

Dear Captains,

Thank you for taking up the position and responsibility for your team in SUPER LEAGUE SEASON 14. 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>16<sup>th</sup> August 2017 (Wednesday)</b>
<b>LEAGUE STARTS</b>	<b>S1/S2/S5: 23<sup>rd</sup> August 2017 (Wednesday) S4: 28<sup>th</sup> August 2017 (Monday) S3: 29<sup>th</sup> August 2017 (Tuesday)</b>
<b>WINDOW PERIOD</b>	<b>S1/S2/S5: 2<sup>nd</sup> October 2017 to 15<sup>th</sup> October 2017 S3/S4: 9<sup>th</sup> October 2017 to 22<sup>nd</sup> October 2017</b>
<b>LAST GAME</b>	<b>S1/S2/S5: 29<sup>th</sup> November 2017 S3: 28<sup>th</sup> November 2017 S4: 5<sup>th</sup> December 2017</b>
<b>DIVISION FINALS</b>	<b>Round Robin: 2/3 and 9/10 December 2017 Division Finals: 16<sup>th</sup> December 2017</b>

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

## RULES & REGULATIONS

- (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.
- (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 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”, follow the same sequence as the tied leg. 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) Normal x01
  - 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”, follow the same sequence as the tied leg. The team with dart closes to center bull will win the leg. (Press P4 – Revise Winner and select Home Win or Away Win)
- (b) Freeze Rule
  - In a TIE situation where both teams are unable to check out,
    - 1. Select team with total lowest points as winner.
    - 2. If both teams have the same points left, both teams will do a “Bulls-Up”, follow the same sequence as the tied leg. The team with the dart closest to the center bull hole will win the leg. (Press P4 – Revise Winner and select Home Win or Away Win)

## 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 + disqualification	\$100	\$100
*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organizer  **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.  ***Last 3 games walkover penalty will be charged 2 x Registration Fees + Offence Penalty			

- (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.

## 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.

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.

## DISHONEST / FRAUDULENT PLAY

### a) Impersonation

All players have to play with the registered league cards that belong to them. Impersonation is when a player who is registered/not registered in the league found using another player's card to play in the league. It is a very serious offence and clearly an intention to cheat.

If the team is found guilty,

- a. Captain of the team will be suspended from the current season of the league.
- b. Captain will be removed and stripped from Captain status and not allowed to be in a position with authority in future.
- c. Impersonator/s face a suspension of 6 months from all DARTSLIVE Singapore events - such as official leagues, tournaments, national selection, adhoc events, etc.
- d. All wins played by impersonator will be reversed.

### b) Manipulation of Game Awards

If a team or player(s) is/are discovered to be manipulating their games so as to achieve awards, 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 ensure fair play is given. The league management cannot condone such display of poor sportsmanship by individuals which will bring all darts players into disrepute.

## 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 8 players at any point in time.
- (c) Rating of replaced/additional player must be equal or lower than the 3<sup>rd</sup> highest rater in the team (at the point of submission)
- (d) Players are allowed to be transferred between divisions, provided their ratings (at the point of transfer) qualify for the respective Division caps.
- (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) League Management shall make the final decision on approvals of any changes in team lineup.

**MATCH RESCHEDULE**

- (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.

**RE-RATE SYSTEM**

League Management reserves the rights to re-rate players to maintain parity in the Super League system.

- 1. The Re-Rate for all players, all Divisions, will be done at the same time, regardless of the number of teams in each flight.
- 2. There will be 3 Rounds of Re-Rate:



- (a) 1<sup>st</sup> Round: 8th September 2017 (S1/S2/S5)  
15<sup>th</sup> September 2017 (S3/S4)
- (b) 2<sup>nd</sup> Round: After Window Period
- (c) 3<sup>rd</sup> Round: After the last games are played
- (d) New ratings will apply with effect from the next match after the re-rate is conducted.

**Team Total Rating Point Limit**

New ratings will apply with effect from the next match after each re-rate is conducted. It is anticipated that total team points may increase after each re-rate.

Team Total Rating Points (total of 3 highest rated players) after each re-rate Round cannot be 5 or more points (at any point) higher than the point-of-entry's Division's Team limit allowed.

Example 1:

S4 Division Entry Team limit: 23  
Team Rating after Round 1 re-rate: 29

In this case, 1 of the top 3 players have to be replaced to maintain the team Division limit to not more than 28; New player can only be added during the Windows Period.

=====

## 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 condones 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.

## 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.

## BOARDS ALLOCATION & USAGE

1. Any boards not in use for the League Match are open and can be used by any members of the public.
2. 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.
3. As a form of courtesy, all players should refrain from playing any casual games on the allocated league boards by approximately 7.30PM in order to let all team players have adequate time to warm up for their league match.

## BUST RULE / HANDICAP

- (a) Bust rule across S2 to S5 divisions is 0.31
- (b) Handicap applies across S2 to S5
- (c) When a player bust, win will be reversed. When both teams bust, the particular game will be voided 0-0.

## MATCH FORMAT



### S1 Division

Part	Player Format	Game No.	Match Format	Remarks
1	<b>Doubles</b>	1	701-701-701	Open In/Master Out
	<b>Trios</b>	2	901	<b>Single Leg</b> Dbl In/Out, Bull 25/50
2	<b>Singles</b>	3	SHOOT OUT	<b>3 Leg</b>
	<b>Singles</b>	4	701-CRI-701	Open In/Master Out
	<b>Singles</b>	5	CRI-701-CRI	Open In/Master Out
	<b>Doubles</b>	6	701-CRI-CH	Open In/Master Out
	<b>Doubles</b>	7	TEAM CRICKET	<b>Single Leg</b>
	<b>Trios</b>	8	HALF-IT	<b>3 Leg</b> <b>Master Mode</b>
3	<b>Gallon</b>	9	701 (FZ)	<b>Single Leg</b> Open In/Master Out



## S2 Division

Part	Player Format	Game No.	Match Format	Remarks
1	Doubles	1	701-701-701	Open In/Master Out
	Trios	2	901	<b>Single Leg</b> Open In/Master Out
2	Singles	3	501-501-501	Open In/Master Out
	Singles	4	501-CRI-501	Open In/Master Out
	Singles	5	CRI-701-CRI	Open In/Master Out
	Doubles	6	701-CRI-CH	Open In/Master Out
	Doubles	7	TEAM CRICKET	<b>Single Leg</b>
	Trios	8	HALF-IT	<b>3 Leg</b> <b>Master Mode</b>
3	Gallon	9	701 (FZ)	<b>Single Leg</b> Open In/Master Out



## S3 & S4 Division

Part	Player Format	Game No.	Match Format	Remarks
1	Doubles	1	501-501-501	Open In/Open Out
	Trios	2	701	<b>Single Leg</b> Open In/Open Out
2	Singles	3	501-501-501	Open In/Open Out
	Singles	4	501-CRI-501	Open In/Master Out
	Singles	5	CRI-501-CRI	Open In/Master Out
	Doubles	6	701-CRI-CH	Open In/Open Out
	Doubles	7	TEAM CRICKET	<b>Single Leg</b>
	Trios	8	HALF-IT	<b>3 Leg</b>
3	Gallon	9	501 (FZ)	<b>Single Leg</b> Open In/Open Out





## S5 Division

Part	Player Format	Game No.	Match Format	Remarks
1	Doubles	1	501-501-501	Open In/Open Out
	Trios	2	501	<b>Single Leg</b> Open In/Open Out
2	Singles	3	301-301-301	Open In/Open Out
	Singles	4	501-CRI-CH	Open In/Open Out
	Singles	5	501-501-501	Open In/Open Out
	Doubles	6	701-CRI-701	Open In/Open Out
	Doubles	7	SURVIVOR	<b>Single Leg</b>
	Trios	8	HALF-IT	<b>3 Leg</b>
3	Gallon	9	501 (FZ)	<b>Single Leg</b> Open In/Open Out

### Game Credits/Team/Match

S1: 60 credits (\$30)  
 S2: 60 credits (\$30)  
 S3/S4: 56 credits (\$28)  
 S5: 52 credits (\$26)

### SPECIAL EVENTS!

#### **SUPER SHOP Showdown**

Nationwide DARTSLIVE outlets tournament – all league players can form a team to represent any DARTSLIVE outlet with the consent of the shop owner/in-charge. More details will be released in October 2017.

#### **SUPER LEAGUE CUP SINGLES (Master & Challenger)**

The massive SKO match for Divisions! S1 & S2 will play in Master Category and S3, S4 & S5 will play in Challenger Category. All matches will play on Saturdays, 8pm. Player list will be out in Mid-September.

#### **BEST JERSEY**

Get creative and stand out from crowd! Show off your team's Jerseys in our BEST JERSEY Contest! More information will be released Mid-September.

#### **PLATE FINALS**

Special Division Plate Finals for the 5<sup>th</sup> and 6<sup>th</sup> Positions of each group

\*\*\*\*\*

### Contact

League Support Line: 9777 4778  
 League Support Email: [league\\_sg@dartslive.com](mailto:league_sg@dartslive.com)