DARTSLIVE MALAYSIA

SUPER LEAGUE MALAYSIA SEASON 11

ROOKIE DIVISION PLAYOFF (Round Robin)

Venue	Day	Date	Check In	Game On
AT SELECTED HOMESHOP	**THURSDAY**	29TH OCT	**8.30 PM**	**9 PM**

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 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	Group 4
ICECREAMBUAYA @ TIPSY TOSS	SHADOW STRIKERS	ECLIPSE – RFID @PRT	WEMBLEY_ D.L.C
DC333	HAWAII X HOE GAAT HET	HIGHTON DARUMA	DARTS KNIGHT @ ANT BAR
TBX MAXIMUM TEAM NAME CHARACTERS	DT UNKNOWN	MISSED AGAIN @ ANT CAFE	ECLIPSE – SMART TAG @RPT

Group 5	Group 6	Group 7	Group 8
MOC – BOOMSHAKALAKA 2.0	LEGENDS MCFLURRY	SHOGUN YASO	DT ONSOI
49 DAGGER	DT CHILL	DT JUST DO IT	BARREL X ALFHEIM
DDC_ROBSON	TRIPLE ONE @ TIPSY TOSS	TBX DEEPSEEK	DC LUCKY FLIGHT

Group 9
HAWAII CLOVER B
OTW ROOF TOP
LEGEND ULTIMATE ACES

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ROOKIE DIVISION FINALS (SKO)

Venue	Day	Date	Check In	Game On
AT SELECTED HOMESHOP	**SUNDAY**	**1ST NOV**	**1PM**	**2PM**

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	
JWM LEMON TEA	FIRST FLIGHT
INFINITY SHURA	KING DARTS C
JWM PEACH TEA	HUSTLERS X WHY SO SERIOUS
JWM SPARKLING RIBENA	TRIPLE X
BBC DART GURUS	

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GAME FORMAT

DIVISION	PLAYOFF GAME FORMAT						GAME CREDITS
	PART 1		PART 2	01 Format	HANDICAP	BUST	PLAYOFF
	GAME 1	GAME 2	GAME 3				
ROOKIE	SINGLE 501 - 501 - 501	DOUBLES 501-CRI-501	TRIOS 901	OI/OO	YES	0.26	32

DIVISION	FINALS GAME FORMAT						GAME CREDITS
	PART 1		PART 2	01 Format	HANDICAP	BUST	FINAL
	GAME 1	GAME 2	GAME 3				
ROOKIE	SINGLE 501 - 501 - 501	DOUBLES 501-CRI-CH	TRIOS 901	OI/OO	YES	0.26	30

***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.