



S4 DIVISION LEAGUE FINAL
(Round Robin Playoff)

Day	Date	Check In	Game On	Teams in RR	No. of Groups
Saturday	13 th June 2026	10:00 AM	11:00 AM	3	2

LEAGUE INFORMATION

Qualifying	Group Standing 2nd to 4th teams of each group in the Online League Ranking will progress to Division Playoff.				
Grouping	All teams that have progression to Division Final will be auto drawn into 2 groups (3 teams per group);				
Ranking	In Round Robin, Teams will be ranked by Winning Points. Final ranking will be based on online-league system ranking;				
Progression	Top 2 teams of the Round Robin groups based on the online league ranking will proceed to SKO Stage.				
Tie Breaker	2-way Tie – head-to-head win 3-way Tie – 1 game of COUNT-UP				
SKO FINALS Stage	Date:	13 th January 2026	Check In:	2:00 PM	
	Location:	Chao Xiang Restaurant	Game On:	2:30 PM	

PLAYOFF RR GROUPING

GROUP 1	GROUP 2
Baan Bangkok	Yashiki
Rookie Revenger	Moonstone
Maska Ichigo	Bullseye

GAME FORMAT (PLAYOFF RR)

PART 1		PART 2		PART 3	GAME CREDITS
GAME 1 (SINGLES)	GAME 2 (DOUBLES)	GAME 3 (DOUBLES)	GAME 4 (DOUBLES)	GAME 5 (TRIOS)	
501 (OI/OO)	CRICKET	501 (OI/OO, FZ)	HALF IT (NORMAL)	901 (OI/OO)	12

Part 1: NO REPEAT OF PLAYERS

Part 2: REPEAT OF PLAYERS ALLOWED **ONCE**

SKO FINALISTS	
<i>Group Champion</i>	Sunny Offside
<i>Group Champion</i>	Taffy S4 Team
<i>Playoff RR Qualifier</i>	Group 1 Rank 1
<i>Playoff RR Qualifier</i>	Group 2 Rank 1
<i>Playoff RR Qualifier</i>	Group 1 Rank 2
<i>Playoff RR Qualifier</i>	Group 2 Rank 2

GAME FORMAT (SKO)

PART 1		PART 2		PART 3	GAME CREDITS
GAME 1 (SINGLES)	GAME 2 (DOUBLES)	GAME 3 (DOUBLES)	GAME 4 (DOUBLES)	GAME 5 (TRIOS)	
501 (OI/OO)	CRICKET	501 (OI/OO, FZ)	HALF IT (NORMAL)	901 (OI/OO)	

Part 1: NO REPEAT OF PLAYERS

Part 2: REPEAT OF PLAYERS ALLOWED ONCE

GAME FORMAT (SKO FINALS) – BEST OF 7

PART 1		PART 2			PART 3		GAME CREDITS
GAME 1 (SINGLES)	GAME 2 (DOUBLES)	GAME 3 (DOUBLES)	GAME 4 (DOUBLES)	GAME 5 (DOUBLES)	GAME 6 (DOUBLES)	GAME 7 (TRIOS)	
501 (OI/OO)	CRICKET	501 (OI/OO, FZ)	CRICKET	HALF IT (NORMAL)	701 (OI/OO)	901 (OI/OO)	

Part 1: NO REPEAT OF PLAYERS

Part 2: REPEAT OF PLAYERS ALLOWED ONCE

Part 3: REPEAT OF PLAYERS ALLOWED ONCE