

Lothian Junior Chess (LJC)

Draw, Scoring, and Tiebreak Rules: Team Events

- 1 In every event and section with seven or more entries, LJC team events are run in 'Swiss' format in which - for every round after the first – teams are drawn against opponents who have accumulated the same or similar numbers of points. Points are awarded on the basis of team results: two Match Points for every team win and one Match Point for every team draw.
- 2 For each round the Tournament Director ensures that no team meets another more than once and that, as far as feasible, each player plays alternately with the white and black pieces.
- 3 In the first round, teams are numbered in descending order of average grade and, with n teams, Team 1 is drawn against Team $\{(n/2) + 1\}$, Team 2 against Team $\{(n/2) + 2\}$ and so on.
- 4 The winning team is the team with the most Match Points. The Swiss format is usually excellent at producing a winner from a large field after relatively few rounds, but can lead to tied scores, especially further down the table. It is not feasible at LJC events to play extra games to resolve such ties. Instead we must apply set tiebreak rules so that the winners can be announced, and awards presented, at the end of the afternoon.
- 5 If two or more teams tie, the numbers of individual games won, drawn and lost by each of these teams is checked, and the team with the higher game count is placed higher. For example, consider teams A and B which have played five games each:

<u>Team</u>	<u>Results</u>					<u>Match Points</u>	<u>Game Points</u>
A	4-0	3-1	2-2	1-3	3½-½	7	13.5
B	3-1	2-2	2-2	3-1	2-2	7	12

In this case, Team A would be placed above Team B.

- 6 If the teams are still tied then, if the two teams played each other during the tournament, the result of that match is used to resolve the tiebreak.
- 7 If there is still no clear result, step 6 is repeated discounting the results on the lowest board, or if necessary, progressively discounting the lowest two boards, and then the lowest three boards.
- 8 If teams remain tied then step 5 is repeated discounting the lowest 1, 2 then 3 boards.
- 9 A special consideration applies when there are five or six entries in a section. Each team will have played every other after just five rounds. To avoid players in these sections finishing early and having to wait a very long time before the award of trophies, we play a sixth round. However, we consider that it would be unfair if, for example, the team placed third after five rounds were to be drawn against and beat a weaker team, and thereby leapfrog the team that had been second after the all-play-all phase. So the procedure adopted by LJC is that for the sixth round, using the positions after the fifth round, the draw is:
 - 1st v 2nd: If 2nd wins, and their total of Match Points now exceeds that of the leaders after the fifth round, or if they tie on Match Points and their Game point total is higher, they leapfrog to become winners of the event. However the second placed team after five rounds cannot be 'overtaken' from below, whatever the results of the final round matches.
 - 3rd v 4th: As above, 4th can overtake 3rd but cannot be overtaken from below.
 - 5th v 6th: As above, 6th can overtake 5th.