

1. EVENT DETAILS & VENUE

Date: 6 July 2024

COUNTRY	REGION	VENUE	GAME ON TIME
AUSTRALIA	South Australia	i Darts Adelaide	4:30 PM - Adelaide
	Western Australia	i Darts NIX	3 PM - Western Australia
HONG KONG	-	La La Bar	3 PM (GMT+8)
MACAU	-	The Bull Club	
MALAYSIA	Central	Don't Say Bojio	
		HIGHTON	
	Southern	UDDA	
SINGAPORE	-	D'Wolf Darts Cafe	
TAIWAN	台北市	Ray Darts	
	新北市	AA Darts Shop Asia	
	新北市	Wing Flight	
	南投縣	藝博町	
	高雄市	Darts Station	
	台南市	純粹飛鏢本舖	
	嘉義縣	Lucky 7 樂趣飛鏢	

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

**2. GAME FORMAT & CREDITS**

FORMAT	GAME	Remarks	SYSTEM	CREDITS
Single Knock Out	701-CRI-CRI-701-CH (OI/MO)	No Handicap / No Bust Rule	DL Uni League (Remote / Local)	6/match

First to 3 legs will be the winner of the match.

- **1<sup>st</sup> Leg** – Random  
The team to start will be decided by DL2 Coin Toss Function.
- **All other legs** – the team who lost in the previous leg starts first.
- **Last Leg** - The coin Toss function will be activated, and the winner can choose from "Throw first" or "Game".
  - If the coin toss winner chooses "throw first", the opponent team can choose "game".
  - If the coin toss winner chooses "game", the opponent team "throws first".

**3. TIE GAME SITUATION**

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

**TIEBREAKER** – A "ONE DART" game will be activated during Tie Breaker, higher score wins.

**4. 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 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.

**5. DART BOARD / TECHNICAL PROBLEMS**

a. Score Detection mistakes.

**Reverse-a-round** is not available on the Remote 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 it to the Official at the shop immediately.

**6. MACHINE FREEZE or MALFUNCTION**

If the Darts machine hangs or shows “TIME-OUT” / “Network Interrupted” during the game, **the** affected player must inform the Officials to report the situation.

Opponent players will be informed of this issue.

The 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.**

**SKO Scoresheet**

If there is only 1 player who 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 LEAGUE SYSTEM.

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**“PLAY WITH INTEGRITY, WIN WITH PRIDE”**