SUPER LEAGUE Season 13

DARTSLIVE USA

League Rules and Information Guide

About

SUPER LEAGUE is here. 4 months. Three Divisions. Hundreds of teams across North America. Do you have what it takes to be the best DARTSLIVE team in North America and prove yourself in Vegas?

Sign Up Period: **October 1, 2026 – November 15, 2026**
**Sign Up closing date subject to change depending on your region*

Season Length: **November 30, 2026 - March 29, 2027**
Last Possible Make-up Game: **March 29, 2027**
League Finals "Fiesta": **April 15, 2027 – April 18, 2027***
**Dates might be subject to change.*

What's SUPER LEAGUE?

Registering
In SUPER LEAGUE, players register as teams of 4 players or more, whose combined rating should not exceed the cap set for the Flight (level) they are registering in.
**Players need an established DARTSLIVE Rating on their DARTSLIVE Card to register.*

Ask your venue or your Operator to get the registration form and participate!

Playing season's matches
Teams then play matches against other teams of their Division during the season, either in the venue they registered in or at their opponent's venue, according to the season schedule.

Qualifying for the Finals
All players having played at least 40 games during the season, and whose team didn't forfeit any match, can register to come and play the league finals FIESTA held in Las Vegas after the season. Teams finishing top of their league division will advance directly to the Single Knock-Out phase of the finals, without having to go through the Round-Robins.

Becoming Champion!!
Winner of each Flight at the FIESTA will become CHAMPION of the SUPER LEAGUE, and bring back the Prize.

SUPER LEAGUE Season 13 schedule

League schedule is based on 15 match weeks, with 3 possible dates for make up matches.

Match schedule			
WEEK #	Date	WEEK #	Date
Week 1	11/29/2026	Week 8	1/31/2027
Week 2	12/6/2026	Week 9	2/7/2027
Week 3	12/13/2026	Week 10	2/14/2027
Make-Up	12/20/2026	Week 11	2/21/2027
Make-Up	12/27/2026	Week 12	2/28/2027
Week 4	1/3/2027	Week 13	3/7/2027
Week 5	1/10/2027	Week 14	3/14/2027
Week 6	1/17/2027	Week 15	3/21/2027
Week 7	1/24/2027	Make-Up	3/28/2027
League Finals: April 15, 2027 – April 18, 2027*			

**Subject to change depending on how many teams are in your division*

****All makeup matches MUST be completed by last Make-Up week***

**League Finals dates might be subject to change.*

FLIGHTS

There are three flights in SUPER LEAGUE: S2, S3, S4.
The entry requirements and division specifics for each division are below.

	Flight		
	S2	S3	S4
Combined Rating Cap	48	36	28
Rating allowed	All, as long as Cap is not broken		
Handicap	No	No	Yes
Requirements to qualify for Finals	・40 Legs played ・No forfeited match		

Rating Cap details	Flight		
	S2	S3	S4
4vs4 Rating Cap*	48	36	28
3vs3 Rating Cap*	36	27	21
2vs2 Rating Cap*	24	18	14

**Rating cap is the combined Rating of the players of the same team participating together in a Game.*

REGISTRATION FEE

SUPER LEAGUE Season Matches Credits requirement: **US$ 60.00 / Team / Match**
This includes the game fees required to play the match's games.
*In case of Canada, the Credits requirement is **CA$ 80.00 / Team / Match**.

SUPER LEAGUE FIESTA League Finals registration: **US$ 15.00 per Team / Once**
Division winners are exempted of registration fee for the finals.

PRIZE

Prize money awarded to the winners of each Flight at the end of the Finals.

	Flight		
	S2	S3	S4
CHAMPION	$5,000.00	$5,000.00	$5,000.00
RUNNER-UP	$3,000.00	$3,000.00	$3,000.00
BEST4	$1,500.00	$1,500.00	$1,500.00
BEST8	$750.00	$750.00	$750.00

**Prize money for the team, subject to changes based on participation*

PLAYER GUIDE

Entry Requirements

- All players must have an established DARTSLIVE rating through a DARTSLIVE card.
- Player must be rostered on a team to be eligible for Fiesta.
- Player must have played in 40 or more legs with their team to be eligible for Fiesta.
    - If a player is playing in multiple flights, that player must have 40 legs played with each team in each Flight to be eligible to remain on any given roster.
    - For example, if a player has 40 legs played on a S3 team, but only 35 legs played on a S4 team, then that player is only eligible to remain rostered on the S3 team.
- Players that change teams within a division will lose all games played previously towards the 40-leg requirement for Fiesta.

DARTSLIVE Card

- Replacement cards require a 'card transfer.' Card transfers must be completed before the league menu on the DARTSLIVE board is selected. Players may not be able to play with a new replacement card if the card transfer is not finished before entering the league menu.

- League coordinators must inform DARTSLIVE USA of any card replacements before the next scheduled league match, at dlu_league_support@dartslive.com.

- Failure to notify DARTSLIVE USA of any needed card replacements may prevent a player from playing in their next scheduled league match.

SUPER LEAGUE Rules

- ∉ All changes to a team's lineup in the form of substitutions or dropouts must be presented to the league coordinator at least 2 business days before the scheduled league match.
- ∉ There is no limit to the number of players who can be on one team.
- ∉ Any requests to reschedule a match to an earlier date must be received at least 2 business days before the desired date.
- ∉ Any matches that were scheduled but never played MUST be completed before Week 17.
- ∉ Starting scheduled week 13 no new players can be added to any team. All subs or additions must be players with 40 games already recorded on any other SUPER LEAGUE 13 team

- ∉ League coordinators should e-mail dlu_league_support@dartslive.com any roster changes or match rescheduling as soon as they are received. Phone calls or text messages will not be considered as official requests and may not be considered.

Winning the Division (League Play)

Division winners from league play advance directly into a single elimination final and do not have to pay the green fees to play in the tournament.

- 4 and 6 team divisions will have one team advance into the final.
- 8 team divisions will have two teams advance into the final.

SUPER LEAGUE Ratings

- ∉ DARTSLIVE reserves the right to change the league ratings of players to their highest known rating.
- ∉ A player's starting rating for the league will be the highest of either their current card rating or previous league rating within the past year.

PLAYING THE GAME

Starting Your Match

- Matches are scheduled at the start of a league on a date and time requested by the league coordinator. If a match is not displayed on the board, please contact the league coordinator.
- We strongly encourage that all matches begin within 15 minutes of the stated starting time. Please try to communicate with the opposing team to begin on time. Be aware that in the **Remote Match** there is a 30-minute timer from the scheduled start time.

Operating the Machine/"Coin Up" Procedure

- **Do not insert any money into the machine until prompted for credits from the league match**. Monies inserted before the menu is displayed will not count towards the league match.
- A blue dialogue box will appear after the match has started and both teams have at least one DARTSLIVE card inserted in the board.
- **No refunds will be given for credits inserted prematurely.**

Lineups

- Lineups will be created on a game-by-game basis. The **Remote Match** system will only display the team's lineups once both teams have entered the player cards into the machine and the point cap is met.

Throwing Order

Local Match

- Throwing Order will be decided by Corking.
- The Coin Toss function of the DARTSLIVE2 will be used for deciding who throws the cork first.
- The player who throws closer to the center can decide the throwing order.
- If the first player's dart hits the exact center of the BULL, the second player is required to verify the location, remove the first dart, then throw the cork.

- For the first leg, the throwing order will be decided by the winner of the cork.
- For each additional leg after the first leg, the loser of the previous leg will throw first.

Remote Match

- The Remote Match system will automatically select which team starts first, there is no option for cork.
- The Change Button will only need to be pressed if all 3 darts do not score as player change is automatic in the Remote Match system.

Incorrect Scoring / Game Freeze by Darts Machine

Local Match

- If a dart machine records the score incorrectly and the darts remain stuck in the board, the “Reverse A Round” function will be used to reverse the score.
- The correct score will be entered by pressing the target segment where the dart is stuck. If the correction of the score is agreed upon by both parties, the game can continue.
- Incorrect scores cannot be corrected if the darts in the board are removed.
- If the game is interrupted by a power failure, the machine should be restored to the last known play point. If the restoration is not possible, the leg will be replayed.

Remote Match

- The machine is deemed correct no matter what the dart scored. If there is an ongoing issue with the dart machine, move to another machine in that location and resume the game.
- In the event that a team moves to another machine in the same location, they must contact the operator of that machine to inform them of the change.
- In the event of a game freezing during the game, the match will automatically resume back at the last record saved by restoring the machine.
- Additional funds are not required if the game freezes.
- To reset the machine, use the Power Switch located on the bottom of the left side of the machine. Turn the machine off. Verify the machine has been turned off. Wait 10 seconds, and then turn the machine back on.

Tie Break

- In the event of a tie at the end of league play, the following priority list will be used to break the tie:
    - Legs Won
    - Matches Won
    - Most Recent Head-to-Head Match Up

Etiquette, Sportsmanship, and Specific Player Needs or Accommodations

- Team captains are encouraged to be the first point of contact with any unsportsmanlike conduct.
- Disputes during league play should be immediately presented to the league coordinator.
- Offensive/Abusive/Demeaning speech or comments about teammates or opponents will not be tolerated.
- If a team or player is discovered to be intentionally manipulating their losses or ratings to gain preferential standings or ratings in the league, the league coordinator and DARTSLIVE USA will investigate.
- DARTSLIVE USA reserves the right to disqualify any player or team from Fiesta and/or weekly league play without a refund.
- To request player specific accommodation, please contact your league coordinator or DARTSLIVE USA.

DARTSLIVE LEAGUE: Game Format

Local and Remote Matches share the same game format.

	S2	S3	S4
Game 1 (4x4)	FREEZE 701	FREEZE 501	FREEZE 501
Game 2 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 3 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 4 (2x2)	FREEZE 501	FREEZE 501	FREEZE 501
Game 5 (Trios)	701	701	701
Game 6 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 7 (Doubles)	501	501	501
Game 8 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 9 (Quads)	901	701	701
Game 10 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 11 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 12 (Trios)	701	701	701
Game 13 (2x2)	FREEZE 501	FREEZE 501	FREEZE 501
Game 14 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 15 (Quads)	901/STANDARD CRICKET/CHOICE	701/STANDARD CRICKET/CHOICE	701/STANDARD CRICKET/CHOICE