



**DARTSLIVE**  
MALAYSIA



***SUPER 2***  
**2019** MALAYSIA  
SEASON 5

**REGISTRATION KIT**  
**SOUTHERN**

## REGISTRATION DETAILS

	Status	Time / Date	
<b>League Dates</b>	Registration Close	6pm, Friday 14/06/2019	
	Captain's Meeting	TBA	
	League Starts	8.30pm Wednesday 17/07/2019	
	League Night	Every Mondays/Wednesdays/Thursdays, 8.30 pm	
	Note: Dates are estimated with (+) / (-) 1 week		
<b>League Contact</b>	016-715 9737 / 014-313 2095 lmlen@hotmail.com/ eng_kz996@hotmail.com		
<b>Participating Criteria</b>	Top 2 players rating	AA Flight	28
		BB/ CC Flight	22 and below
	Player Limit:	NIL	
	Team Format:	Min. 3 / Max. 4 players	
	Min Team Limit /Flight:	12	
		Min. 48 teams to form a League Season	
Entry Fee	RM 160		
<b>Entry Rating Verification</b>	<ul style="list-style-type: none"> <li>• Entry Rating must be same or higher than preceding Leagues, Division Final rating, Official Events or Current Card Rating;</li> <li>• League Management reserves the right to <b>re-rate</b> player's rating where deems fit to maintain parity of the SUPER 2;</li> <li>• No rating cap within each match medley;</li> <li>• All DARTSLIVE League Players (SUPER LEAGUE and/or SUPER 2) MUST use the same DARTSLIVE CARD to register SUPER 2.</li> </ul>		

## PRIZES & AWARDS

<b>Online Ranking &amp; Position</b>	<b>Group Champion</b>
	<ul style="list-style-type: none"> <li>• Only applies to Division with more than 1 Group</li> <li>• RM 100 + Medals</li> <li>• Progression to Division Final's Round Robin Stage</li> </ul>
	<b>Group 2<sup>nd</sup> to 4<sup>th</sup> Place</b>
	<ul style="list-style-type: none"> <li>• Progress to Division Final's Round Robin Stage</li> </ul>
<b>Division Final Winners Guide</b>	<b>CASH</b>
	<ul style="list-style-type: none"> <li>• Division CHAMPION to BEST 4;</li> <li>• Division BEST 8 (Min. 16 teams in Division Final SKO);</li> </ul>
	<b>TROPHIES</b>
	<ul style="list-style-type: none"> <li>• Division CHAMPION to BEST 4;</li> <li>• Division SHOP CHAMPION</li> </ul>

DIVISION FINAL	AA	BB	CC	Trophy Type
Division Champion Home Shop	RM 500	RM 500	RM 500	Trophy
Division Champion	RM 1,500	RM 1,300	RM 1,100	Trophy
Division Runner Up	RM 700	RM 650	RM 550	Trophy
Division 3 <sup>rd</sup> / Best 4	RM 350	RM 300	RM 250	Trophy
Division Best 8	Min. 16 teams in Division Final SKO			
Division Best 16	Min. 32 teams in Division Final SKO			

*\* Prizes are based on 54 teams & will be adjusted up/down accordingly to the final number of teams registered per Division.*

*\*\* For Region that only have 1 Group in 1 Division, there will be no Regional League Final required and the prize money will be adjusted to Top 3 positions.*

## GAME FORMAT

GAME	PART	TEAM	AA FLIGHT (Monday)	BB FLIGHT (Wednesday)	CC FLIGHT (Thursday)
1	1	DBLS	901-901-901	701-701-701	501-501-501
2	2	DBLS	TEAM CRICKET x3	CRI-CRI-CRI	CRI-CRI-CRI
3	3	DBLS	HALF-IT x3	HALF-IT x3	HALF-IT x3
4	4	DBLS	901-CRI-901	701-CRI-701	501-CRI-501
5	5	DBLS	701-701-701 (Freeze)	501-501-501 (Freeze)	301-301-301 (Freeze)
X01 check out			Master Out	Master Out	Open Out
X01 Freeze Check out			Master Out Split Bull 25/50	Master Out Bull 50/50	Open Out Bull 50/50
Half-It			Master	Normal	Normal
Handicap			NO	YES	YES
Bust Rule			0.26	0.26	0.26
GAME CREDITT			58	44	44

## GENERAL RULES & REGULATION

All Teams registered will be sorted in descending order based on Team Strength.  
(i.e. top 2 players' total limit) and group into respective Flight equally;  
(Note that Shop Location will not be considered)

- a. Teams in each flight will then be computer auto-drawn into groups of 5-6 teams per group.
- b. ONLINE League Standing:  
Based on Game Points (e.g. 4-3; 7-0; etc) won & lost.
- c. TIE BREAKER: (occurs if total Game Points Won & Lost are the same):
  - i. 1st Tie-Breaker: Total legs won & lost  
(e.g. 5 Games points won with every game, 2-1 = 10 won/5 lost)
  - ii. 2nd Tie-Breaker: Rematch to be arranged for the TIED teams.
- d. Minimum spending of RM 50.00 per team per match night is compulsory.
- e. **DARTSLIVE OFFICAL LEAGUE** General Rules applies for **SUPER2**.
- f. League Management reserves rights to remove or refuse any players/teams found to be impediments to the league.
- g. Re-Rate System  
Individual player rating cannot be **3 or more points** from registered/last Re-Rate rating at any one time in the league season, else player will be immediately removed from the league season.