



DARTSLIVE
SOUTHEAST ASIA
OFFICIAL LEAGUE RULE BOOK



TABLE OF CONTENT

#	Description	Page
01	PARTICIPATING CRITERIA	02
02	DARTSLIVE CARDS & APPLICATIONS	02
03	MATCH RATING	03
04	LEAGUE STANDINGS	03
05	GAMES SITUATIONS	03 - 04
06	HANDICAP	04
07	BUST RULE	04
08	RE-RATE RULE	04 - 05
09	SANDBAGGING	06 - 07
10	FRAUDULENT PLAY	08
11	WINDOW PERIOD RULES	08 – 09
12	MATCH RESCHEDULE	09
13	CHANGE OF MATCH VENUE/HOME SHOP	10
14	MATCH FORFEITURE & WALKOVER	10 – 11
15	DISQUALIFICATION / DROP OUT OF LEAGUE	11
16	GENERAL MATCH RULES	12
17	DARTS BOARD / TECHNICAL PROBLEMS	13 - 14
18	INTERNET PROBLEM	14 - 15
19	LEAGUE BOARD USAGE RULES	15
20	DRESS CODE	16
21	LEAGUE ETIQUETTE & SPORTSMANSHIP	17
22	DISCIPLINARY ISSUES	18
23	GENERAL RULES & GUIDELINES	19

1. PARTICIPATION CRITERIA

- a) Team must get approval from Home Shop before registering the Team.
- b) League Players must possess a DARTSLIVE Card with a valid Rating.
- c) League players must be citizens or foreigners residing and/or working in the hosting country with a valid work permit/pass.
- d) Age Limit is strictly in accordance to the Home Shop regulations. Joining the league does not gives any player rights to bypass any business regulations or rules set by respective Home Shop(s).

2. DARTSLIVE CARDS & APPLICATIONS

2.1 DARTSLIVE CARD

- a) Players must maintain the same card to participate in all DARTSLIVE Official League, events & tournaments.
- b) Should the official card be lost or damaged, a data transfer must be transferred to a new card for the player to participate in existing league, new league, events or tournaments.
- c) Vulgarities, sexism, humiliating, racism, and or offensive words are STRICTLY not allowed to be used in Team Names, Card Names or Catch Phrases. Failure to abide by this rule may result in a team or player to be disqualified from the league, events or tournaments.

2.2 Mandatory DARTSLIVE APPS

All players MUST have 2 main DARTSLIVE apps installed in their mobile phones to participate in DARTSLIVE league, events &/or tournaments.

It is important for players to take note of their login details for both Apps, mainly email address used and login password.



DARTSLIVE APP

- a) Need to complete Data Transfer function to replace an existing league card with a new card.
- b) Note data transfer must be completed before the league Match/tournament Match is activated, otherwise, the player needs to sit out of the whole match.
- c) Once data transfer is completed, the previous registered card will be deactivated and invalidated, hence, can no longer be used.
- d) Shows current Card Rating, which includes all stats played using this card include casual games.



DARTSLIVE SPORTS APP

- e) Mainly to view real time update of league match & tournament details:
 - Match Schedule
 - Match Results
 - Match Awards
- f) Shows league & tournament Rating, from league & tournament stats, exclude casual games.

3. MATCH RATING

In a match night, there are multiple games. However, the start of match rating is used for handicap points throughout the whole Match, for example:

- Start of night rating is 5.90
- End of Game 1: Rating may move to 6.10
- Start of Game 2: Handicap given based on 5.90

4. LEAGUE STANDINGS

- a) Each Match contains many games, example 7 or 9 games.
- b) 20 Bonus Points are awarded to the winning team for each Match Won.
- c) In the table example below, Team league standing in each group is based on “**PTS**”, calculated as:

$$[(\text{Match Win} \times 20 \text{ Points}) + \text{Game win Points}]$$

RANK	TEAM	PROG.	PTS	DIF	MATCH		GAME	
					WIN	LOSSES	WIN	LOSSES
1	Team B	5/10	107	-	4	1	27	18
2	Team F	5/10	86	21	3	2	26	19
3	Team A	5/10	84	23	3	2	24	21
4	Team C	5/10	82	25	3	2	22	23
5	Team D	5/10	81	26	3	2	21	24
6	Team E	5/10	79	28	3	2	19	26

- d) 1st Tie-Breaker: Total Game Win
2nd Tie-Breaker: Total Legs Win (backend check).
- e) All results and standings are updated real-time online on [DARTSLIVE SPORTS] APP.
- f) In a situation where backend calculation needs to be done to adjust the frontend displayed results, the affected teams will be informed via phone messages by the League Master.

5. GAMES SITUATIONS

5.1 TIE Situations during league matches

(a) End of Legs/Game

The system will display “TIE”, regardless of score on the screen, each team will have to Bull-up to break the TIE.

The Team who starts the game first, will throw first, follow by the opposing Team. The team who throws closest to the center Bull wins the TIE game. Press P4 button & select the Home or Away Team to win.

(b) End of Match

This happens especially when there is a Game with both Team bust and the end of Match score is the same, example, 4 – 4.

- The Home Team Captain will set the Bonus Point to the Home Team.
- Both Captains to inform league master immediately.
- League Master will take notes and remove the Bonus Point from the Home Team for such matches, only at the end of the Season, to determine the final Ranking positions.

5.2 Skip-A-Turn Situation

Skip-A-Turn is only allowed STRICTLY in x01 Freeze & Team Cricket Game.

Other than the 2 Games above, all players must complete all rounds in all other games.

6. HANDICAP

- a) Handicap will be given to the lower rated player, based on rating difference between players by the higher rated player.

For example:

GAME: 501	Rating	Begin game with
Player 1	7	501
Player 2	6	471

- b) Handicap will be auto calculated by the online league system.

7. BUST RULE

- a) Bust Rule is auto calculated by the System.
- b) If 1 team has min. 1 player who has 'bust', winning result, will be auto-reversed to the opposing team, with a score of "2-0".
- c) If both teams have one or more 'bust' player, the system will show that the match result is voided "0-0".
- d) If both teams bust in the SKO match, and end of match shows "tie", the result will stand, and the winner of the match will progress to the next stage.
- e) Bust Players can continue to play the remaining games.

Bust Rule is only applicable in Online Matches and not applicable in Offline matches.

For offline matches, all players are required to write end of game stats on the manual scoresheet and submit to League Master, otherwise, game will be voided.

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.

8.1 Player’s Individual Rating Limit (decimal point included)

At any **point of re-rate**, a player will be bust out of the league if his/her re-rate rating meets any of the following conditions:

- a. +3 points from the last rating;
- b. New Rerated Rating is higher than the next Division Individual Max Cap;

Example:

Case #	Registered	Div Player Max	1 st Re-Rate	2 nd Re-Rate	3 rd Re-Rate	Condition	Remark
A (S4)	4.89	7.89	6.70	7.50	8.50	Remain	Below S3 Cap (9.89)
B (S2)	10.50	11.89	13.20	15.10	-	Bust	Above S1 Cap (13.89)
C (S3)	7.89	9.89	11.39		-	Bust	+3 from Registered

***At any point of Re-Rate, not anytime in the league season**

Case A is allowed as the player’s highest rating is 8.50, reflecting a gradual improvement throughout the league season and an increase of +1 from the 2nd re-rate. This player may remain in the team.

Case B is not allowed as the player’s rating of 15.10 exceeds the S1 Individual Cap of 13.89. This player will be removed from the team.

Case C is not allowed as the player’s rating of 11.39 is +3.5 above the registered rating. This player will be removed from the team.

Note:

In situations where the division does not have an Individual Maximum Rating, point (a) shall apply to the division.

8.2 Total Team Rating Limit (decimal point not included)

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.

Note:

In a situation that the division do not have Team Max Rating Limit, Re-rate rule **does not** apply to the division.

8.3 Replacement of removed player

- a) Replacement of the removed player is allowed based on the timeframe to Window Period:

# of Matches to Window Period	Replacement of Removed Player
4 or more matches	Immediately
1 – 3 matches	Window Period only
0 matches	No replacement allowed

- b) Player who is removed from the team based on Re-Rate Rule, will be allowed to join another team in a higher division provide meets the allowable individual rating & team max limit of the new team.
- c) At any one time, if any player is found & removed, due to under-declared registration rating, no replacement of player is allowed.

9. SANDBAGGING

Sandbagging undermines the integrity of the game, demonstrates poor sportsmanship, and damages the reputation of the League and its players. Such behaviour will be taken seriously and penalized accordingly.

All Team Captains are responsible for ensuring that their players respect the game, uphold good sportsmanship, and play with integrity—striving to win with pride.

In addition to penalties for offending players, Team Captains may also face consequences if this Sandbagging rule is violated by their team.

9.1 Definition of Sandbagging

Someone who:

- a) Register with rating lower than actual capability.
- b) Deliberately underperforms or manipulates in-game performance, for example, intentionally missing shots or throwing games) to lower game statistics.
- c) Competing Player who manipulate playing skill based on coaching from team captain or fellow team-mates.
- d) Captains or fellow team-mate, who coaches competing player on how to manipulate throws to avoid bust rule or skew performance data. (*Any strategic instruction aimed at artificially reducing a player's performance is prohibited.*)

9.2 Consequences of Sandbagging

Violations of the sandbagging policy may result in the following disciplinary actions:

- a) Warning or Removal of the offending player(s) from the current league season.
- b) Suspension for a period of three (3) months or more, for repeated offender.
- c) Forfeiture of all individual and team awards won by the offending player(s) or team.
- d) Removal and/or replacement of the Team Captain if they are found to be complicit.
- e) Reversal of all match results involving the offending player(s) or team from the point of discovery.

Before Window Period	All games played from Week 1
After Window Period	All games played week after window period

9.3 Participation in Other Leagues

A player removed from the current league may continue playing in other ongoing leagues only if:

- a) He/she plays with the new re-rate rating.
- b) The new rating does not exceed the division limit of the other league.

9.4 FILING A COMPLAINT/CASE

9.4.1 SUBMISSION GUIDELINES:

- a) Each team may file a maximum of two (2) complaints per season.
- b) One submission per complaint – Each complaint must be specific to a single incident or match, which means complaint is limited to be against either Single Player or Doubles (2) players that the complaining team has experience with.
- c) Complaint must be filed within 3 days from the match, before commencement of the next match.
- d) No complaint be accepted once the season is into the last 25% of season, example:

Group of 5 or 6	No complaint after 7 th week
Group of 7 or 8	No complaint after 10 th week

- e) Cases can only be submitted by Team Captains, otherwise rejected.
- f) Clearly identify the opposing team and player(s) involved.
- g) The match date & game(s) in question.
- h) Provide a detailed explanation of the incident(s) that led to the complaint.
- i) Mandatory to attach relevant evidence (e.g. Photos, videos, screenshots) to support the case.

9.4.2 ACKNOWLEDGEMENT:

By submission, the complainant has acknowledged that:

- a) The information provided is accurate and submitted in good faith.
- b) Submitting a false report may result in disciplinary action.
- c) Only complaints with valid evidence will be considered.
- d) Official investigations will commence only on valid complaints with supporting evidence.
- e) Any action taken will be communicated to the offending player and their team captain.
- f) No further correspondence will be made to the complainant regarding the outcome.

9.4.3 FILING AN APPEAL

- a) League committee will inform the offending Team Captain of the decision to be made on the Team Player in question.
- b) The captain will be given 3-Days from the date of 1st notice, to file an appeal, if need to.
- c) Appeal must be supported by at least 60% of the total number of teams in the group, otherwise rejected.
- d) Action based on the decision by the League Committee will be made if appeal is not received within the given 3 days or is rejected.

10. FRAUDULENT PLAY

10.1 Impersonation

Impersonation is referring to a player found using another player's card to play in the league. This is a very serious offence and if found guilty: -

- a) Captain of the team will be suspended from the league immediately and not allowed to be in a position with authority in future.
- b) Impersonator will face a suspension of up to 12 months from all events - such as official DARTSLIVE leagues, tournaments and events.
- c) All wins played by impersonator will be reversed.
- d) All awards achieved will be voided.

10.2 Giving Away Games

This is when a Team or players in a Team intentionally giving away game(s) to give advantage to the opponent team to gain a preferential spot in ranking and/or to manipulate ratings. If found guilty:

- a) The team or player(s) involved will be disqualified and remove from the league ranking table immediately.
- b) Players involved in given away games, may be ban for a period of 3 to 6 months.
- c) All team players involved will also be re-rated and locked with an assigned rating, for future registration.
- d) All awards achieved will be voided.

11. WINDOW PERIOD RULES (Max. 2 changes/team)

All changes are subject to the approval of League Management.
Each Team is allowed maximum 2 changes of any changes stated below:

11.1 Add Player

- a) The Total Rating of Top 3 Players must remain the same or lower than start of league or point of change, whichever is higher.
- b) The new player's rating must not exceed the Division's individual max rating limit allowed at point of registration.

11.2 Replace Player

11.2.1 Divisions with Team Limit

- d) The total rating of the top three (3) players must remain the same or lower than at the start of the league or at the point of change, whichever is higher.
- e) The new player's rating must be \leq to the rating of the player to be replaced.
- f) The team's total rating after replacement must not exceed the Division's Team Limit at the point of registration.

11.2.2 Divisions Without Team Limit

- a) There are no rating restrictions for adding or replacing players.

11.3 Transfer Between Divisions

- a) Transfers cannot occur within the same Division.
- b) Transferred Player's rating must not exceed the division's individual max rating limit allowed at point of registration.
- c) After the transfer, the total team cannot be higher than top 3 team limit of the new division.

11.4 Other Conditions

- a) Removed player will lose all their awards won.
- b) Players can request a transfer without captain or shop approval by emailing League Management.
- c) All changes are subject to League Management approval.
- d) All changes must be submitted via the official online form during the 2-week window.

12. MATCH RE-SCHEDULE

Match re-scheduling is allowed only within the first 80% of the Season's Matches:

- a) Reschedule is only allowed 1 week before or 1 week after the actual match date.
- b) Requesting Team Captain must contact Opposing Team Captain & Home Shop Owners for reschedule arrangements, to get agreements from all parties.
- c) Requesting Team Captain to submit the Online Request Form, at least 3 working days before actual match date.
- d) League Master will contact all parties to confirm agreement.
- e) Once confirmed, STRICTLY no changes to the reschedule match date.
- f) STRICTLY NOT ALLOWED for the last 20% games of the group: -

Group Size	Reschedule NOT ALLOWED*
5 or 6	Last 2 Games
7 or 8	Last 3 Games

* Special cases, with valid proof, can be allowed on a case-by-case basis.

- g) All teams are limited to a maximum of 2 Re-Schedules per season.
- h) League Management will also review requests for additional re-schedules on a case-by-case basis.

13. CHANGE OF MATCH VENUE/HOME SHOP

- a) The team is only allowed to apply for a change of Home Shop for the following reasons:
 - o The Home Shop Closed down permanently.
 - o The Home Shop is temporarily closed for renovation.
 - o The Home Shop makes a request to release the team.

- b) Change of 1 night's Match Venue due to unavailability of the Home Shop:
 - o Home Shop to inform Home Team Captains 7 working days before match day.
 - o Home Team captain to decide to
 - Reschedule the Match, OR
 - Play as schedule and Change Match Venue
 - o Home Team Captain to inform league management immediately on the decision and if reschedule, to abide to the match reschedule terms on point 12.
 - o Failure of Home Shop or Home Team Captain to take ownership as mentioned herein may result in a walkover of the Match affected as per clause 14.

14. MATCH FORFEITURES AND WALKOVER

Where a team is awarded a concede-win arising from any of the 3 situations stated below, the winning team will only be awarded based on the basic rule that:

Type of Concede games	Played Games Win	Played Game Pts%	Concede Game Pts %	Match Pts %
Complete Walk-Over	-	-	60%	60%
Under-Strength Team	4 or less	100%	60%	60%
Under-Strength Team	5 or more	100%	60%	100%

Any other type of concede games not mentioned above, will be handled separately on case-by-case basis.

Example in table below:

CASE	Under-Strength Team					Full Team				Concede Adjustment			
	Team Size	Played Win	Concede Lost	Played Lost	Final Score	Concede Win	Played Win	Played Lost	Final Score	Concede Pts	Played Win	Match Pt	Total Points
Case 1	total Walk-over	0	9	9	0-9	9	0	0	9-0	9	0	60%	18
Case 2	3 players	2	3	4	2-7	3	4	2	7-2	2	4	60%	18
Case 3	3 players	1	3	5	1-8	3	5	1	8-1	2	5	100%	27

This rule applies to all matches throughout the league Season & Playoff Matches.

(a) Concede Game by game Situation

From Game on Time, Team with some players but insufficient to play the next game, can concede lost game by game.

- Game On: Start with sufficient player, example Game 1: Single
- 5-min grace period from end of game 1 to start game 2
- Concede lost if Game 2 starts but 2nd player is still absent
- Concede win to opponent is based on 2-0 legs win only
- Must follow game sequence to concede game by game.

(b) Match Abandonment Situation

No breaks in the middle of a game or match are allowed. Match Abandonment is in a situation when a team walks out in the middle of an unfinished game or match, regardless of reason. Once incident is notified to league master or officials, the rules below apply:

- Grace period is given to continue the game/match: 15 mins (league Season); 5 mins (playoff/SKO).
- Concede lost if team did not return within grace period.
- Official ‘Walk-over” must be made by League Master (league Season) or League Official (Playoff/SKO)
- All remaining un-played game will be conceded win to Opposing Team.

(c) Match Walk-Over Situation

At Game on Time, both team players must be presence to start the Match.

- 30 min from Game on time, team with one (1) player or team without any player presence is considered to have walked-over the Match
- Opposing team has the right to call for a walk-over.
- Walk-Over Penalty will be imposed on the absent team (refer to table below)
- If both teams did not turn up, the Match will be voided with 0-0 to both teams. In this case, Walk-Over penalty will be imposed on both teams.

Shop to acknowledge that all Walk-over penalty will be billed to the Home Shop	
Offence No.	Penalty \$*
1 st Offence	S\$100
2 nd Offence	S\$200
3 rd Offence**	S\$200

*The Penalty\$ for other countries will be in the equivalent of SGD.

**On the 3rd Offence, the team will be immediately disqualified & removed from the League Season. League Management reserves rights to ban all or selected players in the team a period of 3 to 6 months.

Only league master can confirm a walk-over or game forfeiture. No team captain(s) can agree on a walk-over game without approval from league master.

15. DISQUALIFICATION / DROP OUT OF LEAGUE

In any situation where a team decides to withdraw from the league or have been disqualified from the league season, regardless of reasons, following applies:

- a) All or selected team players, may be banned for a period of 3 to 6 months.
- b) All prizes & awards won by the team will be voided.
- c) The Game Points & Match Points will be awarded to all matches, regardless of played or un-played, based on the same rule as Complete Walk-over rule in clause 14 above. 60% game points of the remaining matches will be awarded to all remaining teams of the same group, regardless of if played or un-played. This is to ensure that all teams' standing is not affected by the disqualification.
- d) Disqualified team name and scores will still be visible in the league table, although ineffective.
- e) Walk-over penalty may be applied to the disqualified / drop out team (refer to point 14c).

16. GENERAL MATCH RULES

- a) **Match Sequence:** All matches must be played in order, with no skipping unless there is a concession (a player/team forfeits). Each match must have a determined winner before moving on to the next.
- b) **Online League Program:** Any team player can activate the league program by inserting their DARTSLIVE CARD into the respective slot:
 - Slot 1 for the Home Team
 - Slot 3 for the Visiting Team
 - Game credits must be inserted for each team.
- c) **Cork (Bulls-Up) Procedure:**
 - Step 1: Use the Machine Coin Toss feature first.
 - Step 2: The winner of the toss proceeds with the Bulls-Up (closest dart to the bull's eye starts the game).
 - For games with fixed rounds (COUNT-UP, HALF-IT, SHOOTOUT), only the Machine Coin Toss determines who starts.
 - Survivor Game requires Bulls-Up.
- d) **Specifics for Different Game Formats:**
 - Singles: In singles games, the participating player will perform the Bulls-Up.
 - Doubles / Trios / Gallon Games: Any of the participating players can decide who will perform the Bulls-Up.
- e) **Re-throw and Tie Rules during Bulls Up:**
 - If a player's dart causes the previous dart to fall, the players will re-throw in reverse order (Player B throws first, then Player A).
 - If there's a tie after the first Bulls-Up, a re-throw will occur, following the same reverse order. Any darts that stayed on the board during the initial throw should remain in place.
 - If both darts land on the Bull's Eye, the hole count from the center of the bull will determine the winner.
 - If the first player's dart lands in the center hole of the double bull, the player should remove their dart, and the second player should try. If the second player also hits the center bull, follow the tie-breaking rule.

f) Key Points to Remember:

- Bulls-Up is used for most games, with specific procedures to resolve ties and determine who goes first.
- Machine Coin Toss plays a critical role in determining the starting player for games with fixed rounds.
- Re-throws are handled based on whether darts fall out of the board or if there's a tie in the Bulls-Up phase.

17. DART BOARD / TECHNICAL PROBLEMS

17.1 Scoring Mistakes

a) Incorrect Machine Display

- The segment where a dart stick determines the score. If the machine displays a different score, teams must use the "Reverse-a-Round" feature before the next dart is thrown*to correct it.
- Once the next dart is thrown, the displayed score becomes final.

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).
- No further darts may be thrown until the issue is resolved.

Penalty:

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

- The unregistered dart is scored as 'OUT'.
- No re-throw is permitted.

c) Unregistered Dart Falls After Additional Throws

If a player throws their 2nd/3rd dart without resolving an unregistered stuck dart (per 1b), and the first dart later falls:

- The fallen dart is scored as 'OUT'.
- No re-throw is allowed.

d) Dart Bounces Out Immediately

- If a dart hits the board but bounces out:
- If the machine displayed a score before it fell, that score stands.
- If no score was displayed, it is 'OUT'.

e) Dart Lands Between Segments (Edge Cases)

- A dart must stick on a detectable segment pad to score.
- If it lands between segments (not on a pad):
- The machine's registered score (if any) counts.
- If no score is detected, it is 'OUT'.
- No manual score adjustments are permitted after the next dart is thrown.

f) Wrong Checkout Detection

If the machine displays an incorrect checkout score:

- Teams must press 'P4' within 2 seconds** to freeze the screen.
- A manual calculation will determine the correct score.
- If unresolved, contact the League Hotline for immediate assistance.
- If 'P4' is not pressed in time, the machine's recorded score is final.

17.2 Dispute Resolution & Referee Calls

If teams cannot agree on a scoring issue (e.g., segment validity, machine error):

- Pause play immediately and call league master (if available).
- If league master is not present, the machine's recorded score stands.
- Deliberate misuse of manual score adjustments (e.g., pressing darts without agreement) may result in a forfeit of the game.

17.3 Machine Malfunction Protocol

If the board repeatedly fails to register valid scores:

- Notify the venue staff to recalibrate or replace the board.
- If the issue persists, the game may be restarted or moved to a backup board.
- Note that if malfunction occurs in the middle of a leg in a Medley game, if restart machine or changed machine, will start from the Round 1 of the unfinished leg.

18. Internet/Electricity Problem

18.1 Before Online League Game is Activated

- a) The shop will be given 30 minutes' grace time to rectify the issue.
- b) If the internet can be rectified and up within 30 minutes, activate the game as per normal.
- c) If the internet cannot be rectified, contact League Master. League Master will discuss with both captains to decide on the final agreed decision.

18.2 After Online game has been activated, e.g. middle of matches

- a) If machine stays offline, but not hang, teams can continue with the remaining game, using a Manual scoresheet to records the results and each player's statistics.
- b) In situations where electrical supplies are cut off, call the league master to discuss the final agreeable decision.
- c) If no decision can be made, then the league master final decision will be for the teams to return and continue the remaining games another day.
- d) Inform the shop owner about the internet problem immediately and ask the shop owner to rectify the issue.

18.3 MACHINE HANG or MALFUNCTION

If the Darts machine hangs or malfunctions, in the middle of the game, wait for 2 minutes, if the machine does not function back to normal: -

- a) Restart the machine.
- b) If the machine is ok after turning it on, continue to play as shown on screen.
- c) If machine still hangs/malfunctions after restarts, change to a new board, and continue the unfinished game by:
 - Press "P1" to restart the game.
 - Slot both team players cards (players of the pending game);
 - Continuing with the game as shown on screen.
- d) If no other board is available, call league master to discuss the agreeable decision.
- e) If no decision can be made, then the league master final decision will be for the teams to return and continue the remaining games another day

Please Take Note:

The League system updates games on a per leg basis. Hence, all un-finished leg, at the point of restart, will have to be played from Round 1 of that respective leg. Teams must continue with the game as shown on screen.

19. LEAGUE BOARD USAGE RULES

- a) **Open Boards:**
Any boards not designated for the league match are available for public use.
- b) **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)
- c) **Board Designation:**
At venues with multiple boards, Shop Owner will assign specific boards for league matches.
- d) **Courtesy Warm-up Time:**
All casual play on designated league match boards should stop within 30 minutes before Game On Time, to allow visiting players sufficient warm-up time.

The Purpose of the Rule is to promote sportsmanship and friendly relations between teams. This is not mandatory nor an entitlement if no request is made. It is a non-enforceable rule with no penalty.

If warm-up on the match board is needed (and the board is in use), Away team must request the Home team, within 30 minutes before Game On Time. The Home Team should finish up any ongoing game and both teams can warm-ups together.

20. DRESS CODE

To uphold the professionalism of the DARTSLIVE LEAGUE and support positive media coverage, sponsorship, and the sport's growth, all players must strictly adhere to the following code:

a) Apparels

Men:

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

Ladies:

- *No revealing clothing, such as:
Sleeveless tops, crop tops, mini/short skirts (above mid-thigh), hot pants (short & tight, above mid-thigh)*

b) Shoes

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

c) Ear Devices

non-electronic ear plugs are allowed (for noise reduction & focus)

Electronic Earpieces/earphones are not allowed(prevent unfair coaching advantage)

d) Use of Headgear and Headwear is not allowed, except for religious or health reasons with prior approval.

Team Captains must notify the League Master in advance and obtain approval if a player requires headgear or headwear.

Enforcement

- To file a complaint, teams are required to contact League Master before commencement of any game; should a game be completed, no complains will be entertained and result stands.
- Any player in violation of the dress code will be given a 10-minute grace period to make the necessary changes.
- If the player fails to comply to change of attire, they will be prohibited from participating in any matches scheduled for that day.

21. LEAGUE ETIQUETTE & SPORTSMANSHIP

To maintain fair play and uphold the standards of the DARTSLIVE LEAGUE, the following etiquette and sportsmanship rules apply:

a) General Conduct

Team Captains should encourage players to follow these guidelines. Any disputes must be referred to the League Hotline.

Captains cannot use etiquette disputes as grounds for a walkover or forfeiture — only League Management may declare one.

b) Gameplay Etiquette

- A player must throw from behind the front edge of the throw line.
- Leaning is allowed, but lunging is not.
- *A lunge is defined as any movement where either foot appears to cross the throw line before the dart lands.*
- Players should not exceed:
 - 15 seconds between darts
 - 30 seconds for the exchange between players
- All non-throwing players must remain at least 3 feet behind the throw line.
- Each game should begin with a proper introduction and handshake between all players involved.

c) Respect & Fair Play

- Demeaning remarks about opponents or their ability — from players or supporters — are strictly prohibited.
- Coaching is allowed only from a player's own teammates but only if the Player is not on the throw line.
- Coaching from the opposing team or their supporters is not allowed.
- No player, team, or spectator should behave in a way that disrupts the concentration of the opposing team (e.g., barracking or heckling).
- No player may approach the throw line until the previous player has fully cleared the area.

Enforcement

- a) Any player found violating league etiquette or sportsmanship rules will receive a formal warning.
- b) The League Master reserves the right to impose penalties at any time, where deemed appropriate, for lack of etiquette or unsportsmanlike conduct by any player.
- c) Repeated or severe violations may lead to disciplinary action, including suspension or disqualification, at the discretion of League Management.

22. DISCIPLINARY ISSUES

To protect the integrity of the league and ensure a safe and respectful environment for all participants, the following disciplinary rules apply:

a) Offensive / Abusive Language

- Use of vulgar or abusive language is strictly prohibited.
- Such behaviour undermines the sport, venue, fellow players, and league reputation.
- Penalty:
 - Immediate removal from the league
 - Minimum suspension of 3 months
 - Longer bans for repeat offenders

b) Provocation / Threats

- Provoking, threatening, or taunting opponents during league games is unacceptable.
- Penalty:
 - Immediate removal from the league
 - Minimum ban of 6 months
 - Banned from all DARTSLIVE leagues and events

c) Violence & Physical Fights

- All forms of violence or physical fights are strictly forbidden, regardless of circumstances.
- **Penalty:**
 - Indefinite suspension for all involved players
 - All remaining games in the match will be voided (0-0)
 - Disqualification and forfeiture of all awards, prizes, and recognitions received during the league
 - Offending players may submit an appeal after 12 months, subject to League Management approval
- **Team Captain Consequence:**
 - The captain of any team with an offending player involved in a physical altercation will be required to step down from their role.
 - The captain may continue to participate only as a regular team player in future leagues.

23. GENERAL RULES & GUIDELINES

To ensure smooth operations and fair play during league matches, the following general rules and procedures apply:

a) Warm-Up

All players are allowed a 6-dart warm-up before the official start of the game.

b) Wrong Turn / Scoring Errors

- If a player throws on the wrong turn, the team must use the “Reverse-a-Round” function to correct the score immediately.
- If the mistake is only discovered after the opposing team has thrown and scored, the score will stand.
- The offending team must adjust the player sequence in the next round.
 - The player who was skipped will take the place of the one who threw out of turn.
 - Normal player rotation resumes from the following round.

c) Emergency Situations

- In case of an emergency, teams must immediately contact League Management.
- The League Committee will decide whether to:
 - Suspend and reschedule the match, or
 - Award wins based on current team win percentage if rescheduling is not possible.

Note:

For incidents involving violence or fights, refer to Section 23(c) Disciplinary Issues.

d) League Communication Protocol

- All issues regarding the ongoing league must be directed only to the League Master.
- Do not route issues through DARTSLIVE staff who are not assigned to league administration.

e) Team Communication

- All official league communications will be conducted solely with the Team Captain of each team.
- It is the captain’s responsibility to relay information to team members.

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IMPORTANT NOTES

The Organiser reserves the right to amend, override, or negate any rule stated herein at any time, if deemed necessary to maintain the fairness, integrity, and balance of all DARTSLIVE Official Leagues.

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DARTSLIVE