



SUPER LEAGUE Season 7

League Rules and Information Guide



About

SUPER LEAGUE SEASON 7 is here. 5 months. Three Divisions. Hundreds of teams across North America. Do you have what it takes to be the best DARTSLIVE team in North America and prove yourself in Vegas?

SUPER LEAGUE is a team league. Teams consist of at least four players of varying ratings.

Sign Up Period: **November 1, 2018 - December 31, 2018**

Season Length: **January 6, 2019 - April 30, 2019**

Last Possible Makeup Game: **April 30, 2019**

League Finals "Fiesta": **May 9 – May 12, 2019**

League Schedule TABLE*

League Play						Make Up Matches	
Week #	Date	Week #	Date	Week #	Date	Week #	Date
Week 1	1/7/2019	Week 6	2/11/2019	Week 11	3/18/2019	*Makeup Match	4/22/2019
Week 2	1/14/2019	Week 7	2/18/2019	Week 12	3/25/2019	Week 16	
Week 3	1/21/2019	Week 8	2/25/2019	Week 13	4/1/2019	*All makeup matches MUST be completed by Week 17	
Week 4	1/28/2019	Week 9	3/4/2019	Week 14	4/8/2019	*Makeup Match	4/29/2019
Week 5	2/4/2019	Week 10	3/11/2019	Week 15	4/15/2019	Week 17	

*Subject to change depending on how many teams are in your division

***All makeup matches MUST be completed by Week 17**

Global League is not recommended for SUPER LEAGUE. Contact your league coordinator for more details.

PLAYER GUIDE

Entry Requirements

- All players must have an established DARTSLIVE rating through a DARTSLIVE card.
- Player must be rostered on a team to be eligible for Fiesta.
- **Player must have played in 40 or more legs with their team to be eligible for Fiesta.**
 - **If a player is playing in multiple flights, that player must have 40 legs played with each team in each Flight to be eligible to remain on any given roster.**
 - **For example, if a player has 40 legs played on a S3 team, but only 35 legs played on a S4 team, then that player is only eligible to remain rostered on the S3 team.**
- Players that change teams within a division will lose all games played previously towards the 40-leg requirement for Fiesta.

FLIGHTS

There are three flights in SUPER LEAGUE: S2, S3, S4.

The entry requirements and division specifics for each division are below.

	Flight		
	S2	S3	S4
Rating Point Cap	48	36	28
Rating Allowed?	Open to all ratings as long as rating cap is not broken	Open to all ratings as long as rating cap is not broken	Open to all ratings as long as rating cap is not broken
Handicapped?	No	No	Yes
Finals Qualification Requirements?	40 Legs Played to Qualify for Fiesta	40 Legs Played to Qualify for Fiesta	40 Legs Played to Qualify for Fiesta
Finals Qualification Requirements?	ZERO forfeited matches*	ZERO forfeited matches*	ZERO forfeited matches*

*Forfeited matches will disqualify any team from participating in Fiesta.



DARTSLIVE Card

- Players are encouraged to keep note of their DARTSLIVE card ID listed on the back of their DARTSLIVE card and to remember their DARTSLIVE account PIN in the event of a lost card.
- Replacement cards require a 'card transfer.' Card transfers must be completed before the league menu on the DARTSLIVE2 board is selected. Players may not be able to play with a new replacement card if the card transfer is not finished before entering the league menu.
- League coordinators must inform DARTSLIVE USA of any card replacements before the next scheduled league match, during business hours (9:00 AM - 6:00 PM PST). Failure to notify DARTSLIVE USA of any needed card replacements may prevent a player from playing in their next scheduled league match.

Entry Fees

- Team Credit Requirements Per Match/Week (S2/S3/S4) - **\$60.00**

SUPER LEAGUE Rules

- All changes to a team's lineup in the form of substitutions or dropouts must be presented to the league coordinator at least 2 business days before the scheduled league match.
- There is no limit to the amount of players who can be on one team.
- Any requests to reschedule a match to an earlier date must be received at least 2 business days before the desired date.
- Any matches that were scheduled but never played **MUST** be completed before Week 17.
- League coordinators should fax (925) 954-8509 or e-mail dlu_league_support@dartslive.com any roster changes or match reschedulings as soon as they are received. Phone calls or text messages will not be considered as official requests and may not be considered.

Winning the Division (League Play)

Division winners from league play advance directly into a single elimination final.

- 4 and 6 team divisions will have one team advance into the final.
- 8 team divisions will have two teams advance into the final.

SUPER LEAGUE Ratings

- DARTSLIVE reserves the right to change the league ratings of players to their highest known rating.
- A player's starting rating for the league will be the highest of either their current card rating or previous league rating within the past year.

OFFICIAL LEAGUE: Game Format

	S2	S3	S4
Game 1 (4x4)	FREEZE 701	FREEZE 501	FREEZE 501
Game 2 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 3 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 4 (2x2)	FREEZE 501	FREEZE 501	FREEZE 501
Game 5 (Trios)	701	701	701
Game 6 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 7 (Doubles)	501	501	501
Game 8 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 9 (Quads)	901	701	701
Game 10 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 11 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 12 (Trios)	701	701	701
Game 13 (2x2)	FREEZE 501	FREEZE 501	FREEZE 501
Game 14 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 15 (Quads)	901/STANDARD CRICKET/CHOICE	701/STANDARD CRICKET/CHOICE	701/STANDARD CRICKET/CHOICE

PLAYING THE GAME

Starting your Match

- Matches are scheduled at the start of a league on a date and time requested by the league coordinator. If a match is not displaying on the board, please contact the league coordinator.

Operating the Machine/"Coin Up" Procedure

- Do not insert any monies into the machine until prompted for credits from the league match. Monies inserted before the menu is displayed will not count towards the league match.
 - A blue dialogue box will appear after the match has been started and both teams have at least one DARTSLIVE card inserted in the board.
 - No refunds will be given for credits inserted prematurely.

Throwing Order

- Throwing Order will be decided by Corking.
- The Coin Toss function of the 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 dart, then throw the cork.
- For the first leg, the throwing order will be decided by the winner of the cork.
- For each additional leg after the first leg, the loser of the previous leg will throw first.



Incorrect Scoring

- 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. If the correction of the score is agreed upon by both parties, the game can continue.
- Incorrect scores cannot be corrected if the darts in the board are removed.
- If the game is interrupted by a power failure, the machine should be restored to the last known play point. If the restoration is not possible, the leg will be replayed.

Etiquette, Sportsmanship, and Specific Player Needs or Accommodations

- Team captains are encouraged to be the first point of contact with any unsportsmanlike conduct.
- Disputes during league play should be immediately presented to the league coordinator.
- Offensive/Abusive/Demeaning speech or comments about teammates or opponents will not be tolerated.
- If a team or player is discovered to be intentionally manipulating their losses or ratings to gain preferential standings or ratings in the league, the league coordinator and DARTSLIVE USA will investigate.
- DARTSLIVE USA reserves the right to disqualify any player or team from Fiesta and/or weekly league play without a refund.
- To request player specific accommodations, please contact your league coordinator or DARTSLIVE USA.

GLOBAL LEAGUE GUIDE

Due to the limitations of the GLOBAL LEAGUE System, remote play is not recommended for SUPER LEAGUE. DARTSLIVE USA will accommodate remote play the best we can.

SUPER LEAGUE Season 7 GLOBAL LEAGUE Rules

Courtesy

We strongly encourage that all matches begin within 15 minutes of the stated starting time. Please make an effort to communicate with the opposing team in order to begin on time. Be aware that in the GLOBAL LEAGUE there is a 30-minute timer from the scheduled start time.

Order of Play

- The GLOBAL LEAGUE system will automatically select which team starts first, there is no option for cork.
- The final leg will be loser goes first regardless of the score.
- The Change Button will only need to be pressed if all 3 darts do not score as player change is automatic in the GLOBAL LEAGUE.

Game Format

- There is no option for Freeze in the GLOBAL LEAGUE.
- There is no option for Medley in the GLOBAL LEAGUE.

Incorrect Scoring/Game Freeze by Dart Machines

- The machine is deemed correct no matter what the dart scored. If there is an ongoing issue with the dart machine, move to another machine in that location and resume the game.
- In the event that a team moves to another machine in the same location, they must contact the operator of that machine to inform them of the change.
- In the event of a game freezing during the game, the match will resume back at the beginning of the affected game after both teams reset.
- Additional funds are not required if the game freezes.
- To reset the machine, use the Power Switch located on the bottom of the left side of the machine. Turn the machine off. Verify the machine has been turned off. Wait 10 seconds, and then turn the machine back on.

League Play

- Line ups will be created on a game by game basis. The GLOBAL LEAGUE system will only display the team's lineups once both teams have entered the player cards into the machine and the point cap is met.

GLOBAL LEAGUE: Game Format

	S2	S3	S4
Game 1 (Quads)	901	701	701
Game 2 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 3 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 4 (Doubles)	501	501	501
Game 5 (Trios)	701	701	701
Game 6 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 7 (Doubles)	501	501	501
Game 8 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 9 (Quads)	901	701	701
Game 10 (Doubles)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 11 (Quads)	901	701	701
Game 12 (Trios)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET
Game 13 (Doubles)	501	501	501
Game 14 (Trios)	701	701	701
Game 15 (Quads)	STANDARD CRICKET	STANDARD CRICKET	STANDARD CRICKET



SUPER LEAGUE SEASON 7 *Fiesta*

Finals Schedule

SUPER LEAGUE Season 7 *Fiesta*

Date: **May 9th - May 12th, 2019**

- SL7 S2 Finals: Thursday, May 9th
- SL7 S3 Finals: Friday, May 10th
- SL7 S4 Finals: Saturday, May 11th

Location: **Plaza Hotel, Las Vegas**

Address: **1 S Main St, Las Vegas, NV 89101**

Online Reservation: <https://www.plazahotelcasino.com/reservations/?promold=DARTS19>

Phone Reservation:

Call (800) 634 - 6575

Promo Code: DARTS19

Reservation Cut Off: **April 18, 2019**

SUPER LEAGUE *Fiesta* Ratings and Rules

DARTSLIVE Rating Determination

- SUPER LEAGUE Season 7 Final ratings will be used to determine a player's rating.
- Any player with a rating variance of 2 or more, will be evaluated by the tournament committee and may have to play at the higher rating in all flights participated in.
- DARTSLIVE reserves the right to change the league ratings of players to their highest known rating.

Round Robin Play

- All 5 games in the Round Robin will be played.
- Corking will be used to determine the throwing order on the 1st and 5th leg (in a 2-2 tie).
- For all other legs, the loser will throw first.
- In the event of a tie, the winner will be determined by the following:
 - MATCHES Won
 - Head to Head match up
 - LEGS Won
- In the scenario that a tie still remains, a single game of team 01 (4 players, stacked) will determine who advances.
- Any player not actively playing in the current leg may warm up on an open board, as long as it does not interfere with another match.

Single Knockout Round

- Race to 3/Best of 5
- League Division Winners will automatically be advanced to this round. No Round Robin play is necessary.
- The team captains of the League Division Winners are required to check their team in 1 hour prior to the Single Knockout Round.

Round Limits

- Round Limits for 01 and Cricket Games are 20 Rounds.
- Please notify DARTSLIVE staff immediately if any changes need to be made to the round limits.

SUPER LEAGUE *Fiesta* Substitutions

- A team can add only 1 substitute during Fiesta.
- If the sub can no longer play, another sub cannot be added.
- The sub must be equal to or lower in rating than that of the player being replaced.
- **Once a player is replaced by a sub, that player can no longer participate on that team during Fiesta.**
- **The sub must have played 40 or more games on the same team within one SUPER LEAGUE flight to be considered eligible.**

- Subs can be added to a team prior to a match. Once the match has started, no substitutions can be made.
- If a team is short a player and either chooses not add a sub or cannot find a sub, that team may play their match shorthanded and choose to skip the missing player's turn.
- Once the missing player arrives, that player may join the team at the beginning of their next turn.
- **There are no roster changes allowed during an active match.**
- **Teams advancing to the finals will only be allowed to use the rostered players from the Round Robin.**
 - **Teams that advance to the finals from winning their division may not use a player that played in the Round Robin.**
- If a player was rostered on the team, but did not participate in the Round Robin and was not replaced by a sub, that player is still eligible for the finals.
- **Any player rostered on two teams must choose the team in which they will play for and will no longer be able to participate on the other team once the Round Robin begins.**
- A player can only play on (1) team per flight.

Fiesta Game Format

	S2	S3/S4*
Game 1 (Quads)	901	701
Game 2 (Trios)	STANDARD CRICKET	STANDARD CRICKET
Game 3 (Doubles)	501	501
Game 4 (Trios)	701	701
Game 5 (Quads)	STANDARD CRICKET	STANDARD CRICKET

*Only S4 is handicapped

Fiesta PRIZE MONEY BREAKDOWN

	S2	S3	S4
1st Place	\$6,000	\$6,000	\$6,000
2nd Place	\$4,000	\$4,000	\$4,000
Top 4	\$2,000	\$2,000	\$2,000
Top 8	\$1,000	\$1,000	\$1,000
Top 16	\$500	\$500	\$500