

### SARAWAK S1 DIVISION PLAYOFF (Round Robin)

Venue	Day	Date	Check In	Game On
Playground	Sunday	28 Jun	2.00 PM	3.00 PM

#### LEAGUE INFORMATION

<b>Qualifying</b>	Group Standing 2 <sup>nd</sup> to 6 <sup>th</sup> teams of each group in the Online League Ranking will progress to Division Playoff.		
<b>Grouping</b>	All teams that have progression to Division Final will be auto drawn into groups;		
<b>Ranking</b>	In Round Robin, Teams will be ranked by Winning Points. Final ranking will be based on online-league system ranking;		
<b>Progression</b>	Top 3 teams of the Round Robin group based on the online league ranking will proceed to SKO Stage and will be <b>randomly placed</b> in the SKO bracket.		
<b>Min Spending</b>	RM 50 / team	<b>Tie Breaker</b>	2-way Tie – head-to-head win 3-way Tie – 1 game of COUNT-UP + Handicap (40 points/rating)

Group 1	Group 2
Playground x Doctor Strange	Boc x Dead Silence
Teampay Venom	Teampay QuadEdge
B.O.C X Triple Threat	Teampay Chubby Shark
Kjj team	we play song song
Just Panda	Playground x Black Adam

#### GAME FORMAT

	PLAYOFF GAME FORMAT						GAME CREDITS
	PART 1		PART 2	01 Format	HANDICAP	BUST	PLAYOFF
	GAME 1	GAME 2	GAME 3				
S1	SINGLE 701 - 701 - 701	DOUBLES 701-CRI-701	TRIOS 1101	OI/MO	YES	0.26	32

### SARAWAK S1 DIVISION FINALS (SKO)

Venue	Day	Date	Check In	Game On
Playground	SUNDAY	28 June	6.00 PM	7.00 PM

#### LEAGUE INFORMATION

<b>Qualifying</b>	Group Standing TOP 3 teams of each group in the Playoff Ranking will progress to SKO.		
<b>Ranking</b>	In Round Robin, Teams will be ranked by Winning Points. Final ranking will be based on online-league system ranking;		
<b>Progression</b>	Top 3 teams of the Round Robin group based on the online league ranking will proceed to SKO Stage and will be <b>randomly placed</b> in the SKO bracket.		
<b>Min Spending</b>	RM 50 / team	<b>Tie Breaker</b>	2-way Tie – head-to-head win 3-way Tie – 1 game of COUNT-UP + Handicap (40 points/rating)

Group Champion
JAAAH
Joker Darts

#### GAME FORMAT

DIVISION	FINALS GAME FORMAT				
	PART 1		PART 2		PART 3
	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5
S1	SINGLE 701 - 701 - 701	DOUBLES 701-CRI-CH	DOUBLES 701 - 701 - 701 FREEZE MODE	SINGLE 701 - CRI - CH	TRIOS 1101

01 Format	HANDICAP	BUST	GAME CREDITS
OI/MO	YES	0.26	40

\*Bust Rule till Semi-Final

## ➤ GENERAL RULES

- All matches will be played at registered home shops.
- Reverse-A-Round is not available on the GLOBAL (REMOTE)ONLINE League system.
- Fraudulent Penalty applies\*
- **Play Sequence: Alternate Start**
  - **1st game of each match night:** Use the **DL2 Coin Toss** function.
  - **Winner of the Coin Toss** will start games **1, 3, 5, and 7.**
  - **Loser of the Coin Toss** will start games **2, 4, and 6.**

## ➤ Dart Throw & Scoring Guidelines

- Dart throws and scoring for online games will be solely determined by the **MACHINE SENSOR.**
- If a dart is **NOT DETECTED** by the machine sensor will be considered as a **MISS dart.** **Reverse a round is not** available.
- If darts landed on the dartboard but are not counted by the machine sensor it will be consider as a **MISS dart.** Players must **press the red button to continue the game.**
- If the machine fails to detect a throw, please press the red button to continue the match.
- Players are **NOT ALLOWED** to remove darts from the board before their turn is completed. Doing so will result as a **foul** for that game.
- Players are **NOT ALLOWED** to press the dartboard with their fingers/darts if a throw is not detected by the machine sensor.

***Note that System Results always stand as in any situation where both sides show different game results, whatever results captured by the system will stand as the official result.***

## ➤ GAMES

### Leg Tie Situation - x01 and all Other Games

- If neither team finishes the game in the x01 Game, or when both teams end the game with same score in all Other Games, system will display "**TIE**".

In this situation, **the cork shall be performed** and the player who throws with the **HIGHEST score wins the game.**

\* Triple 20 / 60 points is the highest score on DL2 machine.

\* Nearest to the bull on DL3 machine.

\* The cork shall be performed until a winner is determined.

### End of Match Tie Situation

- If a tie situation occurs, 1 – 1 or 2 – 2, due to both teams having one or more 'bust' player.

In this situation, **the cork shall be performed** and the player who throws with the **HIGHEST score (Triple 20 / 60 Points) wins the game.**

\* Triple 20 / 60 points is the highest score on DL2 machine.

\* Nearest to the bull on DL3 machine.

\* The cork shall be performed until a winner is determined.