

Minutes
Rules and Tournament Regulations Commission
17 October 2011, 15:00-19:00

Chairman: Geurt Gijssen (NED)

Secretary: Stewart Reuben (ENG)

Attendances:

Werner Stubenvoll (AUT), Panagiotis Nikolopoulos (GRE), Dirk De Ridder (BEL), Eddie Price (RSA), Ashot Vardapetyan (ARM), Igor Vereshchagin (RUS), Andrzej Filipowicz (POL), Sevan Muradian (USA), Francisco Guadalupe (USA), A. Vasse (NED), Brian Jones (AUS), Jan Kranbenbos , Allan Herbert (BAR), Klaus Deventer (GER), Alexander Tkachev (RUS), Arthur Schuering (NED), Ralph Alt (GER), Tony Rich (USA), Christian Krause (GER), Roberto Ricca (ITA), Stephen Boyd (FRA), Ruth I Haring (USA), Tomasz Sielicki (POL), Sava Stoisavljevic (SRB), Mikko Markulla (FIN), Walter Brown (USA), Kevin Bonham (AUS), Sophia Rohde (USA), Almog Burstein (ISR), Franca Dapiran (ITA), Graham Boxall (JCI), Herman Hamers (NED), Carol Jarecki (IVB), Bill Hall (USA), Beatriz Marinello (USA), Ozgur Solakoglu (TUR), Hadi Karimi (IRI)

The Chairman welcomed the members of the Commission and the Observers to the meeting. He expressed dismay at the lack of response to emails from a number of the commission members. He said that the main topic of the meeting would be the Tournament Regulations, in particular the Tie-break Rules which was unfinished business from 2010.

The Tiebreak Rules were discussed in detail and revised in the light of current practice. They are as attached.

It was proposed that the match captain should have less freedom of movement during play. Also that he should be subject to similar restrictions to those on players on his use of a mobile phone during play. Neither amendment to the current regulations were thought sufficiently urgent to warrant change, the text of the regulations having been agreed in 2010.

Signed:

Geurt Gijssen Chairman

Stewart Reuben Secretary

Annex 4. Regulations regarding tie-breaks.

Choice of Tie-break System

The choice of the Tie-break System to be used in a tournament shall be decided in advance and shall be announced prior to the start of the tournament. If all tie-breaks fail, then the tie shall be broken by drawing of lots.

A play-off is the best system, but it is not always appropriate. For example, there may not be adequate time.

1. Play-off.

- a. Adequate time must be set aside for a conclusion to be reached.
- b. The pairings system and rate of play must be determined in advance of the start of the event.
- c. All eventualities must be covered in the regulations.
- d. It is recommended that playoffs only be arranged for disposition of the first place, a championship or qualifying places.
- e. Where subsidiary places are also decided during the tie, each player shall be allotted his score according to his result in the playoff. For example: Three players tie. Number 1 wins, number 2 comes second and number 3 third. Number 2 receives second prize.
- f. Where 2 players are tied after the first place is decided, they shall split any prize money to which they are entitled. For example, 4 players tie. A knockout is arranged. Players 3 and 4 knocked out in the semi-final share the 3rd and 4th prize equally.
- g. Where time is limited before a closing ceremony, games between players potentially involved in such ties in the last round may be scheduled to commence earlier than other games in the tournament.
- h. If there is a playoff these will commence after a break of at least 30 minutes after the conclusion of the last main game involving players in the playoff. Where there are further stages, there shall be a break of at least 10 minutes between each stage.
- i. Each game shall be supervised by an arbiter. If there is a dispute, this will be referred to the Chief Arbiter. His decision shall be final.
- j. Colours shall be determined by lot in all cases below.
- k. The following is an example where time for playoff is somewhat limited.
 - (1). If two players have to play a tie-break match:
 - (a). They play a two game mini-match at the rate of all the moves in 3 minutes add-on 5 seconds for each move from move 1. If this match is tied:
 - (b). A fresh drawing of lots shall take place.
The winner shall be the first winner of a game. After each odd-numbered game the colours shall be reversed.
 - (2). If 3 players tie for first:
 - (a). They play a one game round robin at the rate as in 1 (a). If all 3 players again tie:
 - (b). The next tie-break shall be used (See G.) and the lowest-placed player eliminated. Then proceed as in (1).(a).
 - (3). If 4 players tie for first: they play a knockout.
The pairings shall be determined by lot.
There shall be two game elimination matches at the rate as in (1) (a).
 - (4). If 5 or more players tie for first, then they are ranked by the next tie-break (See G.) and all but the top 4 eliminated

- (5). The right is reserved to make necessary changes.
- (6). Where only 2 players are involved in the playoff, if time permits, they may play at a slower rate of play by agreement with the CA and CO.

2. Other commonly used Tie-Break Systems

In all systems the players shall be ranked in descending order of the respective system. The following list is simply in alphabetical order.

A. Explanations of Tie-Break Systems

(a). Average Rating of Opponents

The Average Rating of Opponents (ARO) is the sum of the ratings of the opponents of a player divided by the number of played games.

- (a1). The Average Rating Cut (ARCO) is the Average Rating of Opponents reduced by one or more of the ratings of the opponents, started from the lowest rated opponent.

(b). Buchholz System

The Buchholz System is the sum of the score of each of the opponents of a player.

- (b1). The Median Buchholz is the Buchholz reduced by the highest and the lowest score of the opponents.
- (b2). The Median Buchholz 2 is the Buchholz Score reduced by the two highest and the two lowest scores of the opponents.
- (b3). The Buchholz Cut 1 is the Buchholz Score reduced by the lowest score of the opponents.
- (ba4). The Buchholz Cut 2 is the Buchholz Score reduced by the two lowest scores of the opponents.

(c). Direct Encounter

If all the tied players have met each other, then the sum of points from these encounters is used. The player with the highest score is ranked number 1 and so on. However, if some, but not all have played each other, the player with a score, which cannot be equalled by any other player (had all the games been played) is ranked number 1 and so on.

(d). Koya System for Round Robin Tournaments

This is the number of points achieved against all opponents who have achieved 50 % or more.

- (d1). The Koya System extended

The Koya System may be extended step by step to include score groups with less than 50 %, or reduced step by step to exclude players who scored 50% and then higher scores.

(e). Number of games played with the black pieces

The greater number of games played with the black pieces (unplayed games will be counted as played with the white pieces).

(f). Sonneborn-Berger System

The Sonneborn-Berger System for Individual Tournaments is the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn.

- (f2). Sonneborn-Berger for Team Tournaments is the score made by each opposing team multiplied by the score made against that team. Then add all these sums together.
- (g). **Team Competitions**
- (g1). Match points in Team Competitions decided by game points, for example:
2 points for a won match where a team has scored more points than the opposing team.
1 point for a drawn match
0 points for a lost match
- (g2). Game points in Team Competitions decided by match points.
The tie is broken by determining the total number of points scored.

B. Tie-Break Systems using both the player's and the opponents' results

- (a). Sonneborn-Berger
- (b). The Koya System for Round Robin Tournaments
- (b1). The Koya System extended
- (c). Number of games won
- (d). Direct Encounter

C. Tie-Break Rules using a team's own results

- (a). Match points in Team Competitions
- (b). Game points in Team Competitions decided by match points.
The tie is broken by determining the total number of points scored.
- (c). Direct Encounter

D. Tie-Break Rules using the Results of Opponents

Note, these scores are determined in each case *after* the application of the rule concerning unplayed games.

- (a). The Buchholz System
- (a1). The Median Buchholz (a2) The Median Buchholz 2 is the Buchholz Score reduced by the two highest and the two lowest scores of the opponents
- (a3). The Buchholz Cut 1 is the Buchholz Score reduced by the lowest score of the opponents
- (a4). The Buchholz Cut 2 is the Buchholz Score reduced by the two lowest scores of the opponents
- (a5). The Sum of Buchholz is the sum of the Buchholz Scores of the opponents
- (b). The Sonneborn-Berger System
- (b1). The Sonneborn-Berger for Individual Tournaments is the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn.
- (b2). The Sonneborn-Berger for Team Tournaments is the total number of match points made by each opposing team multiplied by the match points made against that team. Then add all these figures together, or
- (b3). The Sonneborn-Berger for Team Tournaments is the total number of match points made by each opposing team multiplied by the game points made against that team. Then add all these figures together, or
- (b4). The Sonneborn-Berger for Team Tournaments is the total number of game points made by each opposing team multiplied by the match points made against that team. Then add all these figures together, or

- (b5). The Sonneborn-Berger for Team Tournaments is the total number of game points made by each opposing team multiplied by the game points made against that team. Then add all these figures together, or
- (b6). The Sonneborn-Berger for Team Tournaments Cut 1 is the total number of match points made by each opposing team, excluding the opposing team, who scored the lowest number of matchpoints, multiplied by the game points made against that team. Then add all these figures together, or
- (b7). The Sonneborn-Berger for Team Tournaments Cut 1 is the total number of match points made by each opposing team excluding the opposing team, who scored the lowest number of match points multiplied by the game points made against that team. Then add all these figures together, or
- (b8). The Sonneborn-Berger for Team Tournaments Cut 1 is the total number of game points made by each opposing team excluding the opposing team, who scored the lowest number of game pointsteam multiplied by the match points made against that team. Then add all these figures together, or
- (b9). The Sonneborn-Berger for Team Tournaments Cut 1 is the total number of game points made by each opposing team excluding the opposing team, who scored the lowest number of game points multiplied by the game points made against that team. Then add all these figures together.

E. Tie-Break Rules using Ratings in individual tournaments (where all the players are rated)

When a player has elected not to play more than two games in the tournament, his ARO or ARCO shall be considered lower than that of any player who has completed more of the schedule/

- (a). ARO {See 2.A.(a)}
- (b). ARCO {See 2.A.(a1)}

F. Handling unplayed games

- (a). For tie-break purposes, the result of an unplayed game shall be counted as a draw against the player himself.
(This system shall not be applied from July 1,2012.)
- (b). For tie-break purposes a virtual player shall be introduced. In this system all forfeited games are considered to be a draw. The score of this virtual player will be applied.

Ov = Score virtual opponent
P = Player
R = Round of forfeit
Sp = Score of P before Round R
Sr = Forfeit Score of P in Round R
N = Number of rounds of the tournament

$$Ov = Sp + (1-Sr) + 0.5 \times (N-R)$$

Example 1: in Round 3 of a 9-round tournament Player P did not show up.
His score after 2 rounds is 1.5.

$$\text{Score } Ov = 1.5 + (1 - 0) + 0.5 \times (3 - 3) = 2.5 \text{ after round 3}$$

$$\text{Score } Ov = 1.5 + (1 - 0) + 0.5 \times (9 - 3) = 5.5 \text{ at the end of the tournament}$$

Example 2: in Round 6 the opponent of P does not show up.

His score after 5 rounds is 3.5.

Score Ov = $3.5 + (1 - 1) + 0.5 \times (6 - 6) = 3.5$ after round 6

Score Ov = $3.5 + (1 - 1) + 0.5 \times (9 - 6) = 5.0$ at the end of the tournament

G. Recommended Tie-Break Rules

For different types of tournaments the Tie-Break Rules are as listed below **and are recommended to be applied in the listed order.**

(a) Individual Round Robin

Direct encounter

The greater number of wins

Sonneborn-Berger

The greater number of games with Black (unplayed games will be counted as played with White)

Koya System

(b) Team Round Robin Tournaments:

Match Points (if ranking is decided by Game Points), or

Game Points (if ranking is decided by Match Points)

Direct encounter

Sonneborn-Berger

(c). Individual Swiss Tournaments (where not all the ratings are consistent):

Direct encounter

The greater number of wins

The greater number of games with Black (unplayed games will be counted as played with White)

Buchholz Cut 1

Buchholz

Sonneborn-Berger

(d) Individual Swiss Tournaments (where all the ratings are consistent)

Direct encounter

The greater number of wins

The greater number of games with Black (unplayed games will be counted as played with White)

ARCO

Buchholz Cut 1

Buchholz

Sonneborn-Berger

(e) Team Swiss Tournaments:

Match Points (if ranking is decided by Game Points, or)

Game Points (if ranking is decided by Match Points)

Direct encounter

Buchholz Cut 1

Buchholz

Sonneborn-Berger