



Tiebreaker Rules for Semifinals and Finals

Color Designation

-Colors will be assigned through a TOSS COIN.

Tiebreaker Rules

-Classic Time Control:

-In case of a tie, a replay of the game will be conducted with REVERSED COLOR and reduced time controls:

- 1 hour per player
- If still tied, proceed to the Armageddon game

Blitz Time Control:

-If the tie persists, games will proceed to blitz rounds with REVERSED COLOR and reduced time controls:

- 4 minutes + 3 seconds increment
- If still tied, 3 minutes + 3 seconds increment
- If still tied, 2 minutes + 3 seconds increment
- If still tied, Sudden death

Armageddon:

-If the tie remains unresolved, each team will choose ONE representative to play the Armageddon game

-The higher-seeded team is entitled to select which color to play.

-White has 5 minutes to play while Black has 4 minutes.

-White must win to claim victory. If it's a draw, Black wins.

Sudden Death:

-If the tie remains unresolved, the game will continue with the lowest time control specified in these rules (2 minutes + 3s seconds increment). Colors will be reversed for each subsequent game.