

Dr Kenneth Kaunda Region Chess TOURNAMENT RULES

INTRODUCTION

These rules will apply to all tournaments played under the auspices of Dr Kenneth Kaunda Region Chess. Amendments may be made to cater for specific circumstances and will be announced at the start of a tournament.

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1. **FIDE Laws of Chess**

1.1 The tournament will be played under the official FIDE Laws of Chess which came into force on 01 January 2018. All pairings, calculations, etc. will be done according to the FIDE handbook. Please visit the FIDE website (www.fide.com) for more information.

1.2 Please note the new rule regarding electronic devices

1.3 The new Laws also ***forbid*** a player from writing down their moves before making the move on the board.

2. **General rules for everybody**

2.1 The giving, receiving, offering or soliciting of advice, or the consultation of written sources, the tampering with clocks, or any other form of action that may reasonably be construed as an attempt to cheat in a game of chess, will be regarded as a serious violation of the Fide Laws of Chess.

2.2 **VERY IMPORTANT!!! – Cell phones**

The new FIDE Laws of Chess ***forbid*** any electronic device, other than electronic clocks and equipment used by the organizers for the sole purpose of the tournament, to be brought into the playing hall.

Because it is impossible to control who have cell phones in their possession, the above rule relating to cell phones will be waived but ***all arbiters, players, tournament officials and spectators MUST SWITCH OFF their cell phones before entering the playing hall.***

2.3 Any disabled player who requires the use of an electronic device (e.g. hearing aid) must notify the Chief Arbiter before the start of the Tournament.

2.4 The following penalties ***WILL*** be applied to any person (as mentioned above) whose cell phone is switched on and/or makes a noise in the playing hall:

2.4.1 Arbiter: Immediate termination of duties.

2.4.2 A player still playing: Immediate loss of game for 1st offence. Expulsion from tournament for 2nd offence.

2.4.3 A player who has finished his game: 1 point deducted for 1st offence. Expulsion from tournament for 2nd offence.

2.4.4 Spectators: Barring from entering the playing hall for the duration of the tournament.

2.5 Intimidating behaviour towards opponents is unacceptable and could lead to a disciplinary hearing.

2.6 Smoking is forbidden in the playing hall

2.7 No food will be allowed in the playing hall. Players may bring cool drink, water, etc. into the playing hall but must ensure that it is in a container with a properly fitted lid.

2.8 Silence must be observed whilst games are in progress.

3. General rules for players

3.1 Players must be seated at least five minutes before the scheduled starting time of each round and must complete the pairing data on their score sheets.

3.2 During the tournament the u/8 and u/10 parents are requested to assist their children BUT MUST BE OFF THE FLOOR WHEN THE ROUND STARTS.

3.3 The Arbiter will instruct the players on which side of the board to place the clock.

3.4 Players must make a sporting contest of every game. The Chief Arbiter may order the original game to be replayed if judged to be an unacceptable result.

3.5 After completion of the game, players must quietly reset the pieces and the clock and sign both score sheets. The winner must place the king in the middle of the board. In the event of a draw, both kings must be placed in the middle of the board. Players must place their results in the appropriate result box.

3.6 All results handed in during the Tournament WILL stand and will NOT be changed, even if entered incorrectly by the players.

3.7 Players must leave the playing area after completing their games.

3.8 No analysis or unofficial games will be allowed in the playing hall.

3.9 Any player who consistently arrives late for a game WILL be penalized.

3.10 A player who arrives more than 15 minutes **AFTER THE START OF A ROUND**, will lose that game. The score sheets and result card must be completed accordingly.

4. Registration at the tournament

4.1 Registration (marking off name) will take place from 7:00 to 8:30 as stated in the tournament notification.

4.2 All late registrations will start playing only in the second round.

4.3 All players must be registered with Chessa

- School children R100
- Adults R200

5. **Spectators**

- 5.1 Spectators have no privileges. **According to the FIDE Laws of Chess, players who've completed their games ARE ALSO spectators.**
- 5.2 Spectators are not allowed on the playing floor accept with the permission of the Chief Arbiter.
- 5.3 Spectators who discuss a player's position or time management with the player, or point out that it is the player's move, or talk loud enough to be heard by a player with a game in progress, warrants removal from the spectator viewing area.
- 5.4 Spectators may not make claims. They may point out an irregularity to an Arbiter in a manner not noticed by either of the players, but may not make any claim on behalf of a player.

6. **Individual (Age Group) Tournaments**

6.1 The age groups to be contested are as follow:

- u/8 : born 2011 and later
- u/10 : born 2009 or 2010
- u/12 : born 2007 or 2008
- u/14 : born 2005 or 2006
- u/16 : born 2003 or 2004
- u/18: born 2001 or 2002
- u/20: born 1999 or 2000
- Senior: born 1998 or before.

6.2 A player may elect to participate in a higher age group, but will only be eligible for prizes and selection within the section entered.

7. **Format**

7.1 All groups will play a 5-round Swiss tournament.

7.2 Pairings shall be calculated according to the approved FIDE Rules. The Chief Arbiter reserves the right to make minor adjustments to the pairings where necessary.

8. **Tiebreak rules**

To determine the final positions at the end of the tournament the following tiebreak scores (in the order as given) will be used:

- Bucholz
- Bucholz 1
- Sonneborn-Berger
- Performance

9. Recording of the games

- 9.1 Players must notate their games in accordance with the FIDE Laws of Chess.
- 9.2 Any player not able to notate and/or press the clock due to physical or religious reasons, MUST notify the Chief Arbiter at least 30 minutes before the start of the tournament. The Chief Arbiter or one of his assistants will then find a suitable person who will execute these duties.

10. Results

- 10.1 Both players are responsible to enter the result on the correct age group pairing sheet.
- 10.2 Both players must sign the age group pairing sheet.
- 10.3 All information on the result card must be completed.
- 10.4 Players must take great care that the results indicated are correct before signing the age group pairing sheet. Any results entered incorrectly will NOT be changed.
- 10.5 Tournament Officials may assist the u/8 and u/10's in completing the result cards. For all other age groups, it will be the responsibility of the players themselves.
- 10.6 Results will be given as 1 point for a win, $\frac{1}{2}$ for a draw, and 0 for a loss.
- 10.7 Results of completed rounds and accumulated scores will be displayed in the designated areas.

11. Clocks

- 11.1 Players must provide their own clocks. Clocks will also be available at the tournament for hire at R50 per day.
- 11.2 Both electronic clocks and analogue clocks are acceptable

12. Time control

- 12.1 The rate of play will be 60 minutes per player to complete the game.
- 12.2 Analogue clocks: Clocks must be set at five o'clock before the start of the game.
- 12.3 Electronic clocks: Clocks must be set at 1 hour (60 minutes) per player.

13. Appeals

- 13.1 The decision of the Arbiters shall be final unless overruled by the Appeals Committee.
- 13.2 In the event of a player wishing to lodge an appeal this must be done *in writing* as well as be accompanied by a fee of R20. Should the appeal be successful, the fee will be returned. However, should the appeal be unsuccessful, the fee will be forfeited.
All appeals must be submitted to the Chief Arbiter no later than 15 minutes after the end of the round. Appeals received after this deadline will *NOT* be entertained.
All appeals must refer to (be based on) a particular Article in the Laws of Chess, or a paragraph in these rules.
- 13.3 The Appeals Committee will be announced at the start of the tournament. The Appeals Committee reserves the right to co-opt additional persons they deem fit to help with an appeal.

14. Ratings

- 14.1 The latest CHESSA Rating List will be the official rating list used for the tournament
- 14.2 If a player does not have an official rating a provisional rating will be awarded by the Chief Arbiter for the tournament.

15. Absence & Defaults

- 15.1 If a player is unable to participate in a round, written notification must be handed to the Chief Arbiter no later than the end of the previous round. Failure to do so will result in the player losing the game and being withdrawn from the Tournament.
- 15.2 A player who defaults a game in the Tournament without a very good reason, shall immediately be withdrawn. If a player withdraws or is withdrawn, his score at that stage will stand.

16. Infringements

Any person who infringes the rules as set out in this document, will face disciplinary action. Technical infringements will be handled by the Chief Arbiter. All other infringements will be managed by the organisers.

17. Prize money

17.1 Prize money will be paid to the first three places per individual tournament.
(Age group).

17.2 Placing will be determined according to the tie break rules

18. Damages

The Organisers, Arbiters and all other Tournament Officials take no responsibility for lost or broken personal items.

19. Changes to rules

The Chief Arbiter will announce any changes to the tournament rules before the start of the first round.

End