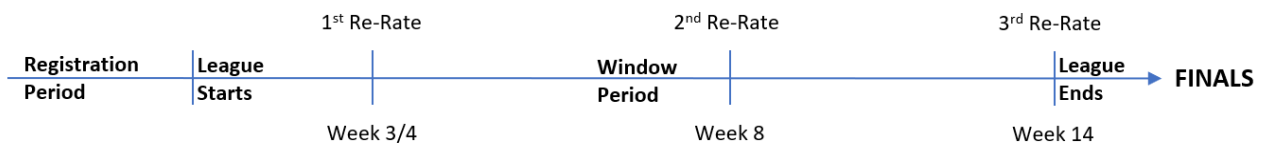
PLAYER ADDITION, REMOVAL AND TRANSFER

1. 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.
2. All teams are allowed up to 2 changes (replacements or additions) during window period. All teams must not exceed 6 players at any point in time.
3. 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.
4. 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.
5. League Management shall make the final decision on approvals of any changes in team lineup.

RE-RATE SYSTEM

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

1. 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.
2. There will be 3 Rounds of Re-Rate:



- (a) 1st Round: After 3 to 4 weeks of games
- (b) 2nd Round: After Window Period
- (c) 3rd Round: After the last games are played

Team Total Rating Point Limit

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.

Team 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.

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.

- (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 complain via email along with details of the offending player and description of the incident(s). Any evidence submitted (such as stats, other card rating, video/ picture) would also be useful
- (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 rejoin the current season into a different team and of a higher division at the rerated rating (true rating).

**true rating = rating at point of discovery*

- (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, players will still be subjected to removal from the team should the player be caught for 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. The League management will only evaluate such appeal on a case-by-case basis.
- (h) The team captains are reminded to take note of their team players league rating. Either the captain or the player should request for a rating adjustment any time during the season, if their performance have

improved much faster than their league rating. This will avoid the player from being caught or accused as a sandbagger.

MATCH RESCHEDULE

1. Match re-schedule is allowed but must be arranged in advance, at least 7 working days before the actual match date.
2. The re-scheduled match date must be **before the original match date, not after**
3. 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.
4. Re-schedule of match is strictly NOT ALLOWED after 80% of the matches (for group of 5-6 teams: last 2 matches; for groups of 7-8 teams: last 3 matches; bye games not included) of the respective group.
5. All teams are limited to a maximum of 2 Re-Schedules per season.

BOARD ALLOCATIONS / USAGE LIMITATIONS

1. Any boards not in use for the League Match are open and can be used by any members of the public.
2. 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.

DRESS CODE

1. Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of DARTSLIVE 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
2. Player who does not abide to the above dress code will not be allowed to play in any league matches.

WALKOVER

1. All League matches begin at 8:30PM sharp. If no members are present at 9.00PM, opposing captain has the right to walkover the game, and be awarded a 9-0 win. Bonus points will be awarded to the opposing team.
2. A "Full" walkover is only given if none of the players of a team are present by 9:00PM. Walkover team will be penalized with:

Offence No.	Penalty MYR*	Home Game Shop	League Organizer
1 st Offence	RM100	RM50	RM50
2 nd Offence	RM200	RM100	RM100
3 rd Offence**	RM200 and disqualification	RM100	RM100
Last 3 Matches***	RM200 and Registration Fee x2	RM100	RM100 and Registration Fee x2
<p>*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organizer.</p> <p>**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.</p> <p>***Last 3 matches walkover penalty will be 2nd Offence RM200 and 2x Registration Fee (RM150 for SUPER 2/RM400 for NATIONAL SUPER LEAGUE)</p>			

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.

DISCIPLINARY ISSUES

a) Offensive/Abusive Languages

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) Provocation / Threats

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) Violence & Fights

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 players 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.

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,

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

(b) Manipulation of Game Points

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 '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 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.

Please Take Note:

- Handicap applies to Division S3 and S4;
- Bust Rule at 0.26 applies to **ALL** Divisions, except MYPremier.
- **MYPremier & S4 : Every Mondays**
- **S3 : Every Wednesdays**
- **S1 & S2 : Every Thursdays**
- League games format are available at: <http://league.dartslive.my>
- Game Credits/Team/Match
 - S1 : MYR50 (100 credits)
 - S2 : MYR48 (96 credits)
 - S3/S4 : MYR42 (84 credits)
 - MYPremier: MYR43 (86 credits)

GOOD DARTS, PLAYERS! All the best in Season 3!

Like DARTSLIVE MALAYSIA on Facebook for updates and announcements on leagues.

www.facebook.com/DartsliveMalaysia

League Master : Xiao Yun
Mobile No. : +60 012-360 3226
Email : league_my@dartslive.com / xiaoyun.lim@dartslive.com