

Ballarat Chess Club Inc.

Tournament Rules

Introduction

These rules have been adopted at a General Meeting of members held on 18 April 2019. They will remain in operation until they are amended at an Annual General Meeting.

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 Tournament Director 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 7.30pm 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:** A player who is unable to attend on a scheduled night should, before the start of the round, arrange with their opponent and the Tournament Director to play the game within one week of that date at a time and place suitable to their opponent. If the players are unable to complete the game in that time, then they should discuss it with the Tournament Director. After hearing from both players, the Tournament Director will make a ruling. If no arrangements are made to complete a game, then the player who was originally absent will be deemed to have lost the game on forfeit. 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 with a valid reason may request an adjournment. That may be granted by the Tournament Director or 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 Tournament Director grants an extension. If the game remains uncompleted after the Tournament Director 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 Tournament Director 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 Tournament Director.
- 10. Prizes:** 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. There will also be a \$75 prize awarded for each Classic Tournament to the highest finishing player in the lower half of the field, but also including any player rated under 1000. In the Club Championship a book prize to the value of \$30 will be awarded to the winner of the C grade division. If there is a tie for any prize, then it will be divided equally.
- 11. Rating of Games:** 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 Tournament Director or a member of the Tournament Committee as soon as practical following completion of the tournament.
- 12. Seeding of Players:** If there are any unrated players in an event, then they will be seeded into their estimated rating order by the Tournament Director, 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.
In swiss tournaments the pairing numbers are to be based on ratings and seeding.

Specific Tournament Rules

13. Club Championship:

13.1 Format: The club championship will be competed for in separate divisions of 12 players and played as round robin events. This will generally be A grade and B grade.

If there are more than 24 players then the remainder of players will compete for a C grade championship to be conducted as a swiss tournament over as many weeks as the Tournament Director decides, but no greater than 11 rounds.

If there are less than 24 but more than 12 players, then the Tournament Director will decide upon the format for B grade in consultation with the committee.

If the total players are 8 or more, but no more than 12, then a single round robin event will be held and the B grade champion will be highest scoring player in the lower half of the field.

If there are less than 8 players in total, then a single tournament will be played in a double round format and the B grade champion will be highest scoring player in the lower half of the field.

13.2 Eligibility: The players for each division will be chosen in rating order based on their latest ACF rating.

Exceptions to this will be that the B grade winner in the prior year will be automatically eligible for the A grade and the C grade winner in the prior year will be automatically eligible for the B grade.

If those options are not exercised, then they or any other player who chooses to compete in a lower division than which they are eligible for, may do so but they will be ineligible to win the title or a prize for that year.

13.3 Rate of Play: 90 minutes plus a 30 second increment for each move played.

13.4 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 committee.

It is not expected that this rule will ever have to be applied.

14. Spielvogel Memorial Tournament:

14.1 Format: This event will be conducted as a single division 7 round swiss tournament.

14.2 Rate of Play: 90 minutes plus a 30 second increment for each move played.

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

15. Teters Memorial Tournament

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

15.2 Rate of Play: 90 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. Koelle Tournament:

16.1 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.

16.2 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.

16.3 Rate of Play: 90 minutes plus a 30 second increment for each move played.

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

17. Rapid Tournaments:

17.1 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.

17.2 Rate of Play: 25 minutes plus a 10 second increment for each move played.

17.3 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.

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

18. Blitz Tournaments:

18.1 Format: There will be 5 Blitz tournaments held during the year. Each will have 9 rounds and played as a swiss tournament, unless there are so few entries as to make a round robin format preferable.

18.2 Rate of Play: 5 minutes for the full game with no time increment.

18.3 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.

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

19. Triathlon Tournament:

19.1 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.

19.2 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.

19.3 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.