

**2018 GCT Tiebreak Regulations****1. Preamble**

This addendum specifies the regulations for tiebreaks and playoffs for the Rapid & Blitz events, and for the Sinquefield Cup, and for the Standings of the 2018 Grand Chess Tour at the end of the Sinquefield Cup.

A Playoff shall only take place in the event of a tie for first place in an individual Event or in the case of a tie for any of the top four places in the Standings of the Grand Chess Tour at the end of the 2018 Sinquefield Cup.

**2. Regulations for the Rapid & Blitz Events and the Sinquefield Cup**

- 2.1.** In the event of a tie for first place in any of the Rapid & Blitz Events or in the Sinquefield Cup, there shall be a playoff between the top two players in the Event standings who shall be determined as follows:
  - 2.1.1.** The results of the games between or amongst all the players involved in the tie (regardless of time control).
  - 2.1.2.** The total number of games won by each of the players involved in the remaining tie after the application of Regulation 2.1.1 (regardless of time control).
  - 2.1.3.** The total number of games won with black by each of the players involved in the remaining tie after the application of Regulation 2.1.2 (regardless of time control).
  - 2.1.4.** If more than two players remain tied for first place after the application of Regulations 2.1.1 - 2.1.3 above, the two participants in the playoff shall be determined by lot.
  - 2.1.5.** If two or more players remain tied for second place after the application of Regulations 2.1.1 - 2.1.3 above, the second participant in the playoff shall be determined by lot.
- 2.2.** In any such playoff, a Rapid mini-match consisting of two games shall be played at a time limit of game in 10 minutes with a 5 second delay per move from move 1.
- 2.3.** If this fails to break the tie, a single "Armageddon" game shall be played to split the tie:
  - 2.3.1.** White shall have 5 minutes and Black shall have 4 minutes, without any increment or delay.
  - 2.3.2.** In the event of a draw Black shall be declared the winner.
  - 2.3.3.** 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.
- 2.4.** The playoff shall determine the winner of the Event only. The playoff shall not affect the distribution of the Event prize money or the allocation of the Event GCT Points, both of which shall be divided evenly amongst all players involved in the tie for first place.
- 2.5.** Where there is a tie for any position other than first place in an Event, both the Event prize money and the Event GCT Points shall be divided equally amongst all the tied players.

**3. Regulations in the event of a tie in the Standings of the 2018 Grand Chess Tour at the end of the 2018 Sinquefield Cup**

- 3.1.** Where there is a relevant tie in the Standings of the 2018 GCT at the end of the 2018 Sinquefield Cup, there shall be a playoff conducted between all the players involved in the relevant tie. A tie for any of the first four places is defined as a relevant tie for purpose of these regulations.
- 3.2.** Where there is a tie for fifth or any subsequent places in the in the Standings of the 2018 Grand Chess Tour at the end of the 2018 Sinquefield Cup, there shall not be a playoff and the place or places shall remain tied for purposes of the final published standings.
- 3.3.** The players in a relevant tie shall initially contest a Rapid Round Robin, with the pairing numbers determined by lot.
- 3.4.** Where there are two players in a relevant tie, they shall contest a Double Rapid Round Robin (a mini-match consisting of two games) where the time limit shall be game in 25 minutes with a 10 second delay per move from move 1.
- 3.5.** Where there are three or four players in a relevant tie, the time limit for the Rapid Round Robin shall be game in 25 minutes with a 10 second delay per move from move 1.
- 3.6.** Where there are five players or more in a relevant tie, the time limit for the Rapid Round Robin shall be game in 10 minutes with a 5 second delay per move from move 1.
- 3.7.** If there is still a relevant tie after the Rapid Round Robin is complete, the players in the remaining relevant tie shall contest a Blitz Round Robin at a time limit of game in 5 minutes with a 3 second delay per move from move 1.
- 3.8.** If there is still a relevant time after the Blitz Round Robin, further Blitz Round Robins shall take place with the players still in the remaining relevant tie, until the relevant tie is resolved, subject to the provisions of Regulation 3.10 below.
- 3.9.** If at any stage there are only two players in the relevant remaining tie, future Round Robins shall be Double Round (a mini-match consisting of two games) rather than Single Round.
- 3.10.** If a relevant tie remains after four Round Robins have been held (one Rapid and three Blitz), the Grand Chess Tour Chief Arbiter or his appointed deputy shall be empowered, after consulting with the players, to direct that the tie be resolved by other means.
- 3.11.** Where the players in a remaining relevant tie are the same as at the start of the previous Round Robin, the next Round Robin shall take place with colours reversed.
- 3.12.** Where the players in a remaining relevant tie are fewer than at the start of the previous Round Robin, there shall be a fresh draw for the pairing numbers in the next Round Robin.