



DARTSLIVE
MALAYSIA



SUPER 2
2016 MALAYSIA



SUPER
LEAGUE 1
SEASON 1

National

OFFICIAL LEAGUE RULE BOOK

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Organizer

DARTSLIVE MALAYSIA

League Master

Peninsular Malaysia – Southern Region

ML Lim

Mobile: +60 12-717-1551

Email: lmlen@hotmail.com

Peninsular Malaysia – Central and Northern Region

Nic Lim

Mobile: +60 12-629-1085

Email: nic.lim@dldarts.com.my

East Malaysia

Alan Lind

Mobile: +60 12-290-5074

Email: alan.dartmachines@gmail.com

League Email

league_my@dartslive.com

League Portals

<http://league.dartslive.my>

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1. DARTSLIVE CARD

- a) Players without a valid DARTSLIVE CARD cannot register for the league.
- b) Definition of a valid DARTSLIVE CARD is it must have a valid rating & flight when playing any x01 or Cricket game in DARTSLIVE DL2 Board.
- c) Team players must always use the same DARTSLIVE CARD registered for the league to play in the league matches.
- d) 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.
- e) 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.
- f) After transfer, the old card will be deactivated and can no longer be used.
- g) 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.
- h) 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.
- i) League players are recommended to use the same card for all DARTSLIVE MALAYSIA official league - (SUPER LEAGUE, SUPER2, Premier, Trios League, etc.)
- j) Replacement card cannot be used unless lost card data has been transferred to the replacement card. Online system will reject player who tries to use a new card without transferring the old data.
- k) Vulgarities, sexism, humiliating, racism, insulting, offensive, etc words are not allowed to be used for Card Names & Catch Phrases. Failure to abide by this rule may result in the player being disqualified & suspension rules apply.

1. DARTSLIVE卡

- a) 无效DARTSLIVE卡的选手不能登记参加联赛。
- b) 于DARTSLIVE DL2中有足够x01或 Cricket比赛数据并同时有Rating等级方可启动有效DARTSLIVE卡参赛。
- c) 队员必须使用相同的DARTSLIVE卡注册和参加联赛。
- d) 所有联赛选手必须记录下自己的16位DARTSLIVE卡号码和登录密码，如果卡丢失，需将旧卡数据转到新卡，并通知联赛管理员，才能继续参加比赛。
- e) 所有旧卡数据转移必须在进入当天DL2联赛前完成。如果开赛前新卡数据未转移成功，选手将无法使用新卡比赛。
- f) 数据转移后旧卡即被停用。
- g) 如果选手遗失卡但不能转移数据，将不能参加之后剩余联赛日的所有比赛。
- h) 选手必须在下次比赛前通知联赛管理员转换后的新卡卡号，未能通知联赛管理员的选手有可能将失去后续比赛日的参赛资格。
- i) 建议联赛选手使用同一张卡参加所有DARTSLIVE赛事(SUPER LEAGUE, SUPER2, Premier League, Trios League, etc.)
- j) 新卡在数据转移成功后才能使用，否则联赛在线系统将拒绝选手使用新卡比赛。
- k) 卡的名称不允许使用包含下流，性别歧视，侮辱，种族歧视，冒犯，攻击性的词语。不遵守此规则者可能会按规定被取消资格或中止比赛。

2. LEAGUE STANDINGS & RESULTS

- a) League Standing is based on total GAME points (5-4, 6-3, etc.) won only:
- b) For each MATCH (one night) win, the team is awarded 1 extra bonus GAME points.

Example of GROUP standing after 2 matches:

Team 1 vs Team 3: Score of 5-4

Team 2 vs Team 4: Score of 9-0

GROUP 1	Games Won	Games Lost	Bonus Points	Total Points	Position
Team 1	5	4	1	6	2 nd
Team 2	9	0	1	10	1 st
Team 3	4	5	0	4	3 rd
Team 4	0	9	0	0	4 th

- c) Total number of points at the end of the Season will determine their rankings.
- d) All results and standings are updated real-time online at <http://league.dartslive.my>
- e) At the end of the season, if 2 or more teams have the same Game Won, Game Lost & Total Points, the online league system will compare the legs won/lost points within each match and rank the teams accordingly.
- f) The final position as stated in the online league page stands as the final league standing result.

2 . 联赛排名和结果

a) 联盟排名是基于比赛赢取的总点数 (5-4 , 6-3 , 等) :

b) 每场比赛 (一天晚上) 获胜的团队奖励 1 个额外 Bonus Point 。

如两场比赛后小组排名 :

1 队 VS 3 队 : 比分 5-4

2 队 VS 4 队 : 比分 9-0

GROUP 1	赢	输	积分	总积分	排名
Team 1	5	4	1	6	2 nd
Team 2	9	0	1	10	1 st
Team 3	4	5	0	4	3 rd
Team 4	0	9	0	0	4 th

c) 本赛季结束时的积分总数将决定他们的排名。如该组别比赛小组多于一组, 每组组别冠军将直接进级总决赛。

d) 所有结果和排名将实时更新到官网, 详情请参阅联赛通告 <http://league.dartslive.my>

e) 赛季末, 如果2个或更多的团队拥有相同成绩或总积分, 在线联赛系统会比较每场比赛得失点数并依此相应地对团队进行排名。

f) 联赛排名或成绩按在线联赛网页发布的为准(大会保留最终解释权)。

3. GAMES

3.1 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 center bull will win the leg. (Press P4 – Revise Winner and select Home Win or Away Win)

3.2 01

- a) 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 – Revise Winner and select Home Win or Away Win)

3. 赛事

3.1 Cricket

- a) Cricket比赛中，Overkill 即当一队领先200分或以上并不能再增加得分。但本大会不建议选手作出Overkill动作，以示对对手的礼貌和尊重。
- b) 当比赛第15局双方仍是平手时，
 - i. 将所有Cricket有效区关闭的选手/队伍胜出，或
 - ii. 如所有Cricket有效区未全部关闭，将双方队伍争红心决定胜负，由主场队伍先投，以最接近红心的选手 / 队伍胜出。
(分出胜负后接 P4 按钮 – 修改主场或客场队伍胜出比赛)

3.2 01

- a) 如双方队伍不能结鏢，
 - i. 选手/ 队伍分数较低一方胜出。
 - ii. 如双方选手/ 队伍分相同，将双方队伍争红心决定胜负，由主场队伍先投，以最接近红心的选手/队伍胜出。
(分出胜负后接 P4 按钮 – 修改主场或客场队伍胜出比赛)

4. HANDICAP

- a) Handicap will be given based on rating difference between players. Advantage will be given to the lower rated player for parity.

For example:

GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

- b) Handicap will be auto calculated by the online league system.

4. 让分

- a) 根据队员等级之间的差异给予低Rating级吃的选手/ 队伍让分优势

如:

GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

- b) 让分将通过在线联赛系统自动计算。

5. SANDBAGGING

A sandbagger is a player who intentionally submits his/her rating (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. Such action demeans the game, shows poor sportsmanship and damages the reputation of the League and all its players. The League Organizer does not condone such behaviour.

- (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 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

- (d) Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.
- (e) The Captain of such player 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.
- (f) 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.
- (g) Any 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.

5. 等级犯规

等级犯规是指选手故意提交他 / 她的 Rating 等级 (或允许被提交者) 比他 / 她的实际 Rating 等级水平低之 Rating 参赛，或故意操控或控制自身比赛水平 (例如: 故意Out Board 或失误投镖以降低比赛Rating) 来获得更高让分比例或影响排名名次等行为。以上行为有贬低本公司主办之比赛及严重影响体育精神之原则，更加对其他参加联赛选手不公平，主办单位不会容忍以上行为的队伍或选手：

- a) 每队联赛队长有责任查询及保证其参赛队伍选手以真实及准确Rating 等级参加本公司举办的所有联赛。
- b) 如任何参赛队伍(只限队长)对任何参赛选手Rating有任何投诉，该队队长可正式经Email 向本大会提出投诉，而投诉时需包含对被投诉者之投诉原因及证据(例如：终身会员编号、队名、参赛Division、比赛时间内容、比赛时的MPR/PPR 数据，Rating 作假之证据或其他有效证明投诉成立之Photo 或 Video)，如能提供以上足够证据方可设立投诉。
- c) 如主办方发现参赛选手 *真实Rating 和报名时严重差距，将会作以下处分
 - i. 马上于该联赛中除名并不可参加余下联赛场次，但选手可继续参与其他进行中的比赛 / 联赛 (如适用)，大会将复位该选手 Rating 至查核后的 * 真实 Rating，如 * 真实 Rating 超出该赛事级别将不可继续参与其他进行中的比赛 / 联赛 (如适用).

严重犯规者 选手将马上从该 League 联赛中除名并不可参加余下之联赛场次及 / 或被禁赛最少 3 个月或 12 个月 (重复犯规选手) ；

被禁赛其间之选手将不可参与所有本公司举办之所有联赛、游戏、活动及国际赛事。

- ii. 犯规选手所有比赛场次之胜负将以下列方式修改 (由主办方发现当天起计) :
- 于首循环内发现 : 该犯规选手所有参与的单人或单人以上的赛事将改判对方队伍胜出 ;
 - 于次循环内发现 : 该犯规选手于次循环参与的单人或单人以上的赛事将改判对方队伍胜出。

**真实 Rating = 由大会主审判查核当天真实之选手 Rating(选手不得有任何异议)*

- d) 犯规选手将被取消所有个人或队制之奖励。
- e) 大会有权要求犯规选手所参与队伍之队长于现有联赛或将来所有联赛中除名并改由其他队员担任队长 , 但原队长可继续参与余下进行中的比赛/联赛。
- f) 犯规选手或队长可向主办方申请上诉, 但大会将按实际情况决定接纳或不接纳上诉(大会保留最终解释权)
- g) 如选手发现自身等级表现提升及比实际联赛Rating为高 , 选手可在本赛季的任何时候都可申请评级调整 , 以可避免被指作等级犯规。

6. BUST RULE

6.1 Online League Matches

- For Online League games, Bust Rule is auto-calculated by the Online System
- If only 1 team has min. 1 player who has 'bust', winning result, will be auto-reversed to the opposing team, with a score of "2-0".
- If both teams has one or more 'bust' player, the system will show that the match result is a "DRAW". Each team will need to do a bulls-up (any one of the 2 players), and winner of the bulls-up will be considered as winner of the 'DRAW' match, by using the "DEFAULT WIN" button provided. Manual coin flip to determine the team to go first on the "bulls-up".
- Bust Players can continue to play from the next part for the remaining games.
- Bust Point of 0.31 **and** above applies to all Divisions unless otherwise stated.

6.2 LEAGUE FINAL (Offline) Matches

- During the league final, some matches are played outside the ONLINE League system.
- Bust Rule, hence, will be checked manually, using the TOUCHLIVE Machine.
- Players in the Final must ensure there is enough 1000 bananas in their League Card for used in TOUCHLIVE Rating check.
- All League Final Players' Card will be checked for 3 different numbers:
 - “**SDR**” - Start of Day Rating, i.e. the player’s start-of-day rating as shown in TOUCHLIVE. This rating is the rating read in the Darts Machine and does not throughout the whole day's matches.
 - “**GSR**” - Game Start Rating, i.e. the player’s Current Rating (see pic below) before a game starts, as shown in TOUCHLIVE;
 - “**GER**” - Game End Rating, i.e. the player’s Current Rating (see pic below) after a game ends, as shown in TOUCHLIVE.



- A Player "bust" and cannot play when:
 - “**SDR**” - Start of Day Rating, is lower than the End of League Rating as shown on the Online League Portal.

- “GSR” - Game Start Rating, the first check on GSR is 1 point higher than the “SDR”.
- “GER” - Game End Rating:
 - (i) After all the Round Robin, is 0.76 higher than the “GSR”; or
 - (ii) After each SKO match, is 0.31 and higher than the “GSR”

6. 爆级规定

6.1 在线联赛

- 在线联赛的爆级规定由在线联赛系统自动计算。
- 若获胜队伍中有一人爆级，比赛结果自动改判对方队伍将以2-0比分获胜。
- 若比赛双方队伍中都有一人或一人以上爆级，系统会视为“平手”。每队都需要争红心决定胜负（两队中任何一名选手进行），双方队伍以硬币选择公/字，以抛硬币型式决定投镖次序，以最接近红心的选手/队伍胜出。争红心获胜的队伍通过“DEFAULT WIN”按钮记录为胜方。
- 爆级选手可继续参加联赛中的下一场比赛。
- 若无特殊说明所有Divisions的爆级规定为0.3(即0.31或以上即被视为爆级)。

6.2 线下联赛

- 在联赛准决赛/决赛中，一些场次比赛可能会于线下进行。
- 大会将使用TOUHLIVE作为爆级计算工具
- 为能在TOUHLIVE中验证等级，选手的联赛卡内必须要有足够的1000 Bananas(香蕉)用于查询选手等级，而选手同意每次查询选手等级须使用1000 Bananas(香蕉)。
- 所有联赛队员的卡可通过三种号码查询：
 - “SDR” - 当天比赛日开赛前的初始 Rating 等级，即是 TOUCHLIVE 上显示选手的 Start of Day Rating。
 - “GSR” - 每场比赛开始前最新的 Rating 等级，即是选手当前的 Rating（如下图）比赛前会于 TOUCHLIVE 机上显示。
 - “GER” - 每场比赛结束后的最新 Rating，即是选手当前比赛后的 Rating（如下图）比赛结束时 TOUCHLIVE 机上显示。



e. 选手在以下情况爆级不能继续比赛:

- “SDR” - 每日初始 Rating 低于联赛网站公布最新的联赛 Rating (LEAGUE Rating)
- “GSR” - 于当天比赛开始前, “GSR”显示比“SDR”高出 1 个点
- “GER”- 比赛结束后 Rating:
 - i. 所有小组赛结束后比“GSR”高出0.76 ; 或
 - ii. 每局SKO 单淘汰比赛后比“GSR”高0.31

7. 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 window period. All teams must not exceed 6 players at any point in time.
- c) Players are allowed to be transferred between divisions provided:
 - > Transfer cannot be within the same Division;
 - > Players rating must be within the respective Division's entry rating caps.
- d) Once a player is removed from a division, all previous game stats & awards will be forfeited.
- e) 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.
- f) Request form will be made available to captains, and also available for download on:
<http://www.dartslive.com/my/league>
- g) All captains will be informed if the change is approved and changes will take effect immediately upon approval.
- h) Individual players have final rights in transferring between teams, not the captains, and can do so by informing League Management in writing via email.
- i) League Management shall make the final decision on approvals of any changes in team lineup.

7. 选手增加，除名及更换

- a. 队伍人员的更改必须在大会公报的“开放更改期” 期内完成。确切日期将在联赛开始时公布。
- b. 窗口期内所有队伍只允许2次变更（更换或增加）。所有队伍队员数量不可超过比赛上限。
- c. 选手可申请转换至Divisions内参赛, 但：
 - i. 不可转换至同一 Division 的另一支队伍；
 - ii. 队员 Rating 限制必须在相应 Division 的等级范围内。
- d. 一旦队员从原Division 转出，将丧失之前所有比赛的全部奖项及比分
- e. 任何变更, 必须由队长通过传真或电子邮件正式向联赛管理员提交申请表，大会不接受电话或发送短信的申请。
- f. 队长可于网上下载申请表, 下载地址: <http://www.dartslive.com/my/league>
- g. 若变更审批通过，将会通知队长，审批通过后将实时生效(不接受任何更改)。
- h. 在队伍间转移的最终决定权为个人选手所有，非队长所有，如有任何疑问, 选手可电邮给联赛管理者查询。
- i. 联赛管理者对队伍人员变更有最终决定权。

8. 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 for the re-schedule must inform the league master of the new date.
- d) Match venue cannot be changed (exception applies, see point 9 CHANGE OF MATCH VENUE/HOME SHOP)
- e) **Re-schedule of match is strictly NOT ALLOWED after 80% of the matches are played (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.**
- f) All teams are limited to a maximum of 2 Re-Schedules per season.

8. 比赛时间调整

- a. 比赛时间调整必须于比赛日前提前三个工作日进行申请。
- b. 比赛时间调整只能比原订比赛时间前，不可调后。
- c. 双方队长及场地方都必须同意比赛调整后的新日期，且队长必须将调整后的新日期通知联赛负责人。
- d. 比赛场地不可更改 (除特殊情况外, 详情请见第9点比赛主场/场地调整)
- e. **每组比赛当进行80%后将不允许调整比赛时间 (如5-6队一组：最后两场；7-8队一组：最后3场；Bye Games将不受此限制)**
- f. 所有队伍每季最多允许两次改期或被改期申请(以大会联赛公报为准)。

9. CHANGE OF MATCH VENUE/HOME SHOP

- a) Teams are STRICTLY not allowed to change their home shop during the League unless:
- i. Home shop ceased to operate. In this case, the home team can search and request for a change of new home shop.
 - ii. Home shop is under renovation. In this case, team can request for a temporary home shop, but must return to the shop once renovation is completed.
- b) For change of Match Venue for a night's game for other reasons, eg. Home Shop has private event:
- Home Shop owner must notify Home Team Captain at least 7 working days in advance about the event; Home Shop if repeatedly fails to do so, despite warnings, may be ban as future league location;
 - Home team captain must decide to reschedule the match to another day or change venue and play the match as per schedule date;
 - Home team captain must seek approval from opposing Captain first, then inform League Master at least –
 - 7 working days in advance if decide to change venue (play on schedule date);
 - 3 working days in advance if decide to reschedule the match;
 - Failure of Home Team Captains to make alternative arrangements as mentioned above, will result in the night's game given a default walkover to the advantage of the opposing teams.

9. 比赛主场/场地调整

- a. 除以下情况外，赛季中队伍不允许更改主场：
- i. 主场停止营运。这种情况主队可寻找并申请变更到新的主场。
 - ii. 主场装修中。这种情况队伍可寻找临时主场，但一旦装修完成，必须返回原主场。
- b. 比赛场地于晚上有特殊活动/原因而需要变更比赛场地，如：场地晚间有包场活动：
- 主场场主必须至少提前 7 个工作日通知主队队长。若屡次不履行，除警告外，可能会禁止成为今后的联赛指定场地所。
 - 主队队长必须根据比赛日期决定是调整比赛日期还是调整比赛场地。
 - 主队队长必须先取得对手队长的同意，才能通知联赛负责人，且至少-
 - 提前 7 个工作日（若决定只调整场地，不更改比赛日期）
 - 提前 3 个工作日（若决定调整比赛日期）
 - 如主队队长未能履行上述的变更安排，将会按退赛并判对方队伍胜出当天比赛。

10. LEAGUE PROGRESSION

League Progression is based on 2 results:

- a) Online League Standing at the end of the league -
Top teams of each group will be promoted 1 Division Up in the next Season;
Bottom teams in each group demote 1 division down in the next season;
- b) League Division Final -
Top Teams of each Division will be promoted 1 Division up in the next Season;
- d) Other teams remain in the same division in the next season;
- e) Promoted teams are not allowed to reject promotion to the higher division.
- f) In the situation where the promoted team decided to reject the promotion and disband, all team players from such teams will be limited to play only in the promoted Division in the next season.
- g) League Management to decide on the number of teams based on the total size of the groups & divisions.
- h) League Management may request for changes to the number of top or bottom teams to promote/demote should the need arises. Selected teams cannot reject such requests.

10. 联赛升降班

联赛升降班吉于以下准则:

- a. 根据联赛的小组排名 -
 - i. 每组的小组冠军队伍将于下一赛季升班到高一级别的 Division(如适用);
 - ii. 每组小组最后一名的队伍将于下一赛季降班到低一级别的 Division(如适用);
- b. 联赛Division 决赛 –
每 Division 的最总冠军队将于下一赛季升班到高一级别的 Division;
- c. 其他队伍下一赛季保持同一Division不变;
- d. 升班队伍不可拒绝升班到较高的Division.
- e. 若升班队伍拒绝晋级而又不解散并继续参赛, 其队伍内原有所有队员将在下一赛季限制仅能参加比原来高一级别的Division.
- f. 联赛管理者有权根据根据小组及Divisions总数而决定总参赛队伍的数量。
- g. 联赛管理者可自行决定/增加每季升班或降级的队伍, 被指定的队伍不可拒绝升降班要求。

11. MATCH FORFEITURES AND WALKOVER

- a) In a dispute situation, where a team forfeits, walkover or abandon a match without any valid (as deemed by League Master) reasons, the remaining un-played game(s) will be awarded to the opponent team as 2-0. Bonus points will be awarded to the winner.
- b) If an emergency develops during a match and the match has to be suspended, the home team captain must inform the League Master as soon as possible. The League Master will investigate and advise the teams of any decision.
- c) All league matches start at 8.30pm. Both teams should be present by that time to start the game.
- d) If a min. of 2 players per team are not present by 9.30pm, the match will be walkover. If 1 player is present, then the team with insufficient players will lose the first single game. A grace period of 5-mins will be given for each subsequent game and if there are insufficient players to start subsequent games, each game is conceded with a 2-0 lost. This continues on until sufficient players are available to play a game or until all games have been "played".

Example:

8.45pm: The team with only 1 player will lose the 1st Single game and proceed on to wait for the remaining players to turn up.

8.50pm: The 2nd Game is lost again if the 2nd player does not turned up.

8.55pm: 2nd player turns up and the 3rd & 4th Games can proceed as normal.

- e) All league matches begin at 8.30PM sharp. If a team has no players present by 9:30PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. Bonus points will be awarded to opposing team.
- f) A "full" walkover is only given if none of the players of a team are present by 9.30pm. Walkover team will be penalized with:

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

- g) 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. Only League Master can

call for a walkover or a game forfeiture. No captain or player can unilaterally do so without the consensus of the league master.

- h) All entire MATCH forfeitures and walkovers must be approved verbally by League Master, before either team can leave the match venue. Forfeitures without approval are subject to penalty (as mentioned above).
- i) If a team or player(s) is/are discovered to be intentionally losing their games so as to give advantage to the opponent team or to gain a preferential spot in ranking or to manipulate their rating, the league management will investigate the issue. If found guilty, the team or player(s) involved will be disqualified from continuing in the league immediately including league finals or playoffs, regardless of position.

The game(s) in question will be voided and nullified to prevent the advantage from being given. Such player(s) may also be ban for a period of 3-6 months from all DARTSLIVE MALAYSIA events and leagues. The league management cannot condone such display of poor sportsmanship by individuals which will bring all darts players into disrepute.

11. 丧失资格及临时退赛

- a. 如有发生争执的情况而其中一队中途自行离开比赛场地而没有任何有效的的原因（没向主办方申请），剩下未完成的游戏将判对方队伍 2-0 胜出，而 Bonus Point 将同时自动给予对方队伍（如适用）。
- b. 若紧急情况于比赛途中因任何原因需暂停比赛，主场队伍队长必须马上通知主办方，主办方将马上进行调查，由主办方决定解决办法并通知现场比赛队伍。
- c. 所有联赛准时于晚上 8 时开始。双方队伍应准时开始比赛。
- d. 如其中一队队伍未有 2 名队员及时于晚上 9 时 30 分抵达，对方队伍可直接“自动获胜”。而同时人员未到场的队伍可享有 5 分钟宽限时间，如人员到场后可继续给予参赛后续的比赛。但如果 5 分钟后该队伍尚未有足够的选手开始后续的比赛，该天第二场比赛将同样以 2-0 判为落败，如此类推，直至有足够的选手参加比赛或完成该晚的比赛。

例：

下午 8 点 45 分：只有 1 名选手到场，该队伍将被判第一比赛 2-0 落败，并继续等待剩余的选手到场。

下午 8 点 50 分：第二名或选手尚未到场，该队伍将再被判第二比赛 2-0 落败。

下午 8 点 55 分：第二的选手到场，第三及第四场比赛可正常进行。

- e. 所有联赛于晚上 8.30 时准时开始，如其中一方于晚上 9:30 后尚未有选手到场，对方队伍将“自动获胜”当天的比赛，而 Bonus Point 将同时自动给予胜方队伍（如适用）。

- f. 对方队伍当天晚上 9:30 前未有任何一名选手到场方可以”自动获胜” 胜出比赛。

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

- g. 在任何比赛中，只有联赛负责人能决定现场队伍可否停止比赛及离开比赛场地，任何队长或队员在没有联赛负责人的同意的情况下，就算相方队长同意，均不可自行离开 (未完成比赛)。
- h. 所有比赛中途退赛必须在两队离开现场前由联赛负责人口头同意，未经同意退赛将按上述条款处罚。
- i. 如果队伍和队员被发现故意于参赛中落败以让对手获利，或因落败而获得更有利的排位或操纵选手自身的Rating等级的行为，联赛主办方有权进行调查，如指控成立，该队伍 / 选手将立即被取消其剩余的比赛资格，包括决定和季后赛，而相关可疑比赛及从中的获利的比分均视为无效。联赛主办方决不容忍破坏体育精神及飞镖礼仪的行为，此行为令所有飞镖选手蒙羞，此选手也可能被联止参加所有DARTSLIVE举办的比赛3-6个月作为处罚。

12. DISQUALIFICATION / DROP OUT OF LEAGUE

- a) If a team is disqualified or drops out from the league, regardless of reason, all members in the team will be banned from all DARTSLIVE events & not entitled to any league prizes, awards or refunds for a period of 6 (six) months.
- b) All previous games played by that team will be voided (0-0). This will affect other teams' rankings and may affect their standings.
- c) Disqualified team name and scores will still be visible in the league table, although ineffective.

12. 取消资格

- a. 若队伍于联赛中被主办方取消资格或退赛，无论任何原因，队伍中所有队员6个月内禁止参加所有DARTSLIVE 活动，并且所有联赛奖项、奖励将被取消，而取消队伍将不获任何退款。
- b. 取消资格队伍之前参加的所有比赛将被视为无效（0-0）。这将影响其他队伍于赛事中的排名。
- c. 被取消资格队伍之队名及之前所得之分数可能于网上联赛保留，但比分将被算为无效。

13. GAME ACTIVATION & SEQUENCE OF PLAY

- a) All matches must be played in sequence as per each part, i.e. no skipping of matches. Each match must be determined with a winner before proceeding to the next.
- b) Any team player can activate the Online League Program for his/her own team by putting DARTSLIVE CARD in the respective slots (i.e. Slot 1 & 2 for Home Team; Slot 3 & 4 for Visiting Team) & inserting the game credits for his/her team.
- c) For all divisions, "Bulls-Up" applies to all games, except for games with fixed number of rounds such as COUNT-UP/ HALF-IT / SHOOTOUT, in the following order:

- 1st Step: Machine coin flip feature (Cork) first
- 2nd Step: Winner of cork proceeds with 'Bulls-Up', follow by opponent
- 3rd Step: Dart closest to the bull's eye starts the game.

1st leg (Bulls-Up); 2nd leg (loser of 1st leg goes first); 3rd leg (repeat 1st – 3rd Step)

For games with fixed rounds for both teams (such as COUNT-UP/ HALF-IT / SHOOTOUT), the 1st step will determine who goes first.

*SURVIVOR will require "Bulls-Up"

- d) For Singles, the participating player will perform the bulls-up. For doubles or trios games, Captain can nominate any of the 2/3 participating players to perform the Bulls-Up
- e) Each player will throw until a dart sticks. If the 2nd player's (Player B) dart causes the 1st player's (Player A) dart to fall out of the board, a re-throw will be done in the reverse order, i.e. Player B go first, then Player A. (i.e. assume tie)
- f) If a tie exists, a re-throw by the same players will be made in reverse order of the previous Bulls-Up sequence, with the first 1 or 2 darts that have been thrown stays on the board.
- g) If both darts land on the Bull's Eye, a hole count from the centre hole of the bull will determine the winner of the Bulls-Up.
- h) If 1st player's dart landed on the center hole of the double bull, 1st player is to take out his dart and let 2nd player try. If 2nd player also throw onto center bull, refer to point 13f.

13. 开始比赛&比赛顺序

- a) 所有比赛依次序进行，即不可跳过中间的比赛。每场比赛完成后方可进行下一场次。
- b) 两队比赛队员都可在会员卡插槽中插入DARTSLIVE卡来开始比去年。插槽1&2为主队，插槽3&4为客队。
- c) 每个Divisions在中正常情况下均以争红心来开始比赛，除COUNT-UP/ HALF-IT / SHOOTOUT 没特别指定先后次序外，其他所有比赛均以下列步骤进：

第一步：DARTSLIVE 机自动翻掷币型式决定决定先后争红心 (Cork)

第二步：Cork 胜方队伍先进行争红心，另一队伍其后开始争红心

第三步：飞镖最接近靶心的一方开始比赛

第 1 场 (争红心); 第 2 场 (第一场的败方先开始); 第 3 场 (重复第一步)

比赛如 COUNT-UP/ HALF-IT / SHOOTOUT 等，均可以由第一步
DARTSLIVE 机自动翻掷币型式决定先攻次序。

*SURVIVOR 比赛需以“争红心”决定先攻次序

- d) 个人赛的参赛选手由参赛者争红心。双人赛和三人赛可由队长提名该比赛中其中一人进行争红心。
- e) 争红心选手以飞镖上靶为准，若第二名选手 (选手B) 的投掷令第一位选手 (选手A) 的飞镖从靶上脱落，将以相反顺序重新投掷. 即先将选手 B 原有靶上的飞镖除去并由选手 B 重新先掷，选手 A 后掷。
- f) 如果出现争红心平手情况，仍由两名选手按与之前争红心顺序相反的顺序重掷, 即由选手B重新先掷，选手A后掷, 但原有选手 A及选手B的飞镖保留于靶上。
- g) 如果双方飞镖均落在红心中，将按飞镖靶中心点开始向外计算来决定的争红心的胜方 (接近中心点者胜出)。
- h) 如果第一位选手的飞镖正中靶心最中间一点(X-Bull)，第一位选手需取下飞镖让第二位选手投掷。如果第二位选手也掷中X-Bull，按第以上f项规定处理。

14. DART BOARD / TECHNICAL PROBLEMS

a) Scoring Mistakes

- i. The segment where a dart sticks establishes the score for that dart thrown. If machine displays a different score, teams must use the “Reverse-a-Round” feature to edit the score.
- ii. If the dart sticks but machines does not record score, teams must physically press the dart into the segment for the machine to register the score.
- iii. If a dart hits the board and immediately falls to the floor, the displayed score stands as it is, even if machine does not record any score.
- iv. In all situations where a player throws on a wrong turn, players must use “Reverse-a-round” to correct any score.

b) Internet Problem

i. Before Online League Game is Activated

- Shop will be given 30 minutes grace time to rectify the issue with ISP or DARTSLIVE Support;
- If internet can be rectified and up within 30 minutes, activate game as per normal.
- If internet cannot be rectified, the game will have to be started with manual scoresheet (note: manual scoresheet can obtain from shop owner, if not available, then download from www.dartslive.my/league).
- Bust Rule does not apply in manual score sheet as both DARTSLIVE & TOUCHLIVE are unable to track rating since both machines are offline.

ii. After Online game has been activated, eg. middle of matches

- **DO NOT TURN OFF THE DARTS MACHINE**
- Take a Manual Score sheet to record now all the Results of each matches from Match 1;
- Inform shop owner about the internet problem immediately and ask shop owner to rectify issue with ISP or DARTSLIVE support;
- While the internet problem is being rectified, you can continue to play remaining game and record each match result on the manual score sheet;
- If the internet can be rectified before the 9th match is completed, all the results will be updated to the server accordingly.
- If NOT, both captains must sign the manual score sheet and home team captains have to fax the completed score sheet to DARTSLIVE immediately.

c) MACHINE HANG or MALFUNCTION

If the Darts machine hangs or malfunction (eg, color problem), in the middle of the game:-

- TURN OFF & ON THE MACHINE;
- If machine is ok after turn on, continue to play as follows. If machine still hang/malfunction after turned on, change to a new board and play as follows:-
 - > Press "P1" to restart the game;
 - > Re-slot both team players cards (players of the pending game);
 - > Continue with the game as shown on screen;

If no new board available, then change to manual score sheet system.

Please Take Note:-

The online system updates the server on a leg-by-leg basis, hence all un-completed games at the point the machine is being turn off & on, will not be considered and a new leg will have to be played accordingly as shown on the screen. Previous score will not be considered, regardless of the score results.

Note: Bust Rule and special award records do not apply to games played when machine is OFFLINE and/or on manual score sheet.

14. 飞镖机 / 任何关于飞镖机技术问题

a. 计分错误

- i. 飞镖插入的位置决定得分。如机器显示了不对的分数，队伍可使用“Reverse-a-Round”功能来修改分数。
- ii. 如果飞镖插入成功但机器并未显示得分，队伍可手动按压飞镖插入令机器获取正确分数。
- iii. 如果飞镖击中镖靶后掉落在地上，将以飞镖机所记录的分数为准，就算飞镖机没计算任何分数均以飞镖机所记录为准。
- iv. 无论任何情况，如选手未按正确顺序投镖，选手需使用“Reverse-a-round”功能修改分数。

b. 联网问题

i. 在线联赛启动前

- 场主有 30 分钟宽限时间与 ISP 或 DARTSLIVE 的帮助下修正解决相关问题。
- 如果 30 分钟内网络修正成功，正常开始比赛。

- 如果网络连接不成功，比赛将以手动记分方式开始比赛（注意：记分表可向店主获取，或可于网上下载 www.dartslive.com）。
- 使用手动记分方式将不支持爆级规定，选手明白因飞镖机脱机 DARTSLIVE & TOUCHLIVE 不能有效记录比赛 Rating 等级。

ii. 比赛进行中但联网出现问题

- 请不要关闭 DARTSLIVE 飞镖机。
- 使用记分表从第一场比赛开始记录所有比赛结果；
- 立刻通知店主网络问题要求店主让 ISP or DARTSLIVE 帮助解决；
- 当网络问题解决后，可继续进行余下的比赛，并用记分表记录每场比赛结果；
- 如果网络问题能在当晚比赛结束前解决，所有比赛结果会自动更新至服务器。
- 否则，两队队长必须在记分表上签名，且主队队长需要立刻传真 /Email 完整的记分表到 DARTSLIVE 以更新赛果。

C. 机器故障或出错

如果在比赛过程中飞镖机故障或出错（如飞镖靶出现颜色问题）：-

- 重启机器；
- 如果机器重启后恢复正常，继续比赛。如果仍有故障，请转换到另一机台按如下方法进行比赛:-
 - 按 "P1" 开始比赛；
 - 重新刷双方队员的卡（比赛中的队员）；
 - 按屏幕提示继续比赛；
 - 如果没有其他飞镖机可供使用，请改为以记分表记录赛果。

请留意：-

在线服务器记录按每场比赛逐场更新，如有机器错误而重启时，重启前所有未完成的比赛分数 / 数据将不被承认，比赛将重新进行，而重启前所得分数将不被记录。

注意：当机器脱机以手动记分型式开始时，爆级规定及特殊奖项将不被记录。

15. BOARD ALLOCATIONS / USAGE LIMITATIONS

- a) Any boards not in use for the League Match are open and can be used by any members of the public.
- b) Team Players in an ongoing league game cannot use any other boards to practice during games. Practicing during breaks or in-between games is allowed.
- c) In a location with multiple boards, the management of the location will designate the boards for the league match, and the visiting teams will have the exclusive rights to their designated boards for the half hour before the scheduled starting time of the match.

15. 飞镖机配置与使用限制

- a. 非联赛比赛使用中的机器可开放给所有人使用(比赛人员不可因比赛进行中而禁止其他人使用其他机台)。
- b. 正在联赛比赛中的队员在比赛进行中不可使用其他机器进行练习,但允许于比赛休息时段练习。
- c. 在有多台飞镖机的场所,主场场地管理者应为联赛分配好比赛机器,而客队在比赛开始前半小时有权使用指定机器作为练习机台。

16. PROTEST & PANEL OF JUDGES

- a) Team Captains can file requests, protests, and appeals on various situations, by writing in to League Master with the following:
- i. Date, Time, & Location of Match
 - ii. Team Captain's Name
 - iii. Contact Number / Email
 - iv. Request / protest details
- (b) League Master will review the case, and make a decision to reject/accept the request/protest accordingly:
- v. If rejected, League Master's decision is final. No further appeals can be made.
 - vi. If accepted, case will be referred to the panel of judges.
- (c) A "Panel of Judges" will be formed to handle protests & dispute. This 3-persons Panel will consist of:-
- vii. 1 location representative;
 - viii. 1 highest rated or most recognized/reputable player;
 - ix. League Master or DARTSLIVE management staff not involved in the league;
- (d) A protest must be filed as soon as possible, within 3 calendar days from the match date in question.
- (e) League Master will decide to accept or reject the filing of the protest/dispute case. In this situation, the League Master decision is final and no appeal can be made.
- (f) A protest may not be accepted if the problem is based upon the irresponsibility of the protesting Captain - lack of knowledge of the rules or failure to seek League Master's advice.
- (g) The decision of Panel of Judges is final; no appeal will be entertain thereafter.

16. 抗议及仲裁

- a. 队长可以按以下格式通过书面方式向联赛负责人提出诉求、异议和申请：
 - i. 日期、时间、比赛地点
 - ii. 队长姓名
 - iii. 联系电话/电子邮箱
 - iv. 诉求或异议具体内容
- b. 联赛负责人将审核并作出决议，拒绝或接受诉求/投诉：
 - i. 如果联赛负责人拒绝接受投诉，负责人的决定为最终结果，不可再上诉。
 - ii. 如果联赛负责人接受投诉，诉求将移交给评审团作出审核。
- c. 评审团将被通知解决此异议和纠纷。此三人评审团由以下成员组成：-
 - i. 一位当地代表；
 - ii. 一位非相关及级别或知名/声誉良好的选手；
 - iii. 联赛负责人或没参与该联赛的DARTSLIVE管理员(本地或海外);
- d. 如有任何异议, 队长必须从比赛日开始计算三天内提出。
- e. 评审团将决定是拒绝还是接受此异议/纠纷案。评审团的决定是最终决定，不可再上诉。
- f. 如果队长没清楚地了解规程或未向联赛负责人查询意见而提出抗议，该抗议将不被接纳。
- g. 评审团的决定为最终结定，不接受重新上诉。

17. 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.

17. 着装

- a. 为令媒体能作出正面报导及宣传，以及赞助商可为选手及比赛带来更多正面发展，主办方希望SUPER LEAGUE选手可带出端正的行为和仪表。鉴于此，着装请需符合以下规定：-

i. 男性选手:

长裤/牛仔裤或七分裤（膝盖以下）有鞋面的鞋

不允许拖鞋，背心，短裤

ii. 女性选手:

不允许拖鞋（凉鞋允许）。定义：

凉鞋 – 脚踝周围有带

拖鞋 – 脚踝周围无带，容易掉落

- b. 选手不允许违反以上着装标准，否则不能参加联赛。

18. LEAGUE ETIQUETTE & SPORTSMANSHIP

- a) 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.
- b) A player throws from behind the front edge of the throw line. There is no restriction on leaning but a player may not lunge when throwing their darts. A lunge is defined as a movement that creates the appearance of either foot crossing the throw line prior to the dart scoring.
- c) A player should not exceed 15 seconds between darts and the exchange of players should not exceed 30 seconds.
- d) All players should be at least 3 feet behind the throw line when a player is throwing.
- e) Players will begin each game with a proper introduction and a handshake with all players involved.
- f) There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.
- g) Coaching is part of the game. However, when a player is up and on the throw line, the said player can only be coached by his team-mates and not by the opposing team or supporters.
- h) A player, a team or their associated spectators may not behave in such a manner as to compromise the ability of the opposite team to concentrate on the match, eg. Barracking.
- i) No player will approach the throw line before the previous player has cleared the throwing area.

18. 联赛礼仪与体育精神

- a. 队长应督促队员遵循比赛礼仪。任何纠纷需交联赛负责人处理。除非联赛负责人同意，否则队长不可因纠纷为理由而中断比赛或离开比赛现场。
- b. 选手投镖时不可超过投镖线。对选手屈身倾斜程度无特别限制，但选手投掷飞镖时不可向前猛然冲出投镖线外(猛然冲出是指选手投镖时双脚向前冲出并越过投镖线)。
- c. 选手两次投掷的时间间隔不能超过15秒，更换队员的时间间隔不能超过30秒。
- d. 在选手投镖时，其他所有选手需远离投掷线至上3尺以上。
- e. 选手将握手并双方表示同意后方可开始比赛。
- f. 不允许比赛中相方队员或支持者有作出任何贬低对手的言论或行为。
- g. 比赛允许队伍教练在场指导，但当选手站在投镖在线开始比赛后，选手只可由各自队员作出指导，对方队员或任何支持者均不可作出任何言语或行动上的指引。
- h. 选手、队员以及相关观众不可有诋毁对手的举止或言论，比如喝倒彩等以影响队手士气或注意力。
- i. 在前一选手离开投镖区前任何选手不允许接近投掷线。

19. DISCIPLINARY ISSUES

a) 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** for repeat offender.

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 min. **six (6) months** and forbidden from participating in all DARTSLIVE league 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. Team members who are present will also be removed from the league with immediate effect.

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 being captain for current and future league teams, but may continue to play as a regular team player.

19. 纪律问题

a. 攻击性/辱骂性言语

如发现选手于比赛中以粗俗 / 辱骂性 / 攻击性言语影响选手或场地，将被视为损害飞镖运动及影响联赛进行，一旦发现，该选手将马上从联赛除名，若再犯，将被禁赛 3 个月或以上。

b. 挑衅、威胁

在联赛中挑衅、威胁、辱骂对手者将从联赛除名，禁赛至少 6 个月，禁赛选手将禁止参加所有 DARTSLIVE 联赛和官方任何活动。

c. 暴力、打斗

决不允许选手使用暴力，所有参与打斗的选手，无论任何原因，将立即被禁赛。而挑衅方选手将被无限期停赛。选手最少于12个月后方可重新向主办方以书面型式申请解除禁赛令，但需经联赛负责人审核通过。而出席于打斗现场的队员也将马上于现有联赛中除名。

挑衅方选手将取消资格并丧失所有在联赛中获得的奖项、奖金。

参与暴力、打斗方的队长将解除当前队长职务，并不可再任命为联赛队伍队长。但可以继续作为普通选手继续参加比赛。



20. GENERAL RULES & GUIDELINES

- a) The Dart is always right! The segment in which the dart hits or sticks establishes the score for that dart thrown. If a board displays a different score, use "Reverse-a-Round" to correct the score.
- b) All players are allowed a 6-darts warmup before commencing game
- c) For a thrown dart that sticks on the board but fails to score, the Opposing Team's Captain will score that thrown dart manually by pressing on the segment in which the dart is stuck to.
- d) If a player scores on another player's turn other than his/her own turn, use reverse-a-round to eliminate the incorrect score
- e) If a player scores on a teammate's turn and the opponents throw and score before the error is noticed, the score stands. However, in the next round, the offending team will exchange the player who was skipped for the player who scored out of turn. After the correcting round, the offending team will return to the correct sequence of players.
- f) If, in the opinion of League Master, an emergency situation develops during a match, the match will be suspended. The un-played games in the said match will be awarded based upon the win percentage existing in the match at the point the match was terminated.
- g) All issues with regards to the current league must be conveyed directly to the League Master, and not through any DARTSLIVE staff.
- h) All communication with teams regarding league matters will be conducted with the Team Captain only.

Important Notes:

DARTSLIVE MALAYSIA reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of all DARTSLIVE MALAYSIA OFFICIAL LEAGUE.

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20. 总体规则与准则

- a. The Dart is always right! 飞镖击中或插入的部分决定投掷得分。如果机器显示的分数不正确，使用“Reverse-a- Round”功能改正得分。
- b. 所有选手在进行比赛前允许有6镖热身机会。
- c. 飞镖插入飞镖靶中而未显示得分，由对方队长手动将飞镖在原位压入飞镖靶内以重新得分。
- d. 如果队员未按顺序投掷得分，使用Reverse-a-Round 功能修改记分。
- e. 如果队员未按顺序投掷得分，对方选手未留意并已继续进行比赛，得分计算为有效得分。但由下一轮开始，违规队需略过一次投镖机会以修正投镖次序，在此轮更正后，违规队伍继续按正确顺序进行比赛。
- f. 如果比赛期间出现有紧急情况，经联赛负责人判定而中止比赛，将按照比赛中止前的获胜比例决定获胜方。
- g. 所在关于当前联赛的相关问题必须直接交由联赛负责人处理，任何DARTSLIVE 员工查询或处理将视为无效。
- h. 所有联赛负责人仅接受与队伍队长的查询及联系。

重点注意事项：

以上条款 DARTSLIVE 有最终解释权和修改权，以保障 DARTSLIVE OFFICIAL LEAGUE 权益。

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