



MALAYSIA

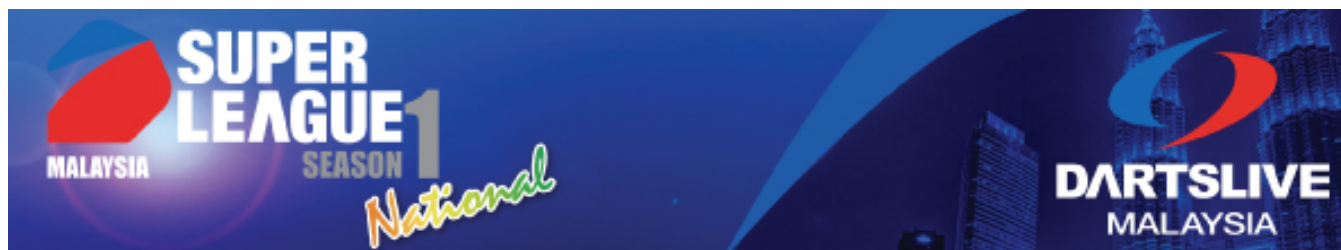
SUPER LEAGUE 1

SEASON 1

National

EAST MALAYSIA CAPTAIN'S NOTES





Dear Captains, Thank you for taking up the position and responsibility for your team in SUPER LEAGUE NATIONAL Season 1.
Below are some regular issues for you to take note.

Please refer to ONLINE Rule Book for complete information and any issues related to DARTSLIVE OFFICIAL LEAGUE (<http://www.dartslive.com/my/league/>)

IMPORTANT LEAGUE DATES	ALL DIVISIONS
CAPTAIN'S MEETING	26 June 2016
LEAGUE STARTS	27 June 2016 (Monday) onwards
WINDOW PERIOD	To Be Confirmed
LAST GAME	12 to 16 Sept 2016
REGIONAL DIVISION FINALS (RR AND SKO)	To Be Confirmed
NATIONAL DIVISION FINALS	21 Oct 2016 (DARTSLIVE OPEN 2016 MALAYSIA)

GENERAL RULES & REGULATIONS

a) League Schedule & Results

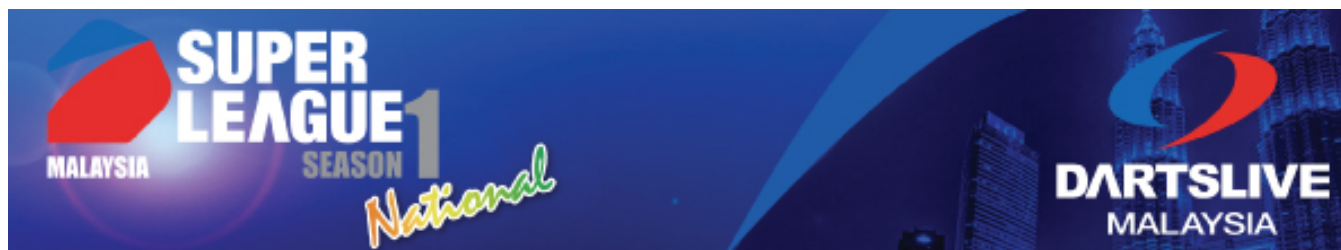
1. Each Player can register with 1 Division only & use only last season league card to register for new season.
2. Teams are divided into separate Groups in accordance to Team Strength (Top 3 players total ratings), regardless of Home Shop; eg. 2 teams from the same home shop can be in the same flight & same group.
3. It is mandatory for each team to **PURCHASE MINIMUM 1 DRINK PER PLAYER.**

b) Online League Standing:-

1. Determine Progression into next Season;
2. Based on total legs won **PLUS 1 BONUS POINTS** for every night's match won.
3. Qualifying into League Regional Division FINAL RR Playoff;

c) **Regional Division League Final** only applicable to Division with 2 or more groups in S1, S2, S3 & S4. (Not applicable for Division with only 1 group)





GENERAL RULES & REGULATIONS

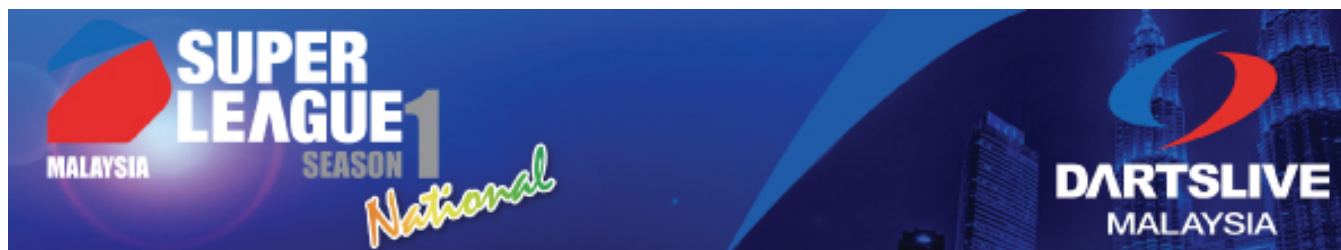
- c) **Regional Division League Final** only applicable to Division with 2 or more groups in S1, S2, S3 & S4. (Not applicable for Division with only 1 group)
1. KK - For Group of 4, Top 3 progress to Regional Division Final, For Group of 5/6, Top 4 of each group progress to Regional Division Final.
 2. Tawau - Group Champion progress to Regional Division Final
 3. Progression to Division Final: Top 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.

- d) League Management reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of the League.

DARTSLIVE CARD

- a) 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.
- b) All card transfers must be done before entering League Menu on DL2. Players may not be able to play with new card if card transfer is done after entering League Menu.
- c) If the player is unable to transfer data after misplacement/lost of card, the player will be unable to play in any of the remaining league games
- d) League Admin must be notified of new Card ID No. before the next league match where the new card is to be used. Failure to notify League Admin of card changes may disqualify the player to play in the next match date.
- e) League players are recommended to use the same card for all official leagues - (SUPER LEAGUE, SUPER2, Trios League, etc.)



GAMES

CRICKET

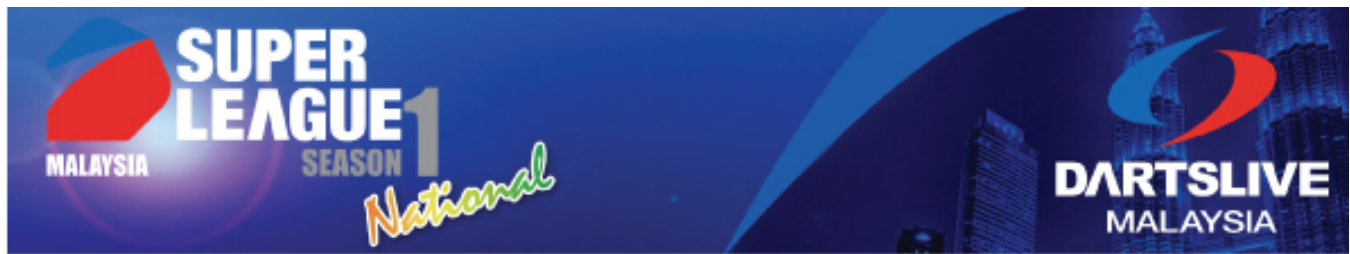
- a) In a game of Cricket, an Overkill situation occurs when a team is ahead by 200 or more points. This means that no points are awarded even if the leading team hits a scoring number. As a matter of courtesy to your opponent, an Overkill situation is not advisable.
- b) In a TIE situation, where game ends at 15th round with both teams having the same score, i. the player / team who closes all the houses wins the game, OR ii. if all the houses are not closed, both teams will do a "Bulls-Up", Home team go first. The team with dart closes to the center bull will win the leg. (Press P4 - Revises Winner and select Home Win or Away Win)

01 GAME

In a TIE situation where both teams are unable to check out, i. Select player / team with lowest points as winner. ii. If both teams have the same points left, both teams will do a "Bulls-Up", Home Team go first. The team with dart closes to center bull will win the leg. (Press P4 - Revises Winner and select Home Win or Away Win)

PLAYER ADDITION, REMOVAL AND TRANSFER

- a) 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.
- b) All teams are allowed up to 2 changes (replacements or additions) during the window period. All teams must not exceed 6 players at any point in time.
- c) Players are allowed to be transferred between divisions, provided their ratings (at the point of transfer) qualify for the respective Division caps. Please see point 2 GAME FORMAT.
- d) 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.
- e) League Management shall make the final decision on approvals of any changes in team lineup.



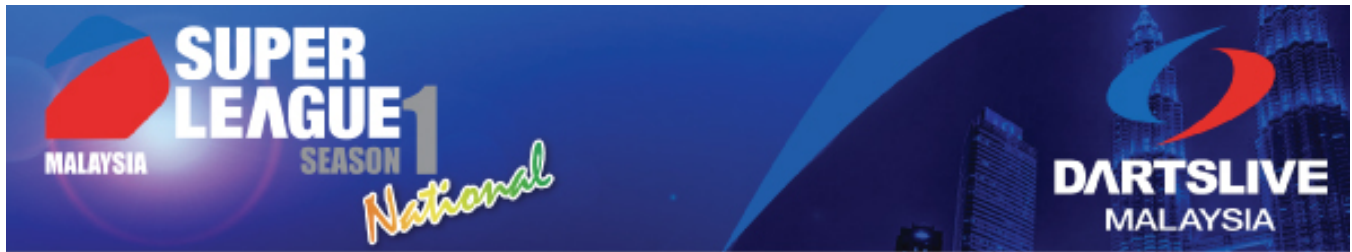
SANDBAGGING

- a) Team Captains are responsible to verify that his/her team member's rating, as reported in the league, are accurate at all times;
 - b) If the League Master discovers that a player has been playing with a rating that is drastically different then his True* rating, the League Master will exercise his/her rights to impose Sandbagging Penalties as follows.
 - i. The offending player will be immediately removed from the current league season but will be allowed to continue playing in other leagues at the acceptable True* rating as specified by the League Master and within the allowable rating limit;
- Or
- ii. The offending player will be immediately removed from all leagues AND banned from all DARTSLIVE events, for a minimum period of three (3) months or up to a maximum of twelve (12) months (for repeated offenders).
 - iii. All games played by the offending player will be reversed accordingly to the point of discovery of this offence:- >Within the first half: All winning games will be reversed win to the opposing team; > Within the 2nd half: All winning games from the 1st week of the 2nd half to the point of offence, reversed win to oppsing team;
- c) Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.

*True Rating = Rating as justified by the League Master, based on results of investigation

BUST RULE

- a) Bust rule across S1 to S4 divisions is 0.31
- b) When a player bust, win will be reversed.



MATCH RE-SCHEDULE

- a) Match re-schedule is allowed but must be arranged in advance, at least 3 working days before the actual match date.
- b) The re-scheduled match date must be before the original match date, not after.
- c) Both team captains & shop owner must agree to the re-schedule date & the team captain requesting the re-schedule must inform the league master of the new date.
- d) Re-schedule of match is strictly NOT ALLOWED after more than 80% of the matches have been played eg. for a 14 weeks league group (Group of 7 & 8), the games on the Week #12 - Week #14 (last 3 games) cannot be re-scheduled; for a 10 weeks league group (Group of 5 & 6), the games on Week #9 - Week #10 (last 2 games) cannot be re-scheduled. Bye games are counted as game week.
- e) All teams are limited to a maximum of 2 Re-schedules per season.

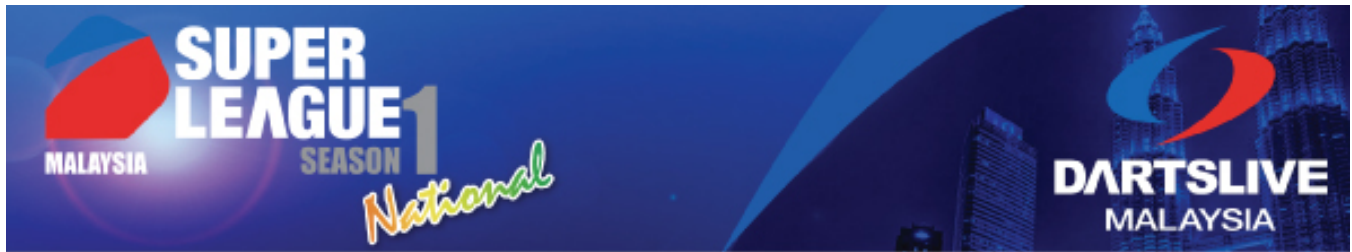
DRESS CODE

- a) Positive media coverage, sponsorship and growth of the game are based upon 2 major factors - the professionalism of SUPER 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.

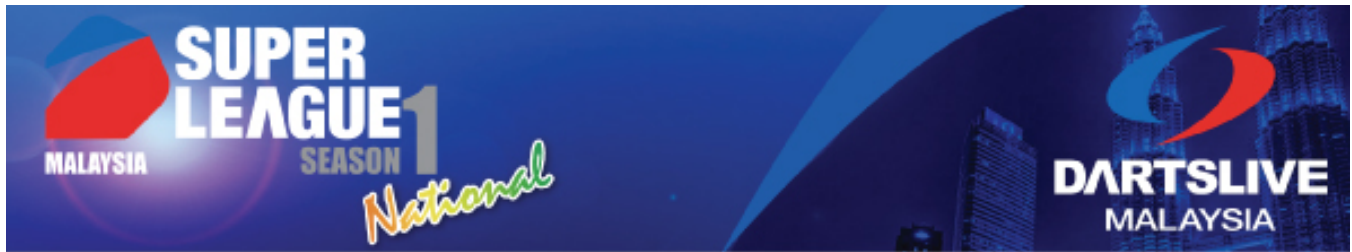
Slippers - thongs & slip on without any strap around the ankle.

- b) Player who does not abide to the above dress code will not be allowed to play in any league matches.



DISCIPLINARY ISSUES

- a) **Offensive/ Abusive Languages:** Use of vulgar language demeans the sport, 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 banned for a min. three (3) months and forbidden from participating in all DARTSLIVE Leagues and events.
- 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 a min. six (6) months and forbidden from participating in all DARTSLIVE Leagues 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 banned indefinitely. Offending player(s) will be suspended indefinitely. An appeal to rescind the ban may be submitted after twelve (12) months subject to approval of the league management. Offending player 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 his/her position for the current and future league teams, but may continue to play as a regular team player.



SUPER LEAGUE NATIONAL Season 1 walkover

- a) All league matches begin at 8.30PM sharp. If a team has no players present by 8.45PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. Bonus points will be awarded to opposing team.
- b) A "full" walkover is only given if none of the players of a team are present by 9.00PM.

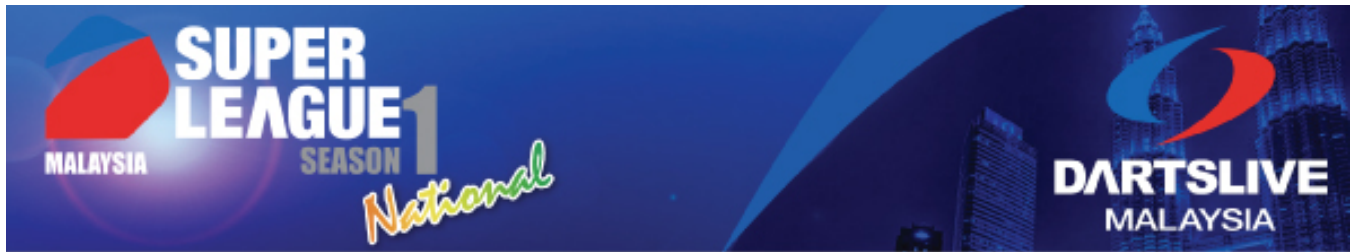
Offence No.	Penalty \$*	Home Game Shop	League Organizer
1st Offence	RM100	RM50	RM50
2nd Offence	RM200	RM100	RM100
3rd Offence	RM200 and disqualification	RM100	RM100

*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 games walkover penalty will be charged 2 x Registration Fees

- c) 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.



DIVISION PRIZES

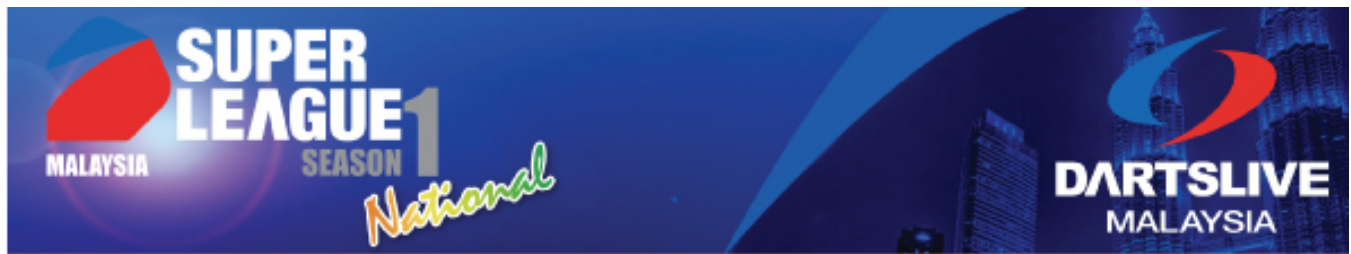
a) Regional Division Final

Minimum Teams per Division	12	12	12	12
Position	S1	S2	S3	S4
Group Champion	RM200	RM200	RM200	RM200
Division 1st	RM3,000	RM2,500	RM2,000	RM 1,500
Division 2nd	RM2,500	RM1,500	RM1,000	RM 800
Division 3rd / Joint 3rd	RM 800	RM 750	RM 600	RM 500
Medals	Medals for Division 1st to Joint 3rd			

** Prizes will be adjusted up / down accordingly to the final number of teams registered per Division.

*** For regions that only have 1 group in 1 Division, there will be no League Finals required and the prize money will be reduced to 30% (Subject to change).

**** For group of 4, Prizes are given to Top 3 team of the group (Division 1st, Division 2nd and Division 3rd).



DIVISION PRIZES

b) National Division Final

Position	S1	S2	S3	S4
National 1st	RM 6,000	RM 4,000	RM 3,000	RM 2,000
National 2nd	RM 3,000	RM 2,000	RM 1,500	RM 1,000
National 3rd/ Joint 3rd	RM 1,500	RM 1,000	RM 750	RM 500
Trophies	Trophies for 1st to Joint 3rd			

SPECIAL PRIZES

a) Award Pins

Award type	DARTSLIVE Rating Group (Rating based on league end rating)			
	Rating 1-5.99	Rating 6-9.99	Rating 10-14.99	Rating 15-18
HAT TRICK	2	10	23	30
HIGH TON	1	1	2	3
TON 80	1	1	1	2
3 IN A BED	1	2	3	4
WHITE HORSE	1	1	1	3
3 IN THE BLACK	1	1	1	1

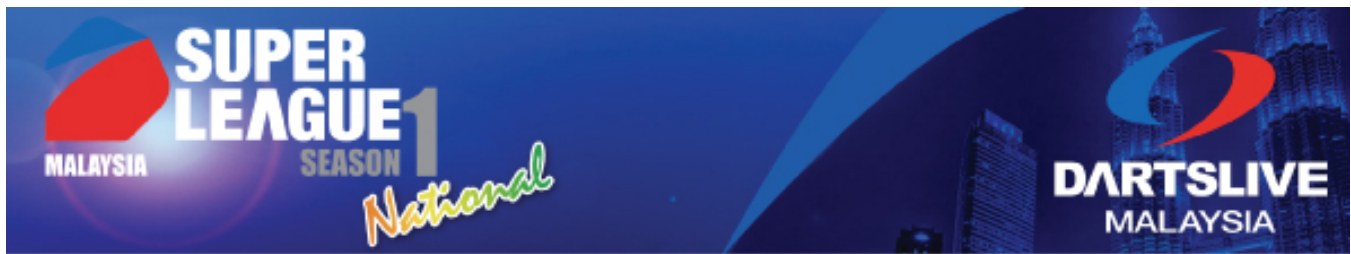
** Players who achieve the number of Award Type listed in the DARTSLIVE Rating Group throughout the league will receive the Award Pins

MATCH FORMAT

<div style="display: flex; align-items: center;"> <div style="border: 1px solid white; padding: 2px; margin-right: 5px;">S1</div> <div style="margin-left: 5px;"> NO HANDICAP <small>Freeze 701 - DBI-in/out, Split Bull) Normal X01 - Open in, Master Out</small> </div> </div>		
Part	Match Format	Team Rating
1	Singles: 501-CRI-501	n.a
	Singles: 701-CRI-701	
	Doubles: 901-901-901	
2	Singles: 701-CRI-Choice	n.a
	Doubles: 701-CRI-701 (Fz)	
	Doubles: 901-CRI-901	
3	Doubles: CRI-CRI-CRI	n.a
	Doubles: CRI-CRI-CRI	
4	TRIOS: 1101-CRI-Choice	n.a
Total Game Credits		84 Credits

<div style="display: flex; align-items: center;"> <div style="border: 1px solid white; padding: 2px; margin-right: 5px;">S2</div> <div style="margin-left: 5px;"> NO HANDICAP <small>Normal X01 - Open in, Master Out.</small> </div> </div>		
Part	Match Format	Team Rating
1	Singles: 501-501-501	n.a
	Singles: 701-701-701	
	Doubles: 701-CRI-701	
2	Singles: CRI-CRI-CRI	n.a
	Doubles: 901-901-901	
	Doubles: 901-CRI-901	
3	Doubles: 701-CRI-Choice	n.a
	Doubles: CRI-CRI-CRI	
4	TRIOS: 901-CRI-Choice	n.a
Total Game Credits		84 Credits

<div style="display: flex; align-items: center;"> <div style="border: 1px solid white; padding: 2px; margin-right: 5px;">S3</div> <div style="border: 1px solid white; padding: 2px; margin-right: 5px; margin-left: 10px;">S4</div> <div style="margin-left: 5px;"> HANDICAP APPLIES <small>Normal X01 - Open in / Out</small> </div> </div>		
Part	Match Format	Team Rating
1	Singles: 301-301-301	n.a
	Singles: 501-501-501	
	Doubles: 701-701-701	
2	Singles: 301-CRI-301	n.a
	Singles: 501-CRI-501	
	Doubles: 701-CRI-701	
3	Doubles: 501-CRI-Choice	n.a
	Doubles: 701-CRI-Choice	
4	TRIOS: 901-CRI-Choice	n.a
Total Game Credits		76 Credits



DARTSLIVE OFFICIAL LEAGUE General Rules applies for **MALAYSIA SUPER LEAGUE NATIONAL** Season 1.

Thank You to shops & players for the tremendous support in **MALAYSIA SUPER LEAGUE NATIONAL** Season 1.

GOOD DARTS, PLAYERS! ALL THE BEST!

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

www.facebook.com/DartsliveMalaysia

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