



LEAGUE START DATE (estimated (+)(-) 1 week)

Registration Closed: 14th April 2019, Sunday
(Must have email or written confirmation from PD Sports)

Captains' Meeting: 17th April 2019,
(Venue TBA: PD Sports inform to all captain's before 15th April)

League Starts: 18th April 2019, Every Thursday

Champion Cup: 15th and 16th June 2019, Saturday and Sunday
(Venue and Time TBA : PD Sports inform to all captain's before 31st May, 2019)

Summer Fest 2019: 5th – 7th July 2019

1. Registration Details

Details	One League 2019
Match Nights	Thursday
Bust Rule	3.00
Handicap	Yes
Players Per Team	Min. 5 Max. 8 players
Player Rating Limit	No Personal Limit
Team Registratrration Rating Limit	No limit

* Discussion is needed over repeated players.

2. Teams & Divisions

- No. of Divisions: One division(handicap apply)
- Number of Group: Max. 10 groups
- Maximum Number of teams per group: 5 teams
- * Groups and teams can be changed depends on number of registered teams

3. Match Format*:

- League Standing: Round Robin point accumulated(Home/Away)
- Division Playoff: Group Champions, will proceed to **Champion Cup**.
- 2nd and 3rd placing across all groups will go into a Round Robin, of which, Organisor will split it into 3 groups. (3,3,2). Winner of each group will qualify for the **Champion Cup**.
- 4th and 5th placing across all groups will go into a Round Robin, of which, Organisor will split into 2 groups (4,4) top 1 of each group will proceed for a Single Knock out. Winner will then proceed for the **Champion Cup**.
- There will be a total of 8 teams in the **Champion Cup**. Game format will be the same as Summerfest to prepare the players accordingly.

*Match format is based on a projection of 20 teams participating the league.

4. League Entry:

- Team Entry Fee: SGD\$150
- Early Bird Period : 3/25 ~ 3/31 (SGD\$120)
- Normal Regitration : 4/1 ~ 4/14 (SGD\$150)

- Team Deposit : SGD\$100

5. Prize

2019 One League Prize	
Champion	Summer Festival 5ppl
2nd	\$400 + Trophy
3rd	\$200 + Trophy
League Group Champions	\$200*4 teams
Event 1 (1st, 2nd & 3rd)	\$150,\$120,\$100
Event 2 (1st & 2nd)	Surprised gift for 2 teams

* Event based on projection of 20 teams participation. Otherwise, there might be some changes accordingly.

< Event 1 > June 15th, Saturday

1. We divide into 3 groups from 8 teams of 2nd & 3rd
2. First group has 2 teams and Second&Third Groups have 3 teams each.
3. 3 groups are going to do round robin.
4. 1st winner(3 teams) is entitled to play for Champion on Next Day.
5. 1st winner from 3 groups is doing SKO on the day in order to get Cash Prize.

* 3 teams are qualified to play for Champion on Next Day and getting Cash prize(\$150, \$120, \$100)

< Event 2 > June 15th, Saturday

1. We divide into 2 groups from 8 teams of 4th & 5th
2. 2 groups have 4 teams each.
3. 2 groups(4 teams in each group) are going to do round robin.
4. 1st winner of 2 groups is entitled to get Surprised gift.
5. 1st winner from 2 groups is doing SKO on the day in order to qualify for Champion on Next day.

June 16th, Sunday

1. We have 8 Teams to fight for the Champion prize.
2. 4 teams are from 1st winner from 4 Groups.
3. 3 teams are from < Event 1 >. 1 team is from < Event 2 >.
4. We divide into 2 groups and play round robin.
5. Top 2 from each group are qualified for SKO which is applied same gameset as Summer festival.

*SKO game set will announced by May 31th.

*All winning teams are not allowed to miss any matches and no discipline or sandbagging issues

※ All prize are not TRANSFERABLE

6. Game Format for Round Robin(Point accumulated)

Set no.	Mode	Game Format	IN/OUT	Min. Credit	Max. Credit
1	Double	701-CRI-701	OI/MO	4	6
2	Double	CRI-701-CRI	OI/OO	4	6
3	Single	501-501-501	OI/OO	4	6
4	Trios	901-901-901	DI/DO	6	9
5	Single	701-CRI-CHOICE	OI/MO	4	6
6	Trios	CRI-CRI-CRI	OI/OO	4	6
7	Gallons	1101	OI/MO	4	4

DI/DO : No Bull In.

7. League Standing & Results

- League Standing is based on total **SET** won only:
- For each **MATCH** (per night) win, team is awarded **1 bonus set points**

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

At end season, position will be determined by:

- Total Points
- Total Match Won
- Head to Head game result

All results and standing will be updated in the Phoenix app.

8. Determining Sequence of Play (During League)

- Home team shall start the Leg first. (i.e; Game 1,3,5,7)
- 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 (O1/CRI)
- If the darts drop from machine, rethrow will be done until darts hit the board

Round Robin Plays OFF / SKO

- Teams are required to flip coin to determine who bull's out first.
- Team with the dart nearest to 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 to determine who start first / game (01/CRI)
- If the darts drop from machine, rethrow will be done until darts hit the board

9. Registered rating

- a. 2018 POL Participants will follow their current ratings.
- b. Those who not participating in the current POL: 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.
- c. Organizer has right to
 - has the right to amend players rating after internal checks, should they deem declared unfairly.

10. Bust Rule

- a. Organiser will check teams rating every week. Should a player is found to be +3 rating above their declared rating. The player will be re-rated and;
- b. All winning games played by that player will be reversed-win in favor of the opponent.

11. Match line up and Check in

- a. All Team Captains to submit match line up via web/app at least 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, 1 Doubles Matches, 2 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, after their first verbal warning. LEAGUE Management reversed the right to deduct team's game point after team deposit is used up.
- d. 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.

12. Tie Situations

For 01 game, whoever starts first will win the tie. (Automatic in Phoenix Dart)

For Cricket game, whoever have a higher MPR will win the tie.

13. Game/Match Forfeiture and walkover

Single GAME

- a. A team forfeit a game if they do not have enough players to play all the games.
- b. Team has a right to bye one single set every 15 minutes if opponent team's line up have not shown 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.

Players must inform the league master if they were to switch game order but it has to be in numerical order.

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 8:15PM, opposing team has the right to walkover the game, and be awarded a 8-0 win. No bonus points are awarded to either team. League Master must be informed of the suitation.

- 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 Phoenix Darts 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^[1] 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.

14. 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.
- 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.

15. 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.

16. 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. 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.

17. 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.

18. 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 5 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.

19. 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 Management, shop owner and both teams.
- 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.

20. 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 Management and Home Shop must agree to the change for it to take effect.
- c. Team Captain must contact LEAGUE Management 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.

21. Player Addition, Removal, Transfer

- a. Teams with full 8 players is only allowed for 2 player replacement, during the transfer mid-window period. (4th week into the league)
- b. Registered rating is based on 2018 POL rating.
- c. Teams with less than 8 players are allowed to add on players to meet the maximum player limit, as long as the Transferred In player's rating does not exceed the either Top 2 Highest rated player
- d. Team Captain must request all transfer directly from Administrator via text/email.
- e. Changes will take effect immediately upon approval.
- f. All players have final rights in transferring teams, and can do so by informing LEAGUE Management in writing.
- g. LEAGUE Management reserves the right on any final decision made to all changes in team line up.

22. Disqualificaion and 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 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.

23. Requests Portests, 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.