



TOURNAMENT RULES

1. ROUND-ROBIN RANKING

RR groups will be ranked by the following order:

- (a) Number of Match Won.
- (b) Number of Legs Won & Legs Lost.
- (c) Tie-Breaker
 - 2-Teams Tie, head-to-head
 - 3-Teams Tie, Game of Count-Up
- (d) Progression to SKO in the same group
 - Group of 3 or 4: Top 2
 - Group of 4 or 5: Top 3

2. DARTSLIVE SPORTS APP

- (a) All tournaments will be notified through DARTSLIVE SPORTS APP.
- (b) DARTSLIVE SPORTS APP must be used during tournaments, please install it in advance.
- (c) In addition, please make sure your device can **connect to the internet** when participating in any tournament and ON the APP Notification.



3. GAMES RULES

1. Round Limit
 - 501, 701: 15 Round limit
 - CRICKET : 15 Round limit
2. Throwing order of the game

- Throwing order of the 1st LEG will be decided by corking.
- The coin toss function of DARTSLIVE2 will be used for deciding who throws the cork first.
- The player who throws closer to the centre of the BULL will start the 1st LEG.
- If the first player's dart hits the exact centre of the BULL, the second player is required to verify the location, remove the first player's dart, then throw the cork.
- From the second LEG, except if notified otherwise in the game format, the player who lost in the previous LEG will throw first.
- For the Final LEG, players will throw the cork again. The winner of the cork may either choose the throw order or choose the type of the game.
If the final LEG is a 01 game, the winner of the cork can choose to throw first.
- This event stipulates that the maximum time limit for darts being thrown is within 30 seconds. If a player repeatedly makes the throw beyond the time limit; and refuses to correct one's mistake after repeating warnings, DARTSLIVE reserves the right to judge the player for violation, with disciplinary action including skipping his/her round or directly announcing the opponent wins the LEG/MATCH.

4. BUST RULE

- (a) Bust Rule apply to both Round Robin & SKO: -
- If 1 Team bust, the results will be reversed with win awarded to the opposing team.
 - If both Teams bust, the result will stand, and the winner of the match will progress to the next stage.
- (b) Organiser reserves the rights to review & re-rate all players & move players into higher flights if required.

5. WALK-OVER RULE

- (a) When a game is up and one team is missing, the team presence should raise a request to the Official in charge of the area, to page for the missing team.
- (b) The team presence should look out for the Paging of the missing player, and if not heard, to approach the Control Station immediately.
- (c) Walk Over Timer

0:00 – GAME ON
 2:00 – 1st Call
 3:00 – 2nd Call
 4:00 – 3rd Call

5:00 – WALK OVER

An official walk-over will be announced and imposed with concede win of 2-0 (3 Leg Medley) and 3-0 (5 Leg Medley) to the opposing team.

6. AMENDMENT OF INCORRECT SCORE

- (a) If the score on the machine is incorrect, and the darts is on the board, an Official should be called to witness the “Reverse-A-Round” to reverse to the correct score.
- (b) If both teams agree to perform “Reverse-A-Round” without an Official, the game can proceed, and any appeals will not be accepted.
- (c) If no darts is stuck on the board, regardless of being pulled out or bounced off, the score stays, and the game continues.
- (d) In the event where game is disrupted by Power Failure, any incomplete leg will be reset and will start over as a new leg.
- (e) In the event where a player throws on a wrong turn, Reverse-A-Round is allowed to correct the turn.
- (f) In the event where a player throws on a wrong turn, and Reverse-A-Round is not possible, the game is over, the results stay, regardless of whichever team, win, lose or bust.

7. DRESS CODE

- (a) Positive media coverage, sponsorship and growth of the game are based upon 2 major factors: -

- Professionalism of DARTSLIVE TOURNAMENT; &
- Good Conduct & Appearance of the Players.

- (b) Please adhere to the following dress code: -

- Men:

~~Long Pants/Jean~~ Shorts/ Bermudas only with covered shoes. No slippers, singlets, or shorts (above knee).

- Ladies:

No hot pants/ mini skirt, no revealing tops, no sleeveless, and with covered shoes only.

Headphones, earphones, or any electronic earpiece devices are not allowed, except for hearing aids.

Wearing headwear such as a hat or cap during the event is NOT permitted. However, it is allowed if a player needs to wear headwear for religious reasons.

Tournament Organiser reserves the rights to tape off over any logos of competitors and/or non-sponsors, especially for Players on Stage.

Player(s) who do not abide to the above dress code will not be allowed to play in the tournament.

8. Non-authorised partners, dealers, vendors, or representatives are strictly prohibited from promoting, displaying, marketing, or distributing information about their own products or services during the event without prior written approval from the event organizers. Any promotional activity conducted without such approval will result in the individual or organization being asked to leave the venue immediately.
9. For any rules or incidents not mentioned above, the event Organiser has the sole discretion to refer to the DARTSLIVE Official League Rule and/or to make the final decision.

DARTSLIVE SINGAPORE reserves the right to re-rate, negate or modify any rule contained herein when it is necessary to protect the parity system of this event.

- * Outside food & drinks are strictly not allowed
- * Smoking or E-Cigarette is prohibited in the event venue