## KNOCKOUTS-- PLAYING SCHEDULE-- All matches best of 9 frames

| Pre Quarters | Quarters | Semi Finals | Finals |  |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} \text { Seed } 1 \\ \text { Day 6; } 10 \text { AM, T1 } \\ \text { Seed } 16 \end{gathered}$ |  |  |  | *All ties for a seed shall be broken by a game of chance. |
| Seed 8 <br> Day 6; 10 AM, T2 Seed 12 | Day 6; 6 PM, T1 |  |  | *No player can play a player of his league group in the first match but can be in the same half. |
| Seed 5 <br> Day 6; 12 PM, T1 Seed 9 |  | Day 7; T1 |  | *In case of shifting he shall be shifted with a player closest to his seed and the other player shall take his place. |
| Seed 13 Day $6 ; 12$ PM, T2 Seed 4 | Day 6; 6 PM, T2 |  |  |  |
| Seed 3 Day 6; 2 PM, T1 Seed 14 |  |  | Day 7; T1 |  |
| Seed 6 Day 6; 2 PM, T2 Seed 10 | Day 6; 8 PM, T1 |  |  |  |
| Seed 7 Day 6; 4 PM, T1 Seed 11 |  | Day 7; T2 |  |  |
| Seed 15 Day 6; 4 PM, T2 Seed 2 | Day 6; 8 PM, T2 |  |  |  |

