

## 2017 GCT Tiebreak Regulations

These regulations cover tie-breaks and playoffs for any Grand Chess Tour ("GCT") Event and/or for the GCT overall.

1. Tiebreaks shall only be played in the event of a tie for first place either in an Event or in the Final Standings of the Grand Chess Tour.
2. Where Tiebreaks are required, a "**Rapid**" game shall be played at a time limit of game in 10 minutes plus a 5-second delay per move from move 1. A "**Blitz**" game shall be played at a time limit of game in 5 minutes plus a 3-second delay per move from move 1.
3. The following shall apply where an "**Armageddon**" game is required to split the tie:
  - 3.1. White shall have 5 minutes and Black shall have 4 minutes without any increment or delay.
  - 3.2. In the event of a draw Black shall be declared the winner.
  - 3.3. Colours shall be determined by the toss of a coin, conducted by the Event Chief Arbiter. The winner of the toss shall have choice of colour.
  - 3.4. Where the reduction in material is such that neither player could conceivably win other than by virtue of the other exceeding the time limit (for instance where each player has only a King and a Knight), the arbiter may declare the game drawn either before or after a flag fall.
4. Where there is a tie for first place in an Event, there shall be a playoff between the top two players in the Event standings which shall be determined as follows:
  - 4.1. Number of games won by each of the players involved in the tie.
  - 4.2. The results of the games between or amongst the players in the tie.
  - 4.3. If more than two players remain tied for first place after the application of Regulations 4.1 and 4.2 above, there shall not be a playoff and the Grand Chess Tour Points shall be shared amongst all players involved in the tie.
  - 4.4. If two or more players remain tied for second place after the application of Regulations 4.1 and 4.2 above, there shall not be a playoff. The player in first place after the application of Regulations 4.1 and 4.2 above shall be declared the winner of the event and Regulation 5 below shall apply.
5. The playoff shall determine the winner of the Event and the allocation of the Event level GCT points. The playoff shall not affect the distribution of the Event level prize money which shall be divided evenly amongst all players involved in the tie for first place.
  - 5.1. The winner of an Event following a playoff shall receive the first-place allocation of twelve (12) GCT Points.
  - 5.2. The GCT Points of all the remaining players involved in the tie for first place shall then be divided equally amongst them.

6. Where there is a tie for any position other than first place in an Event, both the prize money and the GCT Points shall be divided equally amongst the tied players.
7. Where there is a tie for first place in the Final Standings of the Grand Chess Tour (after all other Event playoffs), there shall be a playoff conducted between the top two players in the Final Standings determined as follows:
  - 7.1. Total number of points scored in all Grand Chess Tour Events in 2017. For this purpose:
    - 7.1.a A win in a Classical Event shall score 4 points and a draw 2 points;
    - 7.1.b A win a Rapid Event shall score 2 points and a draw 1 point;
    - 7.1.c A win in a Blitz Event shall score 1 point and a draw ½ point.
  - 7.2. Total number of games won in total in all Grand Chess Tour Events in 2017.
  - 7.3. The results of the games played between or amongst the players involved in the tie in all Grand Chess Tour Events in 2017, provided the players have all played each other an equal number of times.
  - 7.4. If more than two players remain tied for first place after the application of Regulations 7.1, 7.2 and 7.3 above, there shall not be a playoff and the Grand Chess Tour Points prize money of \$150,000 USD (One Hundred and Fifty Thousand U.S. Dollars) shall be divided equally amongst all players involved in the tie.
  - 7.5. If two or more players remain tied for second place after the application of Regulations 7.1, 7.2 and 7.3 above, there shall not be a playoff. The player in first place after the application of Regulations 7.1, 7.2 and 7.3 above shall be declared the winner of the Grand Chess Tour and Regulations 8 and 9 below shall apply.
8. \$90,000 USD (Ninety Thousand U.S. Dollars) shall be awarded to the winner of the playoff for first place in the Final Standings.
9. \$60,000 USD (Sixty Thousand U.S. Dollars) shall be split evenly between all other players (including the losing finalist) involved in the tie for first place in the Final Standings.
10. Where there is a tie for second place in the Final Standings of the Tour (after all other Event playoffs), the second-place prize of \$50,000 USD (Fifty Thousand U.S. Dollars) shall be divided equally amongst all players involved in the tie for second place.

11. Where a playoff is to be held, the procedures below shall apply.
  - 11.1. The playoff shall commence only after a break of at least 30 minutes after the conclusion of the last game in the main Event involving any player in the playoff. The interval between games in the playoff shall be not less than 5 minutes and if possible at least 10 minutes.
  - 11.2. The playoff shall consist of a mini-match of two Rapid games. If the scores are still level after the two Rapid games, there shall be up to two mini-matches consisting of two Blitz games each. If either Blitz mini-match is decided this shall end the tie. If the scores are still level after the two mini-matches of two Blitz games each, there shall be an Armageddon Game.
  - 11.3. Before each of the mini-matches specified in these Regulations, lots shall be drawn to determine which player has White in the first game.
  - 11.4. In all tiebreaks, the GCT shall be empowered to replace the Rapid Games with Blitz Games where this is necessary to complete the tournament on schedule.