

Dear Captains,

Thank you for taking up the position and responsibility for your team in SUPER LEAGUE SEASON 10. 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/sg/league>)

#### IMPORTANT LEAGUE DATES ALL DIVISIONS

<b>CAPTAIN'S MEETING</b>	<b>5 August 2015 (Wednesday)</b>
<b>LEAGUE STARTS</b>	11 August 2015 (Tuesday for S3) 12 August 2015 (Wednesday for S1/S2) 17 August 2015 (Monday for S4)
<b>WINDOW PERIOD</b>	<b>28 September to 11 October 2015</b>
<b>GAME BREAK</b>	22-23 September 2015 (Hari Raya Haji) 9-10 November 2015 (Deepavali)
<b>LAST GAME</b>	<b>24 November 2015 – 30 November 2015</b>
<b>DIVISION FINALS (Round Robin)</b>	<b>Between 1 December to 11 December 2015</b>
<b>DIVISION FINALS (SKO &amp; Prize Presentation)</b>	<b>13 December 2015 (Sunday)</b>

#### RULES & REGULATIONS

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

- As this is a Carlsberg Sponsor league, so it is mandatory for each team to purchase min. 1 bucket of Carlsberg (first bucket of 8 bottles at S\$60.00 Nett) or 1 tower of Carlsberg (at Carlsberg location).  
> Any team has the right to call for a walkover, in case opponent does not purchase the minimum bucket or the league venue does not have sufficient stock of Carlsberg beer. In the second case, the visiting team has the right to call for a walkover. League Venue shall serve the beer before the match starts.
- Each Player can register with 1 Division only & use only last season league card to register for new season.
- Online League Standing :-**
  - Determine Progression into next Season;
  - Qualifying into League Division FINAL RR Playoff;
  - Group Champion progress straight into Division Final SKO (no need to play in RR Playoff);**
  - Based on total legs won **PLUS 1 BONUS POINTS** for every night's match won
- Division League Final** only applicable to Division with more than 1 Group in S1, S2, S3 & S4.

- (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.  
Refer to Window Period at the dates table.
- (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, Trios League, etc.)

#### **SANDBAGGING**

- (a) The team captain is responsible to verify their team members ratings as reported in the league submission form are accurate
- (b) If the Organizer discovers a player has been playing with a rating that is drastically different than his true rating, the player may be immediately disqualified and suspend for a minimum period of 6 months from DARTSLIVE official leagues, games, events and national selections.

#### **BUST RULE**

- (a) Bust rule across all division is 0.31
- (b) When a player bust, win will be reversed.

#### **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 10 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) Request form will be made available to captains, and also available for download on:  
<http://www.dartslive.com/sg/league>
- (f) Individual players have final rights in transferring between teams, not the captains, and can do so by informing League Management in writing
- (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 8.00PM 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
<p>*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organiser</p> <p>**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.</p>			

- (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.

## MATCH FORMAT

<div>  <b>NO HANDICAP</b>                      Freeze 701 - Dbl-in/out, Split Bull)                      Normal X01 - Open in, Master Out.                 </div>			<div>  <b>HANDICAP</b>                      Normal X01 - Open in, Master Out.                 </div>		
Part	Match Format	Team Rating	Part	Match Format	Team Rating
1	<b>Singles:</b> 501-CRI-501	n.a.	1	<b>Singles:</b> 501-501-501	n.a.
	<b>Singles:</b> 701-CRI-701			<b>Singles:</b> 701-701-701	
	<b>Doubles:</b> 901-901-901			<b>Doubles:</b> 701-CRI-701	
2	<b>Singles:</b> 701-CRI-Choice	n.a.	2	<b>Singles:</b> CRI-CRI-CRI	n.a.
	<b>Doubles:</b> 701-701-701 (Fz)			<b>Doubles :</b> 901-901-901	
	<b>Doubles:</b> 901-CRI-901			<b>Doubles:</b> 901-CRI-901	
3	<b>Doubles:</b> CRI-CRI-CRI	n.a.	3	<b>Doubles:</b> 701-CRI-Choice	n.a.
	<b>Doubles:</b> CRI-CRI-CRI			<b>Doubles:</b> CRI-CRI-CRI	
4	<b>TRIOS:</b> 1101-CRI-Choice	n.a.	4	<b>TRIOS:</b> 901-CRI-Choice	n.a.

<div>   <b>HANDICAP APPLIES</b>                      Normal X01 - Open in / Out                 </div>		
Part	Match Format	Team Rating
1	<b>Singles:</b> 301-301-301	n.a.
	<b>Singles:</b> 501-501-501	
	<b>Doubles:</b> 701-701-701	
2	<b>Singles:</b> 301-CRI-301	n.a.
	<b>Doubles :</b> 501-CRI-501	
	<b>Doubles:</b> 701-CRI-701	
3	<b>Doubles:</b> 501-CRI-Choice	n.a.
	<b>Doubles:</b> 701-CRI-Choice	
4	<b>TRIOS:</b> 901-CRI-Choice	n.a.