IMPORTANT

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

IMPORTANT LEAGUE DATES ALL DIVISIONS		
LEAGUE STARTS	**S4: 5 June 2023**	**S3: 6 June 2023**
	S2: 7 June 2023	**S1: 15 June 2023**
	D4: 17 June 2023	**OPEN: 5 June 2023**
WINDOW PERIOD	**S4: 31 July to 13 August'23**	**S3: 18 July to 31 July'23**
	S2: 26 July to 8 August'23	**S1: 3 August to 16 August'23**
	D4: 31 July to 13 August'23	**OPEN: 31 July to 13 August'23**
LAST GAME	**Between 12 September 2023 to 23 September 2023**	
PLAYOFF (estimated ± 1 week)	**Division Playoff: (T.B.C)** **Between 30 September 2023 to 15 October 2023**	

GENERAL RULES & REGULATIONS

League Schedule & Results: https://league.sg.dartslive.com/

1. League Night **Minimum Spending**

    a. S1 / S2 / S3 / S4 / OPEN
    Mandatory for each team to meet the requirement min spending of $50 per league match.

    b. D4 Division
    Mandatory for each team to meet the requirement min spending of $20 per league match.

    Walkover penalty will be imposed on teams, if they fail to abide the minimum spending.

2. League Management reserves the right to negate or modify any rules contained herein when it is necessary to protect the parity system of the League.

DARTSLIVE CARD

1. It is mandatory for all League players to register their email with the DARTSLIVE Mobile App and add the card into the account.

2. All card transfers must be done **before** entering the 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 a player is unable to transfer data after misplacement/loss of card, the player will be unable to play in any of the remaining league games.

4. Replacement card cannot be used unless lost card data has been transferred to the replacement card. Online system will reject players who tries to use a new card without transferring the old data.

LEAGUE PROGRESSION

1. Division / Flight must have more than 1 group to have a League Final.

2. Group champion of each group will progress straight to Single-Knock Out Round.

3. Ranking 2nd to 4th position will progress to Round Robin Playoff (only applicable to teams with min. 6 teams in a group)

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. Requesting team captain must contact both opponent team captain & shop owner to get an agreement on the re-schedule date. **League administrator must be informed of the new re-schedule date.**

4. Re-schedule of match is strictly **NOT ALLOWED** for the last 20% of the league season.
    Group of 7/8 (Week #12 – Week #14) / Group of 5/6 (Week#9 – Week#10) / Group of 3/4 (Week#5 – Week#6)
    Bye games are counted as game week.

5. All teams are limited to a maximum of **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.

GAMES

1. **Leg Tie Situation**
    a) **x01 Game**
        If neither player finishes the game in the x01 Game, regardless of the remaining scores, the cork shall be performed and the player who throws closest to the center of the BULL wins.

        The same order of throw shall be used for the cork.

        After the winner is decided, teams are to Press Button P4 – Revise Winner and select Home or Away Win.

    b) **Other Games**
        If the system displays "Tie", the cork shall be performed and the player who throws closest to the center of the BULL wins.

        The same order of throw shall be used for the cork.

        After the winner is decided, teams are to Press Button P4 – Revise Winner and select Home or Away Win.

2. **End of Match Tie Situation**
    If a tie situation occurs, 4 – 4 or 3 – 3, due to both teams having one or more 'bust' player.
    Bonus Point is to be temporarily awarded to Home Team, League Management is to be notified of such situation and then remove the bonus point at the end of the league season.

3. **Skip Turn Situation**
    x01 Freeze game - Players have the right to decide to skip their dart throw during check out round (Balance 20% of game point).
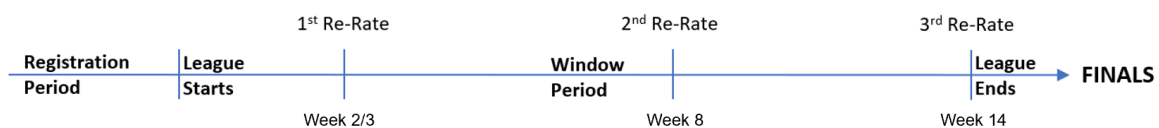
4. **Bust Situation**

    a) If 1 team has min. 1 player who has 'bust', the winning result will be auto-reversed to the opposing team, with a score of "2-0".

    b) If both teams have one or more 'bust' player, the system will show that the match result is voided "0-0".

    c) If both teams bust in the SKO match, and end of match shows "tie", the result will stand, and the winner of the match will progress to the next stage.

    d) Bust Players can continue to play the remaining games.

RE-RATE SYSTEM

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

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

2.   There will be 3 rounds of Re-Rate:

	1st Re-Rate	2nd Re-Rate	3rd Re-Rate
Registration Period	League Starts	Window Period	League Ends → FINALS
	Week 2/3	Week 8	Week 14

    a. 1st Round: After 2 or 3 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 current league rating at any one time in the league season, else player will be immediately disqualified from the team.

Team can only add new player during the Window Period.

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.

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: -

i. **Intentionally submits his/her rating (or allow to be submitted) at a much lower rating than his/her actual rating;** OR

ii. **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**.

(a) Any team captain may file an official complaint along with details of the offending player and description of the incident(s). **All complaints must be submitted with accompanying evidence** (such as other card rating, videography/photography).

(b) 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:

1. Immediate removal from the current league season and/or

2. Suspended* for a minimum period of 3 months to a maximum of 12 months (for repeat offenders);

3. All games played by the offending player will be reversed from the point of discovery of this offence: -
   Before Window period, all games played from Game 1 to point of discovery;
   After Window Period, all games played from after window period to point of discovery.

   *During the suspension period, offending players will be banned from joining all DARTSLIVE Official Leagues, Games, Events and/or National Selections.

Player removed from the current league season, 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

4. If the offending player is removed but not suspended for the current season, the player may appeal to re-join the current season into a different team and of a higher division at the rerated rating (true rating).

5. All awards, prizes and recognitions achieved during the league by disqualified player will be voided/nullified.

(c) The captain of such player may 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.

(d) 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 prevent the player from being caught or accused as a sandbagger.

(e) All complaints against sandbagging or manipulation must be **submitted before 80% of the season has 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 must play with the registered league cards that belong to them. Impersonation is when a player who is registered/not registered in the league is 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.

2. **Manipulation of Game Points/Award**
    If a 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/game, 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 position. Game(s) in question will be reversed to the advantage of the "receiving" team, Player(s) may also be ban for a period of 3-6 months from all DARTSLIVE Singapore 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.

    - (c) **No player or captain** should approach the throw line before the previous player has cleared the throwing area. (eg, to skip turn on behalf of player on throwline)
      If any player is found to have violated this rule, a warning will be given.

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

    The 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.

PLAYER ADDITION, REMOVAL AND TRANSFER

1. Any changes to the Team Lineup is only allowed during the 2 Week Transfer Window Period.

2. All teams are allowed up to **2 changes** (replacements or additions) during window period.
    -   Addition: Player rating must be same or lower than 3rd highest rated player in the team
    -   Replacement: Team rating must be same or lower than team entry rating

3. Players are allowed to be transferred to other teams provided:
    a. Transfer is not within the same Division/Flight;
    b. A player's rating must be within the respective Division/Flight entry cap.

4. Team Captain must submit the request form formally via 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 approval of any changes in team lineup.

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. Teams 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***

3. In a location with multiple boards, the management of the location will designate the boards for the league match.

4. As a form of courtesy, all players should refrain from playing any casual games on the allocated league boards by approximately 7.30PM to let all team players have adequate time to warm up for their league match.

DART BOARD

1. If the dart sticks but the machine does not record score, teams must immediately press the dart into the segment for the machine to register the score.

    If player continues to throw 2nd/3rd dart **without** pressing the dart into the segment to register score, should the dart fall to the floor, that dart result will be registered as "**OUT**". No Re-throw is allowed.

2. Dart must land on a segment dot to deem as point taken. In a situation, where the dart lands between the segment (space between skeleton and segment), the dart score will be registered as "OUT". No Re-throw is allowed.

3. In a situation, whereby the machine detects wrong score at the **checkout round**, teams are to **press "P4" 2 seconds immediately** to freeze screen from proceeding to the next game

MATCH FORFEIT / WALKOVER

Concede Game:

A team has to concede a game if the team does not have enough players to play all the games, a grace period of 5-mins will be given for the remaining player(s) to turn up for the next game.

In this case, opponent team will be awarded points based on **60% of the no. of Conceded game** (Leg points 2-0).

Teams with insufficient player can decide on the match to concede for the night.
It is not required for teams to follow game sequence to concede game.

Walkover Entire Match:

a) When a team forfeits a match regardless of any reason, 1 GAME Point will be awarded to the opponent team for all remaining un-played games. Bonus points will be awarded to opponent team.

b) All league matches begin at **8PM** sharp. If a team has no players present by 8:30PM, the opposing team has the right to call for a walkover and be awarded points based on **60% of the no. of total match plus bonus point (if applicable).**

c) Penalty will be imposed on team who did not turn up for the league.

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

Grace period:

An allowance of 15mins (up to 8.15pm) is given if the team players are not present, team present to contact League Hotline for assistance to check on Opponent team status.
By 8:30pm, all games must commence, otherwise walkover rule apply.

Before the allowance time is up, should there be sufficient players at the league venue to start the first leg, upon fulfilling league criteria and minimum spending, the match can commence.

1. Walkover team will be penalized with:

Offence No.	Penalty $*	Home Game Shop	League Organizer
1st Offence	S$100	$50	$50
2nd Offence	S$200	$100	$100
3rd 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 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 games walkover penalty will be charged 2 x Registration Fees + Offence Penalty Players will be banned for the following league season (SUPER LEAGUE or SUPER 2)			

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 above table).

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:

   (a) 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 D4 divisions is 0.26
2. Handicap applies across S2 to D4

GAME CREDITS

Game Credits/Team/Match
OPEN: 54 credits
S1:   52 credits
S2:   52 credits
S3/S4:   46 credits
D4:   26 credits

LEAGUE PRIZES

	Position	OPEN	S1	S2	S3	S4	D4
	GROUP CHAMPION	S$200.00					S$50.00
DIVISION	**CHAMPION HOME SHOP**	LC S$800.00	LC S$800.00	LC S$800.00	LC S$800.00	LC S$800.00	LC S$400.00
	CHAMPION	S$1,800.00	S$1,600.00	S$1,400.00	S$1,200.00	S$1,000.00	S$400.00
	RUNNER UP	S$1,000.00	S$950.00	S$800.00	S$700.00	S$600.00	S$240.00
	BEST 4	S$500.00	S$450.00	S$400.00	S$350.00	S$300.00	S$120.00
	BEST 8	-	-	-	S$180.00	S$150.00	-
	BEST 16	-	-	-	-	S$80.00	-

Please take note:
- New Prizes added for Division Champion Home Shop, S3 Best 8, & S4 Best 8/Best 16
- Group Champion Prize only applicable to Division with 2 or more groups.
- Trophies for Champion to Best 4 positions.
- Medals for Group Champion, Best 8 & Best 16 positions

Division Champion Home Shop Prize –
Should the Shop cease operations before the end of the League Season (Playoff), prize money will be forfeited.

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

League Hotline Contact No.:   9777 4778 (League Night – till 11pm, Normal Night – till 7:00pm)
League Administration Email: league_sg@dartslive.com

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