SEASON 3

2022 P.O.L+ PLUS

RULE BOOK

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Participation Criteria

- Shop owner must agree to accept the league team as its home team.
- League Players must possess a registered member card with Phoenixdarts.
- League Players must be 16 years of age and above.
- Each league team shall consist of minimum 4 players and maximum 6 players at any point of time in the season.
- Teams must fulfill minimum spending requirements per match night, subjected to each season.
- Subjected to league venues, there might be an age limit above 18 years of age. Phoenixdarts does not give any player authorization/rights to bypass any rules & regulations set by respective venues/government agencies.

League Standing & Results

- League Standing is based on total POINTS won.
- For each MATCH (per night) win, the winning team is awarded 1 bonus point.

Group	Set Won	Set Lost	Bonus Pts	Total Pts	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

- At end season, position will be determined by:
  - Total Points
- In a case when there is a tie breaker, position will be determined by:
  - Total Match Won
  - Head-to-Head game result
- If the above cannot determine a winner, a **Count-Up game** will be used.
- All results and standings will be updated in the Phoenix app.

Sequence of Play (During League)

Local League

- Home team will throw first for Odd games (1,3,5,7)
- Away team will throw first for Even games (2,4,6)
- For Leg 2, loser of Leg 1 will start first
- For Leg 3, Loser of Leg 2 will bulls out first to determine who start first / game (01/CRI)
- If the dart drops from machine, re-throw will be done until it stays on the board

Round Robin PLAYOFF / SKO

- Teams are required to do a coin toss to determine who bulls out first.
- Team with the dart nearest to the center of the bull, shall start the leg first.
- For Leg 2, loser of Leg 1 will start first
- For Leg 3, Loser of Leg 2 will bulls out first, and the winner will have the choice of throwing first, or if applicable, choosing game mode
- If the dart drops from machine, re-throw will be done until it stays on the board

Registered Ratings

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

Bust Rule

- Players of rating AAA & above will not be subjected to bust.
- Organizer will check players' every set rating. Should a player be found to be +0.33 & above their declared rating, the player will **bust** the set.
    - Example:
        - i. Player A's current rating is 12.00. Player A plays Set 3 and his rating improves to 12.42. Player also plays Set 5 and his rating further improves to 12.50.
          As a result, Player A will bust Set 3, but not Set 5.
        - ii. Therefore, Set 3 will be awarded to his opponent
- If a player is found under-declaring his/her rating, all winning games played by that player **may** be awarded in favor of the opponent, followed by a re-rate of their ratings.

- Bust are applied individually, even in Doubles, Team, or Gallon games

Match line up and Check in

- All Team Captains are required to submit a match line up via designated dart machine **at least 30 minutes** before the league match begins.
- It is the Captains' responsibility to ensure all sets are lined up accordingly;
    - Singles - Same player for all legs
        - i. E.g.: Player A – Leg 1, Player A – Leg 2, Player A – Leg 3
    - Doubles/Team/Gallon - Same set of players for all legs, same playing order for all legs.
        - i. E.g.: Player A & B – Leg 1, Player A & B – Leg 2, Player A & B – Leg 3

- If any line up is found to be in error after submission, the sets in error will be voided and awarded to the opponent
- Once the team line up has been submitted, teams can make up to 2 player changes during the match.
- Match line up must be completed by both teams in order to start the match
- League Master will conduct a verbal warning if the team failed to submit their match line up for the 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.
- League Master reserves the right to deduct a team's game point due to misconduct.
- Teams are responsible to bring their registered League card or registered member card for check in before starting of the match.
- 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.

- If a fixture involves both teams of the same home shop, only 1 machine will be used and it will be indicated as a local league. However, rules will still follow Online League rules wherever applicable and Home/Away still applies.

Tie Situations

- For 01 game, whoever started the leg first will win the tie.
- For Cricket game, whoever has a higher MPR will win the tie. If there is a tie in both points and MPR, whoever started the leg first will win the tie.

Game/Match Forfeiture and walkover

- A team forfeits the set if they do not have a required number of players for any particular set
- Team has a right to "bye" one single set **every 15 minutes** if opponent team's line up has not shown up.
- 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.
- When a team forfeits a match regardless of any reason, 1 GAME point will be awarded to the opponent team for all remaining un-played GAMES.

- 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 a 7-0 win. No bonus points are awarded to either team. The League Master must be informed of the situation.
- Similarly, if a team informs of their forfeiture in advance, the opponent team will be awarded a 7-0 win with no bonus points.
- 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 Phoenixdarts events. (Effective from the forfeiture date) 100% of the penalty will be paid by the Participating Team, directly to the Organizer.

- 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.

Technical / Network problems

Network Problems
- 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.
- 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.

- If there is no alternative board or network problem c annot be fixed during the game, Team Captains are to contact League Master 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 League Master immediately.
- 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.

- If internet is cut off during an online league, the affected team has to immediately contact the league master. The team has to travel to the away shop to resume and complete the match, or the match will be rescheduled to be resumed on another day within the week.

Scoring Mistakes

- 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.
- 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.
- 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.
- 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.
- 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

- 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.

- All players are allowed a 6 darts warm-up before commencing games.
- 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.
- A player should not exceed 15 seconds in between each dart thrown, and 30 seconds between each player change.
- All other players should be behind the throw line, and 3 feet away from the throwing player.
- Players can verbally coach each other, but not the opponent players.
- 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.
- Players in an ongoing league game cannot use any other boards to warm-up in between turns.
- Teams cannot use any of the above as reasons to forfeit matches, unless League Master calls for it.

Dress Code

- Please be respectful to League Master and opponent team(s) and dress up properly during League match.
- Any clothing that has words, terms, or pictures that may be offensive to others are not allowed.
- For guys, long pants and covered shoes are mandatory. No singlet is allowed.
- For ladies, covered shoes are mandatory. No spaghetti strap or sleeveless attire is allowed.
- 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

- Any boards that are not in use for the League Match are open and can be used by any members of the public.

- 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.
- 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.

Re-Scheduling of Matches

- 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.
- Re-scheduled date must be before scheduled date, and not after.
- Match venue cannot be changed.
- Both team captains are responsible for finding another date for re-schedule.
- Once both team captains & shop in-charge have agreed on the re-scheduled date, League Master must be informed via text, or phone.
- Re-schedule of matches is not allowed for last round of matches.
- All teams are limited to only 2 reschedules per season.
- All Bye Weeks should be reserved for match re-scheduling.
- 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

- 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.
- League Master and Home Shop must agree to the change for it to take effect.
- Team Captain must contact League Master to request changes 7 days in advance. If any game(s) are not able to proceed due to the Team Captain's negligence, the affected matches will be awarded 8-0 to the opposing team without any bonus points to either teams.

Player Addition, Removal, Transfer

- Teams are only allowed for 2 players replacement, during the transfer mid-window period. (5th week into the league, +/- 1 week depending on the league schedule)
- Teams are allowed to add on players to meet the maximum player limit, as long as the "Transferred" player's rating is lower than the rating of the Top 2 players in the team
- Team Captain must request all transfer directly from League Master via text/email.
- Changes will take effect immediately upon approval.
- All players have final rights in transferring teams, and can do so by informing League Master in writing.
- League Master reserves the right on any final decision made to all changes in team line up.

Disqualification and Dropping out of League

- 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**.
- All previous games played by that team will be voided (0-7). This will affect all other teams, and might affect their standings.
- Disqualified team name and scores will still be visible in the league table
- Teams Captains must protest or give notice of any discrepancy on the spot, based on rules in this handbook.
- Once the game (or leg) is completed, any protest will not be taken into consideration.
- 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.