

Deciding the Winner When Points are Tied

The Chief Referee applies the following tests in order.

Test 1 - The Count-Back

If points are tied when the game has finished, the first test is a count-back. Check down as follows:

1. The team with more players finished (i.e. agari or 5 points)
2. The team with more players through Gate 3
3. The team with more players through Gate 2.

Please note that there is no check of players through Gate 1 because if a decision based upon the above test fails to identify a winner, then the point scores will be equal in all respects and the Chief Referee will then apply Test 2.

(Reference: Article 7, Clause 2, Paragraph 1 and Referees Section II, paragraph 6(1).)

Test 2 – The Team Tie-Break Play-Off

All players, with ball in hand, line up as for the start of a game adjacent to the starting area. In order from 1 to 10, the players attempt to make Gate 1 when called by the Chief Referee.

The team with more successful passes through Gate 1 is the winner.

Successful passes will be in accordance with the Rules (Article 13 Clause 2). This means that if a ball passes Gate 1 and then rolls out of the court, the pass is unsuccessful. To ensure that a ball on the court does not impede a player's attempt at Gate 1, the Referees will remove all balls from the court before a player attempts Gate 1.

The Chief Referee may declare a winner if a team reaches a mathematically unbeatable position during Test 2.

(Reference: Article 7, Clause 2, Paragraph 2(1) and Referees Section II, paragraph 6(2).)

Test 3 – Individual Player Tie-Break Play-Off

If, at the conclusion of Test 2, both teams have scored an equal number of successful passes through Gate 1, an Individual Player Tie Break Play-Off is conducted by the Chief Referee as follows:

1. Player 1 and Player 2 compete by attempting to pass Gate 1 successfully.
2. If Player 1 successfully passes Gate 1, and Player 2 does not pass Gate 1, the leading team is declared the winner. If Player 2 successfully passes Gate 1, and Player 1 does not pass Gate 1, the following team is declared the winner.
3. If both players successfully or unsuccessfully pass Gate 1, then Player 3 and Player 4 compete.
4. The process continues with pairs of players until a winner is decided.

Absent players are regarded as having been unsuccessful in the attempt to pass Gate 1.

(Reference: Article 7, Clause 2, Paragraph 2(2) and Referees Section II, paragraph 6(3).)

Declaring a Tied Game

The Rules also allow for a game to be declared a Tied Game if Test 1 fails to decide a winner. The Referees Section refers to 'policies such as the game administration' and the assumption is that the published Tournament Conditions would specify that a game is tied if Test 1 fails to decide a winner.

(Reference: Article 7, Clause 2, Paragraph 2(3) and Referees Section II, paragraph 6(4).)

For Australian tournaments, Test 1 and if necessary Test 2 and Test 3 should be applied in order to decide a winner. There should not be any provision in the Tournament Conditions for tied results.