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# *CAPTAIN'S NOTES*



***ACME SPORTS***

*DARTSLIVE THAILAND AUTHORIZED DEALER*



# 1. IMPORTANT DATES & CONTACT INFO

|              | Status        | Details   |
|--------------|---------------|---|
| League Dates | League Starts | Tuesday, 10 March 2026 – S4 Division<br>Thursday, 19 March 2026 – S2 Division |
|              | Window Period | 6 April – 19 April 2026 – S4 Division<br>20 April – 3 May 2026 – S2 Division  |
|              | Playoff & SKO | July 2026 – S4 Division<br>July 2026 – S2 Division                            |

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

|                         |   |  |
|-------------------------|---|--|
| Division Match Day/Time | <br><b>Every Tuesdays, 8PM</b> | <br><b>Every Thursdays, 8PM</b> |
|-------------------------|---|--|

|                |   |
|----------------|---|
| League Contact | <p>Official Facebook/ Instagram: DARTSLIVE Thailand</p> <p>Email: <a href="mailto:dartslivethailand@gmail.com">dartslivethailand@gmail.com</a></p> <p>League Master Contact: Vincent Oh (EN) +66 940366868</p> <p>Pongsirawit Sataman (TH) +66 974494792</p> <p>[League Nights: Till 12 AM]   [Office Hours: Till 8 PM]</p> |
|----------------|---|

## 2. PROGRESSION

|                              |   |
|------------------------------|---|
| Online Ranking & Position    | <b>Group Champion</b>   |
|                              | <ul style="list-style-type: none"> <li>2,000 THB + Medals</li> </ul>  |
| Division Final Winners Guide | <b>Progression (End of Season Ranking's 1st to 4th Position)</b>  |
|                              | <ul style="list-style-type: none"> <li><b>Division Playoff (Single Round Robin)</b><br/>2<sup>nd</sup> to 4<sup>th</sup> Position teams from Season's Ranking of each group</li> <li><b>Division Finals (Single Knock Out)</b><br/>Season Ranking Group Champion<br/>Top Team of Group from Division Preliminary Round</li> </ul> |
|                              | <b>CASH</b>   |
| Division Final Winners Guide | <b><u>Division Finals</u></b>   |
|                              | <ul style="list-style-type: none"> <li>Champion to BEST 4 (Guaranteed)</li> </ul>   |
| Division Final Winners Guide | <b>MEDALS</b>   |
|                              | <ul style="list-style-type: none"> <li>Division Champion to BEST 4</li> </ul>   |

## 3. LEAGUE CARD & LOGIN

- Captains to ensure all players can login to DARTSLIVE APP.
- Data transfer must be done **before the league match** is activated.
- If not able to do data transfer, affected player will not be allowed to continue playing in the league & no replacement will be allowed.

## 4. DRESS CODE

### DRESS CODE

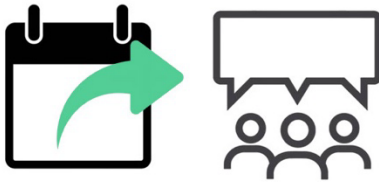
| Men / Ladies  |  | Headwear/Earphones   |
|---|--|--|
|  <p><b>✓ Allowed</b></p> <p>Ankle-length long<br/>Pants only and with<br/>covered shoes.</p> |  <p><b>✗ Not Allowed (Ladies)</b></p> <p>Revealing clothes,<br/>sleeveless tops, cropped tops,<br/>mini-skirts, and hot pants<br/>are not allowed.</p> |  <p><b>✗ Not Allowed</b></p> <p>Unless for Religious purposes <b>✓</b><br/>Except for hearing aids <b>✓</b></p> |

## 5. MATCH RESCHEDULE

### MATCH RESCHEDULE POLICY

IF YOU NEED TO RESCHEDULE A MATCH, PLEASE FOLLOW THESE STEPS:

#### STEP 1



1.REQUEST AGREEMENT:  
AT LEAST 3 DAYS BEFORE THE MATCH,  
THE CAPTAIN MUST OBTAIN AGREEMENT  
FROM THE OPPONENT'S CAPTAIN AND THE SHOP OWNER.

#### STEP 2



2.FILL OUT THE FORM :  
AFTER RECEIVING THE AGREEMENT,  
FILL OUT THE RESCHEDULE FORM. AFTER SUBMITTING  
THE FORM, INFORM THE LEAGUE MASTER.

IMPORTANT: RESCHEDULING IS NOT ALLOWED FOR THE LAST 20% OF THE LEAGUE SEASON, BASED ON THE TOTAL NUMBER OF WEEKS IN EACH GROUP.  
THIS IS TO ENSURE FAIRNESS AND TIMELY COMPLETION OF THE LEAGUE.

- At least 3 days before match, Captain must request for opponent's captain & shop owner's agreement, then fill up the form <https://tinyurl.com/SL3ThaiReschedule>
- Maximum of **3 reschedules** are allowed during the entire season but subjected to league management's discretion.
- Re-schedule of match is strictly **NOT ALLOWED** for the last 20% of the league season, based on total no. of weeks in each Group.

## 6. WALKOVER RULE

- Walk-Over Rule applies 30 mins from game-on under 2 situations:
  - (a) In-Sufficient Players:
    - Walk-over Game by Game. (No Penalty)
  - (b) Whole Team Absence:
    - Walk-over Whole Night's Match (Penalty Applies)
- Always notify the League Master before confirming a walkover.

## 7. LOCAL MODE VS ONLINE MODE

| LOCAL GAME   | GLOBAL/ONLINE GAME  |
|--|---|
| <ul style="list-style-type: none"> <li>• Throwing order will be decided by corking. The coin toss function of Dartslive2 will be used for deciding who throws the cork first. The player that throws closest to the bull will start the 1st Leg.</li> <li>• 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.</li> <li>• 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 game</li> <li>• All other games – Alternate start. The team who did not start in the previous game will start first.</li> <li>• For Games with fixed rounds (Count Up/Half It/Shootout), only the machine coin toss determines who to start.</li> </ul> | <ul style="list-style-type: none"> <li>• <b>Online/Global game for season 3 can only be used on DL2 Machine.</b></li> <li>• First game: Throwing order will be decided by corking. The coin toss function of Dartslive2 will be used for deciding who throws the cork first. <b>The winner of the coin toss will start the first leg.</b></li> <li>• In the last leg (choice), the winner of the coin toss will choose to go First or choose Game.</li> <li>• All other games – Alternate start. The team who did not start in the previous game will start first.</li> </ul> |

- **How to Operate Machine (Local)**
  - [https://league.dartslive.com/support/en/dl2\\_local.html](https://league.dartslive.com/support/en/dl2_local.html)

- How to Operate Machine (Global)
  - [https://league.dartslive.com/support/en/dl2\\_remote.html](https://league.dartslive.com/support/en/dl2_remote.html)

## 8. SCORING & ERROR HANDLING

| WRONG SCORE SITUATION                       | RECOVERY ACTIONS (LOCAL GAME)  | RECOVERY ACTIONS (GLOBAL/ONLINE GAME)  |
|---|--|--|
| <b>Display wrong score</b>                  | <ul style="list-style-type: none"> <li>• Reverse-A-Round to correct score manually.</li> </ul>   | <ul style="list-style-type: none"> <li>• <b>Reverse-A-Round is not available</b> – system results stand at all times.</li> </ul>   |
| <b>No Score / Out (but Darts on Target)</b> | <ul style="list-style-type: none"> <li>• Press Darts to score or Reverse-A-Round to correct the score manually.</li> <li>• If Score is not corrected &amp; next darts hit it &amp; drops, no correction can be done as it is considered out.</li> </ul>  | <ul style="list-style-type: none"> <li>• For Global/Online Mode, players must take a video from the throwline to the board before pressing the score and submit to respective captain's group chat.</li> </ul> |
| <b>Check Out Round</b>                      | <ul style="list-style-type: none"> <li>• Hold P4 two seconds to freeze the screen. (Only apply for local mode)</li> <li>• Activate manual calculation to determine winner. (Only apply to local mode)</li> <li>• If the screen has proceeded to the next segment, the result stays.</li> </ul> | <ul style="list-style-type: none"> <li>• <b>Reverse-A-Round is not available</b> – system results stand at all times.</li> </ul>   |

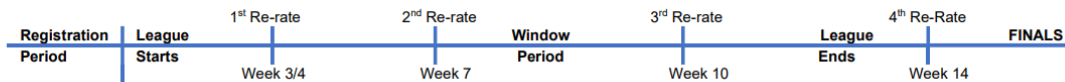
## 9. WINDOW PERIODS

- All teams allow up to **2 changes** (addition and/or replacement) only during the window period, to the maximum no. of players allowed in each Division.
- **Add Player**
  - The Total Rating of the Top 3 Players must remain the same or lower than start of the league or point of change, whichever higher.
  - The new player's rating must not exceed the Division's individual max rating limit allowed at point of registration
- **Replace Player**
  - The Total Rating of the Top 3 Players must be the same or lower than start of league or point of change, whichever is higher.
  - The new player's rating must be lower or equal to the rating of the player to be replaced.
  - The team's rating after replacement cannot be higher than the Division's max team rating allowed at point of registration. (if applicable)
- Transfer cannot occur within the same Division.
- All changes must be submitted using the Window period online form during the 2-week window.

## 10. RE-RATE

### 8. RE-RATE RULE

- a) Re-Rate for all players within the same season, will be done at the same time, regardless of size of different flights or divisions.
- b) There are 4 rounds of Re-Rate in a league Season:
  - 1<sup>st</sup> Re-Rate: 3 or 4 weeks into the season
  - 2<sup>nd</sup> Re-Rate: 7 weeks into the season
  - 3<sup>rd</sup> Re-Rate: 10 weeks into the season
  - 4<sup>th</sup> Re-Rate: Before League Playoff



- c) Re-Rated Ratings takes effect from the next match from the re-rate.

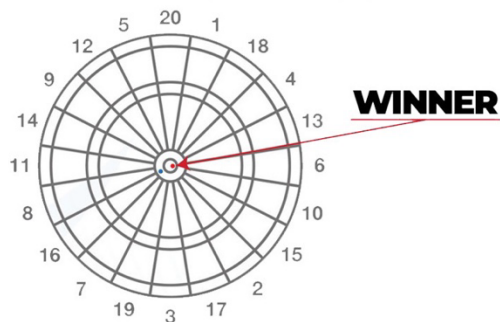
- For 10 Week Season, Window period will take place in Week 5 and 6.
- **Bust triggers:**
  - Individual: **At any point of re-rate** cannot be 3 or more points from the Division's Individual Max Rating (Decimal Point Not Included)
    - In the situation that the division do not have individual max rating, this rule **does not** apply to the Division.
  - Team (Top 3 Total): **At any point of re-rate**, the total team rating of the top 3 players new rating, cannot **exceed +6 or more** from the Division's Team Rating Limit (Decimal Point Not Included)
    - In the situation that the division do not have team max rating, this rule **does not** apply to the Division.
- Replacements for busted players can be made during Window Period only.
- Player who is removed from the team based on Re-rate is allowed to join another team in a higher division provide meets the individual rating & team max rating limit of the new team.

## 11. TIE SITUATIONS (LOCAL MODE)

### TIE SITUATION

x01 & all other Games

If neither team finishes the game in the x01 Game, or when both teams end the game with same score in all Other Games, system will display "TIE"



In this situation, the cork shall be performed and the player who throws **closest to the center** of the BULL wins.

| TIE SITUATION (LOCAL GAME) | ACTIONS to Determine Winner   |
|----------------------------|---|
| Any Game TIE               | <ul style="list-style-type: none"> <li>Bulls Up in the same play sequence as the Tie Leg</li> </ul>   |
| Both Bust TIE              | <ul style="list-style-type: none"> <li>Game will be auto-voided</li> <li>No Winner with 0-0 result</li> </ul>   |
| End of Night Result TIE    | <ul style="list-style-type: none"> <li>Manual set to award bonus point to Home Team</li> <li>Inform League Master immediately to remove bonus point in the back end (this is manually done at end of season)</li> </ul> |

## 12. TIE SITUATIONS (REMOTE/ONLINE MODE)

▼ If the game is drawn

Decide the winning team with through a TIE BREAKER.



**What is a TIE BREAKER?**

This is a game where the winner is determined by the score of 1 throw.

You cannot see the opponent's score until both teams have completed 1 throw.

| TIE SITUATION<br>(REMOTE/ONLINE GAME) | ACTIONS to Determine Winner   |
|---------------------------------------|---|
| <b>Any Game TIE</b>                   | <ul style="list-style-type: none"> <li>Winner determined by the score of 1 throw</li> </ul>   |
| <b>Both Bust TIE</b>                  | <ul style="list-style-type: none"> <li>Game will be auto-voided</li> <li>No Winner with 0-0 result</li> </ul>   |
| <b>End of Night Result TIE</b>        | <ul style="list-style-type: none"> <li>Manual set to award bonus point to Home Team</li> <li>Inform League Master immediately to remove bonus point in the back end (this is manually done at end of season)</li> </ul> |

## 13. LEAGUE BOARD USAGE RULES

- **Open Boards**
  - Any boards not designated for the league match are available for public use.
- **Team Restrictions During Matches:**
  - Players involved in an ongoing league match cannot use other boards for practice while their game is in progress. Practicing is only allowed during breaks or between games. (This rule applies to every member of the team)

## 14. SMOKING & VAPING POLICY

- **Smoking & Vaping Rules**
  - All league players are strictly prohibited from smoking or vaping during gameplay.
  - This restriction applies especially within the dart machine area.
  - Shop owners are strongly encouraged to enforce this rule at their venues.
- **Penalties**
  - Any player found violating this rule will receive a 3-game suspension.
  - Repeat offenders will be disqualified and removed from their team.
- **Filing a Complaint**
  - To ensure fairness and proper handling, all complaints must follow these guidelines:
  - Complaints can only be submitted by Team Captains. Submissions from others will be rejected.
  - Clearly state the opposing team and player(s) involved.
  - Include the match date and specific game(s) in question.
  - Provide a detailed description of the incident(s).
  - Supporting evidence is mandatory (e.g., photos or videos).
  - Final decisions will be made by League Management after reviewing all submitted evidence.

## 15. MATCH FORMAT

| <br><b>40 Credits</b><br>Per Team / Match |         | Matches  | Format             | Remarks |
|--|---------|--|--------------------|---------|
|  |         | <b>Part 1</b> (No repeat of player within this part) |                    |         |
| 1  | Singles | 501-501-501  | Open In / Open Out |         |
| 2  | Doubles | 501-CRI-501  | Open In / Open Out |         |
| <b>Part 2</b> (Repeat of player allowed once in this part)   |         |  |                    |         |
| 3  | Doubles | 501-501-501 (FZ)                                     | Open In / Open Out |         |
| 4  | Doubles | 501-CRI-CH   | Open In / Open Out |         |
| 5  | Doubles | Half It (X3)   | Normal Mode        |         |
| <b>Part 3</b> (Repeat of player allowed once in this part)   |         |  |                    |         |
| 6  | Singles | 701-CRI-CH   | Open in / Open Out |         |
| 7  | Trios   | 901  | Open In / Open Out |         |

**Note: Minimum 3 players required to complete the full match/league match. Handicap & Bust Rule Applies**

| <br><b>52 Credits</b><br>Per Team / Match |         | Matches  | Format               | Remarks |
|--|---------|--|----------------------|---------|
|  |         | <b>Part 1</b> (No repeat of player within this part) |                      |         |
| 1  | Singles | 701-701-701  | Open In / Master Out |         |
| 2  | Singles | 701-CRI- 701   | Open In / Master Out |         |
| 3  | Singles | 701-CRI- CH  | Open In / Master Out |         |
| <b>Part 2</b> (Repeat of player allowed once in this part)   |         |  |                      |         |
| 4  | Doubles | 701-701-701 (FZ)                                     | Open In / Master Out |         |



|  |  |         |             |                                |
|--|--|---------|-------------|--------------------------------|
|  | 5  | Doubles | 701-CRI-701 | Open In / Master Out           |
|  | 6  | Doubles | Half It X3  | Master Mode                    |
|  | <b>Part 3</b> (Repeat of player allowed once in this part) |         |             |                                |
|  | 7  | Singles | 501-501-501 | Open in / Double Out;<br>25/50 |
|  | 8  | Doubles | 701-CRI-CH  | Open in / Master Out           |
|  | 9  | Trios   | 901         | Open In / Master Out           |

**Note: *Minimum 3 players* required to complete the full match/league match. Handicap & Bust Rule Applies**

## 15. OTHERS - TERMS & CONDITIONS

|                        |  |
|------------------------|--|
| <b>Player Criteria</b> | Min. Age: 18 years of age from Game On Date<br>Min. Spending: Mandatory One Drink Per Player Per League Night  |
| <b>Others</b>          | <ul style="list-style-type: none"> <li>❖ All players must be of Thailand National, PR, or foreigner residing in Thailand.</li> <li>❖ League Management reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of the League.</li> <li>❖ League Management reserves the right to decline the entry of a team(s) and/or player(s) should the entry be deemed disruptive to the harmony and/or parity in SUPER LEAGUE.</li> </ul> |

**MANAGED BY:** **ACME Sports Ltd.**  
 RS Tower 15F, 129 Ratchadaphisek Rd, Din Daeng, Bangkok 10400

**LEAGUE PORTAL:** <https://league.dartslive.com/th/>

**WEBSITE:** <https://www.dartslive.com/th/>

**For full details, please refer to DARTSLIVE SEA Official League Rulebook**