



Rules and Guidelines

DARTSLIVE Rating Determination

- SUPER LEAGUE Season 7 Final ratings will be used to determine a player's rating.
- Any player with a rating variance of 2 or more, will be evaluated by the tournament committee and may have to play at the higher rating in all flights participated in.
- DARTSLIVE reserves the right to change the league ratings of players to their highest known rating.

Round Robin Play

- All 5 games in the Round Robin will be played.
- Corking will be used to determine the throwing order on the 1st and 5th leg (in a 2-2 tie).
- For all other legs, the loser will throw first.
- In the event of a tie, the winner will be determined by the following:
 - MATCHES Won
 - Head to Head match up
 - LEGS Won
- In the scenario that a tie still remains, a single game of team 01 (4 players, stacked) will determine who advances.
- Any player not actively playing in the current leg may warm up on an open board, as long as it does not interfere with another match.

Single Knockout Round

- Race to 3/Best of 5
- League Division Winners will automatically be advanced to this round. No Round Robin play is necessary.
- The team captains of the League Division Winners are required to check their team in 1 hour prior to the Single Knockout Round.

Round Limits

- Round Limits for 01 and Cricket Games are 20 Rounds.
- Please notify DARTSLIVE staff immediately if any changes need to be made to the round limits.





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SUPER LEAGUE *Fiesta* Substitutions

- A team can add only 1 substitute during Fiesta.
- If the sub can no longer play, another sub cannot be added.
- The sub must be equal to or lower in rating than that of the player being replaced.
- **Once a player is replaced by a sub, that player can no longer participate on that team during Fiesta.**
- **The sub must have played 40 or more games on the same team within one SUPER LEAGUE flight to be considered eligible.**
- Subs can be added to a team prior to a match. Once the match has started, no substitutions can be made.
- If a team is short a player and either chooses not add a sub or cannot find a sub, that team may play their match shorthanded and choose to skip the missing player's turn.
- Once the missing player arrives, that player may join the team at the beginning of their next turn.
- **There are no roster changes allowed during an active match.**
- **Teams advancing to the finals will only be allowed to use the rostered players from the Round Robin.**
 - **Teams that advance to the finals from winning their division may not use a player that played in the Round Robin.**
- If a player was rostered on the team, but did not participate in the Round Robin and was not replaced by a sub, that player is still eligible for the finals.
- **Any player rostered on two teams must choose the team in which they will play for and will no longer be able to participate on the other team once the Round Robin begins.**
- A player can only play on (1) team per flight.

