



Registration Closing Date: Sep 23, 2018

League Starts: Oct 8 2018

Captain's Meeting: Sep 29, 2018, 3pm

Phoenix Official League (POL)

Registration Details

Division	PRO	ADVANCE	ROOKIE
Match Nights	Thursday	Monday	Tuesday
Player Rating Limit	No Limit	15.99	9.99
Bust Rule	No	No	No
Handicap	No	No	No
Players Per Team	Min. 4 Max. 8	Min. 4 Max. 8	Min. 4 Max. 8
Team Registration Rating Limit (Top 4)		55.99	34.99
No. of Teams per Group	8	8	8

Teams & Division

No. of Divisions: PRO, ADVANCE, ROOKIE

Division Teams: All Registered Teams will be divided into 3 Divisions.

Divisions may be changed or adjusted based on actual registration.

Match Format:

- (a) League Standing: Round Robin (Home/Away)

League Entry:

Team Entry Fee: **SGD\$150**

Team Deposit: **SGD\$100** (Refundable upon completing whole season without default)

Team deposit is refundable upon completion of every league match and compliance of the rules stated herein.

Prize & Awards

POL SINGAPORE 2018			
DIVISION	PRO	ADVANCE	ROOKIE
Division 1 st	Sponsored Trip to Phoenix Summer Festival 2019 (5 Players)	\$1100	\$700
Division 2 nd	\$1100	\$700	\$500
Division 3 rd	\$700	\$400	\$200
Division 4 th	\$400	\$300	\$180
Division 5 th	\$250	\$200	\$150
Division 6 th	\$200	\$150	\$100
Division 7 th		\$100	
Division 8 th		\$50	

Teams are divided into 3 Divisions, and then drawn into groups. They will play Round Robin and determine overall position in the division.

Total Prize Money: \$7480 + 5 Sponsored Trip to Phoenix Summer Fest (estd \$7500 SGD for 5 player)

1. Game Format

Pro Division					
Set no.	Mode	Game Format	IN/OUT	Rating Cap	Min. Credit
1	SINGLES	701-701-701 (Split Bull)	DI/DO	No Limit	4
2	DOUBLES	501-501-501	OI/MO	34	4
3	SINGLES	501-501-501	OI/OO	11	4
4	DOUBLES	HALF-IT x3		34	2
5	SINGLES	501-CRI-CHOICE	OI/MO	14	4
6	DOUBLES	CRI-CRI-CRI		38	4
7	SINGLES	CRI-CRI-CRI		17	4
8	DOUBLES	901-901-901	OI/DO	38	6
9	GALLONS	1101	OI/MO	68	8

Maximum Game: 1 Single, 2 Doubles & 1 Galloon

Advance Division					
Set no.	Mode	Game Format	IN/OUT	Rating Cap	Min. Credit
1	SINGLES	701-701-701	OI/MO	13	4
2	DOUBLES	501-501-501	OI/MO	24	4
3	SINGLES	501-501-501	OI/OO	10	4
4	DOUBLES	HALF-IT x3		24	2
5	SINGLES	501-CRI-CHOICE	OI/MO	13	4
6	DOUBLES	CRI-CRI-CRI		28	4
7	SINGLES	CRI-CRI-CRI		15	4
8	DOUBLES	901-901-901	OI/DO	28	6
9	GALLONS	1101	OI/MO	52	8

Maximum Game: 1 Single, 2 Doubles & 1 Galloon

Rookie Division					
Set no.	Mode	Game Format	IN/OUT	Rating Cap	Min. Credit
1	SINGLES	501-501-501	OI/OO	7	4
2	DOUBLES	501-CRI-CHOICE	OI/OO	16	4
3	SINGLES	CRI-CRI-CRI		9	4
4	DOUBLES	501-501-501	OI/OO	14	4
5	DOUBLES	CRI-CRI-CRI		16	4
6	TRIOS	701-701-701		24	4
7	GALLONS	901	OI/OO	32	6

Maximum Game: 1 Single, 2 Doubles, 1 Trios & 1 Galloon

2. League Standing & Results

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

Example of GROUP standing after 1 MATCH:

GROUP 1	Games Won	Games Lost	Winning Points	Total Points	Position
Team 1	3	6	0	3	3 rd
Team 2	9	0	2	10	1 st
Team 3	6	4	2	7	2 nd

Team 4	0	9	0	0	4 th
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At end season, position will be determined by:

1. Total Match Won
2. Total Points
3. Head to Head game result

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

3. Determining Sequence of Play

- For Leg 1, Odd Number games will be started by Home Team and Even Number games will be started by Away Team. Last game will flip coin and bulls out to determine who start first or choose the game.
- For Leg 2, loser of Leg 1 will start.
- For Leg 3, loser of Leg 2 will bulls out first to determine who start first.
- If the darts drop from machine, rethrow will be done until darts hit the board
- SKO will have bull out to determine who is the home and away team.

4. Bust Rule

a. If the Organizer discovers a player has been playing with a rating that is drastically different than his/her true rating, that player may be immediately disqualified and banned from playing in the following season of league. All winning games played by that player will be reversed-win in favor of the opponent.

b. Organizer has the right to amend a player's rating to his/her true rating if found a major drastic differ on their playing stats according to his/her current rating.

c. There's a Buffer Period for league rating check.

d. Organizer reserves the right to rerate players with minimum number of games (Pro & Rookie Division – at least 8 games, Advanced Division – at least 10 games)

5. Minimum Spending

There is a minimum spending of a single league night of \$60.

6. 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, 2 Doubles Matches, 1 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. LEAGUE Management reserved 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.

7. TIE SITUATIONS

For 01 game, whoever starts first will win the tie.

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

8. 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 will 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 8PM, opposing team has the right to walkover the game, and be awarded a 9-0 win. No bonus points are awarded to either team.

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.

- c. 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.

9. 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 Captains 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.

10. 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.

11. 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.

12. 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.

13. 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 4 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.

14. 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 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.

16. 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 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 9-0 forfeit to opponent teams advantage.

17. PLAYER ADDITION, REMOVAL, TRANSFER / MID SEASON TRANSFER

- a. All changes to team members are only allowed during the Mid Season Transfer. * Dates may differ or be adjusted during season.
- b. Teams with full 8 players before the Mid Season Transfer is only allowed for 2 player replacement.
- c. Registered rating is based on general rating or card rating, whichever is higher.
- d. 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 4 Highest rated player and the Team Entry limit (Top 4 Players Total Rating) set by Divisions. (Any Transferred In player which affect the Top 4 player's combined rating higher than the original team Top 4 combined rating or Team Entry limit will be regarded as invalid.)
- e. Players are allowed to be transferred between divisions, provided their ratings (at point of transfer) qualify for the respective Division caps.
- f. Team Captain must request all transfer directly from Administrator via text/email.

- g. Changes will take effect immediately upon approval.
- h. All players have final rights in transferring teams, and can do so by informing LEAGUE Management in writing.
- i. LEAGUE Management reserves the right on any final decision made to all changes in team line up.
- j. Review of rating during mid season (based on league rating)

18. DISQUALIFICATION & 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 (0-9). 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.

19. REQUESTS, PROTESTS, 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.