

Scoring and tie-breaking system



Balkan Chess Federation

1. Scoring and tie-breaking system

1.1 The score in each game is 1 for a win, $\frac{1}{2}$ for a draw and 0 for a lost game.

2. Tie-breaking in individual competitions.

The order of players that finish with the same number of points shall be determined by following tie-breaking criteria in sequence, as follows:

2.1 For Swiss tournaments:

- a. Results of direct encounters between the tied players (If all the tied players have met each other)
- b. Buchholz Cut 1,
- c. Buchholz,
- d. The greater number of games played with black,
- e. The Greater number of wins (forfeits is not counting),
- f. Draw

2.2 For round robin tournaments:

- a. Results of direct encounters between the tied players (If all the tied players have met each other)
- b. Koya System (points against players with $\geq 50\%$ of the points),
- c. Sonneborn-Berger,
- d. The greater number of games played with black,
- e. The Greater number of wins (forfeits is not counting),
- g. Draw

3. Scoring and tie-breaking in team competitions.

- 3.1 The sum of scores of each game in a match is referred to as the board points. The team which scores more board points in a match than its opponents receives two match points, the opponents receives no match points in that case. In the case a match ends in such a way that the sum of the board points is equal to that of its opponents, each team receives one match point. However, if both teams score 0 board points, both teams will receive zero match points. The ranking will be made according to match points, the team obtaining the highest number of match points being declared the winner of the competition. In case of equality, 3.2 shall be applied.
- 3.2 The order of teams that finish with the same number of match points shall be determined by following tie-breaking criteria in sequence, as follows:
 - a. by the sum of Sonneborn-Berger points (Olympiad variation), which is calculated as follows: match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of board points scored against each opponent respectively. The highest number wins. In case of two or more opponents with this same number of match point the lowest results of multiplication should be excluded;
 - b. by the number of board points won, the highest number wins;
 - c. Buchholz (sum of board points of the opponents);
 - d. Sonneborn-Berger (with board points of opponents);
 - e. Draw.