

CAPTAINS' NOTES EAST MY

Please refer to Dartslive Official League Rule Book for complete information and any league issues related (<http://www.dartslive.com/my/league>)

IMPORTANT LEAGUE DATES						
DETAILS	FLIGHT	KK	SIBU	TAWAU	KUCHING	MIRI
LEAGUE STARTS	AA	07/08/2019	-		07/08/2019	
	BB	06/08/2019			-	
	CC	08/08/2019	-		08/08/2019	-
WINDOW PERIOD	ALL FLIGHT	30/08/2019 ~ 13/09/2019				
LAST GAME	AA	23/10/2019	-		23/10/2019	-
	BB	15/10/2019				
	CC	24/10/2019	-		24/10/2019	-
DIVISION FINALS	ALL FLIGHT	NOVEMBER (TBC)				

DARTSLIVE CARD

- It is mandatory for all League players to note down their 16-digit Card No. & login PIN. Should any player(s) lose the Dartslive Card, they must transfer the old card data to a brand-new card and inform league administration, in order to continue playing in the league.
- 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.

GENERAL RULES & REGULATIONS

- Teams are divided into separate Flights & Groups in accordance to descending order of Team Rating and group into respective Division based on Team Limit.
- Handicap applies to BB & CC Flights.
- Bust Rule of 0.26 applies to all Flights.
- For 01 games, Open in/Master out for AA & BB Flights; Open in/Open out for CC Flights.
- All flights start at 9.00pm sharp, every Tuesdays, Wednesdays and Thursdays**
- All League matches begin at 8:30pm. If no members are present by 9.00pm, opposing captain has the right to call League Master for walkover, and be awarded a 5-0 win. Bonus points will be awarded to the opposing team.
- 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 + Disqualification	RM100	RM100
Last 3 Matches***	RM200 + Registration Fee x2	RM100	RM100 + Registration Fee x2

*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.

***Last 3 matches walkover penalty will be 2nd Offence RM200 and 2x Registration Fee
(Registration Fee : RM160 for SUPER 2/ RM400 for SUPER LEAGUE)

No Team Captain or player (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.

8. Mandatory min. spending of **RM50.00 per team per match night**. Shop owner reserves the rights to file official complaint. Walk-over penalty will be given to teams that fail to abide to this rule.
9. Progression to Division Final Playoff:
 - Group of 5/6 - Top 4 teams of the group will progress to Division finals. Details will be announced after the last match.
10. DARTSLIVE OFFICIAL LEAGUE General Rules applies for SUPER 2.

RE-RATE SYSTEM

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

1. There will be 3 Rounds of 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. **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 2 highest rated players) after each Re-Rate Round cannot be 5 or more points (at any point) higher than the point-of-entry's Division's Team limit allowed.

Example:

BB Flight Entry Limit: 22

Team Rating after 1 Round Re-Rate: 27

In this case, 1 of the Top 2 players needs to be replaced to maintain the Division limit to not more than 27;

New player can only be added during the Window Period.

Player who is removed from the current Season is allowed to rejoin a different team in the current season and of a higher division at the Re-Rated Rating.

DISCIPLINARY ISSUES & LEAGUE ETIQUETTE

1. **League Etiquette & Sportsmanship**
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.
There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.
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.

2. **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** from participating in all DARTSLIVE leagues and events for repeat offender.

3. **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.

4. **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 as 0-0. Team Captain of the offending player will be asked to step down from being captain for current and future league but may continue to play as a regular team player. Offending players will be disqualified and lose all awards, prizes and recognitions achieved during the league. An appeal to rescind the ban may be submitted after twelve (12) months and subject to approval of the league management.

DISHONEST / FRAUDULENT PLAY

1. **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.

2. **Manipulation of Game**

If team / player(s) is/are discovered to be intentionally losing their games 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

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.

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:
 - i. Transfer cannot be within the same Division;
 - ii. Players rating must be within the respective Division's entry rating caps.

4. Team Captain must submit the request form formally via 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.

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.
 - Eg. for a 10 weeks league (Group of 5 & 6), the games on Week #9 - #10 (last 2 matches)
5. All teams are limited to a maximum of **2 (Two)** Re-Schedules per season.

BOARDS ALLOCATION & USAGE

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.

Please Take Note:

- Handicap applies to ALL flights;
- Bust Rule at 0.26 for ALL flights;
- AA Flight Play on Wednesdays
- BB Flight Play on Tuesdays
- CC Flight Play on Thursdays
- League games format will be available at: <http://league.dartslive.my>

PRIZE MONEY REVISION				
	Group Champion	Champion	Runner Up	3rd Place/ Best 4
Home Shop	-	RM 500	RM 500	RM 500
KUCHING AA	RM100	RM 1200	RM 570	RM 280
EAST MY AA	RM 100	RM 1200	RM 570	RM 280
EAST MY BB	RM 100	RM 1300	RM 650	RM 300
EAST MY CC	RM 100	RM 1100	RM 550	RM 250

GOOD DARTS, PLAYERS! All the best in Season 5!

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

www.facebook.com/DartsliveMalaysia

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