PHOENIXDARTS

League Start Date **16th April 2020, every Thursday** (estimated +/- 1 week)

Registration Closed: **6th April 2020, Monday**

League Support: **+65 9649 5077**

Support Email: **jyessi.goh@phoenixdarts.com**

REGISTRATION DETAILS

Details	One League 2020
Match Nights	Every Thursday
Bust Rule	6.00 per match (2legs) 9.00 per match (3legs)
Handicap	Yes
Players Per Team	Min. 5 Max. 7 players
Player Rating Limit	No Personal Limit
Team Registration Rating Limit	Top 2 ratings combined not more than 36.00

TEAMS & DIVISIONS

a. No. of Divisions: 1

b. Number of Group: Max. 10 groups

c. Maximum Number of teams per group: 6 teams

d. Groups and teams can be changed depends on number of registered teams

2

LEAGUE ENTRY

Normal Registration: **SGD$150**

Team Deposit of **SGD$100** is required.

PRIZES

GROUP STAGE PLAYOFF*	
Group Champion	S$100

DIVISION FINALS*	
Champion	S$1,500
1st Runner-up	S$900
Joint 3rd	S$500
Best 8	S$200

SPECIAL PRIZES*	
Hat Trick Master	S$100
White Horse Master	S$100
Phoenix Eye Master	S$100
Most Perfect 01 Games	S$100

*All prizes are not transferable.

GAME FORMAT

GROUP STAGE

Set no.	Mode	Game Format	In/Out	Min. Credit	Max. Credit
A1	Double	701-CRI-701	OI/MO	4	6
A2	Double	CRI-701-CRI	OI/OO	4	6
B3	Single	501-501-501	OI/OO	4	6
B4	Trios	901-901-901	OI/MO	6	9
C5	Single	701-CRI-CHOICE	OI/MO	4	6
C6	Trios	CRI-CRI-CRI	OI/OO	4	6
D7	Gallons	1101	OI/MO	4	4

OI/OO: Open In/Open Out. OI/MO: Open In/Master Out. Each player can only play one game in every alphabetical set (A, B, C, D)

MATCH FORMAT:

a) Group champion for each group will proceed to Division Finals - SKO

b) 2nd, 3^{rd,} 4th placing across all groups will proceed into Division Finals - Round Robin.

c) Top 2 winners of each group will qualify for Division Finals - SKO

LEAGUE STANDING & RESULTS

a) League Standing is based on total SET won.

b) For each MATCH (per night) win, the winning team is awarded 1 bonus point.

Group 1	Set Won	Set Lost	Bonus Points	Total Points	Position
Team 1	3	4	0	3	3rd
Team 2	7	0	1	8	1st
Team 3	5	2	1	6	2nd
Team 4	1	6	0	1	4th

a) At end season, position will be determined by:

    i.   Total Points

b) In a case when there is a tie breaker, position will be determined by:

    i.   Total Match Won

    ii.   Head to Head game result

c) If the above cannot determine a winner, a **count-up game** will be used.

d) All results and standings will be updated in the Phoenix app.

SEQUENCE OF PLAY (DURING LEAGUE)

a) Home team will throw first for Odd games (1,3,5,7)

b) Away team will throw first for Even games (2,4,6)

c) For Leg 2, loser of Leg 1 will start first

d) For Leg 3, Loser of Leg 2 will bulls out first to determine who start first / game (01/CRI)

e) If the dart drops from machine, re-throw will be done until it stays on the board

ROUND ROBIN PLAYOFF / SKO

a) Teams are required to do a coin toss to determine who bulls out first.

b) Team with the dart nearest to the center of the bull, shall start the leg first.

c) For Leg 2, loser of Leg 1 will start first

d) For Leg 3, Loser of Leg 2 will bulls out first to determine who start first / game (01/CRI)

e) If the dart drops from machine, re-throw will be done until it stays on the board

REGISTERED RATINGS

a) Players would need to submit their Phoenix Card details accordingly. The Organizer would advise players to play to their true rating for a fair game.

b) Organizer has the right to amend the players rating after internal checks from various sources.

BUST RULE

a. Organizer will check players' every set ratings. Should a player be found to be +3 rating above their declared rating, the player will **bust** the set.

6

      a. Example:
            i. Player A is a rating of 15. Player A plays Set B3 and his rating shows "18".

              As a result, Player A will bust Set B3.

b. If a player is found under declaring his/her rating, all winning games played by that player **may** be reversed-win in favor of the opponent, followed by a re-rate.

MATCH LINE UP AND CHECK IN

a. All Team Captains are required to submit a match line up via web/app **at least 30 minutes** before the league match begins.

b. Once the team line up has been submitted, teams can execute 2 players' modifications at maximum during the gameplay. **Note: Change player's order will be also regarded as player change.**

c. Any match line up draft which is not submitted will be considered as a Forfeit (BYE GAME).

d. League Master will conduct a verbal warning if the team failed to submit their match line up at their first time. League Master will charge **SGD$20** for teams who failed to submit their match line up every single time, after their first verbal warning.

e. League Master reserves the right to deduct a team's game point after team deposit is used up.

f. Teams are responsible to bring their registered League card or registered member card for check in before starting of the match.

g. League Master reserves the rights for forfeit a team/deduct team's game point if the team forgets to bring their card for check in.

TIE SITUATIONS

a. For 01 game, whoever starts first will win the tie. (Automatic in Phoenix Dart)
b. For Cricket game, whoever has a higher MPR will win the tie.

GAME/MATCH FORFEITURE AND WALKOVER

a. A team forfeits the set if they do not have a required number of players for any particular set
b. Team has a right to "bye" one single set **every 15 minutes** if opponent team's line up has not shown up.
c. In this case, the opponent team will be awarded 1 GAME point, and does not have to use up any players to be awarded that win.
d. Players must inform the league master if they were to switch game order but it has to be in numerical order.
e. When a team forfeits a match regardless of any reason, 1 GAME point will be awarded to the opponent team for all remaining unplayed GAMES.
f. All league matches begin at **8.00PM SHARP** or otherwise stated. If a team has no players present by 8:15PM, the opposing team has the right to walkover the game, and be awarded an 8-0 win. No bonus points are awarded to either team. The League Master must be informed of the situation.
g. A penalty will be given for match forfeitures:

Offence	Penalty (S$)*	To League Venue	To Organizer
1st Strike	$100	$50	$50
2nd Strike	$200	$100	$100
3rd Strike**	$200	$100	$100

Penalized team(s) is required to pay the penalty amount in the distribution to league venue and organizer.

** Team(s) that hit 3rd strike will results in immediate disqualification from the league and banning of all players in the team from joining the following league season plus 6 months from all Phoenix Darts events. (Effective from the forfeiture date) 100% of the penalty will be paid by the Participating Team, directly to the Organizer.*

h. All entire MATCH forfeitures and walkovers must be approved verbally by League Master, before either team can leave the match venue.
i. Forfeitures without approval are subject to penalty (as mentioned above).
j. Only League Master can call for a walkover or a game forfeiture.
k. No captain or player can unilaterally do so without the consensus of the League Master.

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 score sheets and text/email the result over to League Master.

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 Captains are to contact League Master immediately. A 30mins delay will be allowed for a service response.

    i. 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 League Master 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.

e. 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.

e. If a player throws a dart before the indication to throw is shown and the score does not register, players are not allowed to press the board, and the dart(s) are considered as a miss.

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 warm-up 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 Master to report situations, and the other party can be given a warning. League Master 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.

DRESS CODE

a. Please be respectful to League Master and opponent team(s) and dress up properly during League match.

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

c. For guys, long pants and covered shoe is mandatory. No singlet is allowed. For ladies, covered shoe is mandatory. No spaghetti strap or sleeveless attire is allowed.

d. In the event that any player(s) are not able to abide to the dress code with valid reasons (e.g. injuries, etc.), it is the captain's responsibility to inform the league master and opponent's captain in advance to notify them.

BOARD ALLOCATIONS / USAGE LIMITATIONS

a. Any boards that are 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.

PARTICIPATION CRITERIA

a. Shop Owner must agree to accept the league team as its home team.

b. League Players must possess a 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 5 players and maximum 7 players at any point of time in the season.

f. Team must fulfill minimum spending requirement of SGD$40 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.

RE-SCHEDULING OF MATCHES

a. Match re-schedule can only be made in advance, 3 working days before the match date, before the match start date. It must be agreed by the League Master, shop owner and both teams.
b. Re-scheduled date must be before scheduled 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, League Master 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 reschedules 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, the match will be rescheduled to another date which is agreed by all parties.

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.
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 8-0 forfeit to opponent teams' advantage.

PLAYER ADDITION, REMOVAL, TRANSFER

a. Teams with full 7 players are only allowed for 2 players replacement, during the transfer mid-window period. (5th week into the league)

b. Teams with less than 7 players are allowed to add on players to meet the maximum player limit, as long as the "Transferred" player's rating does not exceed the either Top 2 Highest rated player

c. Team Captain must request all transfer directly from League Master via text/email.

d. Changes will take effect immediately upon approval.

e. All players have final rights in transferring teams, and can do so by informing League Master in writing.

f. League Master reserves the right on any final decision made to all changes in team line up.

DISQUALIFICAION AND DROPPING OUT OF LEAGUE

a. If a team is disqualified or drops out from the league regardless of whichever reason, all members in the team will be banned from all Phoenix Darts 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 (0-7). 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 Requests Protests, Appeals

d. Teams Captains must protest or give notice of any discrepancy on the spot, based on rules in this handbook.

e. Once the game (or leg) is completed, any protest will not be taken into consideration.

f. 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.