



R LEAGUE

SPRING, 2016 MALAYSIA

R1
DIVISION

R2
DIVISION

R3
DIVISION

Organised By:



Rflags

www.facebook.com/RflagsMalaysia

R LEAGUE DATES *(estimated -(+))(-) 1 week)*

Registration Closed : **14th March 2016, Monday**
 Captains Meeting : **15th March 2016, Tuesday**
 League Starts : **29th March 2016, Tuesday**

* Dates may differ or be adjusted from the above.

REGISTRATION DETAILS

DETAILS	R1 DIVISION	R2 DIVISION	R3 DIVISION
Match Nights	Tuesday	Wednesday	Thursday
Player Rating Limit	Open	20.99	13.99
Bust Rule (Top 4 Players Total)	Within 4 Ratings	Within 4 Ratings	Within 6 Ratings
Handicap	No	Yes	Yes
Players Per Team	Min. 4, Max. 7		
Team Registration Rating Limit (Top 4 Players Total)	74.99	64.99	49.99

TEAMS & DIVISIONS

No. of Divisions : R1, R2, & R3

Division Teams : All Registered Teams will be divided into 3 Divisions Based on Team Strength (Top 3 players total rating);

Division Grouping : Teams in each Division will be divided into groups of 5, 6, 7 or 8 teams per group;

Match Format

- (a) Online League Standing : Doubles Round Robin (Home/Away)
 (b) Division Final : Single Knock Out

R LEAGUE RULE BOOK

Spring 2016, Malaysia

Organizer

Rflags (M) Sdn Bhd.

Registered Office

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R LEAGUE MANAGEMENT

SEASON 1 2016 Malaysia

League Master

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League Assistant & Administrator

Radius Khor
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Foreword

The R LEAGUE MANAGEMENT sets out to run this league to the highest possible standards and with integrity.







We are determined at all times to:

- Maintain a handbook which is comprehensive, relevant and up-to-date.
- Adopt procedures which are professional, fair, realistic and objective.
- Secure the monitoring of and compliance with the rules at all times.

PRIZES & AWARDS

Division / Title Names	R1 DIVISION	R2 DIVISION	R3 DIVISION
Group Champion	RM300	RM300	RM300
Division Champion	RM4000	RM3000	RM2000
Division 1st Runner-Up	RM2500	RM1800	RM1000
Division Joint 3rd	RM1500	RM1000	RM500
<i>* Trophies and Medals for all Division Winners</i>			

SPECIAL AWARDS

HAT TRICK MASTER 	Trophy
WHITE HORSE MASTER 	Trophy
TON80 MASTER 	Trophy
BEST JERSEY by TEAMS 	RM300 + Cash Voucher
MOST IMPROVED MALE 	Trophy
MOST IMPROVED FEMALE 	Trophy

LEAGUE STRUCTURE

Teams are divided into 3 Divisions (based on standard), and then drawn into groups. They will then qualify for the **League Finals**, which will determine their overall position in their division.

LEAGUE FINALS

HOME / AWAY Round Robin Format

R1
DIVISION
TUE



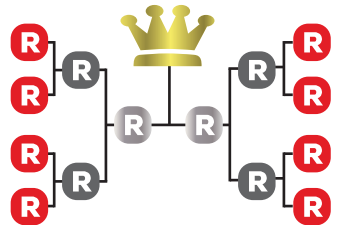
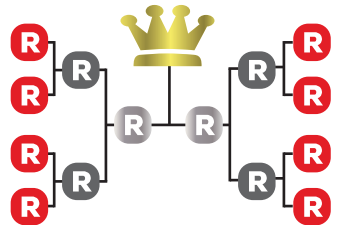
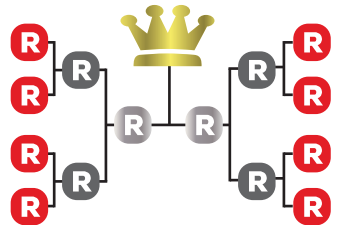
R2
DIVISION
WED



R3
DIVISION
THU



SINGLE KNOCKOUT





*Above chart is for illustration purposes only. No. of teams / groups will differ from Season to Season.


R -Advancement

GAMEPLAY FORMAT

1. MATCH FORMAT

 <p>PRO MODE</p> <p>R1</p> <p>DIVISION</p> <p>OPEN IN / MASTER OUT (NO HANDICAP APPLIES)</p>	1.	SINGLES	701-701-701
	2.	DOUBLES	901-CRI-901
	3.	SINGLES	CRI-CRI-CRI
	4.	DOUBLES	901-CRI-CRI
	5.	SINGLES	701-CRI-701
	6.	DOUBLES	701-701-701 (PRO MODE)
	7.	SINGLES	701-CRI-CRI
	8.	DOUBLES	CRI-CRI-CRI
	9.	GALLONS	1101-CRI-1101

 <p>OPEN IN / MASTER OUT (HANDICAP APPLIES)</p>	1.	SINGLES	701-701-701
	2.	DOUBLES	701-CRI-701
	3.	SINGLES	CRI-CRI-CRI
	4.	DOUBLES	901-CRI-CRI
	5.	SINGLES	701-CRI-701
	6.	DOUBLES	701-701-701
	7.	SINGLES	701-CRI-CRI
	8.	DOUBLES	CRI-CRI-CRI
	9.	GALLONS	901-CRI-901

 <p>OPEN IN / OPEN OUT (HANDICAP APPLIES)</p>	1.	SINGLES	501-501-501
	2.	DOUBLES	501-CRI-501
	3.	SINGLES	CRI-CRI-CRI
	4.	DOUBLES	501-501-501
	5.	SINGLES	501-CRI-501
	6.	DOUBLES	501-501-501
	7.	SINGLES	501-CRI-501
	8.	DOUBLES	CRI-CRI-CRI
	9.	GALLONS	701-CRI-701

a. Each player are only allowed to participate in **1 Singles Match, 2 Doubles Match and 1 Gallons Match.**

2. LEAGUE STANDINGS & RESULTS

- a. League Standing is based on total **GAMES** (5-4, 6-3, etc.) **won** only:
- b. For each **MATCH** (one night) win, team is awarded **2 bonus GAME points**.

Example of GROUP standing after 1 MATCH:

GROUP 1	Games Won	Games Lost	Bonus Points	Total	Position
Team 1	5	4	2	7	2 nd
Team 2	9	0	2	11	1 st
Team 3	4	5	0	4	3 rd
Team 4	0	9	0	0	4 th

- c. Total number of points at the end of the Season will determine standings & rankings.
- d. All results and standings are updated in REAL-TIME on play.phoenixdart.com

3. BULLS-UP (DETERMINING SEQUENCE OF PLAY)

- a. BULLS-UP is used to decide which player goes first in every GAME. Only one player from both teams will be required to BULLS-UP.
- b. In DOUBLES / GALLONS, any player in that current GAME can BULLS-UP.
- c. Process:
 - i. Machine Coin-flip. Winner of Coin-flip will BULLS-UP first.
 - ii. One member of each team of coin flip will throw one dart as close to centre of bull as possible.
 - iii. Closest dart to the centre hole of bull will start first.
- d. If both player's darts land equally close to the centre of bull, the process is repeated with the last player going first this time round until a winner is chosen.
- e. If the first player's dart lands directly in the centre hole, that player's dart must be removed before the next player can BULLS-UP. If 2nd player matches this, process is repeated with the last player going first this time round until a winner is chosen.
- f. If a dart hits the board but bounces out, player has to re-throw.
- g. If a dart hits an opponent dart out of the board, opponent has to re-throw.

4. HANDICAP

- a. Handicap will be given based on PPD (01) and MPR (Cricket) difference between players. Advantage will be given to the lower stats player for parity.

For example:

GAME: 501	PPD	Begin game with
Player 1	24.32	501
Player 2	17.23	390

- b. Handicap will be auto calculated by **Official Auto Handicap**.
- c. **Handicap** applies for both **R2 & R3 Division**. **No handicap applies** for **R1 Division**.

5. SANDBAGGING

- a. Team Captains are responsible to verify their team members ratings as reported in the league submission form deemed as accurate.
- b. If the *Organizer* discovers a player has been playing with a rating that is drastically different than his/her true rating, that player may be immediately disqualified and banned from playing in the following season of league. All winning games played by that player will be reversed-win in favour of the opponent.
- c. (b). Applies the same to players that dropped their rating on purpose for the advantage of Handicap.
- d. *Organizer* has the right to withdraw a player out of the League without any valid reason of explanation if a player commits the offense of (b).
- e. *Organizer* has the right to amend a player's rating to his/her true rating if found a major drastic differ on their playing stats according to his/her current rating.
- f. There will be a through rating check throughout the league and if a team is found to have exceed the Bust Rule set according to their Division's Team Rating Limit (Top 4 Players Total), *Organizer* will 'Freeze' (Team Captain are subject to select the player to be frozen) 1 Player within the Top 4 Players from playing until the combine rating of the team's Top 4 Players Total resumes back to the benchmark of the Bust Rule set according to Division.

6. MATCH LINE UP

- a. All Team Captains are compulsory to complete and submit their **match line up** via web for their upcoming match night latest **30 mins** before the league match begins.
- b. Once team line up has been submitted there will only be a room for **2 players modification** at maximum during the gameplay.
- c. Any match line up draft which are not submitted will be considered as a Forfeit (BYE GAME). *R LEAGUE Management* has the right to conduct a verbal warning or direct the team towards as an official forfeit if the team failed to submit their match line up.
- d. *R LEAGUE Management* will not be responsible for the reminding of the match line up submission, match line up submission will be deemed closed **30 mins** before every league match.
- e. Each player are only allowed to participate in **1 Singles Match, 2 Doubles Match and 1 Gallons Match**. Team Captains are responsible to file a report to *R LEAGUE Management* (On The Spot) if opposing team does not obey the player participating limit rule but any file of report after a game set is over will not be valid or entertained.
- f. Team Captain will have to line up the same player for all game set with more than 1 leg. If a Team Captain wrongly line up their team members whether it is intentionally or unintentionally, that set of game will be consider as a Forfeit to the opposing team.
- g. Teams are compulsory to follow the game set order set by the *Organizer*.

7. DRESS CODE

- a. Positive media coverage, sponsorship and growth of the game are based upon 2 major factors – the professionalism of *R LEAGUE Management* Team and the good conduct and appearance of the players. With this in mind, please adhere to the following dress code: -

Men:

- Long Pants/Jeans, or 3/4 pants (below knee), with covered shoes
- No slippers, singlets, sleeveless, sandals or shorts

Ladies:

- Sandals are allowed (must have a strap around the ankle)
- No slippers, singlets, sleeveless, skirt, dress, shorts, or V cut top

8. TIE SITUATIONS

- a. LEG Ties during gameplay
 - If a tie occurs in a leg ('01' and CRICKET) ends with same score), a Bulls-up will determine the winner.
 - Home team goes first in the Bulls-up.
 - After winner is decided, teams are to select the respective winner on-screen.
- b. GAME Points Ties (End of Group Round Robin)
 - Two-way Tie:
 - i. Head-to-head Total GAME Points. If still tied,
 - ii. Head-to-head LEG points. If still tied,
 - iii. A match between the tie teams will be arrange internally to break the tie.
 - Three-way (or more) Tie:
 - i. All teams put in individual Round-Robin Bracket, then compare total GAME points. If still tied,
 - ii. Head-to-head LEG points.
 - iii. Head-to-head LEG points. If still tied,
 - iv. A match between the tie teams will be arrange internally to break the tie.

9. GAME / MATCH FORFEITURES AND WALKOVER

Single GAME

- a. A team has to forfeit a GAME if:
 - The team does not have enough players to play all the games.
*In this case, opponent team will be awarded **1 GAME point**, and does not have to use up any players to be awarded that win.*

Entire GAME

- a. When a team forfeits a match regardless of any reason, 1 GAME point will be awarded to opponent team for all remaining unplayed GAMES. No bonus points are awarded to either team.
- b. All league matches begin at 8.30PM sharp. If a team has no players present by 9PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. No bonus points are awarded to either team.
- c. A penalty will be given for match forfeitures:
 - 1st Strike: RM100. (RM50 to League Venue, RM50 to *Organizer*)
 - 2nd Strike: RM200. (RM100 to League Venue, RM100 to *Organizer*)
 - 3rd Strike: RM200. (RM100 to League Venue, RM100 to *Organizer*), with immediate disqualification from the league and banning of all players in the team from joining the following league season plus 6 months from all Rflags events. (Effective from the forfeiture date)
 - 100% of the penalty will be paid by Participating Team, directly to *Organizer*.
- d. All entire MATCH forfeitures and walkovers must be approved verbally by *League Master*, before either team can leave the match venue. Forfeitures without approval are subject to penalty (as mentioned above). Only *League Master* can call for a walkover or a game forfeiture. No captain or player can unilaterally do so without the consensus of the *League Master*.

10. TECHNICAL / NETWORK PROBLEMS

Network Problems

- a. If a network problem occurs in the middle of a MATCH, teams must continue to play, and record the scores using manual scoresheets, and text/email the result over to *R LEAGUE Management*. Scoresheets are available online on <https://www.facebook.com/RflagsMalaysia/> for download.
- b. If a network problem occurs before the game starts, Teams will not be able to select the League Menu. In this case, teams can use an alternative board in the same venue to commence.
- c. If there is no alternative board:
 - Team Captains are to contact *Administrator* immediately. A 30mins delay will be allowed for a service response. If network is still down, MATCH will be postponed to another date, either **1 or 2 days** later, at the same venue.
 - Both Captains are to immediately agree on the postponed date, and inform *Administrator* immediately.
- d. If in any event the board hangs or has errors, both playing teams are allowed to request the venue for a machine restart. All credits will still remain and the machine will resume back to the League Menu on the last played game or match.

Scoring Mistakes

- a. The segment where a dart sticks establishes the score for that dart thrown. If machine displays a different score, teams must use the “*Unthrow A Dart*” feature to edit the score.
- b. If the dart sticks but machines does not record score, teams must physically press the dart into the segment for the machine to register the score.
- c. If a dart hits the board and immediately falls to the floor, the displayed score stands as it is, even if machine does not record any score.
- d. In all situations where a player throws on a wrong turn, players must use “*Unthrow A Dart*” to correct any score, whenever allowed by the machine.

11. LEAGUE ETIQUETTE & SPORTSMANSHIP

- a. Captains should encourage their players to abide by these etiquettes. Any disputes on this issue should be referred to the *League Master*. Team Captain cannot use such disputes as a cause for walkover or forfeitures as only the *League Master* may call for one.
- b. All players are allowed a 6 darts warmup before commencing games.
- c. A player may throw from behind the edge of the throw line. There is no restriction on leaning, but no lunging is allowed. A lunge is defined as a movement of either foot over the line, in between the time of release of a dart and scoring.
- d. A player should not exceed 15 seconds in between each dart thrown, and 30 seconds between each player change.
- e. All other players should be behind the throw line, and 3 feet away from the throwing player.
- f. Players can verbally coach each other, but not the opponent players.
- g. Barracking, demeaning, and insulting is not accepted. Victims can write a complaint to *R LEAGUE Management* to report situations, and the other party can be given a warning. *R LEAGUE Management* also reserves the right to ban any team if problem persists after warning.
- h. Players in an ongoing league game, cannot use any other boards to warm-up in between turns.
- i. Teams cannot use any of the above as reasons to forfeit matches, unless *League Master* calls for it.

12. BOARD ALLOCATIONS / USAGE LIMITATIONS

- a. Any boards not in use for the League Match are open and can be used by any members of the public.
- b. Team Players in an ongoing league game, cannot use any other boards to practice during games. Practicing during breaks or in-between games are allowed.
- c. In a location with multiple boards, the management of the location will designate the boards for the league match, and the visiting teams will have the exclusive rights to their designated boards for the half hour before the scheduled starting time of the match.

13. LEAGUE PROGRESSION

League Progression is based on 2 results:

- a. Online League Standing at the end of the league -
Top teams of each group will be promoted 1 Division Up in the next Season; (*R LEAGUE Management* to decide on the number of teams based on the total size of the groups & divisions).
- b. League Finals - Division Champions teams will be promoted 1 Division Up in the next Season.
(*R LEAGUE Management* to decide on the number of teams based on the total size of the groups & divisions).
- c. Bottom teams in each group demote 1 division down in the next season; (*R LEAGUE Management* to decide on the number of teams based on the total size of the groups & divisions).
- d. Other teams remains in the same division in the next season;
- e. Promoted teams are not allowed to reject promotion to the higher division.
- f. Teams are to maintain at least 3 of their original players in order to remain as a team. (Subject to *R LEAGUE Management's* decision or in an event of special case)
- g. In the situation where the promoted team decided to reject the promote and disband, all team players from such teams will be limited to play only in the promoted Division in the next season.
- h. *R LEAGUE Management* may request for changes to the number of top or bottom teams to promote/demote should the need arises. Selected teams cannot reject such requests.

14. PARTICIPATION CRITERIA

- a. Shop Owner must agree to accept the league team as its home team.
- b. League Players must possess an **OFFICIAL R LEAGUE CARD**
- c. League Players must be residing and/or working in Malaysia with a valid work permit / pass.
- d. League Players must be 16 years of age and above.
- e. Each league team shall consist of minimum 4 players and maximum 7 players at any point of time in the season.
- f. Minimum spending of **RM100 per team (mandatory)**, per match night. All teams have the right to call for a forfeit in the case of opponent team not has no RM100 minimum purchase.
- g. Some league venues might have an age limit above 18 years of age. Joining R LEAGUE does not give any player a legal license to bypass any rules & regulations set by respective venues.

15. OFFICIAL R LEAGUE CARD

- a. All Players will be given an **OFFICIAL R LEAGUE CARD** upon registration into R LEAGUE for the first time.
- b. For the first time R LEAGUE CARD will be distributed to all respective homeshops to be given out to their own home team.
- c. If any player lost/misplaced their R LEAGUE CARD they will need to make a purchase of another R LEAGUE CARD (RM50) directly from *R LEAGUE Management*. *R LEAGUE Management* will require 3 working days to process the R LEAGUE CARD directly to the players.
- d. A valid R LEAGUE CARD: Has a valid VSPHOENIX Rating (as shown in VSS Machines)
- e. *R LEAGUE Management* reserves the right to make amendments without prior notice.
- f. Players are only allowed play using their own R LEAGUE CARD, usage of any other cards is strictly prohibited and will be deemed as invalid.

16. MATCH RE-SCHEDULE

- a. Match re-schedule can only be made in advance, 3 working days before the match date.
- b. Re-scheduled match date must be played before the original match date, and not after.
- c. Match venue cannot be changed.
- d. Once both team captains & shop in-charge have agreed on the re-scheduled date, *Administrator* must be informed via text, or phone.
- e. Re-schedule of matches is not allowed once **80% of matches** in the respective groups have been played.
- f. All teams are limited to only **2 Re-Schedule** per season.

17. CHANGE OF HOME SHOP

- a. Teams cannot change their home shop once league has started. Unless, home shop:
 - ceases to operate. In this case, team can request for a new home shop.
 - is under renovation. In this case, team can request for temporary home shop, but must return to previous shop once renovation is completed.
- b. *League Master* and Home Shop must agree to the change for it to take effect.
- c. Team Captain must contact *League Master* to request changes **7 days** in advance. If not, games which fall within this period will be a default 9-0 forfeit to opponent teams advantage.

18. PLAYER ADDITION, REMOVAL, TRANSFER / MID SEASON TRANSFER

- a. All changes to team members are only allowed during the **Mid Season Transfer**.
* *Dates may differ or be adjusted from the above.*
- b. Teams with full **7 players** before the Mid Season Transfer is only allowed for **1 player replacement**.
- c. Teams with less than 7 players are allowed unlimited transfers, as long as they maintain 4 players from the originally registered team and the Top 4 Players does not bust the Mid Season Transfer Team Rating Limit set by Divisions.
- d. Players are allowed to be transferred between divisions, provided their ratings (at point of transfer) qualify for the respective Division caps.
- e. Team Captain must request all transfer directly from *Administrator* via text/email.
- f. Changes will take effect immediately upon approval.
- g. All players has final rights in transferring teams, and can do so by informing *R LEAGUE Management* in writing.
- h. *R LEAGUE Management* reserves the right on any final decision made to all changes in team line up.

19. DISQUALIFICATION & DROPPING OUT OF LEAGUE

- a. If a team is disqualified or drops out from the league, regardless of reason, all members in the team will be banned from all Rflags events & not entitled to any league prizes, awards for a period of **6 (six) months**.
- b. **All previous games played by that team will be voided (0-0)**. This will affect all other teams, and might affect their standings.
- c. Disqualified team name and scores will still be visible in the league table, although ineffective.

20. REQUESTS, PROTESTS, APPEALS

- a. Teams Captains must protest or give notice of any discrepancy on the spot, based on rules in this handbook.
- b. Once the game (or leg) is completed, any protest will not be taken into consideration.
- c. Important Note: A protest may not be accepted if the problem is based on irresponsibility of protesting Team Captain, lack of knowledge of the rules, or failure to seek *League Master's* advice prior to case.

Important Notes:

Rflags (M) Sdn Bhd. reserves the right to negate or modify any rule contained herein when it is necessary to protect the harmony, image, fairness and parity system of the R LEAGUE.

Last Updated: February 2016

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