



SEASON 3

EVERY MONDAYS/TUESDAYS/WEDNESDAY/THURSDAY

8.30pm

From 18th September 2017

REGISTRATION KIT

REGISTRATION DETAILS

League Dates	Status	Time / Date
	Early Bird Close	Friday, 11 August 2017, 6pm
	Registration Close	Friday, 25 August 2017, 6pm
	Captain's Meeting	Between 4 th to 12 th September *
	League Starts	Tuesday, 18 September 2017 *

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

Early Bird

Central, Northern and East Malaysia – 150 MYR + 20 MYR Live Credit per team

Southern Region – 150 MYR + MYR 30 Drinks Voucher
(Southern Region – Door gift for New League Players)

Entries have to be submitted before **Friday 11 August 2017 6.00PM**

League Contact

Central Region – +60 12-221-6677
Northern Region - +60 12-577 5013
Southern Region - +60 12-717 1511
East Malaysia - +60 16-973 3188

League_my@dartslive.com (League Admin)

Entry Rating Verification

- Entry Rating must be same or higher than NATIONAL SUPER LEAGUE Malaysia Season 2 Online or Division Final rating;
- League Management reserves the right to **re-rate** player's rating where deems fit to maintain parity of the LEAGUE
- It is mandatory all league players must maintain the same DARTSLIVE card for participation in all DARTSLIVE MALAYSIA Leagues and Events. Multiple cards will be rejected.

REGISTRATION DETAILS

Divisions	AA / BB / CC (subject to Division Grouping rules)
Division Grouping	<ul style="list-style-type: none">(a) Teams will be grouped by descending order of Team Rating and group into respective Division based on Team Limit(b) Min. 5 teams to form a Division within one Area/State(c) Min. 48 Team to form the League Season
Rating Limits	Team maximum limit: 26 (Based on top 2 players rating) Individual Player Limit: None
Team Format	Min. 3 / Max. 4 players <ul style="list-style-type: none">(a) <i>Team will be allowed to replace 2 players during window period</i>(b) <i>Rating of new player added must be equal of lower than 2nd top player's rating (at point of window period submission), so that the Max Team Rating Remain the same</i>
Entry Fe	MYR 150 / Team

PRIZES

Online Ranking & Position	Group Champion RM100.00 with medals (applicable to Flights with 2 or more groups)
	Group Champion to 4th Place <ul style="list-style-type: none"> Progress to Division Final's Round Robin Stage
Division Final	CASH <ul style="list-style-type: none"> Division 1st to Joint 3rd; Division Joint 5th (Min. 16 teams in Division Final SKO); Division Joint 9th (Min. 32 teams in Division Final SKO); <p><i>Prizes are based on 54 teams & will be adjusted accordingly to the actual number of teams registered. Additional or deduction of prize money will be announced during captain's meeting</i></p>
	TROPHIES <ul style="list-style-type: none"> Division 1st to Joint 3rd Places;
	MEDALS <ul style="list-style-type: none"> Group Champion

Prize Money

Division FINAL	Division Champion's Home Shop	Division Champion	Division 2 nd Place	Division Joint 3 rd
AA	RM 500 + Trophy!	MYR 1,500	MYR 700	MYR 350
BB		MYR 1,300	MYR 650	MYR 300
CC		MYR 1,100	MYR 550	MYR 250

MATCH FORMAT

- Handicap applies to all Flights and Matches;
- Bust Rule at 0.31 for all Flights;
- Only 2 players needed to play the match format;

Game	Team	AA Flight	BB Flight	CC Flight
		Central/Northern/East Malaysia Tuesdays Southern - Mondays	Central/Northern/East Malaysia Wednesday Southern - Tuesdays	All Regions Thursdays
1	DBLS	901-901-901	701-701-701	501-501-501
2	DBLS	CRI-CRI-CRI	CRI-CRI-CRI	501-CRI-501
3	DBLS	SHOOT OUT X 3	HALF-IT X 3	HALF-IT X 3
4	DBLS	701 Freeze x 3* (OI/MO, 50/50)	501 Freeze x 3* (OI/MO, 50/50)	301 Freeze x 3* (OI/OO, 50/50)
5	DBLS	901-CRI-Choice	701-CRI-Choice	501-CRI-Choice
XO1 check out		Open in/ Master Out	Open In/Out	Open In/Out
Game Credits		48 Credits/Team	40 Credits/Team	40 Credits/Team

REGISTRATION TERMS & CONDITIONS

5. GENERAL RULES & REGULATIONS:

- (a) All Teams registered will be sorted in descending order based on Team Limit (i.e. top 2 players' total limit) and group into respective Flight equally;
- (b) Teams in each flight will then be computer auto-drawn into groups of 5-8 teams per group.
- (c) Progression to Division Final:
Top 2 to 4 teams of the group will progress to Division finals.
- (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):
1st Tie-Breaker: Total legs won & lost
(eg. 5 Games points won with every game, 2-1 = 10 won/5 lost)
2nd Tie-Breaker: Rematch to be arranged for the TIED teams.
- (f) Minimum spending of **RM50.00 on Food and Beverage per team per match night is compulsory.** If Minimum spending of RM50.00 per team per match night is not met, **Walkover Penalty Applies.**
- (g) DARTSLIVE OFFICAL LEAGUE General Rules applies for SUPER2 league.
- (h) League Management reserves rights to remove or refuse any players/teams that are found to be impediments to the league.
- (i) League Management reserves rights to re-rate player if there is evidence of sandbagging.

“PLAY WITH PRIDE – WIN WITH INTEGRITY”

LEAGUE PORTAL: <http://league.dartslive.my/>

WEBSITE: www.dartslive.com/my/