PHOENIXDARTS

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

Registration Closed : **19th May 2017, Friday**

Captains Meeting : **4th Jun 2017, Sunday**

League Starts : **12th Jun 2017, Monday**

* Dates may differ or be adjusted from the above.

Main Sponsors:

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REGISTRATION DETAILS

DETAILS	R1 DIVISION	R2 DIVISION	R3 DIVISION	R4 DIVISION
Match Nights	Tuesday	Monday	Tuesday	Wednesday
Player Rating Limit	Open	20.99	13.99	9.99
Bust Rule (Top 4 Players Total)	Within 6 Ratings	Within 6 Ratings	Within 6 Ratings	Within 6 Ratings
Handicap	No	No	No	No
Players Per Team	**Min. 4 players , Max. 8 players**			
Team Registration Rating Limit (Top 4 Players Total)	79.99	64.99	49.99	34.99

TEAMS & DIVISIONS

No. of Divisions: R1 DIVISION , R2 DIVISION , R3 DIVISION & R4 DIVISION

Division Teams: All Registered Teams will be divided into 4 Divisions Based on Team Strength (Top 4 players total rating);

Division Grouping: All Registered Teams will be divided into 4 Divisions Based on Team Strength (Top 4 players total rating);

Match Format:

(a) League Standing: Doubles Round Robin (Home/Away)

(b) Division Playoff: Single Knock Out (Top rank teams of each group will qualify to CHAMPION CUP, Bottom rank teams of each group will qualify to CHALLENGE CUP)

LEAGUE Entry:

Team Entry Fee: **SGD$150**

Team Deposit: **SGD$100** (Deposit SGD$100 is refundable and will returned by the end of the league season, only if the team complete the whole season without any penalty record)

Main Sponsors:

PRIZE & AWARDS

GROUP CHAMPION				
Position	R1 DIVISION	R2 DIVISION	R3 DIVISION	R4 DIVISION
GROUP CHAMPION	$100	$100	$100	$100

Group Champion's Prize money will be available only in the Division which has more than a group and each group has least 6 teams.

CHAMPION CUP				
Position	R1 DIVISION	R2 DIVISION	R3 DIVISION	R4 DIVISION
Division 1st	$1,600	$1,200	$1,000	$800
Division 2nd	$800	$600	$500	$400
Division Joint 3rd	$400	$300	$250	$200
Division Joint 5th	$200	$150	$150	$100

CHALLENGE CUP				
Position	R1 DIVISION	R2 DIVISION	R3 DIVISION	R4 DIVISION
Division 1st	$200	$150	$150	$100
Division 2nd	$150	$100	$100	$70
Division Joint 3rd	$100	$50	$50	$50

Teams are divided into 4 Divisions (based on standard), and then drawn into groups. They will then qualify for the **League Playoff**, which will determine their overall position in their division.

Prize Money will be available for Top 3 only if <=9 teams registered in the Division

CHAMPION CUP's Prize money will be given out to BEST4 only if <=12 teams registered in the Division

CHALLENGE CUP will be available only if >=14 teams registered in the Division

Total Prize Money: SGD$13,120   (*Condition applied)

Personal Awards

We have personal awards for each division. Personal Awards is to awarded in recognition of players' excellence performance.

1. HAT TRICK MASTER

2. WHITE HOSRE MASTER

3. MVP

* HAT TRICK MASTER, WHITE HOSRE MASTER will be selected base on the no. of HAT TRICK, WHITE HOSRE they get within the season.

*Winner can get a trophy as reward.

LEAGUE GAME FORMAT

R2 DIVISION CHAMPION CUP (Top 4 teams of each group)

R2 DIVISION CHALLENGE CUP (Last 4 teams of each group)
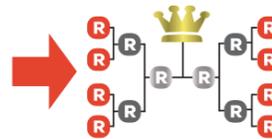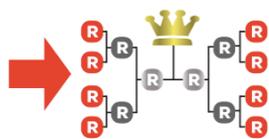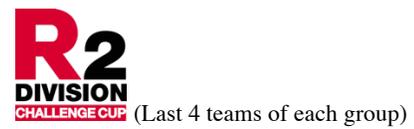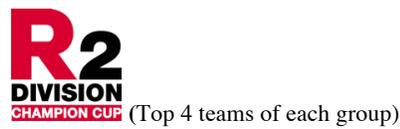
**No. of team qualify to CHAMPION CUP & CHALLENGE CUP will be varied base on no. of team entry.

1. GAME FORMAT

R1 DIVISION

Set no.	Mode	Game format	IN/OUT	Min. Credit
1	SINGLES	701-701-701	OI/MO	4
2	DOUBLES	701-CRI-CHOICE	OI/MO	4
3	SINGLES	HALF-IT x3		4
4	DOUBLES	HYPER JUMP UP x3		4
5	TRIOS	901-901-901	OI/MO	6
6	SINGLES	701-CRI-CHOICE	OI/MO	4
7	DOUBLES	701-701-701	OI/MO	4
8	DOUBLES	CRI-CRI-CRI		4
9	GALLONS	701 (Freeze)	OI/MO	4

R2 DIVISION

Set no.	Mode	Game format	IN/OUT	Min. Credit
1	SINGLES	701-701-701	OI/MO	4
2	DOUBLES	701-CRI-CHOICE	OI/MO	4
3	SINGLES	HALF-IT x3		4
4	DOUBLES	HYPER JUMP UP x3		4
5	TRIOS	701-701-701	OI/MO	4
6	SINGLES	701-CRI-CHOICE	OI/MO	4
7	DOUBLES	701-701-701	OI/MO	4
8	DOUBLES	CRI-CRI-CRI		4
9	GALLONS	501 (Freeze)	OI/MO	4

R3 DIVISION

Set no.	Mode	Game format	IN/OUT	Min. Credit
1	SINGLES	501-501-501	OI/OO	4
2	DOUBLES	501-CRI-CHOICE	OI/OO	4
3	SINGLES	HALF-IT x3		4
4	DOUBLES	HYPER JUMP UP x3		4
5	TRIOS	701-701-701	OI/OO	4
6	SINGLES	501-CRI-CHOICE	OI/OO	4
7	DOUBLES	501-501-501	OI/OO	4
8	DOUBLES	CRI-CRI-CRI		4
9	GALLONS	501 (Freeze)	OI/OO	4

Main Sponsors:

Set no.	Mode	Game format	IN/OUT	Min. Credit
1	SINGLES	301-301-301	OI/OO	2
2	DOUBLES	501-CRI-CHOICE	OI/OO	4
3	SINGLES	501-501-501	OI/OO	4
4	DOUBLES	HALF-IT x3		4
5	TRIOS	501-501-501	OI/OO	4
6	SINGLES	501-CRI-CHOICE	OI/OO	4
7	DOUBLES	501-501-501	OI/OO	4
8	DOUBLES	CRI-CRI-CRI		4
9	GALLONS	501 (Freeze)	OI/OO	4

a. Each player is only allowed to participate in **1 Singles Match, 2 Doubles Match, 1 Trios Match & 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	Winning Points	Total Points	Position
Team 1	**5**	4	**2**	**7**	2nd
Team 2	**9**	0	**2**	**11**	1st
Team 3	**4**	5	**0**	**4**	3rd
Team 4	**0**	9	**0**	**0**	4th

c.   Total number of points at the end of the Season will determine standings & rankings.

d.   Ranking will be determined by:

i)   Total points

ii)   Winning points

iii)   Head to Head game result

e.   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. In DOUBLES / GALLONS, any player in that current GAME can BULLS-UP.

b. Process:

- Machine Coin-flip. Winner of Coin-flip will BULLS-UP first.
- One member of each team of coin flip will throw one dart as close to centre of bull as possible.
- Closest dart to the centre hole of bull will start first.

c. 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.

d. 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.

e. If a dart hits the board but bounces out, player has to re-throw.

f. If a dart hits an opponent dart out of the board, opponent has to re-throw.

4. Bust Rule

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

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. (Team Captain can change frozen player by sending request to League Committee 3 days in advance)

g. There's a Buffer Period for league rating check. There will be no rating check in first 2 weeks. Rating check will be started in week 3.

5. Minimum charge

There is a minimum spend of a single LEAGUE package (SGD$60) for each team per night.

a. Packages (locations with cans/bottles)

4 x Tiger Beer bottles with 3 x Guinness Draught cans or 7 x Guinness Draught Cans

b. Packages (locations with taps)

4 half pints of Tiger Beer with 4 half pints of Guinness Draught or 8 half pints of Guinness Draught

6. MATCH LINE UP and CHECK IN

a. All Team Captains are compulsory to complete and submit their **match line up** via web for their upcoming match night latest **15 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. (Subject to 1 Singles Match, 2 Doubles Matches, 1 Trios Match & 1 Gallons Match.) (Change player's order will be also regarded as player change)

c. Any match line up draft which are not submitted will be considered as a Forfeit (BYE GAME). *LEAGUE Management* will conduct a verbal warning if the team failed to submit their match line up at their first time. *LEAGUE Management* will charge **SGD$20** for team who failed to submit their match line up every single time. *LEAGUE Management* reversed the right to deduct team's game point after team deposit is used up.

d. *LEAGUE Management* will not be responsible for the reminding of the match line up submission, match line up submission will be deemed closed **5 mins** before every league match.

e. Each player is only allowed to participate in **1 Singles Match, 2 Doubles Match, 1 Trios Match & 1 Gallons Match.** Team Captains are responsible to file a report to *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. Team are responsible to bring their registered LEAGUE card or registered member card for check in before starting of the match. *LEAGUE Management* reserved rights for forfeit a team/deduct team's game point if team forget to bring their card for check in.

h. Teams are compulsory to follow the game set order set by the *Organizer*.

7. 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:

All teams put in individual Round-Robin Bracket, then compare total GAME points. If still tied,

i. Head-to-head LEG points.

ii. Head-to-head LEG points. If still tied,

iii. A match between the tie teams will be arrange internally to break the tie.

8. 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.

b. Team has a right to bye one single set every 15mins if opponent team's line up member hasn't showed up.

*In this case, opponent team with 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.

b. All league matches begin at 8.00PM sharp. If a team has no players present by 8PM, 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: SGD$100. (SGD$50 to League Venue, SGD$50 to *Organizer*)
   • 2nd Strike: SGD$200. (SGD$100 to League Venue, SGD$100 to *Organizer*)
   • 3rd Strike: SGD$200. (SGD$100 to League Venue, SGD$100 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*.

9. 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 *LEAGUE Management*. Scoresheets are available online on https://www.facebook.com/RflagsSingapore/ 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 or network problem cannot be fixed during the game:

   • Team Captain 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 machine 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.

10. 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, provocation, threats, insulting and violence is not accepted. Victims can write a complaint to *LEAGUE Management* to report situations, and the other party can be given a warning. *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.

11. DRESS CODE

a. Please be respected to League and opponent team and dress up probably during League match.

b. Any clothing that has words, terms, or pictures that may be offensive to others are not allowed.

c. Slippers & singlet are not allowed.

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; (*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. (*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; (*LEAGUE Management* to decide on the number of teams based on the total size of the groups & divisions).

d. Other teams remain 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 *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. *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 registered LEAGUE or registered member card.

c. League Players must be residing and/or working in Singapore 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 8 players at any point of time in the season.

f. Team must fulfil minimum spending requirement per match night. All teams have the right to call for a forfeit in the case of opponent team doesn't meet the minimum purchase requirement.

g. Some league venues might have an age limit above 18 years of age. Joining LEAGUE does not give any player a legal license to bypass any rules & regulations set by respective venues.

15. 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 last match date, and not after.

c. Match venue cannot be changed.

d. Both team captains are responsible for finding another date for re-schedule.

e. Once both team captains & shop in-charge have agreed on the re-scheduled date, Administrator must be informed via text, or phone.

f. Re-schedule of matches is not allowed for last round of matches.

g. All teams are limited to **only 2 Re-Schedule** per season.

h. All Bye Weeks should be reserved for match re-scheduling.

i. Match date on Holiday or a day before holiday must get Home Shop owner and both team captains' mutual agreement before starting. Otherwise, match will be rescheduled to another date which is agreed by all parties.

16. 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.

17. 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 during season.*

b. Teams with full **8 players** before the Mid Season Transfer is only allowed for **1 player replacement.**

c. Teams with less than 8 players are allowed to add on players to meet the maximum player limit, as long as the **Transfered In** player's rating does not exceed the either **Top 4 Highest rated player** and the **Team Entry limit (Top 4 Players Total Rating) set by Divisions.** (Any Transfered In player which affect the Top 4 player's combined rating higher than the original team Top 4 combined rating or Team Entry limit will be regarded as invalid.)

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 have final rights in transferring teams, and can do so by informing *LEAGUE Management* in writing.

h. *LEAGUE Management* reserves the right on any final decision made to all changes in team line up.

18. 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 (0-9).** 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.

19. 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.