Ballarat Chess Club Inc.

Tournament Rules (June 2026)

Introduction

These rules have been adopted at a General Meeting of members held on 18 April 2019 as amended most recently at the June 2026 EGM. They will remain in operation until they are amended at a General Meeting of Members.

Unexpected Circumstances or Ambiguities

If a situation arises which is not covered by these rules, or there are any ambiguities or inconsistencies, then the club Tournament Committee members available at that time will discuss the situation with the Arbiter to resolve the matter. Their decision will be final.

General Tournament Rules

1. **Rules of Play:** FIDE rules of play will be adhered to unless a club specific rule is in place, in which case the club rule will prevail.

2. **Recording Games:** All games must be recorded where the time allowed is greater than 30 minutes per player. Recording moves may cease when a player has only 5 minutes left on their clock and there is no time increment of 30 seconds per move being added.

3. **Playing Time:** Tournament games will start at 7:15pm on a Thursday night. If a player is unable to attend, then they must advise their opponent and the Tournament Director by no later than 5.00pm on that day. Failure to do so may result in loss by forfeit.

4. **Late Arrival:** If a player is late for the start of a game then the opponent may start the clock at the scheduled time. The game will be considered lost by forfeit after 30 minutes have elapsed and no moves have been played.

5. **Postponed Games:** Where a player is unable to attend their scheduled game, the following procedure applies:
   - 5.1. A player wishing to arrange a make-up game must notify both their opponent and the tournament director at least 48 hours before the scheduled round. A make-up game will only be arranged if both players are available and have no outstanding make-up games from previous rounds.
   - 5.2. If notification is less than 48 hours then the opponent has the discretion to agree to a makeup game or not.
   - 5.3. If a makeup game is not agreed then the absent player forfeits the game.
   - 5.4. Make-up games must be played on a club night in the presence of an arbiter, in accordance with FIDE rating requirements. In practice, this means make-up games should be played during the designated make-up period as determined by the Tournament Committee
   - 5.5. If a make-up game is not completed within the agreed period, the game is forfeited by the player who was absent at the original scheduled game time.
   - 5.6. Games may be played in advance of the scheduled date if both players agree.

6. **Adjourned Games:** Every effort should be made to complete a game in a single session. A player may request an adjournment only in exceptional circumstances and it may be granted at the discretion of the Arbiter and by agreement with their opponent. Any adjourned game should be 'sealed' as provided for in FIDE rules. The game should be resumed at a time acceptable to the opponent and completed within a week unless the Arbiter grants an extension. If the game

remains uncompleted after the Arbiter decides then the player requesting the adjournment will be deemed to have lost the game.

7. **Forfeited Games:** If a player forfeits more than half their games in a Round Robin Tournament then all their games will be annulled for the purpose of determining the result of the tournament. All completed games will still be submitted for rating purposes.

8. **Allocated Byes:** In all tournaments any player who receives an allocated bye will receive half a point.

9. **Half-Point Byes:** In any Swiss Tournament a player may request the Arbiter for 2 half-point byes prior to the final 2 rounds. This should be done before the start of the previous round or at the discretion of the Arbiter.

10. **Appeals:** if a player wishes to appeal a decision by the Arbiter or Tournament Committee then it must be submitted in writing to the Club President, Treasurer or Secretary within 48 hours of the incident. The General Committee members, other than those involved in the incident, the Arbiter and the Tournament Committee, shall comprise the Appeals Committee with power to co-opt if there are not at least 3 people on that Appeals Committee. The Appeals Committee's decision shall be final and binding.

11. **Prizes:**
    - **11.1.** There will be a cash prize of $75 awarded to the highest finishing player in all Classic Tournaments, the Rapid Play Champion, the Blitz Champion and the Triathlon Champion.
    - **11.2.** There will be a cash prize of $75 awarded to the Female Champion in the Club Championship
    - **11.3.** There will also be a cash prize of $75 awarded to the highest finishing player in the lower half of the field (the "Reserve Prize"), but also including any player rated under 1000 for all Classic Tournaments and yearly for Rapid Play, Blitz and Triathlon Tournaments. Only players with an ACF rating will be eligible for the Reserve Prize.
    - **11.4.** In the Club Championship a book prize to the value of $50 will be awarded to the winner of the C grade division.
    - **11.5.** There will also be a cash prize of $50 awarded for all Classic Tournaments and yearly for Rapid Play, Blitz and Triathlon Tournaments to the highest finishing unrated player provided that there are at least 5 unrated players
    - **11.6.** If there is a tie for any prize, then it will be divided equally.
    - **11.7.** A medal will also be presented to the winner(s) of each section of the Classic, Rapid and Blitz tournaments that is eligible for a cash prize.

12. **Rating of Games:**
    - **12.1.** **ACF:** All tournament games with a time control of at least 60 minutes per player will be submitted to Chess Victoria for rating. This will be done by the Arbiter or a member of the Tournament Committee as soon as practical following completion of the tournament.
    - **12.2.** **FIDE:** If there are sufficient arbiters, then all tournament games with a time control of at least 60 minutes per player will be submitted to ACF FIDE ratings officer for FIDE rating. This will be done by the Arbiter or a member of the Tournament Committee at the end of each month and as soon as possible following the completion of the tournament.

13. **Seeding of Players:** In Swiss tournaments the initial player rankings are to be based on ACF ratings. If there are any unrated players in an event, then they will be seeded based on their estimated ACF rating by the Arbiter, based on known results and their estimated playing

strength. In round robin tournaments the pairing numbers of the players are to be determined by drawing lots at the start of the event.

Specific Tournament Rules

14. Club Championship:

14.1 Format: The club championship will be conducted as a single division 9 round Swiss tournament.

14.2 Prizes: The Club Champion will be the overall winner. B (Reserve) and C Grade winners will be awarded to the highest scoring rated player in the appropriate parts of the field (rated players only). A prize will also be awarded to the highest scoring un-rated player provided that there are at least 5 unrated players.

14.3 Female Champion. The title of Female Champion of the Ballarat Chess Club will be awarded to the highest scoring female player provided there are at least 2 female players competing.

14.4 Rate of Play: 60 minutes plus a 30 second increment for each move played.

14.5 Tie for First Place: If there is a tie for first place for any division then there will be a one-game playoff between the players.
If more than 2 players are involved, then there will be one game against each player.
The colours will be the opposite of the game played between the 2 players in the championship or decided by lot if there was no previous game played.
If there is still a tie after the playoff, then a further single game will be played by any tied players until an outright winner is decided, with colours alternating.
The time control for all games will be same as for the championship.
If for any reason the playoff is not completed by the end of that calendar year, then the champion will be decided by 'toss of the coin' conducted by the Arbiter.
It is not expected that this rule will ever have to be applied.

15. Spielvogel Memorial Tournament:

15.1 Format: This event will be conducted as a single division 7 round Swiss tournament.

15.2 Rate of Play: 60 minutes plus a 30 second increment for each move played.

15.3 Tie for First Place: If there is a tie there will be joint winners of the title and the prizemoney will be divided equally.

16. Charles Fisher Tournament (formerly Teters Memorial)

16.1 Format:
This tournament will be conducted over 7 rounds in three separate sections:

Charles Fisher A Grade — Round robin, 8 players
Charles Fisher B Grade — Round robin, 8 players
Charles Fisher Swiss — Swiss format, open to all remaining players

16.2 Rate of Play: 60 minutes plus a 30 second increment for each move played.

16.3 Section Eligibility and Entry

Entry to the A Grade will be offered to the eight highest-rated available club members. Entry to the B Grade will be offered to the next eight highest-rated available members. No player who is rated outside the top 8 active ACF rated players will be required to compete in A Grade if they prefer to play B Grade. If insufficient players agree to play in either the A Grade or B Grade round robin sections, then the number of rounds will be reduced accordingly. All remaining players, including unrated players, will participate in the Charles Fisher Swiss.
The following automatic promotions apply regardless of rating:
The prior year's B Grade winner is automatically eligible for A Grade.
The prior year's Charles Fisher Swiss winner (where that player would not otherwise qualify for B Grade on rating) is automatically eligible for B Grade and will be recognised as such in the following year's entry process.
Players who are rating-eligible for A or B Grade are welcome to enter the Charles Fisher Swiss instead, for example due to uncertain availability.

16.4 Prizes:

Prizes and medals will be awarded to the winner of each section.
In addition, a separate prize and medal will be awarded to the highest-placed player in the swiss section who was not rating-eligible for A or B Grade, ensuring that lower-rated members have a meaningful prize to compete for.
All prizes will be open prizes — there is no separate female prize in this event, nor is there an unrated prize.

17. Koelle Tournament:

17.1 Format: If there are 24 or more players this event will be conducted as 2 separate Swiss tournaments over 7 weeks.

If there are greater than 8 but less than 24 players in total, then the tournament will be conducted as a single Swiss tournament over 7 weeks.

If there are 8 or less players in total, then a single tournament will be played in a round robin format.

In a combined event the B grade winner will be highest scoring player in the lower half of the field.

17.2 Eligibility: This will be determined based on latest ACF rating or seeding by the Tournament Director. No player with a rating less than 1000 will be required to play in a separate A division which could lead to more than half the players competing in the B division.

17.3 Rate of Play: 60 minutes plus a 30 second increment for each move played.

17.4 Tie for First Place: If there is a tie there will be joint winners of the title and the prizemoney will be divided equally.

18. Rapid Tournaments:

18.1 Format: There will be 3 Rapid tournaments held during the year. Each will have 6 rounds with 3 games played on each night. They will be played as a Swiss tournament.

18.2 Rate of Play: 15 minutes plus a 5 second increment for each move played.

18.3 Rapid Champion: The Rapid Champion for the year will be the player with the highest aggregate score in any 2 of the tournaments held for that year.

18.4 Tie for First Place: If there is a tie, then there will be joint winners and the prize money will be divided equally.

19. Blitz Tournaments:

19.1 Format: There will be 5 Blitz tournaments held during the year. Each will have 7 rounds and played as a Swiss tournament, unless there are so few entries as to make a round robin format preferable.

19.2 Rate of Play: 5 minutes plus a 2 second increment for each move played.

19.3 Blitz Champion: The Blitz Champion for the year will be the player with the highest aggregate score in any 3 of the tournaments held for that year.

19.4 Tie for First Place: If there is a tie, then there will be joint winners and the prize money will be divided equally.

20. Triathlon Tournament:

20.1 Format: There will be 6 games played over a single day. There will be one game of Blitz, one game of Rapid and one game of Classic played in that order followed by a further one game of each style in that order.

20.2 Rate of Play: The rate of play for the Classic games will be 60 minutes per player plus an increment of 30 seconds per move from move 1. The Rapid and Blitz time controls will be the same as those used for similar events as set out above.

20.3 Tie for First Place: If there is a tie, then there will be a single game of Blitz played to determine the champion. In the playoff the colours for the players will be decided by lot unless they have already played in the event, in which case they will be the opposite. If there is still a tie, then further games will be played with alternating colours until a winner is decided. If there are joint winners the prizemoney will be divided equally.