



**PREMIER  
LEAGUE  
ASIA**

**PINNACLE OF ASIAN DARTS**

**REGISTRATION KIT**

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# ABOUT



DARTSLIVE SINGAPORE is proud to introduce the ASIA PREMIER LEAGUE, a groundbreaking competition designed to bring together the very best darts talent from across Asia.

This league is more than just a series of matches, it's a celebration of precision, sportsmanship, and elite competition, uniting top-tier players from diverse nations in the spirit of excellence.

The APL aims to create a dynamic and highly competitive platform where Asia's premier darts players can showcase their skills, engage in high-calibre matchups, and raise the standard of the sport across the region. Each week will deliver intense rivalries, thrilling performances, and the opportunity for players to earn recognition on a continental stage.

Whether you're a seasoned professional or a dedicated fan, the Asia Premier League promises unforgettable action and a new chapter in the evolution of darts in Asia. Let the games begin!

**GOOD DARTS & GOOD LUCK!**

# PARTICIPATING CRITERIA

- Must have a DARTSLIVE CARD with a valid Rating.
- Only players with an active DARTSLIVE Rating 14 and above are allowed to join this league.
- Must be a citizen or a foreigner residing and/or working in an Asian country.
- Player's age limit is strictly in accordance with the Home Shop's operation regulations.
- Multiple teams per country are allowed
- Team must get official approval from participating Shops
- Participating Shops must get approval from DARTSLIVE Authorised Distributor of the country.
- Participating Shops must have DARTSLIVE 3 machine.

# DATES & MATCH SCHEDULE

<b>REGISTRATION PERIOD</b>	27/06/2025 – 17/07/2025
<b>GAME ON DATES</b>	Friday, 1 August 2025, 8.30pm (SGT)
	Monday, 4 August 2025, 8.30pm (SGT)

LEAGUE SEASON RR MATCH SCHEDULE				
MONDAYS*			FRIDAYS*	
Match	Date		Match	Date
1	11 Aug 2025		1	15 Aug 2025
2	18 Aug 2025		2	22 Aug 2025
3	25 Aug 2025		3	26 Sept 2025
4	8 Sept 2025		4	3 Oct 2025
5	13 Oct 2025		5	17 Oct 2025
6	3 Nov 2025		6	14 Nov 2025
7	17 Nov 2025		7	21 Nov 2025
8	24 Nov 2025		8	5 Dec 2025
9	8 Dec 2025		9	12 Dec 2025
10	15 Dec 2025		10	19 Dec 2025

**Window Period: 8th – 19th September 2025**

**\*Note on Match Nights:**

- Each team can choose to play on either Mondays or Fridays ONLY
- Team will be put into groups accordingly to choice of Match Nights

# REGISTRATION DETAILS

<b>Teams Per Group:</b>	5 or 6 teams per group
<b>Team Size:</b>	Min 4, Max 6 players
<b>Rating Limit:</b>	Min. Rt 14 and above
<b>Team Entry Fee:</b>	USD160 per Team

## OFFICIAL DETAILS

<b>OFFICIAL MACHINE</b>	<b>DARTSLIVE 3</b>
<b>OFFICIAL SYSTEM</b>	<b>DARTSLIVE GLOBAL LEAGUE SYSTEM</b>
<b>OFFICIAL WEBSITE</b>	<a href="https://league.dartslive.com/sg/">https://league.dartslive.com/sg/</a>
<b>OFFICIAL LEAGUE MASTER CONTACT</b>	Email: league_sg@dartslive.com Mobile*: +65 97774778 *Strictly via WhatsApp messages only *In English / Mandarin Only
<b>OFFICIAL HOME SHOP</b>	<ul style="list-style-type: none"> <li>• Must be approved by DARTSLIVE Authorised Distributor</li> <li>• Must have DARTSLIVE 3 Machines (limited to 1 D3 : 1 Team : 1 Match Night)</li> </ul>

# LEAGUE PROGRESSION



## LEAGUE SEASON

Double Round Robin in Groups of 5 / 6 teams

- Top 4 Per group progress to next stage
- 1 Point per Game won
- 1 extra Bonus Point for each Match Winning team



## LEAGUE PLAYOFF

Single Round Robin in Groups of 3 / 4 teams

Top 2 progress to next stage



## LEAGUE FINAL

Single Knock-Out

# PRIZES

FINAL WINNING POSITION	CASH PRIZES
CHAMPION	USD 3,800
RUNNER UP	USD 1,800
BEST 4	USD 800

# MATCH FORMAT

PART	GAME NO.	TEAM FORMAT	GAME FORMAT
<b>ONE</b> (No repeat player)	1	Doubles	701 – Crk – 701 (OI/MO)
	2 Minutes Break		
	2	Doubles	Crk – 701 – Crk (OI/MO)
	5 Minutes Break		
<b>TWO</b> (No repeat player)	3	Singles	701 – Crk – Ch (OI/MO)
	2 Minutes Break		
	4	Singles	701 – Crk – Ch (OI/MO)
	2 Minutes Break		
	5	Singles	Shootout x 1
	5 Minutes Break		
<b>THREE</b> (Can Repeat)	6	Trios	Half-IT x 1 (GM mode)
	2 Minutes Break		
	7	GALLON	1101 X 1 (OI/MO)

## Please take Note:

- No Bust Rule & No Handicap for all matches
- DARTSLIVE3 machine game count time indicator of 20 sec will be activated.
- Game Credit Per Match Per Team: 40 Credits\*  
\*Dollar value of the 40 Credits may differ among participating countries.

# GLOBAL LEAGUE RULES

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- 08 GAME ACTIVATION & SEQUENCE OF PLAY
- TIE GAME SITUATION
- 09 FRAUDULENT PLAY
- 10 MATCH FORFEITURE & WALK-OVER PENALTY
- 11 MATCH RESCHEDULE
- WINDOW PERIOD

# GLOBAL LEAGUE GAME RULES

## 1. GAME ACTIVATION & SEQUENCE OF PLAY

- a) Any team player can activate the Online Global League Program for his/her own team by putting the DARTSLIVE CARD that have been pre-registered in the respective slots & inserting the game credits for his/her team.
- b) The play sequence will be in the following order:

1st Leg	D3 Coin Toss & Cork Function – Winner to Start
2nd Leg	The team who lost in the 1st Leg start first.
Deciding 3rd Leg	D3 Coin Toss & Cork Function – Winner to Start

- c) In all situations where a player scores on a teammate's turn and the opponents throw and score before the error is noticed, the score stands.

However, in the next round, the offending team will exchange the player who was skipped for the player who scored out of turn. After the correcting round, the offending team will return to the correct sequence of players.

## 2. TIE GAME SITUATION

- a) A tie occurs:
- 701: No checkout regardless of score by the end of the game.
  - Standard Cricket/ Half It: Same score by the end of the game.
- b) TIE BREAKER – Bulls-Up. (Cork-Bull, nearest to X-Bull win)

# GLOBAL LEAGUE GAME RULES

## 3. FRAUDULENT PLAY

### 3.1 Impersonation

When a player (registered or not registered in the league) found using another player's card to play in the league.

### 3.2 Manipulation of Game Points

Manual pressing of target by league player or accomplices are not tolerated and will be dealt with seriously.

### 3.3 For cases of suspicion of fraudulent play:

- a) Team MUST raise complaints in the middle of an incomplete game – stop playing and call League Master.
- b) The League Master will instruct both teams to mandatory video for all remaining throws/matches.
- c) Any team who does not agree to League Master's instruction to video the remaining games will be considered lose, and remaining games points will be awarded to the opponent.
- d) Both teams must submit video taken to League Master once the whole night match is completed, failure to submit video may result in the offending team conceding the game in questions and remaining games will be awarded to the opponent.
- e) Team and/or Shop involved in cases of fraudulent play will be suspended from the remaining league season.

# GLOBAL LEAGUE GAME RULES

## 4. MATCH FORFEITURE & WALK-OVER PENALTY

### 4.1 Concede Game:

- a) A team has players but may not have enough to play any games in the night's match, must concede the game that cannot be played.
- b) A grace period of 5-mins will be given for the remaining player(s) to turn up for the next game.
- c) Opponent team will be awarded points the conceded game. For example: -

Time (SGT)	Situation
8.15pm	Check-in (min. need # of players to start Game 1)
8.30pm	Start Game 1
8.35pm	Concede 2nd game if not enough players
8.40pm	Walk-over on the teams if still not enough players (in this case, only 60% of remaining games points will be awarded to the opponent.

### 4.2 Walkover Entire Match:

- a) All league matches begin at 8.30pm (SGT) sharp. If a team has no players present by 8:30PM, opposing team has the right to call for a walkover, and be awarded with 60% win of the whole night's match.
- b) If both teams have insufficient players, the match for the night will be voided (0-0).
- c) Upon 2<sup>nd</sup> walk-over, the whole team will be removed from the league.
- d) Team Removal Policy (Regardless of League Half-Season):
  - If all matches in the half-season have been completed, the results will stand.
  - If not all matches in the half-season have been completed, all match results involving the removed team in that half-season will be voided and reset to zero.
- e) League Management reserves the right to override the above rule of rewarding walk-over game points on a case-to-case basis, special situation.

# GLOBAL LEAGUE GAME RULES

## 5. MATCH RESCHEDULE

- a) Each team is allowed 2 reschedule per season.
- b) Reschedule date is only allowed 1 week before or 1 week after the actual match date.
- c) Requesting Team Captain must contact Opposing Team Captain & Home Shop Owners for reschedule arrangements, to get agreements from all parties.
- d) Upon getting all parties agreement, the requesting Team Captain must submit Online Request Form, at least 3 working days before actual match date.
- e) League Master will contact all parties to confirm agreement.
- f) Once confirmed, STRICTLY no changes to the reschedule match date.
- g) STRICTLY NOT ALLOWED for the last game of the whole season.
- h) In the situation where a technical problem occurs resulting in the game totally cannot be resumed, league master may make the decision to reschedule the match. Such a reschedule will not be taken from the 2 rescheduled matches allowed for each team.

## 6. WINDOW PERIOD

Each Team is allowed maximum 2 changes of any changes stated below:

- a) Each Team can add or replace a player.
- b) Player to be added must not be from other competing teams in the same season.
- c) Added Player must be new to the league.

# GLOBAL LEAGUE TECHNICAL ISSUES

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13 MACHINE NETWORK ISSUE

14-15 MACHINE FREEZE

16 CAMERA ISSUE

SHOP INTERNET ISSUE

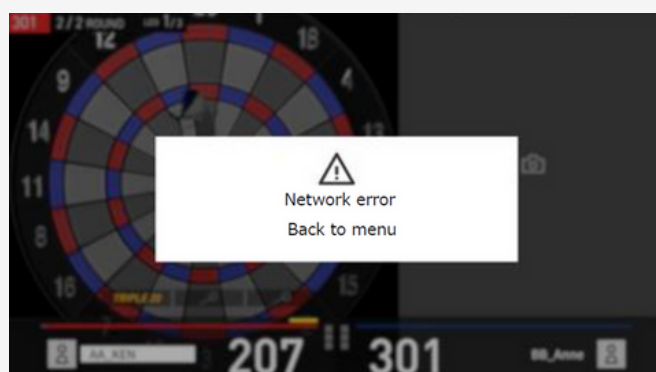
SCORE DETECTION ISSUE

# GLOBAL LEAGUE TECHNICAL ISSUES

How to handle interruptions during Remote Match  
DARTSLIVE 3

## 1. MACHINE NETWORK ISSUE

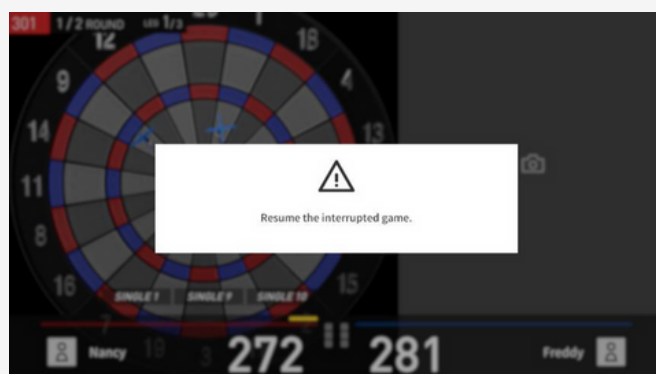
In the situation where 1 party system hangs due to network issues, there will be a message that will be shown on both parties Screen:



The next screen will reflect that the system sync is in transition:



Once both sides are in sync, the game will be resume to the round where it was interrupted:



# GLOBAL LEAGUE TECHNICAL ISSUES

How to handle interruptions during Remote Match  
DARTSLIVE 3

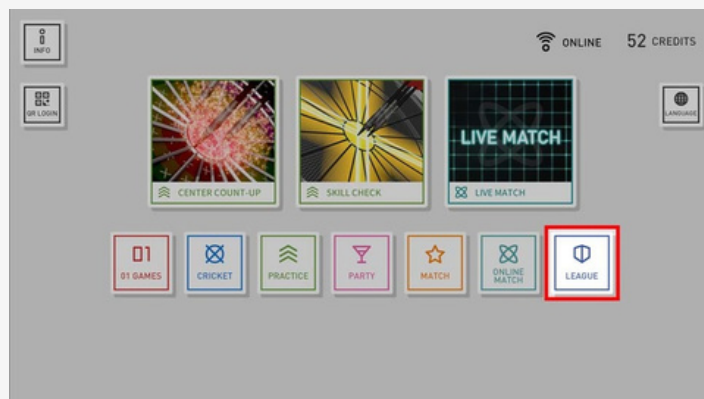
## 2. MACHINE FREEZE

When the machine freeze or not responding, follows the steps below:

1. Send immediate message to League Master Mobile.
2. League Master will inform the other party about one side freeze & restart is required by both sides.
3. Turn off the machine (switch at the left side of the machine).
4. Wait for 10 seconds.
5. Turn on the machine again.



6. Once turned on, it will be back to the Main Menu:



7. Select [LEAGUE]

# GLOBAL LEAGUE TECHNICAL ISSUES

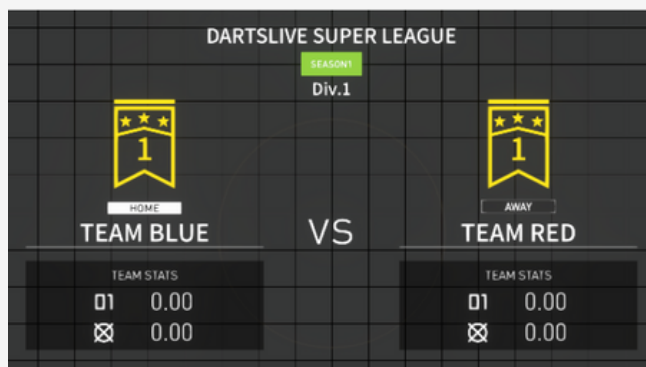
How to handle interruptions during Remote Match  
DARTSLIVE 3

8. On the Screen, you will see your match as shown in the left screen.

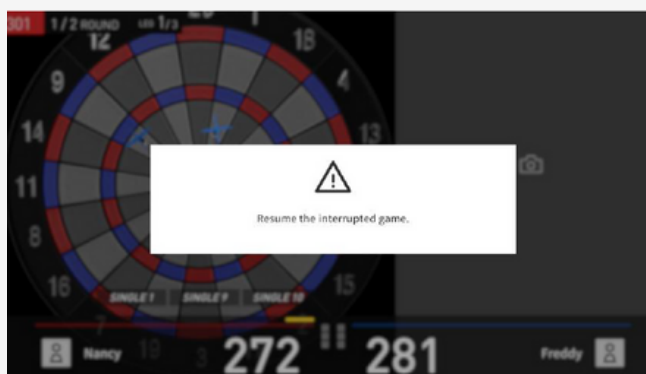
9. Select your match & click [MATCH START] as shown in the right screen.



10. You will be automatically matched with your opponent:



11. And the Game will resume from where it was interrupted:



12. Resume the game as shown on screen.

# GLOBAL LEAGUE TECHNICAL ISSUES

How to handle interruptions during Remote Match  
DARTSLIVE 3

## C. CAMERA ISSUE

This is where you cannot see your opponent on the camera screen, but the game is still on-going, the rules below apply:

- (a) Both teams must continue to finish the game.
- (b) The outcome & result of the match is final and deemed accepted by both teams.

## D. SHOP INTERNET ISSUE

This is where either shop has internal Internet Issue, not DARTSLIVE machine issue.

- (a) Affected team need to inform the shop in charge & also send a message to the League Master mobile immediately.
- (b) Shop is given 30 minutes to work with their Internet Provider to rectify the internet issue.
- (c) League master will inform the opponent team of the Home team internet situation and the 30 minutes timeline.
- (d) Upon 30 minutes time-up, League Master will contact the Home Team captain for update of the situation.
- (e) If the shop is unable to rectify the internet problem, League Master will make the decision to reschedule the match.

## E. SCORE DETECTION ISSUE

### (a) Score Detection mistakes

If the darts score detected wrongly, correction can be done only if darts **has not been removed.**

### **Please take Note:**

That System Results always stand as in any situation where both sides show different game results, whatever results captured by the backend system as confirmed by the League Master, will stand as the official result.