



SUPER2 Season 13 - DIVISION FINAL DETAILS

(Updated: 26 February 2020)

A. ROUND ROBIN PLAYOFF

1. Group Standing 2nd to 4th teams of each group in the On-line League Ranking will progress to Division Final.
2. All teams that have progression to Division Final will be auto-drawn into groups;
3. All Group Champions from the Online League Ranking will progress straight to SKO.
4. In the Round Robin, teams will be ranked by winning points, then by win/lost legs.
5. Round Robin will be played on the Online League System. Top 2 teams of the Round Robin group based on the online league ranking will proceed to SKO Stage.
6. Dress code rules apply to DARTSLIVE Official League Finals. Players who are not in the correct dress code will be given 10 minutes to rectify. Failure to abide to the dress code will result in player not able to play.
7. Minimum spending of \$30 per team is required.
8. 2-way Tie-Breaker will be based on head-to-head win. 3-way Tie-Breaker is based on 1 game of COUNT-UP.

Flight		AA	A	BB	B	CCC	CC	C
Date:		1 Mar	1 Mar	29 Feb	29 Feb	1 Mar	29 Feb	29 Feb
Venue:		Kindly check Flight League document for various Venue.						
Check In:		2PM						
Start Time:		3PM						
Teams in RR:		15	30	33	36	30	33	18
No. of Groups:		3 grps of 4 1 grp of 3	6 grps of 4 2 grps of 3	6 grps of 4 3 grps of 3	9 grps of 4	6 grps of 4 2 grps of 3	6 grps of 4 3 grps of 3	3 grps of 4 2 grps of 3
Progression to SKO:		Group Champion auto progress to Single Knock Out (SKO). (Round Robin Playoff: TOP 2 teams progress)						
Match Format	Part	AA	A	BB	B	CCC / CC / C		
	1	DBLS	701-701-701	701-701-701	501-501-501	501-501-501		
	2	SGLS	701-CRI-701	701-CRI-701	501-CRI-501	501-CRI-501		
		SGLS	701-CRI-CH	701-CRI-CH	501-CRI-CH	501-CRI-CH		
	3	DBLS	HALF-IT x1 (MASTER)	HALF-IT x1	HALF-IT x1	HALF-IT x1		
4	DBLS	901-CRI-CH	701-CRI-CH	701-CRI-CH	701-CRI-CH			
Game Credits		32 credits (\$16)	28 credits (\$14)		28 credits (\$14)	28 credits (\$14)		
		NO BREAKS IN BETWEEN GAMES *Walkover rule applies for team who is not present to start the next game						
x01 RULE		Open In/ Master Out			Open In / Open Out			
Bust Rule:		NO	0.26 & above					
Handicap:		No Handicap	DARTSLIVE2 Auto-Handicap					



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B. SINGLE KNOCKOUT (ROUND 1)

Flight	AA	A	BB	B	CCC	CC	C
Date:	7 March 2020 (Saturday)						
Venue:	Kindly check Flight League SKO document for various Venue.						
Check In:	3PM	12PM	12PM	12PM	12PM	3PM	3PM
Start Time:	4PM	1PM	1PM	1PM	1PM	4PM	4PM
Teams in SKO:	13	26	29	30	26	29	16

C. SINGLE KNOCKOUT (ROUND 2)

Flight	AA	A	BB	B	CCC	CC	C
Date:	8 March 2020 (Sunday)						
Venue:	Good Cheer 2		Forest 5		iDarts Bugis+		Good Cheer 2
Check In:	12PM						
Start Time:	1PM						
Teams in SKO:	4	8	8	8	8	8	4

SINGLE KNOCKOUT (GAME FORMAT)

Match Format	Part	AA	A	BB	B	CCC / CC / C
	1	DBLS	701-701-701	701-701-701	501-501-501	501-501-501
	2	SGLS	701-CRI-701	701-CRI-701	501-CRI-501	501-CRI-501
		SGLS	701-CRI-CH	701-CRI-CH	501-CRI-CH	501-CRI-CH
	3	DBLS	HALF-IT x1 (MASTER)	HALF-IT x1	HALF-IT x1	HALF-IT x1
4	DBLS	901-CRI-CH	701-CRI-CH	701-CRI-CH	701-CRI-CH	
Game Credits		12 credits (\$6)	12 credits (\$6)	12 credits (\$6)	12 credits (\$6)	12 credits (\$6)
NO BREAKS IN BETWEEN GAMES *Walkover rule applies for team who is not present to start the next game						
x01 RULE		Open In /Master Out			Open In / Open Out	
Bust Rule:		NO	0.26 & above			
Handicap:		No Handicap	DARTSLIVE2 Auto-Handicap			