

## RULES & REGULATIONS

League Schedule & Results: <http://league.dartslive.sg>

- (a) SG Premier has a minimum spending rule of \$20.00 per match at league venue.
- (b) Every player must use the same league card that is registered for all other Official Leagues.
- (c) **Online League Standing** :-
- Determine Progression into next Season;
  - Qualifying into League Division FINAL RR Playoff;
  - **Group Champion will get 2 bonus leg points for Final RR.**
  - Based on total legs won **PLUS 1 BONUS POINTS** for every night's match won
- (d) **Division League Final** will be on **12 July 2015**.
- (e) All teams allow up to 2 changes (addition and/or replacement) only during the window period, to the maximum no. of players allowed in each Division.
- Window period** is from **5 May 2015 to 19 May 2015**.
- (f) League Management reserves rights 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 league - (SUPER LEAGUE, SUPER2, etc.)

### **.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 4 players at any point in time.
- (c) 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.
- (d) Request form will be made available to captains, and also available for download on: <http://www.dartslive.com/sg/league>
- (e) Individual players have final rights in transferring between teams, not the captains, and can do so by informing League Management in writing.
- (f) Rating of the player addition must not exceed the rating of the 2<sup>nd</sup> highest player in team.
- (g) League Management shall make the final decision on approvals of any changes in team lineup.

### **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) 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 Week #12 - Week #14 (last 3 games) cannot be rescheduled; for a 10 weeks league group (Group of 5 & 6), the games on Week #9 - #10 (last 2 games) cannot be rescheduled. Bye games are counted as game week.
- (e) All teams are limited to a maximum of 2 Re-Schedules per season.

## WALKOVER

- (a) All league matches begin at 8PM sharp. If a team has no players present by 8:30PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. Bonus points will be awarded to opposing team.
- (b) A "full" walkover is only given if none of the players of a team are present by 8.30pm. Walkover team will be penalized with:

Offence No.	Penalty \$*	Home Game Shop	League Organizer
1 <sup>st</sup> Offence	S\$100	\$50	\$50
2 <sup>nd</sup> Offence	S\$200	\$100	\$100
3 <sup>rd</sup> Offence**	S\$200 and disqualification	\$100	\$100
*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organiser  **On the 3 <sup>rd</sup> 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.			

- (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.

## GAME FORMAT

PART	TEAM FORMAT	GAME No.	MATCH FORMAT	X01 Remarks
Part 1	SINGLES	1	701 - 701 - 701	Open In/Master Out
		2	701 - CRI - 701	
		3	701 - CRI - Choice	
Part 2	DOUBLES	4	SHOOT OUT X 3	
Part 3	DOUBLES	5	TEAM CRICKET X 3	
Part 4	SINGLES	6	CRI - CRI - CRI	Open In/Master Out
		7	CRI - 901 - CRI	
		8	901 - CRI - Choice	
Part 5	DOUBLES	9	701 - 701 - 701	Freeze Rule (Dbl In/Out, Split Bull)