TABLE OF CHANGES

C.07 – PLAY OFF AND TIE BREAK REGULATIONS

Art.	~~REMOVED TEXT~~ / NEW TEXT	Reason
4.2	For the final tournament standings, participants shall be ranked in the order specified by the respective tie-break, starting from the first specified tie-break and moving to the next in the list whenever a persisting tie cannot be broken. When the tie-break list is exhausted, any remaining tie should be broken by drawing of lots, unless the rules of the tournament specify that such ties will not be broken.	*The way the rules are written now, it would be impossible for two people to share the same position in the standings after exhausting the tie-break list.*
6.1.1	~~forfeited games~~ forfeit wins or losses not covered by Article 15.2 are excluded unless the specific regulations of the tournament state otherwise - when included, ~~forfeited games~~ forfeit wins or losses are ~~equivalent to~~ treated as games played.	*"forfeited games" could be misinterpreted.* *The other changes are for consistency between 6.1.1 and 15.2.*
15.2	In tournaments with pre-determined pairings, ~~forfeited games~~ forfeit wins or losses (the only possible unplayed rounds) are treated as ~~regular~~ games played.	
10.3	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. For a zero score, this number is set 800 points lower than the rating of the lowest rated opponent.	*This is a rule change.* *With the previous text, with a zero score, the returned value was the lowest possible whole number (i.e., 0). The new returned value is slightly more accurate.*
12	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. ~~Just f~~For these tie-breaks: • individual forfeit wins or losses are considered as standard wins or losses • if the team received a pairing-allocated bye, the game points considered for each board are the same as those assigned to a standard win.	*"Just" was unnecessary and could be confusing as individual forfeit wins or losses are also considered standard wins or losses in other situations.*
12.1	**Board Count (BC)** ~~It is calculated by adding f~~For each team and each board, ~~a value given by~~ multiply~~ing 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) by the number of game points achieved on that board in all games played by the team in the tournament, regardless of who was playing on that board. The lower the ~~total~~ sum of these products, the higher the ranking of the team. It can only be used when all tied teams have (scored) the same number of game points.	*Simplification and clarification of the previous text.* *Other changes to improve the consistency with 12.2.*
13.4.2	a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between: a) [dividend] Buchholz of the team, based on the primary score (note: if the tie-break value must be known before playing, use Fore Buchholz); b) [divisor] a normalising factor, given by the highest achievable primary score in the tournament divided by the highest secondary score achievable in a single ~~game~~ match, rounded to the nearest integer towards zero, or by a different value if stated by the rules of the competition.	*"in the tournament" added to improve accuracy.* *Since this tie-break is for a team competition, the term "match" must be used.*
16.4	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~~ concluded the tournament with the same number of points as the participant themself, and ended with the result (win, draw, loss) corresponding to the awarded number of points.	*Some were interpreting the old text as "at the moment of the game" (reminiscent of the old virtual opponent)*

16.5	**Cut-1 Exception**
	A voluntary unplayed round ("VUR") is a requested bye or a forfeit loss (16.2.3 to 16.2.5).
	16.5.1 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~~ of a participant with one or more VURs, ~~that has forfeit losses or requested byes among their unplayed rounds is instead calculated by cutting~~ the lowest contribution coming from ~~unplayed~~ such rounds shall be cut ~~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)~~.
	That means:
	• *For Buchholz, cut the lowest contribution coming from a VUR*
	• *For Sonneborn-Berger, after determining:*
	    (a) the lowest contribution coming from a VUR
	    (b) the least significant value (see 14.1.1.d and 14.1.2)
	  cut the higher of these two values (note: they are the same element if the least significant value comes from a VUR)
	16.5.2 Rule 16.5.1 applies again to the remaining elements when the modifier requires more cuts (see Articles 14.2 and 14.4).
		The article has been rewritten to clarify that: *(a) it is an exception* *(b) if there are multiple low cuts, the same rule applies to the remaining elements.* *In addition, the acronym VUR is defined and used throughout the article.* *The article ends with a practical description of its application to Buchholz and Sonneborn-Berger.*