



SUPERLEAGUE Season 3 rules

The following list of rules will be used during SUPERLEAGUE as the official reference point for all league, game or player disputes. If the rules do not address and resolve an issue, then the Operator will make the official ruling. The Operator may contact DARTSLIVE to aid in the ruling if practical.

1) Dart Machines

- SUPERLEAGUE employs DARTSLIVE2 as the official dart machines for league play and FIESTA.
- The height of the center of the target (bullseye) shall be 173 centimeters (68 inches) from the ground.
- The diagonal distance from the front edge of the throw line to the center of the target (bullseye) shall measure 298.4 centimeters (117.5 inches).



2) Darts

- The darts that are permitted for use in tournaments shall not exceed 30 centimeters in overall length (the length of one dart). Each dart shall be comprised of separable components, namely, a tip, a barrel, a shaft and flight.
- Each dart shall not exceed 25 grams in total weight.
- All tips must be made of plastic.

3) Throw

- Darts must be thrown one at a time by and from a player's hand (one hand).
- The player's front foot must be in contact with the ground while setting and aiming their darts before the throw.
- A player may throw a dart or darts from any point of the playing area as long as their foot stays behind the front edge of the throw line. If a player wishes to throw from a position on either side of the throw line, they must stay behind the line, which is an extension of the throw line.
- A player may lean their upper part of the body over the throw line and throw a dart or darts as long as their toe doesn't cross the front edge of the throw line.
- A player may not lunge or cross the front edge of the throw line while throwing a dart. The player's front and back foot must remain behind the throw line until the final dart is thrown. A player's foot may cross the line on the last thrown dart, provided the dart was thrown from behind the throw line and hits the dart board prior to their back foot touching the floor.
- If a Player has a medical need to utilize any assistive device, such device shall not cross the front edge of the throw line.

4) General Rules

- A player may throw up to three darts in each round. A throw of all three darts may not be required in some circumstances.
- A player shall press the Change Button after finishing her/his throw and advance the turn to the next player (player-change).
- A player-change (advancing a turn) takes place when the previous player presses the Change Button and returns to the area behind the throw line. Any dart thrown prior to the player-change does not count and shall not be re-thrown.
- A waiting player must stay a minimum of 1 meter away from the throwing player.
- Any acts that intentionally delay a match, interferes purposely with your opponent's play, or acts that are deemed to be causing such delay or interruption, will be considered as a violation of the rules and subject to penalties.
- Any player not playing in the current LEG (game) being played, can warmup on another board (if available).
- It is the player's responsibility to know the local laws and rules of the location. If an individual is under the age limit of an establishment, then they are not allowed to play at that establishment. No player under the age of 13 will be allowed to play. Minors (under 18) must be accompanied by a parent or guardian at all times.

5) Order of Play

Loser throws first

- The winner of the cork throws first in the 1st LEG (Game).
- The loser of the previous LEG throws first from the 2nd LEG and onwards.
- If for the final LEG, the score is tied, then the cork is performed again. The winner of the cork will throw first.

6) Game Rules

01 Game General Rules

- The word "01 Game" connotes either one of "501", "701", or "901".
- Round limits will be 15 rounds for "501", 18 rounds for "701", & 20 rounds for "901".
- The first team who reduces the score from a specified point to exactly zero wins the game.
- If neither team finishes the game in the 01 Game within the rounds allotted, the team with the lower score shall be deemed the winner. If the score is tied then a diddle (cork) shall be performed by a player in that specific game, and the player who throws closest to the center of the BULL wins.
- The same order of throw shall be used for the cork.
- Both Inner-Bull and Outer-Bull count as 50 points.
- Master Out (S2 Division) will require a Bull, double or triple to win the game.

Freeze 01 Game General Rules

- The word "01 Game" connotes either one of "501", "701", or "901".
- Round limits will be 15 rounds for "501", 18 rounds for "701", & 20 rounds for "901".
- Teams will consist of either 2 or 4 players playing on 2 lines.
- The first team that has a player (team) reduce the score from a specified point to exactly zero, and is not frozen wins the game.
- A player (team) is deemed to be "frozen" when the score of their line is higher than the combined score of the other team. Any player that is frozen and reduces the score to zero will award the win to the opponent.
- If neither team finishes the game in the 01 Game within the rounds allotted, the team with the lower score shall be deemed the winner. If the score is tied then a diddle (cork) shall be performed by a player in that specific game, and the player who throws closest to the center of the BULL wins.
- The same order of throw shall be used for the cork.
- Both Inner-Bull and Outer-Bull count as 50 points.
- Master Out (S2 Division) will require a Bull, double or triple to win the game.

CRICKET Game General Rules

- Unless specifically stated, the word "CRICKET Game" connotes "STANDARD CRICKET".
- The round limit for Cricket will be 20 rounds.
- Target numbers from 15 to 20 and the BULL are used for the game. Each target requires 3 MARKS to be closed and a player who closes the target first can score from that number by hitting it again.
- Closing the same target that is already closed by the opponent makes that number unavailable for further scoring.
- The player who closes all target numbers and has the higher points wins the game.
- If neither player finishes the game, the one with the higher score wins the game. If the score is tied, the cork shall be performed and the player who throws closest to the center of the BULL wins. The same order of throw shall be used for the cork.

7) Cork

- Each player throws a dart at the Bull. The one who throws closest to the center of the Bull wins the cork.
- Throwing order of the cork shall be determined by the DARTSLIVE2 coin-toss function.
- If the winner of the cork cannot be determined after the first throw by both players, then each player shall throw the second dart in the reversed order of throw.
- A player may re-throw a dart if the dart thrown bounces off or falls out of the dartboard.
- All darts thrown shall not be removed from the dartboard until the cork winner is determined.
- The dart thrown by the former thrower may be removed from the dartboard before the next person throws his/her dart only if it is in the center of the Bull.
- If a team consists of 2 or more players, one player from each team shall be designated for the cork. Changing the thrower during the corking is not permitted.

8) Incorrect Scoring by Dart Machine (Display of incorrect score)

- If a target segment which is different from the one where the dart is actually in responds, "Reverse-A-Round" shall be used to reverse the game to the appropriate round and the score shall be revised by manually pressing the correct target segment. If a dart thrown bounces off the dartboard, a response of the dart machine will be adopted as the correct score. If the dart machine doesn't respond in the same situation, then the dart thrown does not count and shall not be re-thrown.
- A revision of incorrect scoring must be made upon mutual consent of both players while the darts thrown remain in the dartboard and before the player-change takes place.
- A revision of incorrect scoring is not permitted, once the dart thrown was removed and opponent throws a dart after the player-change.
- As a general rule, it is not permitted to revise the score once the darts are removed from the dartboard. However, this rule doesn't apply if one of the players requests to revise the score and the other player deliberately removes the darts from the board after said request is made.

9) League Play

- Each team will pay a 1-time entry fee of \$80, there will also be a 1-time location fee of \$50 per team. This is a total of \$130 1-time only per team. Team Entry Fees are due to the operator upon sign-ups.
- Every player on each team must have a DARTSLIVE IC Card that is registered on the league program. Only 1 card can be utilized for each player. If a player does not have their card, they can get a new card and transfer data. Any player with more than 1 card on any team for any reason will forfeit any game that the player participated in.
- Teams must prepare and submit their lineup for each Session. Once the lineup is completed, there are no changes. The only exception to this is if a player's rating rolls up during league play. If this occurs, another player can replace that 1 player only.
- A minimum of 2 players must be present for the match to proceed, otherwise the match will be forfeited to the team that is present.
- If a team does not have enough players to participate in a specific game either due to point cap or attendance, then that game will be forfeited to the team that can field a full roster for that specific game.
- Each Team will pay \$40 per week to play each match.

- All league fees must be paid in full for teams to be eligible to participate in SUPERLEAGUE Season 3 Finals.
- Visiting Captain fills out line-up first for each session. Home Captain will fill out lineup once the visitor lineup is completed. Lineups are not revealed until both captains have completed their lineup.
- Any player on the team roster may diddle(cork) to determine who starts the opening LEG(game). From Leg 2 forward, loser of previous game will start first. If the score is tied heading into the last game, then a cork will determine who starts first.
- All team captains should be familiar with board set-up prior to the start of league matches. For instruction or assistance, check with your league operator.

10) League Ratings and Statistics

Each player will be placed on a team roster with their DARTSLIVE IC Card. The league system will have the entire schedule and update player ratings, player statistics, and team standings in real time. Once a player is entered onto a team, that player will have a SUPERLEAGUE rating that is comprised of only the games played in the course of SUPERLEAGUE. This is the official rating that will be used during the course of league play in determining if a team is at or under the required point cap. Only 1 DARTSLIVE IC Card per player can be used at anytime. If a player loses, forgets, breaks, or has their card stolen, that player can obtain a new and unused card, transfer their data and play the league. Any player with more than 1 card on a team will forfeit any games in which the second card was used. There are no exceptions to this rule. Below is a rating chart that is used by DARTSLIVE.

01 STATS	Rating	CRICKET STATS
0 - 39.9	1	0 - 1.29
40.00 - 44.99	2	1.30 - 1.49
45.00 - 49.99	3	1.50 - 1.69
50.00 - 54.99	4	1.70 - 1.89
55.00 - 59.99	5	1.90 - 2.09
60.00 - 64.99	6	2.10 - 2.29
65.00 - 69.99	7	2.30 - 2.49
70.00 - 74.99	8	2.50 - 2.69
75.00 - 79.99	9	2.70 - 2.89
80.00 - 84.99	10	2.90 - 3.09
85.00 - 89.99	11	3.10 - 3.29
90.00 - 94.99	12	3.30 - 3.49
95.00 - 101.99	13	3.50 - 3.74
102.00 - 108.99	14	3.75 - 3.99
109.00 - 115.99	15	4.00 - 4.24
116.00 - 122.99	16	4.25 - 4.49
123.00 - 129.99	17	4.50 - 4.74
130.00 or Above	18	4.75 or Above

11) Violation of Rules

- Interfering with opponent's play.
- Engaging in activities that intentionally delay the games.
- Throwing darts while crossing the throw line.
- Refusing to revise the incorrect score by deliberately advancing the turn.

12) Penalty for rules violations:

Should a player be deemed to have violated any of the aforementioned rules, sanctions may be imposed by DARTSLIVE USA which may include, but are not limited to one or all of the following:

- Loss of turn and/or game where the violation occurred.
- Loss of match and/or forfeiture from the league.
- Banned from current and/or future events.
- DARTSLIVE USA in conjunction with the local operator will have the final say on sanctions that may be imposed on a player or team for rule violations. Should sanctions occur to a player or team for rule violations, any entry fees, whether pre-paid or not, will not be refunded.

13) Machine malfunction and power outage

If a machine resets due to power failure or other reasons beyond a player's control, the game will be replayed from the start. If a board malfunctions, move to an alternate board at that match's current location. If there are no other boards available, contact your operator for alternatives.