

****IMPORTANT****

Please refer to ONLINE Rule Book for complete information and any issues related to DARTSLIVE OFFICIAL LEAGUE

IMPORTANT LEAGUE DATES ALL FLIGHTS (A/BB/B/CCC/CC/C)	
CAPTAIN'S MEETING	25th May 2017 (Thursday)
LEAGUE STARTS	1st June 2017 (Thursday)
WINDOW PERIOD	26th June to 9th July 2017
LAST GAME	10th August 2017 (Thursday)
DIVISION FINALS	Round Robin: 19-20 August 2017 Division Finals: 26-27 August 2017 (Estimated ± 1 week)

GENERAL RULES & REGULATIONS

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

- Teams are divided into separate Flights & Groups in accordance to Team Strength (Top 2 players total ratings), regardless of Home Shop; eg. 2 teams from the same home shop can be in the same flight & same group.
- Handicap and Bust Rule applies to all except A Flight.
- For 01 games, Open in/Master out for A & BB Flights; Open in/Open out for B, CCC, CC & C Flights.
- All Flights plays on Thursday nights, kick-off 8pm.
- If no members are present at 8.30pm, Captain should call League Master for a walkover. Walkover team will be penalized with:

Offence No.	Penalty \$*	Home Game Shop	League Organizer
1 st Offence	S\$100	\$50	\$50
2 nd Offence	S\$200	\$100	\$100
3 rd 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 3rd 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 2 games walkover penalty will be charged 3 x Registration Fees + Offence Penalty

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.

- Mandatory min. spending of \$30.00 per team per match night. Shop owner reserves the rights to file official complaint. Walk-over penalty will be given to teams that fail to abide to this rule.
- Progression to Division Final:
Group Champion will progress straight to Single-Knock Out finals.
Ranking 2nd to 4th position will progress to Round-Robin Finals.
- DARTSLIVE OFFICIAL LEAGUE General Rules applies for SUPER 2.

DISCIPLINARY ISSUES & LEAGUE ETIQUETTE

(a) League Etiquette & Sportsmanship

1. Captains should encourage their players to abide by these etiquettes. Any disputes on this issue should be referred to the League Master. Team Captain cannot use such disputes as a cause for walkover or forfeitures as only the League Master may call for one.
2. There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.
3. 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) 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 banned for min. **three (3) months** and forbidden from participating in all DARTSLIVE leagues and events.

(c) 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.

(d) 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

If team / player(s) is/are discovered to be intentionally losing their games so as to gain a preferential spot in ranking or to manipulate their rating, league management will investigate the issue. If found guilty, the team or player(s) involved will be disqualified from continuing in the league immediately regardless of positions. Game(s) will be voided.

DARTSLIVE CARD

1. 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. It is advisable to download DARTSLIVE App on App Store and Google Play and have the league card logged in at all times.
2. All card transfers must be done before entering League Menu on DARTSLIVE2. Players may not be able to play with new card if card transfer is done after entering League Menu.

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 does not condone such behavior.

- (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) 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.
- (h) The team captains are reminded to take note of their team players league rating. Either the captain or the 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.

PLAYER ADDITION, REMOVAL AND TRANSFER

1. 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.
2. All teams are allowed up to 2 changes (replacements or additions) during window period. All teams must not exceed 6 players at any point in time.
3. Players are allowed to be transferred between divisions, provided their ratings (at the point of transfer) qualify for the respective Division caps.
4. 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.
5. League Management shall make the final decision on approvals of any changes in team lineup.

MATCH RESCHEDULE

1. Match re-schedule is allowed but must be arranged in advance, at least 3 working days before the actual match date.
2. The re-scheduled match date must be **BEFORE** the original match date, not after.
3. 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.
4. Re-schedule of match is strictly **NOT ALLOWED** after more than 80% of the matches have been played. Eg. 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.

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. Practising 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.

DRESS CODE

1. Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of DARTSLIVE 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
2. Player who does not abide to the above dress code will not be allowed to play in any league matches.

MATCH FORMAT

- Handicap applies to all matches except A Flight;
- Bust Rule at 0.31 for all matches except A Flight;
- All Flights play on Thursdays Night, Start 8pm. For league venues that are in the rural areas, a grace time of 30 minutes shall be given. All games must start by 8.15pm (central league locations) or 8.30pm (rural areas)
- League games format are available at: <http://league.dartslive.sg>
- Game Credits/Team/Match
 - A Flight: SGD\$24 (48credits)
 - BB Flight: SGD\$20 (40credits)
 - B Flight: SGD\$20 (40credits)
 - CCC/CC Flight: SGD\$20 (40credits)
 - C Flight: SGD\$16 (32credits)

GAME FORMAT

Game	Team	A FLIGHT	BB FLIGHT	B FLIGHT	CCC FLIGHT	CC FLIGHT	C FLIGHT
1	DBLS	701-701-701	701-701-701	501-501-501	501-501-501	501-501-501	301-301-301
2	DBLS	TEAM CRICKET	CRI-CRI-CRI	501-CRI-Choice	501-CRI-501	501-CRI-501	501-CRI-501
3	DBLS	701-701-701 (Fz) Doubles In/Out; Bull 25/50	501-501-501 (Fz) Open In/Master Out; Bull 50/50	501-501-501 (Fz) Open In/Open Out; Bull 50/50	501-501-501 (Fz) Open In/Open Out; Bull 50/50	501-501-501 (Fz) Open In/Open Out; Bull 50/50	501-501-501
4	DBLS	HALF-IT (Master)	HALF-IT	HALF-IT	HALF-IT	HALF-IT	SURVIVOR
5	DBLS	901-CRI-Choice	701-CRI-Choice	701-CR1-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	Open In/Out

LEAGUE PRIZES

With the increment of the number of teams in BB, B, CCC, CC and C Flight, we are pleased to announce an add on to cash prizes for Joint 5th positions of the mentioned flights! Big Thank You to shops & players for the tremendous support in SUPER 2 Season 8.

	A FLIGHT	BB FLIGHT	B FLIGHT	CCC FLIGHT	CC FLIGHT	C FLIGHT
Group Champion	S\$100.00 with medals (applicable to Flights with 2 or more groups)					
Division CHAMPION	800.00	700.00	600.00	500.00	500.00	500.00
Division Champion's HOME SHOP	\$500.00 + Trophy!					
Division 2nd Place	450.00	400.00	350.00	300.00	300.00	300.00
Division Joint 3rd	250.00	200.00	180.00	150.00	150.00	150.00
NEW!! Division Joint 5th	-	100.00	90.00	70.00	70.00	70.00

League Management reserves rights to remove or refuse any players/teams who are found to be impediments to the league.

GOOD DARTS, PLAYERS! All the best in SUPER 2 Season 8!

LIKE DARTSLIVE SINGAPORE on Facebook for updates and announcements on leagues.
www.facebook.com/DartsliveSingapore

Mobile No.: 9777 4778
 Email: league_sg@dartslive.com