

NORTH S2 DIVISION PLAYOFF (Round Robin)

| Venue | Day | Date | Check In | Game On |
|------------|----------|--------|----------|---------|
| PRIK KI NU | SATURDAY | 6 June | 1 PM | 2 PM |

LEAGUE INFORMATION

| | | | |
|---------------------|--|--------------------|--|
| Qualifying | Group Standing 2 nd to 4 th 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 groups; | | |
| 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 group based on the online league ranking will proceed to SKO Stage and will be randomly placed in the SKO bracket. | | |
| Min Spending | RM 50 / team | Tie Breaker | 2-way Tie – head-to-head win 3-way Tie – 1 game of COUNT-UP + Handicap (40 points/rating) |

| Group 1 | Group 2 | Group 3 |
|--------------|---------------------|--------------------------|
| SKY HUNTER | Prik Ki Nu Sikachua | DDC 95K |
| PKN 啦啦煲 | DDC_buzhidao | Ice Cream Young Buaya S2 |
| SD S2 Team B | DDC_botak | SD S2 Team A |

GAME FORMAT

| | PLAYOFF GAME FORMAT | | | | | | GAME CREDITS |
|----|---------------------------|----------------------------|---------------|-----------|----------|------------|--------------|
| | PART 1 | | PART 2 | 01 Format | HANDICAP | BUST | PLAYOFF |
| | GAME 1 | GAME 2 | GAME 3 | | | | |
| S2 | SINGLE 501 - 501 - 501 | DOUBLES 701-CRI- 701 | TRIOS 1101 | OI/MO | YES | YES / 0.26 | 32 |

NORTH S2 DIVISION FINALS (SKO)

| Venue | Day | Date | Check In | Game On |
|------------|----------|--------|----------|---------|
| PRIK KI NU | SATURDAY | 6 June | 5 PM | 6 PM |

LEAGUE INFORMATION

| | | | |
|---------------------|--|--------------------|---|
| Qualifying | Group Standing TOP 2 teams of each group in the Playoff Ranking will progress to SKO. | | |
| 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 group based on the online league ranking will proceed to SKO Stage and will be randomly placed in the SKO bracket. | | |
| Min Spending | RM 50 / team | Tie Breaker | 2-way Tie – head-to-head win 3-way Tie – 1 game of COUNT-UP + Handicap (40 points/rating) |

| Group Champion |
|-----------------------|
| PKN No Aim Just Druck |
| DDC BUHUIGONG |
| DDC ENJOY |

GAME FORMAT

| DIVISION | FINALS GAME FORMAT | | | | |
|----------|---------------------------|-----------------------|---|--------------------------|---------------|
| | PART 1 | | PART 2 | | PART 3 |
| | GAME 1 | GAME 2 | GAME 3 | GAME 4 | GAME 5 |
| S2 | SINGLE 501 - 501 - 501 | DOUBLES 701-CRI-CH | DOUBLES 501 - 501 - 501 FREEZE MODE | SINGLE 501 - CRI - CH | TRIOS 1101 |

| 01 Format | HANDICAP | BUST | GAME CREDITS |
|-----------|----------|------------|--------------|
| OI/MO | YES | 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.