



**PREMIER
LEAGUE
ASIA**

PINNACLE OF ASIAN DARTS

**GLOBAL LEAGUE
RULEBOOK**

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
ONE (No repeat player)	1	Doubles	701 – Crk – 701 (OI/MO)
	2 Minutes Break		
	2	Doubles	Crk – 701 – Crk (OI/MO)
	5 Minutes Break		
TWO (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		
THREE (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

- 03 GAME ACTIVATION & SEQUENCE OF PLAY
- TIE GAME SITUATION
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- 05 MATCH FORFEITURE & WALK-OVER PENALTY
- 06 MATCH RESCHEDULE
- WINDOW PERIOD
- 07 DRESS CODE

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 (Player A) scores during a teammate's (Player B) turn:

- o Any player who has spotted a turn violation must:
 - Take a photo/screenshot of the on-screen display (showing the turn order).
 - Submit immediately to the League Master
 - League Master will acknowledge receipt and contact both parties for confirmation.
 - Both teams must continue the match with Player B throwing the next round.

Penalty:

- o Automatic forfeiture of the match by the offending team;
- o The result will be reversed (if applicable) to the opponent's advantage

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 2nd 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 GAME RULES

7. DRESS CODE

To uphold the professionalism of the DARTSLIVE LEAGUE, respect and the sport's growth, all players must strictly adhere to the following code:

a) Apparel

Men:

- Long pants or jeans only
- Sleeveless tops are not allowed

Ladies:

- No revealing clothing
- Sleeveless tops, cropped tops, mini-skirts, and hot pants are strictly not allowed

b) Shoes

- Only fully covered shoes (front & back) are allowed
- Not allowed: Crocs, Mules, or Any footwear that does not provide full coverage

c) Headwear

- Only allowed for Religious reasons
- Must be in plain colors (no prints, logos, or branding)
- Not cover the forehead (e.g., caps must be worn backwards)

Penalty:

- If the player fails to comply with the dress code, they will be prohibited from participating in any matches scheduled for that day.
- Should the player be found wearing shorts in an ongoing match, all played games by the player will be reversed (if applicable) to the opponent's advantage

GLOBAL LEAGUE TECHNICAL ISSUES

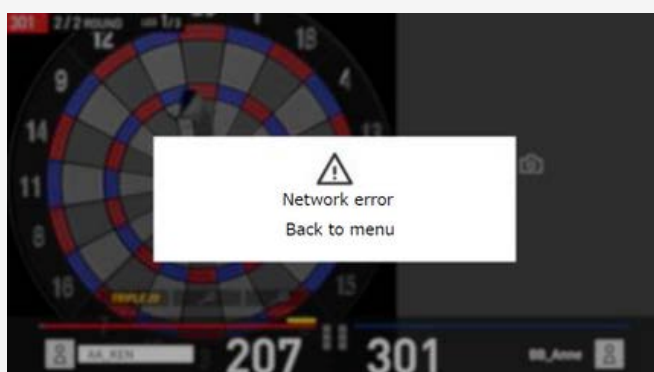
08	MACHINE NETWORK ISSUE
09-10	MACHINE FREEZE
11	CAMERA ISSUE
	SHOP INTERNET ISSUE
12	SCORE DETECTION ISSUE

GLOBAL LEAGUE TECHNICAL ISSUES

How to handle interruptions during Remote Match
DARTSLIVE 3

1. MACHINE NETWORK ISSUE

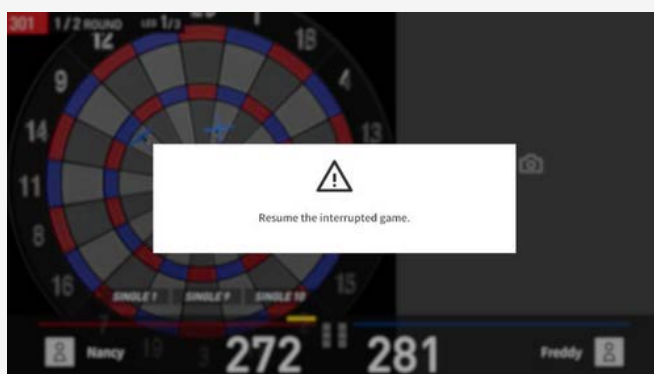
In the situation where 1 party system hangs due to network issues, there will be a message that will be shown on both parties Screen:



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

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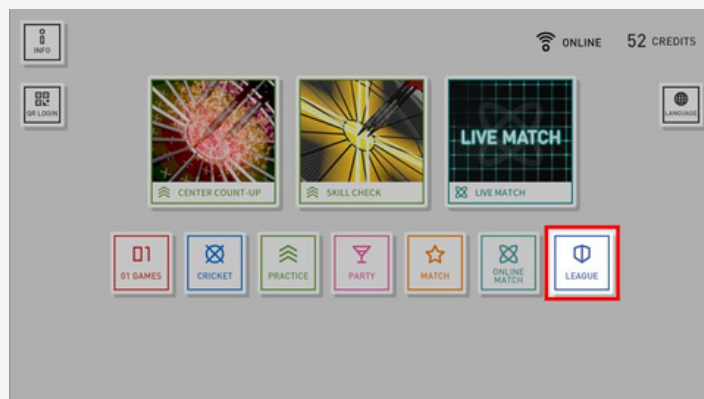
2. MACHINE FREEZE

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

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

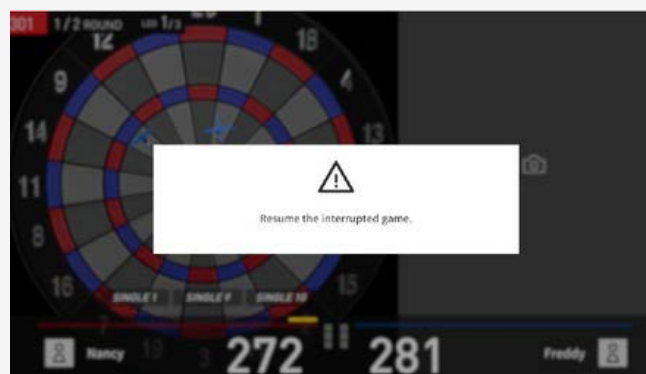
9. Select your match & click [MATCH START] as shown in the right screen.



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

3. CAMERA ISSUE

In a situation where you cannot see your opponent on the camera screen, but the game is still ongoing, the rules below apply:

- (a) Team to take a photo/screenshot of the onscreen display and submit to League Master.
- (b) Team to set up a video recording with any mobile and continue with the remaining matches
- (c) Upon completion of each game, teams are required to submit the video to the League Master.

Note: Video recording must capture the Player on the throwline & board (screen included)

4. 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.

GLOBAL LEAGUE TECHNICAL ISSUES

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DARTSLIVE 3

5. SCORE DETECTION ISSUE

(a) Score Detection Mistakes

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

(b) Manual Score Registration (Stuck Dart Not Detected)

If a dart sticks but the machine fails to register the score:

- The throwing player must pause play and notify their opponent.
- Both teams must visually confirm the dart is correctly lodged in the segment before manually pressing it to register the score.
- If the opponent disputes the segment, the score cannot be manually added and stands as recorded (or 'OUT' if no score was detected).

Penalty:

If the team proceeds without agreement or presses the dart unilaterally:

- Result will be reversed to the opponent's advantage
- A warning will be issued to the team

6. MATCH INTERRUPTED/DISCONNECTED ISSUE

This is where the frequency of matches that were disconnected more than 3 times within 5 rounds are observed.

(a) The affected teams need to inform the League Master immediately.

(b) Teams will be required to liaise and reschedule a new date to complete the remaining match.

If both parties are unable to agree on a rescheduled date, or/and do not accept the alternate date provided by the organizer, the remaining incomplete games will be voided as 0-0, completed games score stands.

Please take Note:

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