



**DARTSLIVE**  
CHINA

# **OFFICIAL LEAGUE RULE BOOK**

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## 1. DARTSLIVE CARD

- a) Players without a valid DARTSLIVE CARD cannot register for the league.
- b) Definition of a valid DARTSLIVE CARD is it must have a valid rating & flight when playing any x01 or Cricket game in DARTSLIVE DL2 Board.
- c) Team players must always use the same DARTSLIVE CARD registered for the league to play in the league matches.
- d) 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 club data to a brand new card, inform league administration, in order to continue playing in the league.
- e) All card transfers must be done before entering League Menu. Players may not be able to play with new card if club transfers are done after entering League Menu.
- f) After transfer, the old card is deactivated and can no longer be used to play in the league.
- g) If the player is unable to transfer club data after misplacement/loss of card, the player will be unable to play in any of the league games.
- h) 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 administration of changes may disqualify the player to play in the next match date.
- i) League players are recommended to use the same card for all DARTSLIVE official league - (SUPER LEAGUE, SUPER2, Premier League, Trios League, etc.)
- j) Replacement can only be used once. If club data has been transferred to a replacement card, the old card will be unusable. If a player tries to use a new card without transferring club data, the system will not allow it.
- k) Vulgarities, sexism, humiliating, racist, insulting, offensive, etc words are not allowed to be used for Card Names & Catch Phrases. Failure to abide by this rule may result in the player being disqualified & suspension rules apply.

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## 1. DARTSLIVE 卡

- a) 无效 DARTSLIVE 卡的选手不能登记参加联赛。
- b) 于 DARTSLIVE DL2 中有足够 x01 或 Cricket 比赛数据并同时有 Rating 等级方可启动有效 DARTSLIVE 卡参赛。
- c) 队员必须使用相同的 DARTSLIVE 卡注册和参加联赛。
- d) 所有联赛选手必须记录下自己的 16 位 DARTSLIVE 卡号码和登录密码，如果卡丢失，需将旧卡数据转到新卡，并通知联赛管理员，才能继续参加比赛。
- e) 所有旧卡数据转移必须在当天 DL2 联赛前完成。如果开赛时新卡数据未转移成功，选手将无法使用新卡比赛。
- f) 数据转移后旧卡即被停用。
- g) 如果选手遗失卡但不能转移数据，则只能参加之后剩余联赛日的所有比赛。
- h) 选手必须在下次比赛前通知联赛管理员其转换后的新卡卡号，未能通知联赛管理员的选手有可能将失去后续比赛日的参赛资格。
- i) 建议联赛选手使用同一张 DARTSLIVE 卡参加所有 DARTSLIVE 赛事(SUPER LEAGUE, DL2, Premier League, Trios League, etc.)
- j) 新卡在数据转移成功后才能使用，否则联赛在线系统将不允许使用新卡比赛。
- k) 卡的名称不允许使用包含下流，性别歧视，侮辱，种族歧视，冒犯，攻击性的词语。不遵守此规则者可能会按规定被取消资格或中止比赛。

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**2. LEAGUE STANDINGS & RESULTS**

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

Example of GROUP standing after 2 matches:  
 Team 1 vs Team 3: Score of 5-4  
 Team 2 vs Team 4: Score of 9-0

GROUP 1	Games Won	Games Lost	Total Points	Position
Team 1	5	4	5	2 <sup>nd</sup>
Team 2	9	0	9	1 <sup>st</sup>
Team 3	4	5	4	3 <sup>rd</sup>
Team 4	0	9	0	4 <sup>th</sup>

- b) Total number of points at the end of the Season will determine
- c) All results and standings will be updated real-time online at <http://league.cn.dartslive.com>
- d) At the end of the season, if more teams have the same Total Points & same Lost & Total Points, the online system will compare the legs won within each match and rank the teams accordingly.
- e) The final position as stated in the online league page will be as the final league standing result.

**2 . 联赛排名和结果**

a) 联赛排名是基于比赛赢取的总点数 ( 5-4 , 6-3 , 等 ) :

两场比赛后小组排名  
 1. Team 1 VS Team 3 比分 5-4  
 2. Team 2 VS Team 4 比分 9-0

GROUP 1	赢	输	总积分	排名
Team 1	5	4	5	2 <sup>nd</sup>
Team 2	9	0	9	1 <sup>st</sup>
Team 3	4	5	4	3 <sup>rd</sup>
Team 4	0	9	0	4 <sup>th</sup>

- b) 本赛季结束时的积分总数将决定他们的排名。
- c) 所有结果和排名将实时更新到官网 <http://league.cn.dartslive.com> 详情请参阅联赛通告
- d) 赛季末，如果 2 个或更多的团队拥有相同成绩或总积分，在线联赛系统会比较每场比赛得失点数并依此相应地对团队进行排名。
- e) 联赛排名或成绩按在线联赛网页发布的为准(大会保留最终解释权)。

**3. GAMES**

**3.1 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 15<sup>th</sup> 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”, Home Team go first. The team with dart closest to center bull will win the leg. (Press P4 – Re-Enter number and select Home Win or Away Win)

**3.2 01 Game**

- a) In a TIE situation where both teams are unable to check out,
  - i. The team with lowest points as well as lowest points left wins the game.
  - ii. If both teams have the same points left, both teams will do a “Bulls-Up”, Home Team go first. The team with dart closest to center bull will win the leg. (Press P4 – Re-Enter number and select Home Win or Away Win)

**3. 赛事**

**3.1 Cricket**

a) Cricket 比赛中，Overkill 即当一队领先 200 分或以上并不能再增加得分。但本大会不建议选手作出 Overkill 动作，以示对对手的礼貌和尊重。

比赛结束时，若双方队伍分数相同，则按以下规则判定胜负：  
 i. 若所有 Cricket 游戏中关闭的选手/队伍分数最低，则该选手/队伍胜出。  
 ii. 如所有 Cricket 游戏中未全部关闭，将双方队伍净得分最低者判定为胜者。由主场队伍先投，以最接近红心的选手/队伍胜出。

(分出胜负后按 P4 按钮-修改主场或客场队伍胜出比赛)

**3.2 01 赛事**

a) 如双方队伍不能结镖

- i. 选手/ 队伍分数较低一方胜出。
- ii. 如双方选手/ 队伍分相同，将双方队伍争红心决定胜负，由主场队伍先投，以最接近红心的选手/ 队伍胜出。

(分出胜负后按 P4 按钮-修改主场或客场队伍胜出比赛)



#### 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 the online league system.

#### 4. 让分

- a) 根据队员等级之间的差异，为低等级别的选手/队伍让分优势

如:

GAME: 501		让分情况
Player 1		501
Player 2		471

- b) 让分将通过在线联赛系统自动计算。

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**5. 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 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 complaint along with details of the offending player and description of the incident(s). Evidence submitted (such as stats, other card rating, video/ picture) would be useful
- (c) If the League Manager finds that a player has been seen for playing with a rating that is different than his True\* rating, the manager will exercise his/her rights and 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, 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

Awards played by the offending player will be revealed accordingly to the point of discovery of his offense:-

- > 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 winter period, then all games played by the offending player since winter 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.



## 5. 等级犯规

等级犯规是指选手故意提交他/她的 Rating 等级（或允许被提交者）比他/她的实际 Rating 等级水平低之 Rating 参赛，或故意操控或控制自身比赛水平(例如: 故意 Out Board 或失误投镖以降低比赛 Rating)来获得更高让分比例或影响排名名次等行为。以上行为有贬低本公司主办之比赛及严重影响体育精神之原则，更加对其他参加联赛选手不公平，主办单位不会容忍以上行为的队伍或选手：

- a) 每队联赛队长有责任查询及保证其参赛队伍选手以真实及准确 Rating 等级参加本公司举办的所有联赛。
  - b) 如任何参赛队伍(只限队长)对任何参赛选手 Rating 有任何投诉，该队队长可正式经 Email 向本大会提出投诉，而投诉时需附上投诉者之投诉原因及证据(例如：终身会员编号、队名、参赛 Division、比赛时间、比赛时的 MPR/PPR 数据，或任何有效证据或其他有效证明投诉成立之 Photo)。如能提供以上足够证据方可设立投诉。
  - c) 如主办方发现任何选手 **真实 Rating** 和报名时严重差距，将按以下方法处理：
    - i. 如选手在赛前被发现，该选手将被立即从该场比赛中除名并不可参加余下联赛场次及/或被禁止参与其他进行中的比赛/联赛。大会将重新决定该选手 Rating 等级之 **\*真实 Rating**，如 **\*真实 Rating** 是比原 Rating 等级低，该选手将不可继续参加余下进行中的比赛/联赛(如适用)。
    - ii. 如选手在赛后被发现，该选手将马上从该系列联赛比赛中除名并不可参加余下之联赛场次及/或被禁赛最少 3 个月或 12 个月(重复犯规选手)；
    - iii. 被禁赛期间之选手将不可参与所有本公司举办之所有联赛、游戏、活动及国际赛事。
    - iv. 如选手在赛后被发现，该选手在下一循环内所参与之联赛场次胜负将以下列方式处理(由主办方发现到下一循环)：
      - 于自循环内发现：该犯规选手所有参与的单人或单人以上的赛事将改判对方队伍胜出；
      - 于次循环内发现：该犯规选手于次循环参与的单人或单人以上的赛事将改判对方队伍胜出。
- \*真实 Rating = 由大会主审于比赛当天真实之选手 Rating (选手不得有任何异议)**
- d) 犯规选手将被取消所有个人或队制之奖励。
  - e) 大会有权要求犯规选手所参与队伍之队长于现有联赛或将来所有联赛中除去队长职务并改由其他队员担任队长，但原队长可继续参与余下进行中的比赛/联赛。
  - f) 犯规选手或队长可向主办方申请上诉，但大会将按实际情况决定接纳或不接纳上诉(大会保留最终解释权)
  - g) 如选手发现自身等级表现提升及比实际联赛 Rating 为高，选手可在本赛季的任何时候都可申请评级调整，以可避免被指作等级犯规。

**6. BUST RULE**

**6.1 Online League Matches**

- a) For Online League games, Bust Rule is auto-calculated by the Online System
- b) If only 1 team has min. 1 player who has 'bust', winning result, will be auto-reversed to the opposing team, with a score of "2-0" (Depends to how many Legs of the match).
- c) If both teams have one or more 'bust' player, the original win/loss results stays. The original winning team can be using the "DEFAULT WIN" button provided to reversed the winning result.
- d) Bust Players can continue to play from the next part for the remaining games.
- e) Bust Point of 0.31 **and** above applies to all Divisions unless otherwise stated.

**6.2 LEAGUE FINAL (Offline) Matches**

- a) During the league final, some matches are played outside the ONLINE League system.
- b) Bust Rule, hence, will be checked manually, using the 2<sup>rd</sup> part Rating check system.
- c) All League Final Match Card will be checked for 3 different ratings:
  - “**SDR**” - Start of Day Rating, i.e. the player's start of day rating. This rating is the rating on the Darts Machine and does not include the whole day's matches.
  - “**GSR**” - Game Start Rating, i.e. the player's rating (see pic below) before the match starts;
  - “**GER**” - Game End Rating, i.e. the player's Current Rating (see pic below) after a game ends.



- d) A Player "bust" and cannot play when:
  - “**SDR**” - Start of Day Rating, is lower than the End of League Rating as shown on the Online League Portal.
  - “**GSR**” - Game Start Rating, the first check on GSR is 1 point higher than the “**SDR**”.
  - “**GER**” - Game End Rating:
    - (ii) After each SKO match, is 0.31 and higher than the "GSR"

## 6. 爆级规定

### 6.1 在线联赛

- a. 在线联赛的爆级规定由在线联赛系统自动计算。
- b. 若获胜队伍中有一人爆级，比赛结果自动改判对方队伍将以 2-0 比分获胜。(视乎该场比赛 Legs 数而定)
- c. 若比赛双方队伍中都有一人或一人以上爆级，比赛原有成绩保留, 原胜方队伍可通过"DEFAULT WIN"按钮记录为胜方。
- d. 爆级选手可继续参加联赛中的下一场比赛。
- e. 若无特殊说明所有 Divisions 的爆级规定为 0.3(即 0.31 或以上即被视为爆级)。

### 6.2 线下联赛

- a. 在联赛准决赛/决赛中，部分比赛可能会于线下进行。
- b. 大会将使用其他联赛的计算系统作为爆级计算工具进行计算。
- c. 所有联赛队伍均须遵守以下两种号码查询：
  - i. 于比赛日开赛前的初始 Rating 等级 (Start of Day Rating)。
  - ii. 于每场比赛开始前最新的 Rating 等级 (当天的 Rating (如下图))。
  - iii. 于每场比赛结束后的最新 Rating 等级 (比赛后的 Rating (如下图))。



(SDR)当天初始 Rating

(GSR)比赛开始前 Rating

(GER)比赛结束后 Rating

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- d. 选手在以下情况爆级不能继续比赛:
  - “SDR” -每日初始 Rating 低于联赛网站公布最新的联赛 Rating (LEAGUE Rating)
  - “GSR” -于当天比赛开始前, “GSR” 显示比 “SDR” 高出 1 个点
  - “GER” -比赛结束后 Rating:
    - i. 每局 SKO 单淘汰比赛后比“GSR”高 0.31

## 7. PLAYER ADDITION, REMOVAL AND TRANSFER

- a) All changes to Team Lineup is only allowed during the 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 the Maximum players of LEAGUE at any point in time.
- c) Players are allowed to be transferred between divisions provided:
  - >Transfer cannot be within the same Division;
  - >Players rating must be within the respective Division's entry rating caps.
- d) Once a player is removed from a division, all previous game stats & awards will be forfeited.
- e) Team Captain must submit the request formally via Fax or Email to the League Administrator, for any changes. Calls or text messages are not entertained.
- f) Request form will be made available to captains, and also available to download on: <http://www.dartslive.com>
- g) All captains will be notified once change is approved and changes will take effect immediately upon approval.
- h) Individual players have the right in transferring between divisions, not the captains, and can do so by informing League Management in writing via email.
- i) League Management shall make the final decision on approvals of any changes in team lineup.

### 7. 选手增加，除名及更换

队内队员的更改必须在转会期开始之前完成。转会日期将在联赛开始之前公布。转会期所有队伍只允许 2 次更改（更换或增加）。所有队伍队员数量不得超过比赛规则限制。选手可以转换至 Divisions 内比赛，但

- i. 不可转换至同一 Division 的另一支队伍；
- ii. 队员 Rating 限制必须在相应 Division 的等级范围内。
- d. 一旦队员从原 Division 转出，将丧失之前所有比赛的全部奖项，但比分保留
- e. 任何变更，必须由队长通过传真或电子邮件正式向联赛管理员提交申请表，大会不接受电话或发送短信的申请。
- f. 队长可于网上下载申请表，下载地址：<http://www.dartslive.com/my/league>
- g. 若变更审批通过，将会通知队长，审批通过后将实时生效(不接受任何更改)。
- h. 在队伍间转移的最终决定权为个人选手所有，非队长所有，如有任何疑问，选手可电邮给联赛管理者查询。
- i. 联赛管理者对队伍人员变更有最终决定权。

## 8. MATCH RE-SCHEDULE

- 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) Match venue cannot be changed (exception applies, see point 9 CHANGE OF MATCH VENUE/HOME SHOP)
- e) **Re-schedule of match is strictly NOT ALLOWED after 80% of the matches are played (for group of 5-6 teams: last 2 matches; groups of 7-8 teams: last 3 matches; bye games not included) of the respective round.**
- f) All teams are limited to a maximum of 2 Re-Schedules in Round Robin and 1 Re-Schedule in Playoffs.

## 8. 比赛时间调整

- a. 比赛时间调整必须在比赛日期前提前三个工作日进行。
- b. 比赛时间调整只能比原订比赛时间前，不能比原订比赛时间后。
- c. 双方队长及场地方都必须同意比赛调整后的新日期，且队长必须将调整后的新日期通知联赛负责人。
- d. 比赛场地不可更改 (除特殊情况外，详情请见第 9 点比赛主场/场地调整)
- e. 每场比赛当进行到 80% 时，将不允许调整比赛时间 (如 5 队一组，最后 2 场比赛；7 队一组，最后 3 场比赛；Bye Games 除外，受此限制)。
- f. 所有队伍于小组赛时最多允许两次改期或被改期申请，而季后赛最多允许一次改期或被改期申请 (以大会联赛公报为准)

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