

CAPTAIN'S NOTES



1. IMPORTANT DATES & CONTACT INFO

League Dates	Status	Details
	League Starts	Tuesday, 4 August 2026 – S4 Division Thursday, 23 July 2026 – S2 Division
	Window Period	31 August – 13 September 2026 – S2 & S4 Division
	Playoff & SKO	12 December 2026 – S4 Division 13 December 2026 – S2 Division
Note: Dates are estimated with (+) / (-) 1 week		
Division Match Day/Time	 Every Tuesdays, 8PM  Every Thursdays, 8PM	
League Contact	Official Facebook/ Instagram: DARTSLIVE Thailand Email: dartslivethailand@gmail.com League Master Contact: Vincent Oh (EN) +66 940366868 Patsada (TH/EN) +66 611646979 [League Nights: Till 12 AM] [Office Hours: Till 8 PM]	

2. PROGRESSION

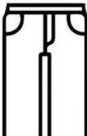
Online Ranking & Position	Group Champion
	2,000 THB + Medals
Division Final Winners Guide	Progression (End of Season Ranking's 1st to 4th Position)
	Division Playoff (Single Round Robin) 2nd to 4th Position teams from Season's Ranking of each group Division Finals (Single Knock Out) Season Ranking Group Champion Top Team of Group from Division Preliminary Round
	CASH
	<u>Division Finals</u> Champion to BEST 4 (Guaranteed)
	MEDALS
	Division Champion to BEST 4

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	
			
			
			
 Allowed	 Not Allowed (Ladies)	 Not Allowed	
Ankle-length long Pants only and with covered shoes.	Revealing clothes, sleeveless tops, cropped tops, mini-skirts, and hot pants are not allowed.	Unless for Religious purposes 	Except for hearing aids 

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/SL4ThaiReschedule>
- Maximum of **3 reschedules** per team 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. MATCH FORFEITURE & 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 team inform before game schedule):
 - Walk-over Whole Night's Match (Penalty Applies)
 - **60% of match points** will be awarded to winning team

Type of Concede games	Played Games Win	Played Game Pts%	Concede Game Pts %	Match Pts %
Complete Walk-Over	-	-	60%	60%

- (c) Whole Team Absence (team did not inform before game schedule and opponent already arrive at shop):
 - Walk-over Whole Night's Match (Penalty Applies)
 - **60% of match points** will be awarded to winning team
 - **5 POINTS DEDUCTION** to the absent team
- Any other type of concede games not mentioned above will be handled on a case-by-case basis.
- Always notify the League Master before confirming a walkover.

7. LOCAL MODE VS ONLINE MODE

LOCAL GAME	GLOBAL/ONLINE GAME
● Throwing order will be decide 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. ● If the first player's dart hits the	● Online/Global game for season 4 can only be used on DL2 Machine. ● First game: Throwing order will be decide by corking. The coin toss function of Dartslive2 will be used for deciding who throws the cork first. The winner of the coin toss will start the first leg.

exact centre of the BULL, the second player is required to verify the location, remove the first player's dart, then throw the cork. • 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 • All other games – Alternate start. The team who did not start in the previous game will start first. • For Games with fixed rounds (Count Up/Half It/Shootout), only the machine coin toss determines who to start.	• In the last leg (choice), the winner of the coin toss will choose to go First or choose Game. • All other games – Alternate start. The team who did not start in the previous game will start first.
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- **How to Operate Machine (Local)**
 - https://league.dartslive.com/support/en/dl2_local.html
- **How to Operate Machine (Global)**
 - 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)
Display wrong score	Reverse-A-Round to correct score manually.	Reverse-A-Round is not available – system results stand at all times.
No Score / Out (but Darts on Target)	- Press Darts to score or Reverse-A-Round to correct the score manually. - If Score is not corrected & next darts hit it & drops, no correction can be done as it is considered out.	- For Global/Online Mode, 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. - Players must take a video from the throwline to the board before pressing the score and submit to respective captain's group chat. - 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, the results will be reversed to the opponent's advantage, and a warning will be issued to the team.
Check Out Round	- Hold P4 two seconds to freeze the screen. (Only apply for local mode) - Activate manual calculation to determine winner. (Only apply to local mode) - If the screen has proceeded to the next segment, the result stays.	Reverse-A-Round is not available – system results stand at all times.

9. CAMERA ISSUE (ONLINE GAME)

- If the opponent's camera screen on your machine has **no display** but the game is still ongoing:
- Both teams may choose to continue and complete the match. By doing so, it is understood that **both teams accept the final outcome** of the match, and the result will stand as final.
- Either team may pause the game and immediately call an Official for instructions. Please note that system results will always prevail. In situations where both teams report different match results, the result recorded in the backend system and confirmed by the Official will be the final result.
- To avoid potential disputes, we strongly recommend that each shop:

- Records the match using a mobile phone, or
- Sets up a group video call during the game.
- Note: Video recording must capture the Player on the throwline and board (screen included)

10. LEAGUE STARTING TIME

- **Official Start Time**
 - All matches shall commence at **8:00 PM**. Teams are expected to plan their travel and arrive on time.
- **Grace Period**
 - An automatic **15-minute grace period until 8:15 PM** applies equally to all teams and does not require approval from the opposing team.
- **Exceptional Delays**
 - For genuine unforeseen circumstances such as severe weather, unexpected traffic disruption, accidents or transport breakdowns, the Organiser may grant an extension **up to 8:30 PM** at its discretion. The affected team must notify the Organiser as soon as reasonably possible and provide an estimated arrival time.
- **Organiser's Decision**
 - If one team wishes to start while the other requests an extension, **the Organiser shall make the final decision**. Neither team should make the decision to start game or force either team to start the game.
- **8:30 PM Cut Off**
 - 8:30 PM shall be the standard maximum cut-off time for late arrival.
 - If the affected team or the minimum number of players required to commence the match is not ready by 8:30 PM, the applicable late-arrival, game-forfeit or match-forfeit penalties under the competition rules shall take effect.
 - Any exception beyond 8:30 PM may only be granted by the Organiser in extraordinary circumstances.
- **Game-by-Game Concession**
 - Once the match is required to start, a team with sufficient players to play the current game must proceed. If the team does not have sufficient eligible players for the **next game in sequence**, a **5-minute grace period** shall be allowed from the completion of the previous game. If the required player(s) are still absent, that game shall be conceded **2–0** to the opposing team.
- **Game Sequence**
 - Games must be played or conceded according to the official match sequence. A team may not skip a game and proceed to a later game while waiting for an absent player.
- **Walkover**
 - If a team does not have sufficient players to commence **Game 1** by the applicable final start time, the match shall be declared a **Walkover** in favour of the opposing team.

- **Communication of Delays**

- Teams are required to communicate any expected delay **as soon as they become aware of it.**
- Where the Organiser or relevant team representative cannot be reached by telephone, the affected team should post a message in the designated official league group chat.
- Where possible, the message should include:
 - The reason for the delay;
 - The affected player(s); and
 - The estimated arrival time.
- A timestamped message in the official group chat shall be considered valid evidence that the team attempted to notify the Organiser.
- A team shall not be disadvantaged solely because its telephone call was unanswered, provided that a reasonable alternative attempt to communicate was made.

- **Repeated Lateness**

- Extensions are intended only for genuine unforeseen circumstances. Repeated or habitual lateness (more than two times) may result in extensions being declined and/or further penalties imposed by the Organiser.

- **Special Note**

- **Late Arrival After Agreed Change Start Time:** Both teams must be ready to play at the agreed start time. The original 15-minute grace period **does not reset or apply again.**
- For example: **8 PM scheduled → both teams agree to start at 8:30 PM → 8:30 PM becomes the start time → Team A arrives 8:30, Team B arrives 8:40.** Team B cannot automatically say, “we still have the 15-minute grace period.” Any further allowance would need agreement or organiser approval.

11. WINDOW PERIODS

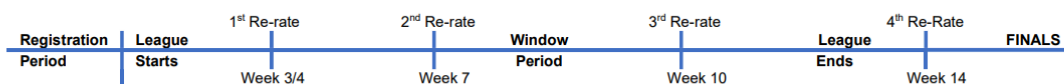
- All teams allow up to **2 changes** (addition and/or replacement) only during the window period, to the maximum no. of players allowed in each Division.
- **Add Player**
 - The Total Rating of the Top 3 Players must remain the same or lower than start of the league or point of change, whichever higher.
 - 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.

12. 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:
 - 1st Re-Rate: 3 or 4 weeks into the season
 - 2nd Re-Rate: 7 weeks into the season
 - 3rd Re-Rate: 10 weeks into the season
 - 4th 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 Included)
 - In the situation that the division do not have individual max rating, this rule **does not** apply to the Division.

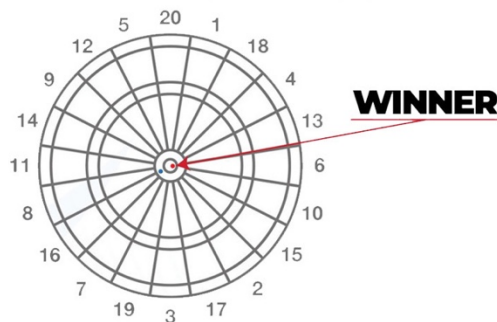
- Team (Top 3 Total): **At any point of re-rate**, the total team rating of the top 3 players new rating, cannot **exceed +6 or more** from the Division's Team Rating Limit (Decimal Point Not Included)
 - In the situation that the division do not have team max rating, this rule **does not** apply to 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.

13. 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	● Bulls Up in the same play sequence as the Tie Leg
Both Bust TIE	● Game will be auto-voided

	No Winner with 0-0 result
End of Night Result TIE	- Manual set to award bonus point to the winning team. - Winner of the tie game will be awarded the win.

14. 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 (REMOTE/ONLINE GAME)	ACTIONS to Determine Winner
Any Game TIE	Winner determined by the score of 1 throw
Both Bust TIE	- Game will be auto-voided - No Winner with 0-0 result

End of Night Result TIE

- Manual set to award bonus point to the winning team.
- Winner of the tie game will be awarded the win.

15. 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)
 - League management will only accept evidence via video recording.
 - Offenders will face penalty upon investigation and confirmation that they violated the rules.
 - **1st Time Offence:** Warning
 - **2nd Time Offence:** Remove from the remaining matches of the night
 - **More than 2 Times Offence:** 1 Match Ban

16. MATCH FORMAT

 40 Credits Per Team / Match	Matches		Format	Remarks
	Part 1 (No repeat of player within this part)			
	1	Doubles	501-501-501	Open In / Open Out
	2	Doubles	501-CRI-CHO	Open In / Open Out
	Part 2 (No repeat of player within this part)			
	3	Doubles	501-501-501 (FZ)	Open In / Open Out
	4	Doubles	501-CRI-501	Open In/ Open Out
	Part 3 (No repeat of player within this part)			
	5	Doubles	Count Up (X1)	
	6	Doubles	Half It (X1)	Normal Mode
	Part 4 (No repeat of player within this part)			
	7	Singles	501-CRI-CH	Open in / Open Out
	8	Trios	701	Open In / Open Out
	Part 5 (Repeat of player allowed once in this part)			
	9	Gallon	901	Open In / Open Out

Note: *Minimum 4 players required to complete the full match/league match.
Handicap & Bust Rule Applies*

MATCH FORMAT



52 Credits
Per Team / Match

Matches		Format	Remarks
Part 1 (No repeat of player within this part)			
1	Doubles	701-701-701	Open In / Master Out
2	Doubles	701-CRI-701	Open In / Master Out
Part 2 (No repeat of player within this part)			
3	Doubles	701-701-701 (FZ)	Open In / Master Out
4	Doubles	Half It (X3)	Master Mode
Part 3 (No repeat of player within this part)			
5	Doubles	501-501-501	Open In/Double Out; 25/50
6	Doubles	701-CRI-CH	Open in / Master Out
Part 4 (No repeat of player within this part)			
7	Singles	701-CRI-CH	Open in / Master Out
8	Trios	901	Open In / Master Out
Part 5 (Repeat of player allowed once in this part)			
9	Gallon	1101	Open In / Master Out

Note: *Minimum 4 players required to complete the full match/league match.
Handicap & Bust Rule Applies*

17. OTHERS - TERMS & CONDITIONS

Player Criteria

Age Restriction: Below 18 years of age from Game On Date will need to be accompanied by parents. No alcohol to be sold to players under the age of 18.
Min. Spending: Mandatory One Drink Per Player Per League Night

Others

- ❖ All players must be of Thailand National, PR, or foreigner residing in Thailand.
- ❖ 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.
- ❖ 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.

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