

Dear Captains,

Thank you for taking up the position and responsibility for your team in SUPER LEAGUE SEASON 11. 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>18 Feb 2016 (Thursday)</b>                              |
| <b>LEAGUE STARTS</b>                                      | <b>22 Feb 2016 (Monday) onwards</b>                        |
| <b>WINDOW PERIOD</b>                                      | <b>31 Mar 2016 (Thursday) to 13 April 2016 (Wednesday)</b> |
| <b>LAST GAME</b>  | <b>23 – 30 May 2016</b>                                    |
| <b>DIVISION FINALS<br/>(Round Robin)</b>                  | <b>Between 6 June to 19 June 2016</b>                      |
| <b>DIVISION FINALS<br/>(SKO &amp; Prize Presentation)</b> | <b>June 2016 (TBC)</b>                                     |

**RULES & REGULATIONS**

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

- (a) 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.
- (b) Each Player can register with 1 Division only & use only last season league card to register for new season.
- (c) **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
- (d) **Division League Final** only applicable to Division with more than 1 Group in S1, S2, S3, S4 & S5.
- (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.)

## 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 15 th 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)

### 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)

## 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) 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 members' ratings, 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 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 opposing 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 S3 to S5 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 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.

#### **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.



**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            |
| *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.

**MATCH FORMAT**

|  <b>NO HANDICAP</b><br>Freeze 701 - Dbl-in/out, Split Bull)<br>Normal X01 - Open in, Master Out. |                                  |             |  <b>NO HANDICAP</b><br>Normal X01 - Open in, Master Out. |                                |             |
|---|----------------------------------|-------------|---|--------------------------------|-------------|
| 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.        |

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

**Game Credits/Team/Match**

S1: \$40  
 S2: \$36  
 S3/S4: \$28  
 S5: \$26

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**Contact**

League Master: Haze  
 League Support Line: 9777 4778  
 League Email: [league@dartslive.sg](mailto:league@dartslive.sg)