



DARTSLIVE
MALAYSIA



SUPER 2
2019 MALAYSIA
SEASON 5

REGISTRATION KIT
CENTRAL/ NORTHERN

REGISTRATION DETAILS

| | | |
|---|--|--|
| League Dates | Status | Time / Date |
| | Early Bird Close | 6pm, Friday 31/05/2019 |
| | Registration Close | 6pm, Friday 14/06/2019 |
| | Captain's Meeting | TBA |
| | League Starts | 8.30pm Tuesday 16/07/2019 |
| | League Night | Every Tuesdays/Wednesdays/Thursdays, 8.30 pm |
| Note: Dates are estimated with (+) / (-) 1 week | | |
| League Contact | +6012 3603226 / +6012 263 0226 | |
| | league_my@dartslive.com (League Admin) | |
| Participating Criteria | No. of Flight: | AA / BB / CC |
| | Team Limit: | 26 (Based on Top 2 players rating) |
| | Player Limit: | NIL |
| | Team Format: | Min. 3 / Max. 4 players |
| | Min Team Limit/Flight: | 12 |
| | | Flights grouped based on Team Limit. |
| | | Min. 48 teams to form a League Season |
| | Entry Fee | RM 160.00 |
| Early Bird | RM 30 Live Credit for every 2 (Two) Teams Awarded to Home Shop | |
| Entry Rating Verification | <ul style="list-style-type: none"> • Entry Rating must be same or higher than preceding Leagues, Division Final rating, Official Events or Current Card Rating; • League Management reserves the right to re-rate player's rating where deems fit to maintain parity of the SUPER 2; • No rating cap within each match medley; • All DARTSLIVE League Players (SUPER LEAGUE and/or SUPER 2) MUST use the same DARTSLIVE CARD to register SUPER 2. | |

PRIZES & AWARDS

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

| 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 rd / 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 (Tuesday) | BB FLIGHT (Wednesday) | CC FLIGHT (Thursday) |
|----------------------|------|------|------------------------|--------------------------|-------------------------|
| 1 | 1 | DBLS | 701-701-701 | 701-701-701 | 501-501-501 |
| 2 | 2 | DBLS | CRI-CRI-CRI | CRI-CRI-CRI | CRI-CRI-CRI |
| 3 | 3 | DBLS | SHOOT OUT x3 | HALF-IT x3 | HALF-IT x3 |
| 4 | 4 | DBLS | 901-CRI-CHOICE | 701-CRI-CHOICE | 501-CRI-CHOICE |
| 5 | 5 | DBLS | 701-701-701 (Freeze) | 501-501-501(Freeze) | 301-301-301(Freeze) |
| X01 check out | | | Master Out | Open Out | Open Out |
| X01 Freeze Check out | | | Master Out | Open Out | Open Out |
| Shoot Out / Half-It | | | Master | Normal | Normal |
| Handicap | | | YES | YES | YES |
| Bust Rule | | | 0.26 | 0.26 | 0.26 |
| GAME CREDITT | | | 48 | 48 | 48 |

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.