



International Sports Federation (IF) recognized by the International Olympic Committee

Procedures for Tie Breaking

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1. Round Robin Events

1.1. Two Teams

If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

- a) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then:
- b) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
- c) Total points earned by the tied teams in the match they played against each other. If the tie remains then:
- d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains then:
- e) One board (“sudden death”) matches will determine the winner.

1.2. Three Teams

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- a) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with section 1.1. If the three teams remain tied, then:
- b) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with section 1.1. If the three teams remain tied, then:
- c) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared the winner and the tie between the remaining teams shall be broken in accordance with section 1.1. If the three teams remain tied, then:
- d) If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with section 1.1.

In all other cases, ties shall be broken in accordance with the following:

- a) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with section 1.1. If the three teams remain tied, then:



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- b) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with section 1.1. If the three teams remain tied, then:
- c) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with section 1.1. If the three teams remain tied, then:
- d) One-board (“sudden death”) matches will determine the winner.

1.3. Four Teams or more

If four or more teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- a) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with sections 1.1 or 1.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
- b) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner and the ties for the remaining teams will be broken in accordance with section 1.2, if appropriate. If there are more than three teams that remain tied, then:
- c) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with sections 1.1 or 1.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
- d) One-board (“sudden death”) matches will determine the winner.
- e) In case of “sudden death” matches, the appeal/protest period is over when the “sudden death” match begins.

2. Knockout Stage

If there is a tie at the end of any knockout stage including the finals and play-off no extra session of boards will be played and the higher-ranked team at the end of the qualification will be declared the winner.

If a tie still exists the team that won the qualification match will be declared the winner.

3. Swiss Team Events

A tie in the Swiss teams at any given time will be resolved by ‘Swiss points’, these being the sum of the victory-point scores obtained by each and every direct opponent of any given team [example: team A has played against teams X, Y and Z. Team X has a VP score of 50, team Y has 40 and team Z has 30 – this gives team A a Swiss point score of 120. The team with the largest Swiss point score would win the tie-break].

If Swiss points are inconclusive, then the following procedures will apply:

3.1. Two Teams

If two teams are tied with the same number of Swiss Points at the end of the Swiss, the tie shall be broken as follows (in the sequence shown):

- i. IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
- ii. IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then:
- iii. Total points earned by the tied teams in the match they played against each other. If the tie remains, then:
- iv. Total point quotient in all matches played by the tied team in that particular event. If the tie remains, then:
- v. One-board (“sudden death”) matches will determine the winner.

3.2. Three Teams

If three teams are tied with the same number of Swiss Points at the end of the Swiss, the tie shall be broken according to the following:

- i. If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with section 3.1. If the three teams remain tied, then:
- ii. IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance with section 3.1.
- iii. If the three teams remain tied, then:

If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with section 3.1. If the three teams remain tied, then:

- i. If one team has been beaten by the other two teams in matches it played against them in that particular event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with section 3.1.

In all other cases, ties shall be broken in accordance with the following:

- i. Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with section 3.1. If the three teams remain tied, then:
- ii. Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it shall be broken in accordance with section 3.1. If the three teams remain tied, then:
- iii. Total points quotient earned in all matches played by the tied teams. If one tie still remains it shall be broken in accordance with section 3.1.
- iv. If the three teams remain tied, then:

One-board (“sudden death”) matches will determine the winner.

3.3. Four Teams or more

If four or more teams are tied with the number of Swiss Points at the end of the Swiss, the tie shall be broken according to the following:

If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall

be declared the winner and the ties for the remaining teams will be broken in accordance with section 3.2, if appropriate. If there are more than three teams that remain tied, then:

- i. IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with sections 3.1 and 3.2, if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
- ii. Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with sections 3.1 or 3.2, if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
- iii. One-board (“sudden death”) matches will determine the winner.

4. Tie Breaking in Pairs Events

Scores are tied only if they are identical. If a tie needs to be broken, the winner is the pair with the highest score in its best Session played at that stage. Further ties are broken likewise. If there is still a tie, the highest score in two Sessions is decisive. This applies both in the qualifying stages and in the final.

If a tie (or ties) still exists the remaining tie (or ties) shall be broken in favour of the pair who scored the most match points against the highest-ranking pair (s) or team(s) that all the tied pairs played against. Should a tie still exist, the foregoing procedure shall be used with the next highest-ranking pair(s) or team(s) and so on until the tie is broken.

5. Tie Breaking in BAM Events

If two or more teams are tied at the end of a stage, the tie shall be broken as follows, in the sequence shown.

- a) In stages with carryover, score without any carryover.
- b) Swiss points - the average score of the tied teams' opponents.
- c) Weighted average - the average of the team's score for each match multiplied by the final score of their opponents for that match.
- d) Direct match result - if the teams have faced one another.
- e) Net total points over boards the teams have played in common.