

DARTSLIVE - SOUTHEAST ASIA

PRO TOURNAMENT OFFICIAL RULEBOOK

PRO Tournament across Southeast Asia is run in accordance with the rules and the guidelines in the Official Rulebook.

1 Mission Statement

DARTSLIVE – SOUTHEAST ASIA PRO TOURNAMENT (hereinafter referred to as “Tournament”) aims to promote soft tip darts in the Southeast Asia region operated by DARTSLIVE – Southeast Asia (hereinafter referred to as “Organiser”)

2 Official Dart Machines

- a. Organiser uses DARTSLIVE2 and DARTSLIVE3 as official dart machines.
- b. The height of the center of the target (bullseye) is 173 centimetres from the ground.
- c. The distance from directly below the dartboard to front edge of the throwline is 244 centimetres.
- d. The diagonal distance from the front edge of the throw line to the center of the target (bullseye) is 298.4 centimetres.
- e. Players must not move the machine to correct tilt or distance errors and should report such issues to the marshal immediately, who will inform the Control.



3 General Regulations

- a. Organiser holds full responsibility for hosting official tournaments and other events and has the right to appoint sponsors and partners.
- b. The final decision-making authority on all matters pertaining to the regulations lies with the officials of the Organiser.
- c. All players must compete according to these regulations, and additional regulations may be established by the Organiser.
- d. Organiser has the right to change or cancel the dates, times, and locations of tournaments without prior notice to the players.
- e. Organiser has the right to penalise any player deemed to have violated or caused damage during a tournament and the Organiser is not liable for any damage or injury caused by the player.
- f. Government-issued photo identification showing your name and date of birth (e.g. Passport / NRIC / Mykad / IC / KTP) is required for registration and collection of prize money.

4 DARTSLIVE - SOUTHEAST ASIA PRO CARD Qualifications

- a. Participation in tournaments that requires a PRO CARD qualification, is achieved by passing a certification exam, consisting of both theory and practical tests, or being recognised by Organiser
- b. Players must sign up via Online Interest Form for the certification before proceeding with the tests.
- c. Players must be 18 years of age or older at the time of certification.
- d. Practical Test Centres are located in selected shops in Indonesia, Malaysia, Singapore, Thailand and Philippines.
- e. A PRO CARD application fee is applicable upon meeting the requirements.
- f. Usage of PRO CARD is mandatory during tournaments unless otherwise stated.
- g. In case of loss or damage of the PRO CARD, a new PRO CARD must be purchased and a Card Data Transfer from the lost card to the new card via DARTSLIVE APP must be completed to proceed with the tournament.

Replacement fee: SGD 50 / MYR 150

5 Darts

- a. The darts that are permitted for use in tournaments shall not exceed 30 centimetres in overall length (the length of one dart).
- b. Each dart shall not exceed 25 grams in total weight.
- c. All tips must be made of plastic.

6 Throw

- a. Darts must be thrown one at a time by and from a player's hand (one hand).
- b. A player may throw up to three darts in each round. A throw of all three darts may not be required in some circumstances.
- c. The player's front foot must be in contact with the ground while setting and aiming their darts before the throw.
- d. A player may throw a dart or darts from any point of the playing area as long as their foot stays behind the front edge of the throw line. If a player wishes to throw from a position on either side of the throw line, they must stay behind the line, which is an extension of the throw line.
- e. A player may lean the upper part of the body over the throw line and throw a dart or darts as long as their toe doesn't cross the front edge of the throw line.
- f. A player may not lunge or cross the front edge of the throw line while throwing a dart. The player's front and back foot must remain behind the throw line until the final dart is thrown.
- g. Players must complete one throw (three darts) within 30 seconds after the previous player has left the playing area.
- h. Players should leave the playing area within 5 seconds after their third throw. The next player must wait until the previous player has left the area before approaching the throwing line, ensuring no interference.
- i. If a Player has a medical need to utilise any assistive device, such device shall not cross the front edge of the throw line.

6.1 Practice (Warm Up)

- a. Before matches, players can practice only on the machine assigned for their match. Each player can practice up to 6 darts before commencing the match.

6.2 Player Change

- a. A player presses the change button (where applicable) after his/her turn and goes behind the throw line. ("Player Change")
- b. No throwing, including rethrow, is acceptable during the change process. ("REMOVE DARTS" appears on the machine screen. Even if a dart is thrown during this time, points cannot be earned.

7 Order of Play

The tournament organiser shall decide the rule for the order of play in the tournaments.

7.1 Loser throws first rule

- a. The winner of the cork throws first in the 1st LEG.
- b. The loser of the previous LEG throws first from the 2nd LEG and onwards.
- c. If the final LEG is a CHOICE, then the cork is performed again. The winner of the cork may either choose to throw first or choose the type of game.

7.2 Alternate start rule

- a. The winner of the cork throws first in the 1st LEG.
- b. Players throw first starts alternately from the 2nd LEG onwards regardless of the game results.
- c. If the final leg is a Choice, players will throw for the Cork again. The winner of the cork may either choose to throw first or choose the type of game.

8 Game Rules

8.1 01 Game General Rules

- a. The word "01 Game" refers to "301", "501", "701", "901", "1101" or "1501".
- b. Unless a separate rule is specified by each tournament, a "15-Round" round limit rule applies to "301", "501", and "701" while a "20-Round" limit to "901", "1101", and "1501".
- c. The first player who reduces the score from a starting point to exactly zero wins the game.
- d. If neither player finishes the game in the 01 Game, regardless of the remaining scores, the cork shall be performed and the player who throws closest to the center of the BULL wins. The same order of throw shall be used for the cork.
- e. Both Inner-Bull and Outer-Bull count as 50 points for full bull rule 50/50; while Inner-Bull count as 50 points and Outer-Bull count as 25 points for split bull rule 25/50.
- f. IN OPTION (Open In / Double In / Master In) or OUT OPTION (Open Out/ Master Out) will be set according to each tournament's game format.

8.2 CRICKET Game General Rules

- a. Unless specifically stated, the word "CRICKET Game" means "STANDARD CRICKET".

- b. Unless a separate rule is specified by each tournament, a "15-Round" round limit rule applies to all CRICKET Games.
- c. Target numbers from 15 to 20 and the BULL are used for the game. Each target requires 3 MARKs to be closed and a player who closes the target first can score from that number by hitting it again.
- d. Hits on the triple pie are counted as 3 marks, double pie as 2 marks and single pie as 1 mark. Hits on outer bull are counted as 1-mark, inner (black) bull as 2 marks.
- e. Closing the same target that is already closed by the opponent makes that number unavailable for further scoring.
- f. The player who closes all target numbers and has the higher points wins the game.
- g. If neither player closes all the target numbers, the one with the higher score wins the game.
- h. If the score is tied, the cork shall be performed and the player who throws closest to the center of the BULL wins. The same order of throw shall be used for the cork.

8.3 COUNT-UP Game General Rules

- a. The number of rounds of this game is limited to 8 Rounds.
- b. Both Inner-Bull and Outer-Bull count as 50 points.
- c. The player with the higher (highest) points at the end of 8th Round wins the game.
- d. If the score is tied, the cork shall be performed and the player who throws closest to the center of the BULL wins. The same order of throw shall be used for the cork.

9 Cork

- a. Each player throws a dart at the Bull. The one who throws closest to the center of the Bull wins the cork.
- b. Unless otherwise specified, the throwing order of the cork shall be determined by the official machine coin-toss function.
- c. If the cork winner cannot be determined after the first throw by both players, each player shall throw the second dart in the reversed order of throw.
- d. A player may re-throw a dart if the dart thrown bounces off or falls out of the dartboard.
- e. All darts thrown shall not be removed from the dartboard until the cork winner is determined.
- f. The dart thrown by the former thrower may be removed from the dartboard before the next person throws his/her dart only if it is in the centre of the Bull.
- g. If a team consists of 2 or more players, one player from each team playing the match shall be designated for the cork.
- h. Changing the thrower during the corking is not permitted.
- i. If the second player's throw causes the dart of the first player to fall out, the first player can re-do his/her cork. If both first and second players' darts fall out, the CORK must be restarted.

10 Machine Detection Error (showing wrong score)

- a. The segment where a dart stick establishes the score for that dart thrown. If machine displays a different score, a Marshal should be called to witness “Reverse-a-Round” feature to edit to the correct score.
- b. If both players agree to perform “Reverse-A-Round” without a Marshal, the game can proceed, and any appeals will not be accepted.
- c. If the dart sticks but the machine does not record the score, player must immediately press the dart into the segment for the machine to register the score.
- d. If player continues to throw 2nd/3rd dart without pressing the dart into the segment to register score, should the dart fall to the floor, that dart result will be registered as “OUT”.
No Re-throw is allowed.
- e. Please be aware that in case of incorrect scoring, if darts on the board are removed, the score cannot be corrected.

11 Machine Malfunction and Power Outage

- a. In case the game needs to be suspended and re-started due to issues such as machine malfunction or power outage, tournament staff restores the game status upon consent from both players.
- b. If the game is not restorable, that LEG will be played again from the beginning of the leg that was in progress.

12 Tournament Format

12.1 Preliminary Round Robin

- a. Players will be grouped randomly in a group of 4 or 5. Top 2 or 3 from each group will progress to Single Elimination.
- b. In the event of Tie Situation,
 - i. 2 Teams Tie – Head-to-Head
 - ii. 3 Teams Tie – Game of Count Up

12.2 Single Elimination

- a. The Top 8 players from the previous stage SKO will advance directly to the next Stage SKO, bypassing the current Round Robin.
- b. If any of the Top 8 players are absent, no replacement player will be appointed.
- c. Single Knock Out Chart will be assigned randomly with all qualified players.

12.3 Single Elimination – Grand Final

- a. Top 16 Players in the Annual Ranking, after the last stage will qualify for the Grand Final.
- b. Players will be seeded into the SKO bracket based on ranking positions.
- c. In a tie position, the highest position won in all stages will be used as tie breaker.

13 Walkover

- a. When a game is up and the opponent is missing, the player present should raise a request to the Marshal in charge of the area, to page for the missing player.
- b. Control will make 3 paging within 5 minutes for the missing player before a Walkover is announced.
 - o 1st Call – 2 min to turn up.
 - o 2nd Call – 2 min to turn up.
 - o Last Call – 1 min to turn up.
- c. If the missing player is still missing after the last call, an official walkover will be announced and a win of 2-0 (3 Leg Medley) or 3-0 (5 Leg Medley) is awarded to the player who is present for the match.
- d. For doubles / trios or more games, all playing members of the team must be present to claim the walkover

14 Authority of Marshal

Marshals have full authority to enforce the game's rules and regulations in connection with the matches. Players must promptly and immediately follow the directions of the marshal.

15 Offences and Disciplinary Issues

Players must adhere strictly to the rules and regulations of the tournament. Failing to abide will be subject to penalties.

15.1 Abandoning games

Abandoning matches or leaving the venue without any notification after the tournament begins disrupts the tournament operations.

Penalty: Player will be served with a warning; repeated offenses will result in suspension from tournaments by the organiser for up to twelve (12) months.

15.2 Use of abusive language during matches

The use of offensive, vulgar, derogatory, or abusive language towards other players, officials, or spectators is strictly prohibited.

Penalty: First offense will result in a warning; subsequent offenses may lead to disqualification from the tournament, forfeiture of any prizes won and/or a potential ban from future tournaments for up to six (6) months.

15.3 Barracking/ Intentional disturbance

A player or their associated supporters must not behave in such a manner as to compromise the ability of the opponent to concentrate on the match during their throw, e.g. Barracking.

Such players may be given warnings or disqualified from the event if they persist in such behaviour. Supporters or audience who commit such acts intentionally, will be asked to leave the event venue

15.4 Acts of Violence

Physical aggression or threatening behaviour towards any player, official, marshal or spectator is strictly forbidden.

Penalty: Immediate disqualification from the tournament, PRO Card certification revoked, forfeiture of any prizes won and a suspension from all future events by organiser for at least twelve (12) months and up to twenty-four (24) months.

15.5 Impersonation

Playing the tournament games under a false identity or allowing another person to compete on your behalf is considered a serious offense.

Penalty: Both impersonator and actual player will face immediate disqualification, PRO Card certification revoked, forfeiture of any prizes won and a permanent ban from all future tournaments.

15.6 Dishonest and fraudulent play

Engaging in cheating, match-fixing, or any form of dishonest conduct to manipulate the outcome of a match is a severe violation of the tournament's integrity and tarnishes the image of the sports.

Penalty: Such Player may face immediate disqualification, PRO Card certification revocation, forfeiture of any prizes won or a permanent ban from all future tournaments.

16 Attire Regulations

Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of the tournament and the good conduct and appearance of the players.

Hence, players must abide strictly to the attire regulations: -

Men & Ladies:

- a. Collared Shirts or Polo Tee shirts with sleeves
- b. Long Pants only (ripped or torn pants not allowed)
- c. Shoes – Covered Shoes only (Sandals, Slippers, Crocs, long boots, etc not allowed).
- d. Headgear: Not allowed, except for Religious or Heath reasons with prior approval.
- e. Headphones, earphones or any electronic earpiece devices are not allowed, except for hearing aids.

17 Logo & Branding Regulation

- a. Please take note that the followings usage of logos is not allowed:
 - i. Names and logos of any dart machine, dart board manufacturers or distributor companies and their associated outlets other than the official dart machine manufacturers
 - ii. Names and logo of non-official sponsors of SEA TOUR are not allowed
 - iii. Anything with copyright violation
 - iv. Anything anti-social
 - v. Anything considered to be offensive to public order and morals
 - vi. Anything the Organiser judged as inappropriate for the tournament
- b. Only **Official Apparel Partner** of SEA TOUR is **allowed** to print Sea Tour logos and badges on any players jersey.



- c. Organiser has the rights to disallow jerseys with non-official sponsor logos on any player's jerseys during the SEA TOUR tournament matches.

18 Conduct

- a. PRO Players serve as role models for all darts players in terms of professionalism, sportsmanship and skill. Therefore, actions that occur outside of the tournament hall may also be subject to penalties.
- b. All players should be at least 3 feet behind the throw line when a player is throwing.
- c. Players should begin each game with a proper introduction and a handshake or fist bump.
- d. There should be no demeaning comments about an opponent or an opponent's ability by players

19 DARTSLIVE SPORTS APP

- a. The tournament uses the SPORTS App for score management, calls, and proceedings. Matches are issued through the SPORTS App, which players can check on their smartphones
- b. Players should pre-install the app on their smartphones and before coming to the tournament
- c. Upon arrival to the assigned machine, players must use the DARTSLIVE SPORTS APP to scan the QR code on the machine.
- d. After the match, players must scan the QR code on the machine with the DARTSLIVE SPORTS APP to submit their results to the Control.

20 Player's Consent

- a. Players who are participating in the tournament are deemed to have granted absolute rights to Organiser to use their names, profiles, photographs, pictures, portraits, videos and other audio-visual items filmed during the event for advertising and commercial purposes without limitations on period, place and/or methods.
- b. Organiser has the right to ask players to attend the photo sessions and interviews, and the players agree to accept such requests.
- c. The players agree to waive their rights to any claims for payment or royalties in connection with the possible use of their photograph or video
- d. Organiser authorises individuals to download the pictures and video images filmed during the event by Organiser for personal use only.
- e. Commercial use of these images is prohibited.

21 Terms & Conditions of entry

- a. Organiser reserves the right not to offer prize money or the right to reject the participation if players do not follow the tournament rules and/or do not conduct required acts.
- b. Organiser has the right to remove or refuse any players who are found to be impediments to the event or event progress from participating in the tournament.
- c. Organiser reserves the right to reject the entry of any player who has caused or may cause unjust harm to organising party, tournament sponsors or the related parties
- d. Organiser reserves the right to reject the participation of any player who are owners or staff of dart machine, dart board manufacturers or distributor companies and their associated outlets other than the official dart machine manufacturers.
- e. Organiser holds the rights to cancel tournament due to circumstances beyond its control such as due to fire, flood, earthquake, or other severe natural disaster or act of God; or due to protest, riot, civil disobedience, uprising, march, revolt, assembly, demonstration, occupation, commotion, mass gathering, war, insurrection, sabotage, epidemic, or terrorist attack or the likelihood of such event or act.
- f. In the Event the tournament is cancelled, a full refund will be made for any tournament entry fees paid on a later date. Organiser shall have no other responsibilities and/or liabilities.

The event guidelines will be updated when necessary, and their contents constitute the RULES and will be used as the official rules of this tournament.

For any other rule not mentioned above, this tournament adopts the latest DARTSLIVE SINGAPORE Official Rulebook where applicable and Organiser reserves the sole discretion to make decisions on the tournament.

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