

# ***Official MSCA Tiebreaker***

The Official MSCA Tiebreaker must be used for State Championship Titles where co-champions can't be declared (State Champion, State Scholastic Championship, State Senior Championship, State Class Champion & State Class A Champion, State Women's Champion, etc.). Other stuff like trophies may be decided by computer tiebreaks. Non-Armageddon tiebreak games are USCF rated! The Tiebreaker Event will be played on a separate date from the tournament in which the tie occurred. This date and site will be chosen by the Tiebreaker Event director(s), and they may accommodate the players' schedules if possible. A deadline will be given for the players to confirm their participation in the Tiebreaker Event.

**2-Player Tiebreak Structure:** First, 2 long games, G/90+30, colors alternate. If the players are still tied, 2 quick games, G/25+3. If the players are tied after the long and quick games, an Armageddon game is played, with time bidding where the player with the lowest bid gets black and their time with draw odds and white plays with 15 minutes. In the case of a bidding tie, the winner of a coin flip chooses colors, black having the bid time (a maximum 15 minutes).

**3-Player Tiebreak Structure:** The player who is defending champion, has highest score in the qualifying event, has highest tiebreaks, or by drawing lots respectively gets to sit out. The other two players draw colors. Then, they play a knockout quick game, G/25+3. If they draw, an Armageddon game is played between the drawing players, as described in the 2-Player Tiebreak Structure. The loser is eliminated, and the winner moves on to the 2-Player Tiebreak Structure.

**4-Player Tiebreak Structure:** The four players are given swiss pairings. They play a knockout quick game, G/25+3. If there are any draws, an Armageddon game is played between the drawing players, as described in the 2-Player Tiebreak Structure. The losers are eliminated, and the winners move on to the 2-Player Tiebreak Structure.

**5-Player Tiebreak Structure:** The player who is defending champion, has highest score in the qualifying event, has highest tiebreaks, or by drawing lots respectively gets to sit out. The other four players are given swiss pairings. They play a knockout quick game, G/25+3. If there are any draws, an Armageddon game is played between the drawing players, as described in the 2-Player Tiebreak Structure. The losers are eliminated, and the winners move on to the 3-Player Tiebreak Structure.

**6-Player Tiebreak Structure:** The six players are given swiss pairings. They play a knockout quick game, G/25+3. If there are any draws, an Armageddon game is played between the drawing players, as described in the 2-Player Tiebreak Structure. The losers are eliminated, and the winners move on to the 3-Player Tiebreak Structure.

**7 or more-Player Tiebreak Structure:** Computer tiebreaks are used to narrow the field to six players using the following system(s): Modified Median, Solkoff, Cumulative, and Opponents Cumulative respectively.