

Dear Captains,

Thank you for taking up the position and responsibility for your team in SUPER LEAGUE SEASON 5. Below are some regular issues for you to take note.

Please refer to ONLINE Rule Book for complete information related to DARTSLIVE OFFICIAL LEAGUE <http://www.dartslive.com/my/league>

****IMPORTANT****

IMPORTANT LEAGUE DATES

CENTRAL	S1	S2	S3	S4	S5
CAPTAIN'S MEETING	21 NOV 2019, 8.00pm @ DART MUSKETEERS				
LEAGUE STARTS	02 DEC 19	28 NOV 19	04 DEC 19	02 DEC 19	28 NOV 19
WINDOW PERIOD STARTS	10 JAN 20	10 JAN 20	10 JAN 20	10 JAN 20	10 JAN 20
WINDOW PERIOD ENDS	24 JAN 20	24 JAN 20	24 JAN 20	24 JAN 20	24 JAN 20
LAST GAME	24 FEB 20	20 FEB 20	26 FEB 20	24 FEB 20	26 MAR 20
PLAYOFF	14 MAR 20	07 MAR 20	15 MAR 20	14 MAR 20	-

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

GENERAL RULES & REGULATIONS

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

1. It is mandatory for each team to meet the minimum spending requirement of **MYR 80 per league night**
2. Each Player can only Register with 1 DARTSLIVE Card to 1(ONE) Division.
3. **Online League Standing:-**
Qualifying into League Division FINAL RR Playoff
Based on total legs won **PLUS 1 BONUS POINTS** for every night's match won
4. **Progression to Division League Finals:**
Only applicable to Division with more than 1 Group in S1, S2, S3, S4 & S5
5. League Management reserves the rights to negate or modify any rules contained herein when it is necessary to protect the parity system of the League.

DARTSLIVE CARD

It is mandatory for all League players to note down their 16-digit Card No. & login PIN.

1. In case of lost card, players must transfer their old card data to a brand-new card, inform league administration at least 2 working days in advance, in order to continue playing in the next league.
***Players are advised to download DARTSLIVE App on App Store/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 will not be able to play with new card if card transfer is done after entering League Menu. ***
3. If player is unable to transfer data after misplacement/ lost of card, the player will be unable to play in any of the remaining league games.
***Players are advised to register their email address to the league card and download the DARTSLIVE App mobile app. ***
4. League admin must be notified of the new Card ID No. before the next league match where the new card is to be used. Failure to notify league admin of card changes may disqualify the player to play in the next match date.

GAMES

IMPORTANT TO NOTE

“Bulls-Up” applies to all games, except for games with fixed number of rounds such as **COUNT-UP/ HALF-IT / SHOOTOUT**.

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 15th 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”, **follow the same sequence as the tied leg**. The team with dart closes to center bull will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

2. **x01**

(a) **Normal x01**

In a TIE situation where both teams are unable to check out,

- i. Select player / team with lowest points as winner; or
- ii. If both teams have the same points left, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with dart closes to center bull will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

(b) **Freeze Rule**

In a TIE situation where both teams are unable to check out,

- i. Select team with **total** lowest points as winner; or
- ii. If both teams have the same points left, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg.
(Press P4 – Revise Winner and select Home Win or Away Win)

3. **Half-It/Count-Up/Shoot-Out (coin toss will determine who goes first.)**

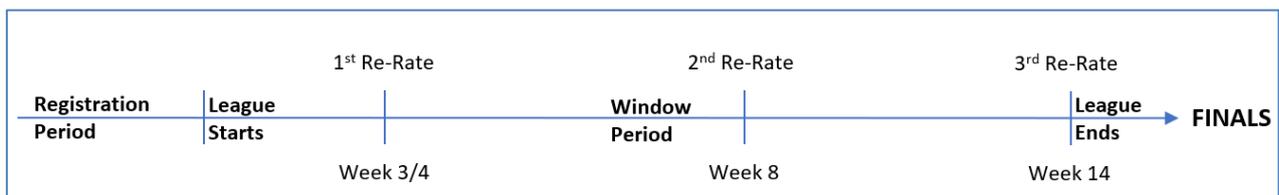
In a TIE situation where both teams happen to have the same score, both teams will do a “Bulls-Up”, **follow the same sequence as the tied leg**. The team with the dart closest to the center bull hole will win the leg.

(Press P4 – Revise Winner and select Home Win or Away Win)

RE-RATE SYSTEM

League Management reserves the rights to re-rate players to maintain parity in the League System.

- The Re-rate for all players, all Divisions, will be done at the same time, regardless of the number of teams in each division.
- There will be 3 rounds of Re-Rate:



- (a) 1st Round: After 3 to 4 Weeks of games
- (b) 2nd Round: After Window Period
- (c) 3rd Round: After the Last Games are played

New Ratings will apply with effect from the next match after each re-rate is conducted. It is anticipated that total team points may increase after each re-rate.

Individual Rating Limit

Individual player rating cannot be **3 or more points** higher than registered/last Re-rate rating at any one time in the league season, else player will be immediately disqualified from the team.

Team Total Rating Limit

Total Rating Points (Total of 3 highest rated players) after each Re-Rate Round cannot be **6 or more points** (at any point) higher than the point-of-entry's Division's Team limit allowed.

Example:

Individual Rating Limit

Player's Entry Rating: **8**

Player's Rating after 1 Round Re-Rate: **11**

In this case, the player will be removed from the current team.

Team Total Rating Limit

S4 Division Entry Limit: **23**

Team Top* Rating after 1 Round Re-Rate: **29**

In this case, 1 of the Top 3 players have to be replaced to maintain the team Division limit to not more than 28;

New player can only be added during the Window Period.

Player who is removed from the current Season is allowed to re-join a different team in the current season and of a higher division at the Re-Rated Rating.

SANDBAGGING

A sandbagger is a player who: -

1. **Intentionally submits his/her rating (or allow to be submitted) at a much lower rating than his/her actual rating; OR**
2. **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). **All complaint must be submitted with accompanying evidence** (such as other card rating, videography/photography).
- (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 within 3 working days from the time the penalty is imposed. The League management will only evaluate such appeal on a case-by-case basis.
- (g) 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.
- (h) All complaints against sandbagging or manipulation must be **submitted before 80% of the season have been completed**. League management reserves the rights to reject appeals that is filed after 80% of the League Season Round Robin games have been played.

DISHONEST / FRAUDULENT PLAY

1. 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 Malaysia events - such as official leagues, tournaments, national selection, adhoc events, etc.
- (d) All wins played by impersonator will be reversed.

2. Manipulation of Game Points

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) in question will be voided, Player(s) may also be ban for a period of 3-6 months from all DARTSLIVE Malaysia Events and league.

DISCIPLINARY ISSUES & LEAGUE ETIQUETTE

1. **League Etiquette & Sportsmanship**

(a) 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.

(b) There should be no demeaning comments about an opponent or an opponent's ability by any team member or supporters of the team.

2. **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.

3. **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.

4. **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**. 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.

5. **No player or captain** should approach the throw line before the player on the line has cleared the throwing area.

If any player found to have violated this rule, a warning will be given.

Repeated offence will result in the particular leg's win being awarded to opposing team.

PLAYER ADDITION, REMOVAL AND TRANSFER

1. Any changes to Team Lineup is only allowed during the 2 Week Transfer Window Period.
2. All teams are allowed up to **Two (2) changes** (replacements or additions) during window period. All teams must not exceed max team size at any point in time.
3. Criteria for player replacement/addition:
 - (a) Players are allowed to be transferred between divisions, provided players ratings (at the point of transfer) qualify for the respective Division caps.
 - (b) Players rating must be **equal/lower than 3rd highest rater** in the team (according to Division and at the point of submission)
4. Team Captain must submit the request form formally via Hardcopy 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. Re-scheduled match date must be **BEFORE** the original match date, not after.
3. Team Captain of requesting team must get in contact with both opponent team captain & shop owner to get an agreement on the re-schedule date. Requesting team captain must inform the league administrator of the new re-schedule date.
4. Re-schedule of match is strictly **NOT ALLOWED** for the last 20% of the league season.
Eg:- For a 10 weeks' league group (Group of 5 & 6), the games on Week #9 - #10 (last 2 games) cannot be rescheduled;
For a 14 weeks league group (Group of 7 & 8), the game on Week #12 - #14 (last 3 games) cannot be rescheduled. Bye games are counted as game week.
5. All teams are limited to a maximum of **Two (2) Re-Schedules** per season.
6. Reschedule of start time on actual match day, **must be** mutually agreed by both captains, and acknowledged and agreed by League Admin and Shop Owner.

WALKOVER

Definitions: -

Walkover – One team has sufficient player (min no. of players to start the first match), other team have zero (0) players present, 30 mins from the start time.

For opposing team to claim walkover win, minimum number of players to start the first game is required to be present.

If both teams have insufficient players, the game for the night will be voided (0-0).

Concede Game – One team has sufficient players (min no. of players to start the first match), while the other team has only one (1) player present, 15 mins from the start time.

At any one point during the match that 1 team has insufficient players to start any of the game, a grace period of 5-mins will be given for the remaining player(s) to turn up for the next game.

Each game is conceded with a 2-0 lost. This continues until there are sufficient players available to play a game or until all games have been "played".

- All league matches begin at **8.30pm SHARP**.
If a team has no members present by 9.00pm, Captain should call League Master for a walkover. Opposing team has the right to walkover the game and be awarded a 9-0 win. Walkover team will be penalized with:

Offence No.	Penalty MYR*	Home Game Shop	League Organizer
1 st Offence	RM100	RM50	RM50
2 nd Offence	RM200	RM100	RM100
3 rd Offence**	RM200 and disqualification	RM100	RM100
Last 3 Matches***	RM200 and Registration Fee x2	RM100	RM100 and Registration Fee x2

*Penalty amount will be billed to the penalized team's home shop and then shared with host shop and organizer.

**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 3 matches walkover penalty will be 2nd Offence RM200 and 2x Registration Fee

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. Forfeitures without approval are subject to penalty (refer to point 2).

- For league venues that are in the rural areas, a grace time of 30 minutes shall be given. All games must start by 9.00pm.

DART BOARD / TECHNICAL PROBLEMS

- Scoring Mistakes
 - 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.
 - If the dart sticks but the machine does not record score, teams must physically press the dart into the segment for the machine to register the score.
 - 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.
 - In all situations where a player throws on a wrong turn, players must use "Reverse-a-round" to correct any score.
 - In a situation, whereby the machine detects wrong score at the checkout round, teams are to press "P4" 2 seconds to freeze screen from proceeding to the next game. A manual calculation will have to be done to determine the winner, if unclear, please contact League Hotline for assistance.

BOARDS ALLOCATION & USAGE

- Any boards not in use for the League Match are open and can be used by any members of the public.
- All Team Players in an ongoing league game cannot use any other boards to practice during games. Practicing during breaks or in-between games is allowed.
This rule applies to all players in the team, even if other team players are not in the game
- In a location with multiple boards, the management of the location will designate the boards for the league match.
- As a form of courtesy, all players should refrain from playing any casual games on the allocated league boards by approximately 8.00PM in order to let all team players have adequate time to warm up for their league match.

DRESS CODE

- 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. Please adhere to the following dress code:
 - Men : Long Pants/Jeans or 3/4 pants (below knee) with covered shoes
No slippers, singlets, or shorts

(b) 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 have 10 minutes grace period to change, else the player will not be allowed to play in that league night's matches.

BUST RULE / HANDICAP

1. Bust Rule across S2 to S5 divisions is 0.26
2. Handicap applies across S3 to S5
3. When a player bust, win will be reversed. If both teams have players bust, the particular game will be voided 0-0.

*Should there be a TIE situation for the night game results (eg. 4-4), Bonus Point is to be temporarily awarded to Home Team first, League Management is to be notified of such situation and would then remove the Bonus Point thereafter. *

GAME CREDITS

Game Credits/Team/Match

S1	: 84 credits
S2	: 84 credits
S3/S4	: 80 credits
S5	: 72 credits

REVISED PRIZE LIST

DIVISION	GROUP CHAMPION	CHAMPION HOME SHOP	CHAMPION	RUNNER UP	*3 rd PLACE/ BEST 4
	RM 200	Live Credit worth RM 1,200	RM 4,500	RM 2,500	RM 1,200
	RM 200	Live Credit worth RM 1,200	RM 3,200	RM 1,600	RM 800
	RM 200	Live Credit worth RM 1,200	RM 3,000	1,500	RM 750
	RM 200	Live Credit worth RM 1,200	RM 2,300	RM 1,200	RM 600
	N/A	Live Credit worth RM 1,200	RM 1,600	RM 800	*RM 500

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

League Master Contact No. : +6 012 3603226

League Administration Email : league_my@dartslive.com

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