SUPER 2 Rules and Guidelines

General Guidelines

1. Players can partcipate on ONE team per divison.

2. Teams must complete the entire SUPER 2 season in order to claim the money back at the end of the season.
3. Division funds will be available within 2 weeks after league play is completed.
4. Funds will be distributed to players through their local operator.

Player Eligibility

1. Players must play at least 40 legs of the league to qualify for the regional final.
2. Each team member who played 40 legs (exclusively for one team), shall be eligible to play in the region final only on the team where the 30 legs are registered ONLY.
*Substitutes who are not committed to one team cannot form a new team at the regional final.

Substitutions

1. Ratings of a substitute must be equal to or less than the player they are substituting for and the team remains under the division cap.
2. Substitutes from other divisions are permissible so long as they meet the rating requirements and are not playing in the same division.
3. Substitutions from players in the same division is strictly prohibited.
4. A minimum of 3 games is required if for any reason there needs to be more than 2 rostered players participating in a match for one team.

Roster Changes

1. No roster changes shall be allowed within in the final three weeks of league play.
2. Any non rostered sub must have 30 amount of games recorded on another SUPER 2 for the current season in order to be eligible to participate as a substitute during the last three weeks of league play, Region Final, or National Championship.
A non rostered substitute may participate as a substiute within the last three weeks of play, Regional Final, or National Championship if they have completed 30 games on one SUPER 2 for the current season.

Forfeiture

1. It is the responsibility of the players to contact their operator for rescheduling matches within one week of scheduled play.
2. All teams must complete the 12-week season in order to be eligible for the division prize money.
3. No forfeit matches will be allowed during league play.
4. If a team cannot complete the season and subsequently cannot be replaced by another team, the league division prize money will be adjusted accordingly for all actual matches played.

Coin-up Procedure

1. Ensure that all players have their cards in the board prior to starting any match.
2. Select the OFFICIAL option from the main menu on the dart board.
3. Select LEAGUE
4. Please wait until prompted by the board to insert the appropriate amount of credits into the board.
5. Select the appropriate match.
5. Please notify your operator immediately of any malfunctions with the machines.
6. Operators nor DARTSLIVE shall be responsible for credits that were inserted prior to the system prompt.

Match Play

1. All disputes and issues should be resolved prior to match play.
2. Once match is played the results stand.
3. Only 2 players can participate in any game.
3. More than 2 players may participate in a single match for a team.

Throw Order

1. To decide the throwing of the first game, please use the coin toss option on the board and cork to determine who will start the game.
2.Throwing order of the game:
Throwing order will be decided by corking.
The coin toss function of 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 player's dart, then throw the cork.
In the 1st leg, the throwing order will be decided by the winner of the cork.
Each additional leg after the 1st Leg, the loser of the previous leg will throw first.
If tied in the final deciding game, the throwing order will be decided by corking.
3. For league play, the loser of the previous game will start the next game.

4. For singles games in the game format, (legs 6 and 7) the higher rated player(Player A) will throw the first leg and the lower rated players (Player B) will throw the second leg.

Amendment of incorrect scoring

1. 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.
2. Incorrect scores cannot be amended, if darts in the board are removed, or the round is forwarded to the next player and that player has already thrown their darts.
3. In case the game is interrupted such as by a power failure, the machine should be restored to the last known point, restoring the match. If the restoration is not possible, the LEG will be replayed.

Line Encroachment

1. No lunging is allowed.
2. Lunging is defined as: Any time a player's foot makes contact with the floor in front of the throwline before the dart scores on the dart board.

Overachievement

1. In League play since it is handicapped there are no growth restrictions. However, DARTSLIVE USA reserves the right to move a team to the next flight for any team exceeding the cap by more than 3 points in the B and C flight.

Photos

1. By participating in SUPER 2 and subsequently SUPER 2 Region Final and SUPER 2 National Championship, players acknowledge that DARTSLIVE USA, without compensation or consideration, takes photographs and video for purposes which include, but not limited to, publication in magazines, other print media, publication via the Internet and use in marketing materials used by DARTSLIVE USA.