SUPER 2 Rules and Guidelines

General Guidelines

- Players can participate on ONE team per Flight.
- Teams must complete the entire SUPER 2 season in order to claim the prize money back at the end of the season.
- Division prize money will be available within 2 weeks after league play is completed.
- Prize money will be distributed to players through their local operator.

Entry Requirements

- All players must have an established DARTSLIVE rating through a DARTSLIVE card.
- Player must be rostered on a team to be eligible.
- A player's starting rating will be the highest known rating among current card rating, league rating, and/or tournament rating (based on 40 game minimum).
- **Player must have played in 40 or more legs with their team to be eligible as a rostered player.**
  - o **If a player is playing in multiple Flights, that player must have 40 legs played with each team in each Flight to be eligible to remain on any given roster.**
- Players that change teams within a division will lose all games played previously towards the 40- leg requirement.

*Forfeited matches will disqualify any team from participation in any Region Final, National Championship, or Fiesta.

Player Eligibility

- Players must play at least 40 legs of the league to qualify for the Region Final.
- Each team must have one legally qualified player playing in the Region Final and National Championship.

- Substitutes who are not committed to one team cannot form a new team at the Region Final.

DARTSLIVE Card

- Players are encouraged to keep note of their DARTSLIVE card ID listed on the back of their DARTSLIVE card and to remember their DARTSLIVE account login information. Replacement cards require a 'card transfer.' Card transfers must be completed before the league menu on the DARTSLIVE2 board is selected. Players may not be able to play with a new replacement card if the card transfer is not finished before entering the league menu.
- League coordinators must inform DARTSLIVE USA of any card replacements before the next scheduled league match, during business hours (9:00 AM - 6:00 PM PST). Failure to notify DARTSLIVE USA of any needed card replacements may prevent a player from playing in their next scheduled league match.

LEAGUE Ratings

- DARTSLIVE reserves the right to change the league and tournament ratings of players to their highest known rating.
- A player's starting rating for the league will be the highest among their current card rating, previous league, or tournament rating within the past year.

Rating Determination: Entering a team into the League System

- Please ensure when entering players/teams into the league system that the highest known rating among their current card rating, league, or tournament rating over the past year is used.

Stats Tracking:

- DARTSLIVE will be tracking stats throughout sanctioned league play and tournament play and provide a list of player tournament ratings consisting of 40 games played.

LEAGUE Rules

- All changes to a team's lineup in the form of substitutions or dropouts must be presented to the league coordinator as early as possible, before the scheduled league match.
- There is no limit to the number of players who can be on one team.
- Any requests to reschedule a match to an earlier date must be received prior to the desired date.
- Any matches that were scheduled but never played, MUST be completed before the scheduled end date of any DARTSLIVE sanctioned league.
- League coordinators should fax (925) 954-8509 or e-mail dlu_league_support@dartslive.com any roster changes or match rescheduling as soon as they are received. Phone calls or text messages will not be considered as official requests and may not be considered.

Substitutions

- Ratings of a substitute must be equal to or less than the player they are substituting for and the team remains under the Flight cap.
- Substitutes from other divisions are permissible as long as they meet the rating requirements.
- Substitutions from players in the same division is strictly prohibited.
- Substitutes who did not play 40 qualifying legs on one team will not be allowed to form a new team for the Region Final.
- A minimum of 40 games is required by each player if for any reason there needs to be more than 2 rostered players participating in a match for one team.

Roster Changes

- No roster changes shall be allowed within the final three weeks of league play.
- Any non-rostered substitute must have 40 games recorded on another SUPER 2 for the current season in order to be eligible as a rostered substitute on a team.

Forfeiture

- No forfeit matches will be allowed during league play.
- It is the responsibility of the players to contact their operator for rescheduling matches within one week of scheduled play.
- All teams must complete the season in order to be eligible for the division prize money.
- If a team cannot complete the season and subsequently cannot be replaced by another team, the league division prize money will be adjusted.

Coin-up Procedure

- Ensure that all players have their cards in the board prior to starting any match.
- Select the OFFICIAL option from the main menu on the dart board.
- Select LEAGUE.
- Please wait until prompted by the board to insert the appropriate amount of credits into the board.
  - A blue dialogue box will appear after the match has been started and both teams have at least one DARTSLIVE card inserted in the board.
  - No refunds will be given for credits inserted prematurely.
  - Please notify your operator immediately of any malfunctions with the machines.
  - No refunds will be given for credits inserted prematurely.
- Operators nor DARTSLIVE shall be responsible for credits that were inserted prior to the system prompt.

LEAGUE Play

- League standings are determined by the following priority list:
  - Leg Wins
  - Match Wins
  - Head-to-Head Match-up (most recent match)

Match Play

- All disputes and issues should be resolved prior to match play.
- Once the match is played, the results stand.
- Only 2 players can participate in any game at a time.
- More than 2 players may participate in a single match for a team.

Throwing Order

- Throwing Order will be decided by Corking.
- The Coin Toss function of the DARTSLIVE2 will be used for deciding who throws the cork first.
- The player who throws closer to the center can decide the throwing order.
- If the first player's dart hits the exact center of the BULL, the second player is required to verify the location, remove the first dart, and then throw the cork.
- For the first leg, the throwing order will be decided by the winner of the cork.
- For each additional leg after the first leg, the loser of the previous leg will throw first.
- For singles games in the game format, (legs 6 and 7) the higher rated player (Player A) will throw the first leg and the lower rated players (Player B) will throw the second leg.

Incorrect Scoring

- If a dart machine records the score incorrectly and the darts remain stuck in the board, the "Reverse A Round" function will be used to reverse the score.
- The correct score will be entered by pressing the target segment where the dart is stuck. If the correction of the score is agreed upon by both parties, the game can continue.
- Incorrect scores cannot be corrected if the darts in the board are removed.
- If the game is interrupted by a power failure, the machine should be restored to the last known play point. If the restoration is not possible, the leg will be replayed.

Overachievement

- In league play, since it is handicapped there are no growth restrictions. However, DARTSLIVE USA reserves the right to move a team to the next Flight for any team exceeding the cap by more than 3 points in the B and C Flights.