



PUBLIC SERVICE SOFT TIP DARTS COMPETITION 2026

EVENT INFORMATION

- Date / Time : Saturday, 17 October 2026, 9.00am to 4.00pm
Sunday, 18 October 2026, 9.00am to 4.00pm
- Registration Fee : \$42 per team (before GST)
- Venue : 17 October 2026
FOREST5 Darts Café
SAFRA Mount Faber, 2 Telok Blangah Way
#01-10 & #01-11, Singapore 098803
- 18 October 2026
Forest3 Cafe @ CSC Tessensohn
60 Tessensohn Rd, #01-03, Singapore 217664
- Closing date : Monday, 28 September 2026

RULES & REGULATIONS

1 RULES OF THE GAMES

- 1.1 The competition shall be conducted in accordance with the STAR Games General Rules and following Competition Rules.

2 ELIGIBILITY

- 2.1 The Public Service Soft Tip Darts Competition is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals and Government-Aided Schools.

3 ENTRY & REGISTRATION OF PLAYERS

- 3.1 Each team may register a maximum of 12 players.
- 3.2 All registration must be done online (www.csc.sg/stargames) by closing date.

- 3.3 Registration must be accompanied by online payment of registration fee otherwise it will be void. There shall be no refund of registration fees
- 3.4 No amendment will be allowed on the day of event. Switching of players among teams is strictly not allowed.
- 3.5 Registered teams must be prepared to play on both days of the competition. Teams must be present 40 mins earlier than the scheduled time and be prepared to play earlier if scheduled.

4 FORMAT OF COMPETITION

- 4.1 The Tournament will be conducted in the following methods:

- Round Robin in group stage
- Knock-out in subsequent round

The points awarded for the group stage are as follows:

- 1) Win - 2 points
- 2) Lost - 1 point

The winner of each group will advance to the Knock-Out round.

- 4.2 Each match shall be played on the best of 5 games basis. Play shall cease once a team has won the first 3 games of each match.
- 4.3 Each game shall be played on the best of 3 legs basis. Play shall cease once a player has won the first 2 legs of each game.
- 4.4 Starting of a match between two teams shall be decided by a toss of coin. Winner of the toss shall start the 1st, 3rd and 5th games. The other team shall start the 2nd and 4th games.

5 ORDER OF PLAY

- 5.1 Each match shall be competed in the following order and at least four (4) players from each team must be present before the match could start:

1st Game: 501 (Open In/Double Out)	-	1st Singles (any gender)
2nd Game: 501 (Open In/Double Out)	-	1st Doubles (Mixed)
3rd Game: 501 (Open In/Double Out)	-	2nd Singles (any gender)
4th Game: 501 (Open In/Double Out)	-	2nd Doubles (any gender)
5th Game: 501 (Open In/Double Out)	-	3rd Singles (any gender)

5.2 STARTING ORDER FOR EACH LEG

For each game played on a best-of-3 legs basis, the player or team scheduled to start that game shall start the 1st and 3rd legs. The opposing player or team shall start the 2nd leg.

For Doubles games, the throwing order of both players shall be declared before the start of the game and must remain unchanged throughout all legs of that game.

- 5.3 With the consent of both team captains and the Organising Committee, the order of play may be changed for the 4th & 5th games. However, the Organising Committee shall have a final say on the change of the order of play.
- 5.4 There shall be no repeat of players in any one match.
- 5.5 In the event that a game reaches the maximum number of rounds and no player has successfully reduced their score to exactly zero, the winner of that game shall be determined by a closest-to-the-bull throw.

Each player participating in that game will throw one dart at the board, and the player whose dart lands closest to the centre bullseye will be declared the winner. The throwing sequence shall follow the original playing order of the game.

In the event of a tie, the affected players shall each throw again, following the same playing order, until a winner is determined.

6 SIMULTANEOUS PLAY AND WALKOVER

- 6.1 With the consent of both team captains, games may be played simultaneously as dart boards become available from other completed games
- 6.2 A grace period of 10 minutes shall be given to a team to be present for the match, failing which they shall concede a walkover.

7 "TIE BREAKER"

- 7.1
 - 7.1.1 Tie-break between 2 teams in the group
In the event 2 teams have equal points, the winner of the match played between the 2 tied teams shall be ranked higher.
 - 7.1.2 Tie-break between 3 or more teams in the group
In the event 3 or more teams have equal points, the tie shall be broken in the following sequence:
 - a) Total Matches Won
 - b) Difference between Total Games Won and Total Games Lost
 - c) Difference between Total Legs Won and Total Legs Lost

If the tie remains after applying 7.1.2, each tied team shall nominate one (1) representative to play one (1) game of Count-Up. The team whose representative achieves the highest score shall be ranked 1st among the tied teams, while the team whose representative achieves the second-

highest score shall be ranked 2nd. The remaining team shall be ranked accordingly.

In the event that two or more representatives achieve the same Count-Up score, only the affected teams shall nominate the same representative to play another game of Count-Up until the ranking positions are determined.

8 DRESS CODE

- 8.1 Male and female players must put on round-neck t-shirts (with sleeves), polo T-shirt or shirt. The attire should be of uniformed colour for each team and preferably have a badge or printed logo for identification purposes.
- 8.2 Male player shall be in long pants or jeans and female player with skirt of reasonable length or in slacks/jeans. No torn jeans shall be worn by any player.
- 8.3 All players must put on covered shoes. Any player who fails to observe the dress code rule will not be allowed to play in the competition.
- 8.4 If there is valid reason(s) for a player not to wear the t-shirt provided by his or her organization, the referee has the authority to make the final decision to allow the player to wear his/her own t-shirt. Team captains must abide by the referee's decision.

9 GENERALS

- 9.1 Players shall use their own darts.
- 9.2 Participants who are not competing in any match while competition is in progress should stay behind.
- 9.3 The use of mobile telephone or similar instrument by a player is strictly prohibited from the 6-dart warm-up until the end of the game. Any player who contravenes this rule shall receive a warning from the tournament official. If the offence is repeated by the same player, then the player will immediately forfeit the Single or Doubles leg to the opponent(s).
- 9.4 Drinking is not allowed during the throw of the 3 darts to complete his/her turn. If the player fails to do so, his / her subsequent throw will be forfeited.
- 9.5 Wearing of headphones, earpieces or headgear (unless on religious ground) is not allowed during the game. Any player who fails to abide by the rule shall be getting a verbal warning from the tournament official. If the offence is repeated by the player, he / she will forfeit the Single or Doubles leg to the opponent(s).
- 9.6 Smoking is strictly prohibited during the competition.

- 9.7 Spectators are not allowed to prompt the players on the balance score. Any spectator from any organization who contravenes this rule shall receive a verbal warning from the tournament official. If the offence is repeated by the same player, then the player will be barred from entering the competition area. The player will only be allowed to enter the competition area to play his / her particular match.

10 PERSONAL DATA PROTECTION

- 10.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.