

Ballarat Chess Club Tournament Rules - Proposal

- 1. General Tournament Rules:** FIDE rules of play will be adhered to unless a club specific rule is in place, in which case the local club rule would prevail.
- 2. Recording Games:** All games must be recorded for tournaments where rate of play is slower than 30 minutes per player (ignoring time increments).
- 3. Rate of Play –** Games must be timed using clocks with a built in automatic time increment facility. Depending on the type of tournament, the following times will be allowed;
 - 3.1. Classical Tournaments:** Each Player will have 90 minutes plus 30 second increments for each move played. These tournaments are the Spielvogel Memorial, Club Championships, Teters Tournament and the Koelle Tournament.
 - 3.2. Rapid Play:** Each Player will have 20 minutes plus 10 second increments for each move played.
 - 3.3. Blitz:** Each Player will have 5 minutes.
- 4. Playing Time:** Unless other arrangements are made in advance all games are to be played on the scheduled regular club meeting night commencing at 8:00p.m. If a player is unable to attend they must advise their opponent or the Tournament Director by no later than 6pm on the scheduled day. Players who are unable to attend on a scheduled night may play games at a time acceptable to their opponent.
 - 4.1. Swiss Tournaments:** Games must be completed prior to the commencement of the next round in the tournament.
 - 4.2. Round Robin Tournaments:** Games must be completed within one week after the final round of the tournament.
 - 4.3. Unfinished Games:** The player who was originally absent will be deemed to have lost the game. If both players were absent then the game will be declared lost for both players.
- 5. Adjournments:** Every attempt should be made to complete the game in a single session. A player with a valid reason may request an adjournment. That may be granted either by the Tournament Director or by agreement with their opponent. The onus will be on the player requesting the adjournment to see the game is completed at a time acceptable to the opponent. All adjourned games must be completed within one week of the tournament being finished or the player requesting the adjournment will be deemed to have lost the game. Any adjourned games should be 'sealed' as provided for in the FIDE rules.
- 6. Late Arrival:** If a player is late to the start of the round without prior notification, their opponent may start the clock at the conclusion of the round. The game will be considered a default at the earlier of time running out, or 30 minutes after the commencement of the round.
- 7. Defaults:** If a player defaults more than half of their games in a particular tournament, then all their games will be annulled for the purpose of determining the results of the tournament.

- 8. Rating of Games:** All completed games will be submitted to Chess Victoria for rating purposes.
- 9. Prizes:** There may be prizes available for tournaments and will be as per the prior year unless otherwise determined at the annual general meeting or a committee meeting.
- 10. Unrated Players:** If there are unrated players they will be seeded into their estimated rating order by the Tournament Director, based on recent results and anticipated playing strength, and this will be used to determine their place in the relevant tournament being played.
- 11. Tournament Specific Rules:** The following rules apply to specific tournaments;
- 11.1. Club Championships:** The championship will be competed for annually and two titles will be awarded, namely A grade and B grade. Provided there are sufficient players there will be two separate concurrent tournaments held. The format will be structured so as the duration is limited to a maximum of 11 consecutive weeks. It is recognised that some players do not wish to compete in the A grade division whereas others may prefer to do so, irrespective of their rating.
- 11.1.1. A Grade:** Preferably this division will be limited to 12 players and competed for as a round robin event. Under rule 10.1.3 the total number of players in this division may be increased due to a large entry. The A grade division will generally be restricted to players with a rating over 1250, but a player with a rating of 1250 or less may request to compete in that division. The Tournament Director may offer a B grade player a wild card entry.
- 11.1.2. B Grade:** This division will be generally be restricted to players with a rating of 1250 or less and preferably competed for as a round robin. No player with a rating of 1250 or less will be required to compete in the A grade division unless they agree or request to do so. It may be necessary for a B grade player to participate in a combined round event if a single tournament is played due to the lower number of players entering both divisions of the championship.
- 11.1.3. Large number of total entries:** If there is a large number of entries which will mean that both rules 10.1.1 and 10.1.2 are unable to be followed, then the number of players competing in the B grade under rule 10.1.1 will be increased first but not allowing players over 1450 to play in B grade, and then A grade numbers would also increase. If there are more than 12 players in either section of the championship then that division will be competed for as a Swiss tournament of 11 rounds, unless all players agree to extend the duration by no more than 2 weeks, so that a round robin event can be played.
- 11.1.4. Small number of total entries:** If there are between 2 and 7 players then a single tournament will be played in a double round robin format, in which all players will be eligible for the A grade title. If a B grade player wins this combined tournament then that player will win the A grade title, with the next eligible player with a rating of 1250 or less being awarded B grade title. If there are 6 or less players in either division, then a double round robin will be held.
- 11.1.5. Prior year B Grade Champion:** The winner of the B grade championship in the immediate prior year will be eligible to compete in the A grade championship in the

following year. This is an entitlement but not an obligation. Subject to their rating being 1250 or less that person will remain eligible to win that title again in the following year.

11.1.6. Tie at end of Tournament: If there is a tie for either division for the purpose of determining a champion then there will be a one game play-off between the players. If more than two players are involved there will be one game played against each player. Colours will be the opposite of the encounter of those two players in the tournament, or by lot if there was no previous encounter. If there is still a tie after the play-off, then further single games will be played between any players still tied until an outright winner is decided, with colours alternating with each successive game. The time control for all games will be as set down in rule 4. If a play-off is not finalised by the end of the championship calendar year then the champion will be decided by a 'toss of the coin' conducted by the committee.

11.2. Spielvogel Memorial: This will be a single division 7 round Swiss tournament. In the event of a tie, there will be joint winners for the title. There will be a book prize for the tournament to the value agreed on by the committee.

11.3. Teters Tournament: This will be a single division 7 round Swiss tournament. In the event of a tie, there will be joint winners for the title.

11.4. Koelle Tournament: The Koelle Tournament will be a 2 sectioned tournament of A grade and B grade. The tournament is intended to run as a round robin, unless the number of entrants would not allow the tournament to be completed without an extension of more than one week. Both divisions will win a book prize to the value agreed on by the committee.

11.4.1. A Grade: Preferably this division will be limited to 8 players and competed for as a round robin event. The A grade division will be based on the top players in the field, as based on their rating as adjusted by the Tournament Director. If a player is rated 1250 or less, they may opt to drop to the B grade space allowing, with preference given to the lowest rated player. The exact split between A and B grade may be modified depending on total numbers to allow for at least 4 players in each section if possible.

11.4.2. B Grade: This division will be based on the players not selected in the A grade division or who have chosen to play down to the grade with a rating of under 1250. In the event spaces are available, players may ask to be placed in the A grade, with preference based on the highest rated player. The exact split between A and B grade may be modified depending on total numbers to allow for at least 4 players in each section if possible.

11.4.3. Low number of entries: In the event the total number of players is less than 8 across both divisions, then a single round robin event will be played, with the B grade title going to the highest scoring player with a rating below 1250.

11.4.4. High number of entries: In the event that there are more than 16 players in total, the A grade field will hold numbers to 8 so that a round robin can be played unless it would result in players over 1450 playing in the B grade, at which point A grade will be played as a Swiss. B grade will be competed as a Swiss tournament in the event of more than 16 entrants in total.

11.4.5. Tie at end of tournament: In the event players are tied at the end of the tournament, there will be joint winners of the title.

11.5. **Rapid Play 1-3:** These tournaments will all be played as a single round Swiss tournament, with each tournament being played over two consecutive club evenings.

11.5.1. **Rapid Play Champion:** The player with the highest total points of their two best Rapid play tournaments will win the title for the year.

11.6. **Blitz No 1-5:** These will be played over a single night as a single sectioned Swiss tournament.

11.6.1. **Ernie Greenhalgh Lightning Championship:** The player with the highest total points of their best three Blitz tournaments will be awarded this trophy, and along with it a book prize to the value decided by the committee.

12. Byes: In the event a player has a bye through a round, a 0.5 point bye will be awarded to that player.

13. Unexpected Circumstances or Ambiguities: In the event that a situation arises not covered by these rules or if there are any ambiguities or inconsistencies then the club committee member available at that event will resolve the matter. The decision of the club committee will be final.