

TIEBREAKERS



(Explanations of italicized terms are listed in the "Definitions" section below.)

At the end of the final round, players are ranked based on the total number of *match points* they earned during the tournament. Players advance to the single-elimination rounds based on their rank. WHEN PLAYERS WHO ARE ELIGIBLE FOR ADVANCEMENT HAVE EQUAL MATCH-POINT TOTALS, THE FOLLOWING TIEBREAKER STEPS MUST BE USED (IN THIS ORDER):

Step 1. Compare all tied contenders based on their *opponents' match-win percentages*.

Step 2. Compare all tied contenders based on their *game-win percentages*.

Step 3. Compare all tied contenders based on their *opponents' game-win percentages*.

DEFINITIONS:

Match Points: Players earn 3 match points for each match win and 1 match point for each match ending in a draw. (No points are awarded for a match loss.)

If the time allotment for a match runs out and both players have won an equal number of games, the match is considered a draw. Competitors who have won more games than their opponents when the match's time allotment runs out are credited with match wins. Players receiving byes are considered to have won the match and earn 3 match points.

Examples:

- Player A has a record of 6–2–0 (Wins–Losses–Draws). She has **18 match points** (6*3, 2*0, 0*1).
- Player B's tournament record is 4–2–2. He has 14 match points (4*3, 2*0, 2*1).

Match-win percentage: A player's match-win percentage is that player's accumulated match points divided by 3 times the number of rounds in which he or she competed, or 0.33, whichever is greater. (Establishing a minimum match-win percentage [0.33] limits the effect low performances have when calculating and comparing opponents' match-win percentages in Step 1 of the tiebreakers.)

Examples:

- Player C's tournament record is 5–2–1. She has 16 match points and she played eight rounds. Her match-win percentage is $16 / (8 * 3) = 16 / 24 = .667$
- Player D goes 1–3–0 in four rounds and withdraws. He has 3 match points and his match-win percentage is $3 / (4 * 3) = 3 / 12 = .25$. However, since Player D's match-win percentage is below 0.33, player D's match-win percentage is 0.33 instead of 0.25.
- Player E's match record of 3–2–0 includes a first-round bye. She has 9 match points (including 3 match points from the bye) and her match-win percentage is $9 / (5 * 3) = 9 / 15 = .60$.

Opponents' match-win percentage:

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

Examples:

- Player F's record in an eight-round tournament is 6–2–0. Her opponents' match records were: 4–4–0, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so her opponents' match-win percentage is:

$$\frac{(12/24 + 21/24 + 4/15 + 10/21 + 18/24 + 16/24 + 13/24 + 19/24)}{8 \text{ opponents}}$$

Translated to the decimal system, this equation is:

$$(0.50 + 0.88 + 0.33 < \text{raised from } 0.27 > + 0.48 + 0.75 + 0.67 + 0.54 + 0.79)$$

8

With the individual match-win percentages added together, this equation becomes:

$$\frac{4.94}{8}$$

Player F's opponents' match-win percentage is 0.62.

- Player G's record at the same tournament was 6–2–0. His opponents' records were: bye, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so his opponents' match-win percentage is:

$$\frac{(0.88 + 0.33 + 0.27 + 0.48 + 0.75 + 0.67 + 0.54 + 0.79)}{7 \text{ opponents}}$$

With the individual match-win percentages added together, this equation becomes:

$$\frac{4.44}{7}$$

Player G's opponents' match-win percentage is 0.63.

Game Points:

Game points are similar to match points in that players earn 3 game points for each game they win and 1 point for each game that ends in a draw. Unfinished games are considered draws. Unplayed games are worth no points.

Examples:

- Player E wins a match 2–0–0, so she earns 6 game points and her opponent receives 0 game points from the match.
- Player F wins a match 2–1–0, so she earns 6 game points and her opponent earns 3 game points from the match.
- Player G wins a match 2–0–1, so he earns 7 game points and his opponent earns 1 game point from the match.

Game-win percentage:

Similar to the match-win percentage, a player's game-win percentage is the total number of game points he or she earned divided by 3 times the number of games played.

Examples:

- Player H plays in a four-round Swiss-style tournament. His game record is (by match):

2 wins	(6 game points)
2 wins and 1 loss	(6 game points)
1 win and 2 losses	(3 game points)
2 wins	<u>(6 game points)</u>

Player H has **21 game points** and his game-win percentage is:

$$\frac{21}{(10 * 3) = 30} = 0.70$$

- In the same tournament, player I's game record is (by match):

1 win and 2 losses	(3 game points)
1 win and 2 losses	(3 game points)
2 losses	(0 game points)
1 win and 2 losses	<u>(3 game points)</u>

Player I has **9 game points** and her game-win percentage is:

$$\frac{9}{(11 * 3) = 33} = 0.27$$

Opponents' game-win percentages:

Similar to opponents' match-win percentage, a player's opponents' game-win percentage is simply the average game-win percentage of all of that player's opponents. And, as with opponents' match-win percentage, each opponent has a minimum game-win percentage of 0.33.

Byes:

When a player is assigned a bye for a round, he or she is considered to have won the match 2–0. Thus, that player earns 3 match points and 6 game points. A player's byes are ignored when computing his or her opponents' match-win percentage and opponents' game-win percentage.

WIZARDSOFTHE COAST, Magic: The Gathering, the Magic: The Gathering Pro Tour and DCI are trademarks of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc. All rights reserved.