

TABLE OF CHANGES

(Note: this table does not include mere changes in the language and only minimal changes in the article numbers)

C.07 – PLAY-OFF AND TIE-BREAK REGULATIONS

LEDGEND	
Text present in the new text	"Removed" in the new part, with grey text in the old part
Text present in only the old text	Articles represented major changes
Text present in both the old and new text with a change in the new text	New article

Article	OLD TEXT	NEW TEXT												
Title	TIE-BREAK REGULATIONS	PLAY-OFF AND TIE-BREAK REGULATIONS												
Intr.	Approved by FIDE Council on 04/08/2022 Applied from 1st July, 2023	Approved by xxxx on dd/mm/yyyy Applied from 1st September, 2023 for all FIDE competitions under the aegis of EVE and GSC; from 1st April, 2024 for all FIDE-rated competitions.												
1.	These regulations will apply to all FIDE competitions under the aegis of EVE and GSC. It is recommended that FIDE-rated competitions also follow these regulations.	These regulations shall apply to all FIDE-rated competitions. • <i>Note: See article 4.1.</i>												
2.1	The method of ranking tied participants shall be written in the specific regulations of the tournament.	The regulations of the tournament shall specify whether tied participants will share the same place in the standings or, if not, a method for ranking them.												
2.2	There are three methods of ranking tied participants: a playoff (see Article 3) or technical tie breaks (see Article 4), or having no tie-breaks.	The available methods of ranking tied participants are: • Over-the-Board play-offs (see Article 3) • Off-the-Board tie-breaks (see Article 4 onwards)												
3. (all)	Playoff	Play-offs												
4.	Other Tie-Breaks	Tie-Breaks												
4.4	If two participants played each other more than once, then each game or match will be treated as a separate encounter. Consequently, the data of the opponents (e.g. ratings, scores) are used on as many occasions as the two participants played each other (e.g. in sums and averages).	If two participants play each other more than once, each game or match will be treated as a separate encounter (except as provided in Article 6.1.2). Consequently, the data of the opponents (e.g. ratings, scores) will be used in sums and averages as many times as the two participants played each other.												
5.	<table border="1"> <tr> <td>Average Perfect [Tournament] Performance of Opponents</td> <td>BD</td> </tr> <tr> <td>Average [Tournament] Performance Rating of Opponents</td> <td>BD</td> </tr> <tr> <td>Perfect Tournament Performance</td> <td>D</td> </tr> </table>	Average Perfect [Tournament] Performance of Opponents	BD	Average [Tournament] Performance Rating of Opponents	BD	Perfect Tournament Performance	D	<p><i>Added column Cut-1</i></p> <table border="1"> <tr> <td>Average Perfect [Tournament] Performance of Opponents</td> <td>DC</td> </tr> <tr> <td>Average [Tournament] Performance Rating of Opponents</td> <td>DC</td> </tr> <tr> <td>Perfect Tournament Performance</td> <td>DB</td> </tr> </table>	Average Perfect [Tournament] Performance of Opponents	DC	Average [Tournament] Performance Rating of Opponents	DC	Perfect Tournament Performance	DB
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	Perfect Tournament Performance Scores and Schedule Strength Combination	D BD		Perfect Tournament Performance Scores and Schedule Strength Combination	DB BC/BD	
6.	<p>(5) Type A: Tie-Breaks Using Tied Participants' Records (5.1) Direct Encounter (DE)</p> <p>If all the tied participants have met each other, the percentage score from these encounters is used to produce separate standings. The participant with the highest percentage score is ranked first among the tied participants, and the others follow according to the separate standings. Forfeited games are not included unless the specific regulations of the tournament state otherwise.</p> <p>In a Swiss system tournament, if the tied participants have not played all the games against each other, but one of them is bound to be at the top of the separate standings whatever the outcome of the missing games, that participant is ranked first among the tied participants - the same applies to the second rank when the first is assigned this way; and so on. Once applied to a set of tied participants, Direct Encounter shall be reapplied to any subset of this set of tied participants until no further ties can be resolved.</p>			<p>6. Direct Encounter (DE) (Type A, i.e. multi-listable)</p> <p>6.1 If some or all the tied participants have met each other, the sum of the scores from these encounters is used to produce separate standings, with the following caveats:</p> <p>6.1.1 forfeited games not covered by Article 15.2 are excluded unless the specific regulations of the tournament state otherwise - when included, forfeited games are equivalent to games played</p> <p>6.1.2 contrary to the provisions of Article 4.4, if two participants have met more than once, the addend to be used by them in the aforementioned sum is the average score of these games.</p> <p>6.2 If all the tied participants have met each other, the separate standings determine all rankings among them, except for any further ties among any subset of them, for which Article 6 shall be reapplied until no further ties can be resolved.</p> <p>6.3 In Swiss tournaments, if the tied participants have not played all the games against each other, but one of them will be alone at the top of the separate standings whatever the outcome of the missing games, that participant is ranked first among the tied participants – the same applies to the second rank when the first is assigned this way; and so on. Article 6 shall then be reapplied to all remaining unranked participants of this set.</p>		
7.	Type B: Tie-Breaks Using Participant's own Record			Type B Tie-Breaks (based on Participant's own Record)		
8.	Type C: Tie-Breaks Using Participant's Opponents' Results			Buchholz and other Tie-Breaks related to Buchholz		
8.3	(8.4) Buchholz score computed as if all paired games for the upcoming round ended in draws.			Buchholz score calculated as if all paired games for the final round had ended in draws.		
	(8) Type D: Tie-Breaks Using Participant's Opponents' Prior Known Data (typically ratings, but also current scores)			Removed		
9.	Tie-Breaks Using Combinations of Other Data			Tie-Breaks based on both participant's and opponents' results		
9.1	It is computed by adding, for each round, a value given by multiplying the current (or final) score of the opponents by the points scored against them.			It is calculated by adding, for each round, a value given by multiplying the final score of the opponents by the points scored against them.		
10.	New			Ratings-based Tie-Breaks		
10.	(4.5) In order for tie-breaks based on players' ratings to be used, either the tournament specific regulations shall detail how unrated players will be handled, or the Chief Arbiter should inform the players before the			These tie-breaks must be dropped from the tournament tie-break list when unrated players are present, unless detailed rules on the handling of unrated players are included in the tournament regulations or established and published		

	start of the tournament.	by the Chief Arbiter before the start of the tournament.
10.1	The average of the ratings of the opponents played over the board.	The average of the ratings of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).
10.3	This is the lowest rating that a participant should have in order to receive a rating variation of zero after meeting all the opponents faced during the tournament while obtaining the same results. The full rating scale is used in this computation (i.e. no ± 400 cut).	This is a whole number corresponding to the lowest rating that a participant should have for their expected score to be greater than or equal to their tournament score. The expected score is the sum of the scoring probabilities which are defined in the FIDE Rating Regulations by the conversion table of rating differences into scoring probabilities. Each rating difference is calculated by using the aforementioned lowest rating and the rating of each opponent faced by the participant during the tournament. The full rating scale is used in this conversion (i.e. no ± 400 cut).
10.4	The average of the performances (TPR) of the opponents played over the board.	The average of the performances (TPR) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).
10.5	The average of the perfect performances (PTP) of the opponents played over the board.	The average of the perfect performances (PTP) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).
12.	Even though these tie-breaks may be used in team competitions (see Article 12), and are described as such, they are specific for team knockouts when both teams have the same number of points.	Even though these tie-breaks may be used in team competitions (see Article 13), and are described as such, they are specific for team knockouts when both teams have the same number of match points and game points.
12.1	It is computed by adding for each board a value given by multiplying the number of game points scored on that board (regardless of who was playing on it) by the number of the board (e.g. one for first board, two for second board). The lower the total, the higher the ranking.	It is calculated by adding for each board a value given by multiplying the number of game points scored on that board (regardless of who was playing on it) by the number of the board (e.g. one for first board, two for second board). The lower the total, the higher the ranking. It can only be used when all tied teams have (scored) the same number of game points.
(in)12.2	the total number of MP or GP currently achieved by the opponent (or at the end of the tournament)	the total number of MP or GP achieved by the opponent at the end of the tournament
13.	All tie-breaks described in Articles 5-9, or some variation of them, may be also applied for teams, using teams MP or GP as the primary score for the team.	All tie-breaks described in Articles 6-10, or some variation of them, may be also applied for teams, using teams MP or GP as the reference score for the team – the primary score being the default, if the reference score is not explicitly indicated.
13.1	MP v GP	Match Points or Game Points (MPvGP)
13.3.1	When only two teams are tied, if they played each other, apply the Direct Encounter rule (Article 5.1). The rules of a competition must specify whether, after that, the Tie-Breaks specific for Team Knockouts apply (Article 11), and if so, they shall list one or more of the tie-breaks.	Apply the Direct Encounter rule (Article 6), first using the primary score (MP or GP), then, if all the teams are still tied, using the secondary score.

13.3.2	When more than two teams are tied, apply the Direct Encounter rule (Article 5.1), first using the primary score (MP or GP), then, if all the teams are still tied, use the secondary score.	If exactly two teams are still tied in both MP and GP, the rules of a competition must specify whether the Tie-Breaks specific for Team Knockouts apply (Article 12), and, if so, which ones and in what order.
14.1.d	New	Sonneborn-Berger Cut-1 (SB-C1, exclude the opponent with the lowest score - if more than one, exclude the one with which the worst result was achieved).
14.3	Median1: Cut the Most and the Least Significant Values	Median1: Cut the Least and the Most Significant Values (in that order)
14.4	Median2: Cut the two Most and the two Least Significant Values	Median2: Cut the two Least and the two Most Significant Values (in that order)
15.	Unplayed Rounds Management	Unplayed Rounds
15.2	(14.2) In Round Robin tournaments, forfeited games (the only possible unplayed rounds) are treated as regular games.	In tournaments with pre-determined pairings, forfeited games (the only possible unplayed rounds) are treated as regular games.
16.	New	Unplayed Rounds Management in Swiss Tournaments
16.	In Individual or Team Swiss tournaments, tie-breaks that directly or indirectly are based on opponents' results (mainly Type C tie-breaks and derivations) can be affected by the following categories of unplayed rounds:	In Individual or Team Swiss tournaments, the tie-breaks Buchholz (see Article 8.1), Sonneborn-Berger (see Articles 9.1 and 13.2) and their variants (Fore Buchholz, see Article 8.3; and "Cut" Modifiers, see Articles 14.1 to 14.4), which are directly or indirectly based on opponents' results, are affected by the presence of unplayed rounds in the record of participants.
16.2		Unplayed rounds can be divided into the following categories:
16.2.1		Pairing-allocated byes or full-point byes
16.2.2	Pairing-allocated byes, forfeit wins or full-point byes	Forfeit wins
16.2.4	(14.3.3) Forfeit losses that are followed by at least one available-to-play round (14.3.5) Forfeit losses that are not followed by any available-to-play rounds	Forfeit losses
16.3	When a participant has unplayed rounds, for the sole purpose of computing the tie-break of their opponents (see Articles 7.1, 9.1, 12.2, and Article 13 in full), the participant's score is adjusted in the following way: (14.4.1) Unplayed rounds of categories 14.3.1, 14.3.2 and 14.3.3 are evaluated with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points. (14.4.2) Unplayed rounds of categories 14.3.4 and 14.3.5 are evaluated as draws.	When a participant has unplayed rounds, for the sole purpose of calculating the tie-break of their opponents, the participant's score is adjusted in the following way: 16.3.1 Unplayed rounds of categories 16.2.1, 16.2.2, 16.2.3 and 16.2.4 are evaluated with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points. 16.3.2 Unplayed rounds of category 16.2.5 are evaluated as draws.
16.4	To compute the participant's own tie-break, any of their unplayed rounds are evaluated as if there was a game played against themselves, and ended with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points.	To calculate the participant's own tie-break, any of their unplayed rounds are evaluated as if there was a game played against a dummy that has the same number of points as the participant themselves, and ended with the result (win, draw, loss) corresponding to the awarded number of points.

		Note: For team competitions, "points" means "match points and game points".
16.5	When a tie-break is modified with low cuts (i.e. cuts that eliminate the least significant values) and there are participants with unplayed rounds of categories from 14.3.2 to 14.3.5 inclusive, these unplayed rounds are the first games to be cut. If there are more unplayed rounds of this kind than required low cuts, the tie-break values coming from those unplayed rounds that contribute in the least significant way to the tie-break shall be cut first.	When a modifier is used that calls for cutting the least significant value (see Articles 14.1 to 14.4), the tie-break score for a participant that has forfeit losses or requested byes among their unplayed rounds is instead calculated by cutting the lowest contribution coming from unplayed rounds of this kind, as long as such contribution is not lower than the least significant value - if it is lower, there is no exception: the least significant value is cut (see Article 14.1).
16.6	The rules of the competition may specify in advance an alternative solution to Articles 14.4, 14.5 and 14.6.	The rules of the competition may specify in advance alternative provisions to Articles 16.3, 16.4 or 16.5.