

1. EVENT DETAILS & VENUE



Sunday, 24 September 2023

COUNTRY	REGION	VENUE	GAME ON TIME
AUSTRALIA	Victoria	i Darts HIVE	5PM – Melbourne
	Queensland	i Darts AUS	5PM - Brisbane
	South Australia	i Darts Adelaide	4.30PM – Adelaide
	Western Australia	i Darts NIX	3PM – Western Australia
MALAYSIA	Central	Taboo X	3PM (GMT+8)
		Highton Cafe	
		Dont Say Bojio	
	Southern	Tipsy Toss	
		UDDA MOC	
	Northern - Penang	Prik Ki Nu	
	Northern - Ipoh	SoulDart	
Eastern	Playground		
SINGAPORE	-	Good Cheer2	
TAIWAN	Taoyuan City	Casa Darts	
	New Taipei City	Wing Flight 板橋館	
	Tainan City	Crazy Bar 餐酒館	
	Kaohsiung City	Darts Station	
	Chiayi City	Lucky 7 樂趣飛鏢	
	Taichung City	布朗司撞球網路飛鏢館	
	Hsinchu City	強展撞球會館	
	Tainan City	日茶	
	Tainan City	純粹飛鏢本舖	
	Taichung City	鏢客	
Tainan City	鏢漢飛鏢館		

Players are required to **arrive at least 30 minutes** prior to the Game on Time to the respective shops.



Sunday, 1 October 2023

COUNTRY	REGION	VENUE	GAME ON TIME
AUSTRALIA	Victoria	i Darts HIVE	6PM – Melbourne
	Queensland	i Darts AUS	5PM - Brisbane
	South Australia	i Darts Adelaide	5.30PM – Adelaide
	Western Australia	i Darts NIX	3PM – Perth
MALAYSIA	Central	Dont Say Bojio	3PM (GMT+8)
	Southern	UDDA MOC	
	Northern - Penang	Prik Ki Nu	
	Eastern	Playground	
SINGAPORE	-	Good Cheer2	
TAIWAN	New Taipei City	AA Darts Shop Asia	
	Taichung City	9 DARTS&CAFE	
	Taichung City	鏢客	
	Hsinchu City	JAMBO Darts	
	Kaohsiung City	Darts Station	
	Taipei City	巧克叔叔撞球館	
	Taichung City	A Live	
	Taipei City	S-DARTS TAIWAN	

Players are required to **arrive at least 30 minutes** prior to the **Game on Time** to the respective shops.

2. GAME & TOURNAMENT FORMAT

SINGLE KNOCK OUT

DIVISION	GAME FORMAT		System
CC700	701-CRI-701 (OI/OO)*	Handicap & Bust Rule 0.26 Applies	Global League System
CC1K	701-CRI-CRI-701-HALF IT (OI/MO)**	No Handicap/ No Bust Rule	https://global-league.dartslive.com

*(CC700 – First to 2 legs)

** (CC1K - First to 3 legs) will be the winner of the match.

Balance games are not required to be completed, please press “P4” to void the game.

***Global League System**

1st Game – Random

The team to start will be decided by DL2 Coin toss function.

All Other Games

The team who lost in the previous GAME starts first.

3. GAME CREDITS per MATCH

DIVISION	GAME FORMAT	APAC Grand Final
CC700	701-CRI-701 (OI/OO)	6 credits
CC1K	701-CRI-CRI-701-HALF IT (OI/MO)	8 credits

4. TIE GAME SITUATION

Tie during game

If a tie occurs in a game (701 (regardless of score by end of round or end of game) or Standard Cricket/ Half It (same score by end of game), a “Tie-Breaker” game will be used to determine the winner.

TIE BREAKER – A “ONE DART” game will be activated during Tie Breaker, higher score wins.

5. BUST RULE

- a. If a player who "bust", the win (if any) will be auto-reverse to the opposing player, with a score of "1-0"
- b. If both players "bust", the system will show that the match result is voided with a score of "0-0" and should still continue to play the remaining legs.
- c. If result 1-1, and both players “bust”, the winner of the final leg results stay and the winner progress to the next round.

6. CAMERA ISSUE

Opponent Camera Screen on my machine has no display but the game is still ongoing.

- a. Both players can continue to finish the game, which is then implied consent that both teams have accepted whatever outcome of the match & result is final.
- b. Either or both players stop the game by calling the Official immediately for instructions. Note that System Results always stand as in any situation where both sides show different game results, whatever results captured by the backend system as confirmed by the Official, will stand as the final result.

7. DART BOARD / TECHNICAL PROBLEMS

a. Score Detection mistakes

Reverse-a-round is not available on Global League system – system results stand at all times.

b. Score not detected, but dart is on target.

Players **must** take a video from the throwline to the board **before** pressing the score and submit to Official at the shop immediately.

8. MACHINE FREEZE or MALFUNCTION

If the Darts machine hangs or shows “TIME-OUT” / “Network Interrupted” during the game, affected player must inform the Officials to report the situation. Opponent players will be informed of this issue.

Affected player will be advised **to restart the machine** and play the game from where it restarts.

Once restarted, the incomplete leg will have to be played from Round 1, unless:

Players write each score from each round or record a video of their matches.

[CC700 Manual Score Sheet](#)

[CC1K Manual Score Sheet](#)

If there is only 1 player writes the Score or has a Video Recording of the match, we will take the result from the player who submitted the scoresheet.

Important Notes:

DARTSLIVE reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of all DARTSLIVE GLOBAL LEAGUE SYSTEM.

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“PLAY WITH INTEGRITY, WIN WITH PRIDE”