

## 2024 Grand Chess Tour Tiebreak Regulations

### 1. Preamble

This document specifies the regulations for tiebreaks and playoffs for all events comprising the 2024 Grand Chess Tour (GCT) as well as for circumstances where there is a tie in 2024 Tour Points at the end of the 2024 GCT season. A playoff shall only take place in the event of a tie for first place in an individual event or in the final GCT standings.

### 2. Regulations in the case of ties for first place in any of the GCT Rapid & Blitz Events

- 2.1. In the event of a tie for first place in any of the 2024 GCT Rapid & Blitz Events, there shall be a playoff amongst all the players involved in the tie.
- 2.2. The playoff shall take place on the same day and shall commence not less than fifteen minutes after the end of the last game of the final round.
- 2.3. The players involved in the tie shall initially contest a Rapid or Blitz Round Robin, with the pairing numbers determined in the following tie-break order, with player 1 having the best tie-breaks: Most wins, most blacks, direct encounter, drawing of lots.
  - 2.3.1. Where there are two players in the tie, they shall contest a Rapid Double Round Robin (a mini-match consisting of two games) where the time limit shall be game in 8 minutes with a 3 second increment per move from move 1.
  - 2.3.2. Where there are three or more players involved in the tie, they shall contest a Blitz Round Robin where the time limit shall be game in 5 minutes with a 2 second increment per move from move 1.
- 2.4. If there is still a tie after the Round Robin is complete, the players in the remaining tie shall contest single "Armageddon" games on a knockout basis as required to split the tie.
  - 2.4.1. Where the number of players in the remaining tie is not 2, 4 or 8, some players shall receive byes as necessary to reduce the number to 2, 4 or 8 in the next round. The pairings and the byes shall be determined per regulation 2.3.
- 2.5. In each Armageddon game:
  - 2.5.1. White shall have 5 minutes and Black shall have 4 minutes, with a 2 second increment from move 61.
  - 2.5.2. In the event of a draw Black shall be declared the winner.
  - 2.5.3. 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.
- 2.6. The playoff shall determine the winner of the Rapid & Blitz event.

\$5,000 of the prize money for first place shall be awarded to the winner. The balance of the prize money for first place as well as the prize money for all the other places of players involved in the original tie shall be shared equally amongst all those players, including the winner.

- 2.7. The playoff shall not affect the distribution of event Tour Points, which shall be divided evenly amongst all players involved in the tie for first place. No Tour Points bonus will be assigned if a playoff is required to determine the winner of an event.
- 2.8. Where there is a tie for any position other than first place in an event, both the event prize money and the event Tour Points shall be divided equally amongst all the tied players.

### **3. Regulations in the event of a tie in any of the GCT Classical Events**

- 3.1. In the event of a tie for first place in any of the 2024 GCT Classical event, there shall be a playoff amongst all the players involved in the tie.
- 3.2. The playoff shall take place on the same day and shall commence not less than fifteen minutes after the end of the last game of the final round.
- 3.3. The players in the tie shall initially contest a Rapid Round Robin, with the pairing numbers determined in the following tie-break order, with player 1 having the best tie-breaks: Most wins, most blacks, direct encounter, drawing of lots.
  - 3.3.1. Where there are two players in the tie, they shall contest a Double Rapid Round Robin (a mini-match consisting of two games) where the time limit shall be game in 10 minutes with a 5 second increment per move from move 1.
  - 3.3.2. Where there are three or more players in the tie, the time limit for the Rapid Round Robin shall be game in 10 minutes with a 5 second increment per move from move 1.
- 3.4. If there is still a tie after the Round Robin is complete, the players in the remaining tie shall contest single "Armageddon" games on a knockout basis as required to split the tie.
  - 3.4.1. Where the number of players in the remaining tie is not 2, 4 or 8, some players shall receive byes as necessary to reduce the number to 2, 4 or 8 in the next round. The pairings and the byes shall be determined per regulation 3.3.
- 3.5. In each Armageddon game:
  - 3.5.1. White shall have 5 minutes and Black shall have 4 minutes, with a 2 second increment from move 61.
  - 3.5.2. In the event of a draw Black shall be declared the winner.
  - 3.5.3. Colours shall be determined by the toss of a coin, conducted by the Event Chief Arbiter. The winner of the toss shall have the choice of colour.
- 3.6. The playoff shall determine the winner of the Classical Event.

\$10,000 of the prize money for first place shall be awarded to the winner. The balance of the prize money for first place as well as the prize money for all the other places of players involved in the original tie shall be shared equally amongst all those players, including the winner.

- 3.7.** The playoff shall not affect the distribution of event Tour Points, which shall be divided evenly amongst all players involved in the tie for first place. No Tour Points bonus will be assigned if a playoff is required to determine the winner of an event.
- 3.8.** Where there is a tie for any position other than first place in an event, both the event prize money and the event Tour Points shall be divided equally amongst all the tied players.

#### **4. Regulations in the event of ties in the overall standings of the 2024 Grand Chess Tour**

- 4.1.** If there is a tie for first place and/or third place in the overall standings of the 2024 GCT at the end of the 2024 Sinquefeld Cup, the tie(s) shall be broken by the playoff(s) described below.
- 4.2.** Ties for any other places, including second place, shall not be broken and the place(s) shall remain tied for the purposes of the final published overall standings. The playoff(s) shall not affect the distribution of the GCT Bonus payment; if the overall placement of the tied positions qualify the tied players for a GCT Bonus payment, then the bonus payment shall be split equally between all players involved in the tie(s).
- 4.3.** The playoff(s) shall determine the winner of the 2024 GCT and the players in the first three places. The GCT will invite those players to participate in the 2025 GCT.
- 4.4.** The playoff shall be conducted on the day immediately following the end of the last scheduled round, which day shall be held as a dedicated reserve day to cater for the possibility of playoffs.
- 4.5.** If at any stage, including initially, there are separate ties for first and second place and for third place and below, the following Regulations will apply separately to the two ties.
- 4.6.** If at any stage there are only two players in a remaining tie, they shall contest a Double Rapid Round Robin (a mini-match consisting of two games) at the relevant time limit specified below.
- 4.7.** The players in the tie(s) shall initially contest a Rapid Round Robin, with the pairing numbers determined by lot. The time limit shall be game in 15 minutes with a 10 second increment per move from move 1.
- 4.8.** If there is still a tie or ties after the Rapid Round Robin is complete, the players in the remaining tie(s) shall contest a further Rapid Round Robin at the above time limit.
  - 4.8.1.** If all the players in the second Round Robin are the same as in the first Round Robin, then the second Round Robin shall take place with colours reversed. Otherwise, new pairing numbers determined by lot will be used.
- 4.9.** If there is still a tie or ties after the second Round Robin is complete, the players in the remaining tie(s) shall contest a Blitz Round Robin, with the pairing numbers determined by lot. The time limit shall be game in 5 minutes with a 2 second increment per move from move 1.

- 4.10.** If there is still a tie after the Blitz Round Robin is complete, further Blitz Round Robins shall take place with the players still in the remaining tie(s), until every tie has been resolved, subject to the provisions of Regulation 4.11 below.
- 4.10.1.** Where there have been an odd number of Round Robins and all the players are the same as in the previous Round Robin, the next Round Robin shall take place with colours reversed. Otherwise, new pairing numbers determined by lot will be used.
- 4.11.** If any tie remains unresolved after four Round Robins have been held (two Rapid and two Blitz), the GCT Chief Arbiter (or in their absence the GCT Deputy Chief Arbiter) shall be empowered, after consulting with the players, to direct that the tie be resolved by other means.