



**SEASON 9**

**REGISTRATION KIT**

## REGISTRATION DETAILS

League Dates	Status	Time / Date
	Early Bird Close	6pm Monday 23/10/2017
	Registration Close	6pm, Tuesday 31/10/2017
	Captain's Meeting	8pm Thursday 09/11/2017
	League Starts	8pm Thursday 16/11/2017

Note: Dates are estimated with (+) / (-) 1 week

**League Contact** +65 9777 4778 (League Hotline)  
[league\\_sg@dartslive.com](mailto:league_sg@dartslive.com) (League Admin)

### Participating Criteria

No. of Flights:	A / BB / B / CC / C
Team limit:	27 (Based on top 2 players rating)
Player Limit:	NIL
Team Format:	Min. 3 / Max. 5 players
Entry Fee (incl. of GST):	SGD\$40.00 (Early Bird) SGD\$60.00 (Normal)

Teams will be grouped into respective Flights based on Team Limit.

- Min. 12 teams to form a Flight
- Min. 48 teams to form a League

### Entry Rating Verification

- League Management reserves the right to **re-rate** player's rating where deems fit to maintain parity of the SUPER 2;
- No rating cap within each match medley.
- All DARTSLIVE League Players (SUPER LEAGUE, SG Premier and/or SUPER 2) MUST use the same DARTSLIVE CARD to register SUPER 2

## PRIZES & AWARDS

### Online Ranking & Position

#### Group Champion

- Only applies to Division with more than 1 Group
- SGD 100.00 + Trophies
- Progression directly to Division Final's S.K.O. Stage

#### Group 2<sup>nd</sup> to 4<sup>th</sup> Place

- Progress to Division Final's Round Robin Stage

### Division Final & PLATE Final Winners Guide

#### CASH

- Division 1<sup>st</sup> to Joint 3<sup>rd</sup>;
- Division Joint 5<sup>th</sup>  
(Min. 16 teams in Division Final SKO);

#### TROPHIES

- Division 1<sup>st</sup> to Joint 3<sup>rd</sup> Places;

## GAME FORMAT (DOUBLES)

All Flights play on Thursdays Night, 8pm					
	A FLIGHT	BB FLIGHT	B FLIGHT	CC FLIGHT	C FLIGHT
1	701-701-701	701-701-701	501-501-501	501-501-501	301-301-301
2	TEAM CRICKET	CRI-CRI-CRI	501-CRI-Choice	501-CRI-501	501-CRI-501
3	701-701-701 (Fz)	501-501-501 (Fz)	501-501-501 (Fz)	501-501-501 (Fz)	501-501-501
4	HALF-IT (Master Mode)	HALF-IT	HALF-IT	HALF-IT	SURVIVOR
5	901-CRI-Choice	701-CRI-Choice	701-CRI-Choice	701-CRI-Choice	501-CRI-Choice
X01 check out	Open in/ Master Out	Open in/ Master Out	Open In/Out	Open In/Out	Open In/Out
X01 Freeze Check out	Double In/Out; Bull 25/50	Open In/Master Out; Bull 50/50	Open In/Out; Bull 50/50	Open In/Out; Bull 50/50	Not Applicable
Handicap	No	Yes	Yes	Yes	Yes
Bust Rule	No	0.26			

<b>Division FINAL</b>	<b>1<sup>st</sup> Place</b>	<b>2nd Place</b>	<b>Joint 3<sup>rd</sup></b>	<b>Joint 5<sup>th</sup></b>
<b>AA Flight</b>	<b>SGD\$800</b>	<b>SGD\$450</b>	<b>SGD\$250</b>	<b>n.a.</b>
<b>BB Flight</b>	<b>SGD\$700</b>	<b>SGD\$400</b>	<b>SGD\$200</b>	<b>SGD\$100</b>
<b>B Flight</b>	<b>SGD\$600</b>	<b>SGD\$350</b>	<b>SGD\$150</b>	<b>SGD\$90</b>
<b>CC Flight</b>	<b>SGD\$500</b>	<b>SGD\$300</b>	<b>SGD\$150</b>	<b>SGD\$70</b>
<b>C Flight</b>	<b>SGD\$500</b>	<b>SGD\$300</b>	<b>SGD\$150</b>	<b>SGD\$70</b>

## GENERAL RULES & REGULATION

- a. All Teams registered will be sorted in descending order based on Team Strength (i.e. top 2 players' total limit) and group into respective Flight equally; (Note that Shop Location will not be considered)
- b. Teams in each flight will then be computer auto-drawn into groups of 5-6 teams per group.
- c. Progression to Division Final:  
Top teams of the group will progress to Division finals. Details will be announced after league starts.
- d. ONLINE League Standing:  
Based on Game Points (eg. 3-2; 5-0; etc) won & lost.
- e. TIE BREAKER: (occurs if total Game Points Won & Lost are the same):
  - i. 1st Tie-Breaker: Total legs won & lost  
(eg. 5 Games points won with every game, 2-1 = 10 won/5 lost)
  - ii. 2nd Tie-Breaker: Rematch to be arranged for the TIED teams.
- f. Minimum spending of \$30.00 per team per match night is compulsory.
- g. DARTSLIVE OFFICAL LEAGUE General Rules applies for SUPER2.
- h. League Management reserves rights to remove or refuse any players/teams found to be impediments to the league.