TRIOS LEAGUE

Season II 2013
Singapore
Handbook Version 2.0

LEAGUE MANAGEMENT

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Foreword
The *LEAGUE MANAGEMENT* sets out to run this league to the highest possible standards and with integrity.

We are determined at all times to:

*   Maintain a handbook which is comprehensive, relevant and up-to-date.
*   Adopt procedures which are professional, fair, realistic and objective.
*   Secure the monitoring of and compliance with the rules at all times.

CONTENTS

LEAGUE STRUCTURE

ROUND ROBIN	A Flight	B Flight	C Flight
No. of Groups	2	2	1
No. of Teams per Group	5	6	6
Total Teams	10	12	6
No. of Teams to Progress	8 (top 4 per group)	8 (top 4 per group)	N.A

Round 1 - Round-Robin (home/away)

Teams will play home and away MATCHES in the Round Robin stage. The top 4 teams of each group (A & B Flight only) will progress to the League finals.

2 bonus game points will be awarded to each Group Champion, and they will start with these 2 bonus points in the League Finals.

For C Flight, the final 1st to 4th positioning will be determined in this round. They are not required to progress to the League Finals.

Round 2 - League Finals (A & B Flight only)

The 8 teams who qualified in Round 1 will be grouped in a Round-Robin, consisting of 2 groups of 4 teams.

The top 2 of each group will progress to a Single-Knockout Round, which will determine the final 1st - 4th positioning.

DIVISION LIMITATIONS

	A Flight	B Flight	C Flight
Top 3 players max rating	38	25	15
Single Player Max Rating	-	9.99	5.99
Total Teams	10	12	6

PRIZES & AWARDS

The following prizes will be award to the FINAL positioning in each category.

Position	A Flight	B Flight	C Flight
1st	S$1,000	S$1,000	S$500
2nd	S$500	S$500	S$250
3rd	S$250	S$250	S$150
4th	$150	$150	S$100

GAMEPLAY RULES

1. MATCH FORMATS

FLIGHT	Game	Match Format
A	1	Singles 701-Crk-701
	2	Doubles 701-Crk-701
	3	Trios 901-901-901
	4	Doubles Half-it X 3
	5	Singles 701-Crk-Choice
	6	Doubles 701-Crk-Choice
	7	Trios 901-Crk-Choice
	OPEN IN / MASTER OUT	

FLIGHT	Game	Match Format
B	1	Singles 501-Crk-501
	2	Doubles 501-Crk-501
	3	Trios 701-701-701
	4	Doubles Half-it X 3
	5	Singles 501-Crk-Choice
	6	Doubles 501-Crk-Choice
	7	Trios 701-Crk-Choice
	OPEN IN / MASTER OUT	

FLIGHT	Game	Match Format
C	1	Singles 301-Crk-301
	2	Doubles 501-Crk-501
	3	Trios 501-501-501
	4	Doubles Half-it X 3
	5	Singles 301-Crk-Choice
	6	Doubles 501-Crk-Choice
	7	Trios 501-Crk-Choice
	OPEN IN / OUT	

- There are no limitations to repeating players in each game.

2. STANDINGS & RESULTS

a.   League Standing is based on total **GAMES** (5-4, 6-3, etc.) **won** only:

b.   For each **MATCH** (one night) win, team is awarded **2 bonus GAME points**.

Example of GROUP standing after 1 MATCH:

GROUP 1	Games Won	Games Lost	Bonus Points	Total	Position
Team 1	**5**	4	**2**	**7**	2nd
Team 2	**9**	0	**2**	**11**	1st
Team 3	**4**	5	**0**	**4**	3rd

c.   Total number of points at the end of the Season will determine standings & rankings.

d.   All results and standings are updated in **REAL-TIME** on http://league.dartslive.sg

3. BULLS-UP (DETERMINING SEQUENCE OF PLAY)

a.   BULLS-UP is used to decide which player goes first in every GAME. Only one player from both teams will be required to BULLS-UP.

b.   In doubles / trios, any player in that current GAME can BULLS-UP.

c.   Process:

    i.   Machine Coin-flip. Winner of Coin-flip will BULLS-UP first.

    ii.   **One** member of each team of coin flip will throw **one** dart as close to centre of bull as possible.

    iii.   Closest dart to the centre hole of bull will start first.

d.   If both player's darts land equally close to the centre of bull, the process is repeated with the **last** player going first this time round until a winner is chosen.

e.   If the first player's dart lands directly in the centre hole, that player's dart must be removed before the next player can BULLS-UP. If 2nd player matches this, process is repeated with the **last** player going first this time round until a winner is chosen.

f.   If a dart hits the board but bounces out, player has to re-throw.

g.   If a dart hits an opponent dart out of the board, opponent has to re-throw.

4. HANDICAP

a.   Handicap will be given based on rating difference between players. Advantage will be given to the lower rated player for parity.

For example:

GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

b.   Handicap will be auto calculated by league system.

c.   Handicap applies across S4, S3, & S2 Divisions.

d.   Handicap system does not apply in certain leagues and competition, where stated.

5. DARTSLIVE RATING CALCULATIONS

a.   Once registered for the league, a single card will have 2 separate ratings - Casual & League.

b.   League Games affect Casual Game ratings, but Casual Games do not affect League Rating.

c.   Although rating fluctuates during MATCHES in a single night, rating based on rating at the start of the night, throughout each GAME. For example:

    Start of night rating   : 5.9

    After Match 1   : 5.9 -> 6.1

    Match 2 Start   : 5.9. Rating & Handicap is still given based on Rating 5.

d.   Captains have to ensure that there are enough players to meet the rating limit of each match. If not, the team will concede that match and lose **1 MATCH point**.

e. If both teams do not have enough players to meet the rating limit of a match, the result will be 0-0. Captains will choose any winner in the league screen, and then inform the SUPER LEAGUE Administrator of amendments the next day.

6. BUST RULE

a. To prevent sandbagging, a bust rule is enforced.
b. If a player's rating increases by more than **0.41** in a GAME, he/she will be notified on-screen immediately after that GAME.
c. A bust player will lose the GAME, and cannot play in any remaining games in that MATCH. If due to this, the team is left with insufficient players, clause 8a. applies.
d. If both team has bust players (regardless of number), the default result of that match is valid and points will be awarded accordingly to winning team.
e. Bust rule of **0.41** applies across Divisions.

7. TIE SITUATIONS

a. LEG Ties during gameplay
  • If a tie occurs in a leg ('x01' , Cricket, ShootOut, or Half-it, ends with same score), a Bulls-up will determine the winner.
  • Home team goes first in the Bulls-up.
  • After winner is decided, teams are to select the respective winner on-screen.
  • If a tie occurs in *Super League Cup* game, teams must replay the tied game, with a coin toss to decide which team to Bulls-up first.

b. GAME Points Ties (End of Group Round Robin)
  • Two-way Tie:
    i. Head-to-head Total GAME Points. If still tied,
    ii. Head-to-head LEG points. If still tied,
    iii. No tie breaker. Both teams will share all progressions, and prizes.

  • Three-way (or more) Tie:
    i. All teams put in individual Round-Robin Bracket, then compare total GAME points. If still tied,
    ii. Head-to-head LEG points.

8. GAME / MATCH FORFEITURES & WALKOVER

Single GAME
a. A team has to forfeit a GAME if:
  • the team is unable to field a lineup within the game rating limit; or
  • the team does not have enough players to play all the games.

    In this case, opponent team with be awarded **1 GAME point**, and does not have to use up any players to be awarded that win.

Entire MATCH
a. When a team forfeits a match regardless of any reason, **1 GAME point** will be awarded to opponent team for all remaining unplayed GAMES. No bonus points are awarded to either team.
b. All league matches begin at 8PM 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, plus **2 BONUS points.**

c. A **penalty** will be given for match forfeitures:
   • 1st Strike: S$100. (S$50 to League Venue, $50 to *Organizer*)
   • 2nd Strike: S$200. ($100 to League Venue, $100 to *Organizer*)
   • 3rd Strike: S$200. ($100 to League Venue, $100 to *Organizer*, plus immediate disqualification from the League, and banning of all players in joining following league season.
   • 100% of the penalty will be paid by team captain, directly to *Organizer*.

d. All entire MATCH forfeitures and walkovers must be approved verbally by *League Master*, before either team can leave the match venue. Forfeitures without approval are subject to penalty (as mentioned above).

9. TECHNICAL / NETWORK PROBLEMS

Network Problems
a. If a network problem occurs in the middle of a MATCH, Teams can continue to play as per normal. All records will be updated once the network is up again.
b. If a network problem occurs before the game starts, Teams will not be able to select the League Menu. In this case, teams can use an alternative board in the same venue to commence.
c. If there is no alternative board:
   • Team Captain is to contact *Administrator* immediately. A 30mins delay will be allowed for a service response. If network is still down, MATCH will be postponed to another date, either **1 or 2 days** later, **at the same venue.**
   • Both Captains are to immediately agree on the postponed date, and inform *Administrator* immediately.

Scoring Mistakes
a. The segment where a dart sticks establishes the score for that dart thrown. If machine displays a different score, teams must use the "Reverse-a-Round" feature to edit the score.
b. If the dart sticks but machines does not record score, teams must physically press the dart into the segment for the machine to register the score.
c. If a dart hits the board and immediately falls to the floor, the displayed score stands as it is, even if machine does not record any score.
d. In all situations where a player throws on a wrong turn, players must use "Reverse-a-round" to correct any score.

10. LEAGUE ETIQUETTE & SPORTSMANSHIP

a. All players are allowed a 6 darts warmup before commencing games.
b. A player may throw from behind the edge of the throw line. There is no restriction on leaning, but no lunging is allowed. A lunge is defined as a movement of either foot over the line, in between the time of release of a dart and scoring.
c. A player should not exceed **30secs** in between each dart thrown, and 30secs between each player change.
d. All other players should be behind the throw line, and 3 feet away from the throwing player.
e. Players can verbally coach each other, but not the opponent players.
f. Barracking, demeaning, and insulting is not accepted. Victims can write a complaint to *League Management* to report situations, and the other party can be penalized.
g. Players in an ongoing league game, cannot use any other boards to warm-up in between turns.
h. Teams cannot use any of the above as reasons to forfeit matches, unless *League Master* calls for it.

11. BOARD ALLOCATIONS / USAGE LIMITATIONS

a. MATCH venue management can discuss with teams to allocate a board for the MATCH.

b. Any other boards not in use for the league MATCH, can be used by other team members **not in the current game,** or members of the public.
c. Players in an ongoing league game, cannot use any other boards to practice in between turns.

GENERAL RULES

12. PARTICIPATION CRITERIA

a. Shop Owner must agree to accept the league team as its home team.
b. Players must possess a valid DARTSLIVE MEMBERS CARD.
c. Players must be residing and/or working in Singapore with a valid work permit / pass.
d. Minimum of 5 players, maximum 10 players per team.
e. Minimum purchase of 1 bucket of *Carlsberg* beer per team, per match night. All teams have the right to call for a walkover, in the case of opponent team not purchasing a bucket, or league venue not having sufficient stock of *Carlsberg* beer. In the second case, visiting team has the right to call for a walkover.
f. Some league venues might have an age limit above 18 years of age. Joining the Super League does not give any player a legal license to bypass any rules & regulations set by respective venues.

13. DRESS CODE

a. Men:
    •   Long Pants/Jeans with covered shoes
    •   No slippers or singlets
    •   No bermudas
b. Ladies:
    •   Sandals are allowed (must have a strap around the ankle)
    •   No Slippers

14. DARTSLIVE CARD

a. Players can use **1** valid DARTSLIVE CARD to register for the league.
b. Definition of a valid DARTSLIVE CARD:
    •   Has a valid DARTSLIVE Rating (as shown in DL2)
    •   It is within the validity period (players can obtain a FREE 90-DAYS EXTENSION PASS at all DARTSLIVE shops)

c. Players must remember their 16-digit Card No. & Login PIN, to transfer data in case of misplaced/lost card. In this case:
    •   League System will only accept new replacement card which data has been transferred to.
    •   Lost/misused card will be deactivated and cannot be used anymore.
    •   If players are unable to transfer data after misplacement/lost of card, they are unable to continue with the league season.

d. Vulgarities, sexists, humiliating, racists, insulting, offensive words are not allowed for Card Names or Catch Phrases.

15. PLAYER ADDITION, REMOVAL, TRANSFER / TRANSFER WINDOW

a. All changes to Team Lineup is only allowed during the 1 Week Transfer Window.
b. Teams are allowed unlimited transfers, as long as they maintain minimum 3, and maximum 5 players.
c. Players are allowed to be transferred between divisions, provided their ratings (at point of transfer) qualify for the respective Division caps. Please see pg.5 *PROGRESSION AND DIVISION LIMITATIONS*.
d. Team Captain must submit changes via email to *Administrator*, for any changes.

e.   All Captains will be informed of change approvals, and changes will take effect immediately upon approval.

f.   *Super League Management* reserves the right on any final decision made to all changes in team lineup.

16. MATCH RE-SCHEDULE

a.   Match re-schedule can only be made in advance, **3 working days** before the match date.

b.   Re-scheduled match date must be played before the original match date, and not after.

c.   Match venue cannot be changed.

d.   Once both team captains & shop in-charge have agreed on the re-scheduled date, *Administrator* must be informed via SMS, or phone.

e.   Re-schedule of matches is not allowed once 80% of matches in the respective groups have been played.

f.   All teams are limited to only 2 Re-Schedule per season.

17. CHANGE OF HOME SHOP

a.   Teams cannot change their home shop once league has started. Unless, home shop:
   •   ceases to operate. In this case, team can request for a new home shop.
   •   is under renovation. In this case, team can request for temporary home shop, and must return to previous shop once renovation is completed.

b.   *League Master* and Home Shop must agree to the change for it to take effect.

c.   Team Captain must contact *League Master* to request changes **7 days** in advance. If not, games which fall within this period will be a default 9-0 walkover to opponent teams advantage.

18. DISQUALIFICATION & DROPPING OUT OF LEAGUE

a.   If a team is disqualified or drops out from the league, regardless of reason, all members in the team will be banned from all DARTSLIVE events & not entitled to any league prizes, awards or refunds for a period of 6(six) months.

b.   **All previous games played by that team will be voided (0-0)**. This will affect all other teams, and might affect their standings.

c.   Disqualified team name and scores will still be visible in the league table, although ineffective.

19. REQUESTS, PROTESTS, APPEALS

a.   Team Captains can file requests, protests, and appeals on various situations, by writing in to *League Master* with the following:
   -   Date, Time, & Location of Match
   -   Team Captains Name
   -   Contact Number / Email
   -   Request details

   Please send all details to:
   League Master
   Bryan Liu
   bryan.liu@dartslive.sg

b.   *League Master* then will review the case, and make a decision to reject/accept accordingly:
   •   If rejected, *League Master's* decision is final. No further appeals can be made.
   •   If accepted, case will be referred to the panel of judges.

c.   The panel of judges consists of 5 persons:
  • 1 league home shop representative.
  • 1 most accomplished/reputable player
  • *League Master*
  • 2 members of *Advisory Board*

  Team captains will then be notified of any result. Decision of panel is final, and no appeal   will be entertained thereafter.

d.   Important Note: A protest may not be accepted if the problem is based on irresponsibility of protesting Team Captain, lack of knowledge of the rules, or failure to seek *League Master*'s advice prior to case.