



**Chess South Africa**

Affiliate of FIDE and SASCOC

## **SA Junior Closed Chess Championships-2017**

**05 - 12 April 2017**

### **Tournament Rules & Regulations**

Kopanong Hotel & Conference Centre

Benoni

Gauteng

243 Glen Gory Road

## 1. QUALIFICATION, SECTIONS AND AWARDS

### 1.1 Qualification

The following rules apply to participate in the 2017 SAJCCC:

Each player must qualify according to the National Youth Selection Policy.

### 1.2 Sections

#### 1.2.1 Open Section

U/8  
U/10  
U/12  
U/14  
U/16  
U/18  
U/20

#### 1.2.2 Girls Section

U/8  
U/10  
U/12  
U/14  
U/16  
U/18  
U/20

### 1.3 Awards

1.3.1 Each of the winners of the Open Sections will be awarded the title of "2017 SA *Section* Open Closed Chess Champion" where *Section* is the age group category.

1.3.2 Each of the winners of the Girls Sections will be awarded the title of "2017 SA *Section* Girls Closed Chess Champion" where *Section* is the age group category.

1.3.3 The winner of the Open and Girls Sections will receive a trophy.

- Position 1: Gold medal and trophy in Open and Girls section.
- Position 2: Silver medal for Open and Girls section.
- Position 3: Bronze medal for Open and Girls section.

## 2. TOURNAMENT REGULATIONS

**2.1 All proof of payment slips and entry forms must be available during registration.**

## 2.2 Match Rules

- 2.2.1 The current FIDE Laws of Chess shall apply and pairing of players will be done according to Swiss Manager Pairings software.
- 2.2.2 All players, pairings and results will be published on [www.chess-results.com](http://www.chess-results.com) and will be regarded as the official publication. Any other documents/publications are not the official publication and will be regarded as supplementary.
- 2.2.3 The time control shall be 90:90 + 30 sec increments per move from move 1.
- 2.2.4 All sections will be played in an eleven (11) round Swiss format.
- 2.2.5 During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player has brought such a device into the playing venue once the round has started, he shall lose the game. The opponent shall win. The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorized by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9
- 2.2.6 Electronic notation devices are not allowed.
- 2.2.7 No spectators will be allowed in the playing hall.
- 2.2.8 The players shall not eat food or snacks at the playing tables. One cool drink / bottled water per player in a container with a sports cap will be allowed at the table.
- 2.2.9 Players who have finished their games must leave the playing hall and not return before the next round. No unofficial games shall be played at the tables in the playing hall. Game analysis can be done in the area(s) designated for this purpose. No coaches, managers or spectators shall be allowed on floor during play.
- 2.2.10 Arbiters and members of the LOC will be allowed in playing venues.
- 2.2.11 A tolerance of 15 minutes will be allowed for late arrivals. An opponent can claim a game 15 minutes after the published start of the round, irrespective of the actual start time of the round, unless the Chief Arbiter decides otherwise.
- 2.2.12 No equipment or furniture may be removed from the playing hall.
- 2.2.13 Photographs of the players playing may only be taken before the start of the round. The official photographer shall be allowed to take photographs during rounds.
- 2.2.14 Under no circumstances will any game in progress or game just completed be discussed in the hall.
- 2.2.15 Incorrect scores (as processed by the CA) must be reported immediately if noticed and will be dealt with on an individual basis.
- 2.2.16 The player "who has the move" shall not leave the playing area without the permission of the match arbiter.
- 2.2.17 All players must conduct themselves in accordance with sporting fairness and decency, and must take care to neither distract nor annoy their opponents. They should endeavour to settle all disputes by mutual accommodation. Article 12 of the FIDE Laws of Chess must always be observed.
- 2.2.18 In case of e - boards being in use at the competition:  
The arbiter may take a photograph of the notation pad or board during the game to correct errors in the software recording;  
The arbiter is allowed to stop the game for whatever reason to correct the software;  
Players must please adhere to instructions with regards to the e - boards;
- 2.2.19 The hall is defined as the playing area.
- 2.2.20 The playing venue is defined as the playing area, the bathrooms, smoking area, tuck shop and the halls and direct paths linking these areas.

2.2.21 A player who is a "no show" for any two rounds will automatically be removed from future pairing.

## **2.3 Tie Breaks and Playoffs**

2.3.1 Tie break for the Swiss sections (in this order)

Direct Encounter;  
Bücholtz;  
Bücholtz cut 1;  
Bücholtz-Median;

2.3.2 Direct Encounter:

If all the players who ended on the same final tournament score have played each other then the winner (or highest placed player) is the one who has accumulated the most points from these encounters.

Should there be no clear winner, then a play-off will take place. e.g. When Player A and Player B drew in main tournament or when Player A beat Player B and Player B beat Player C and Player C beat Player A.

In the case when Player A beat Player B and Player A beat Player C and Player B drew with Player C then Player A need not participate in a playoff but Player B and Player C may do so.

2.3.3 If all the players who ended on the same final tournament score, have not played each other, then Direct Encounter becomes irrelevant and play offs will be held to determine those final positions.

2.3.4 Play-off's will take place where necessary to separate players for 1st place or any other position that will affect inclusion for a national or international tournament based on the current SA Youth Selection Policy

2.3.5 If no playoffs are required, then the next tiebreak systems stated above will be applied to further separate the players.

## **2.4 Chess Clocks**

2.4.1 Clocks will be supplied by the LOC and will be set up just before the round at all the tables.

2.4.2 When a clock is found to be faulty the arbiter shall replace the clock and set the correct time for the players. The arbiters in accordance with the Laws may adjust the time on clocks.

2.4.3 No clock must be removed from a table and nobody is allowed to bring a personal clock into the playing area.

## **2.5 Administration**

2.5.1 The administration table will be set up in the hall where:

2.5.2 All result sheets will be handed in by each player.

2.5.3 Written appeals can be submitted no later than 30 minutes after the official end of that round.

2.5.4 Display Boards will be put up near (outside) the hall where the latest results available will be displayed.

2.5.5 A full set of results will be published on [www.chess-results.com](http://www.chess-results.com)

## Play-off Table

Number of Players	First set		Second set		Third Set	
	Format	Time Control	Format	Time Control	Format	Time Control
2 x Player Play-Off	<ul style="list-style-type: none"> <li>2 x games</li> <li>One round black and one round white</li> </ul>	<ul style="list-style-type: none"> <li>15:15 with 5 sec increments</li> </ul>	<ul style="list-style-type: none"> <li>2 x games</li> <li>One round black and one round white</li> </ul>	<ul style="list-style-type: none"> <li>3:3 with 4 sec increments</li> </ul>	<ul style="list-style-type: none"> <li>Sudden death</li> <li>In case of draw black is determined as the winner.</li> <li>Winner of coin flip will choose colour.</li> </ul>	<ul style="list-style-type: none"> <li>5:4</li> <li>5 min for white and 4 min for black</li> </ul>
3 and 4 Player Play-Off	<p><b>Semi Final</b></p> <ul style="list-style-type: none"> <li>2 x games</li> <li>One round black and one round white.</li> <li>1 against 4 and 2 against 3 based on tournament tie break;</li> <li>Winner of 1 &amp; 4 and 2 &amp; 3 against one another;</li> <li>If only 3 players, number 1 advances to final.</li> </ul>	<ul style="list-style-type: none"> <li>10:10 with 5 sec increment</li> </ul>				
	<ul style="list-style-type: none"> <li>If equal, sudden death. In case of draw black is determined winner.</li> <li>Winner of coin flip will choose the colour.</li> </ul>	<ul style="list-style-type: none"> <li>5:4</li> <li>5 min for white and 4 min for black</li> <li>Black only to draw for win</li> </ul>				
	<p><b>Final</b></p> <ul style="list-style-type: none"> <li>Final between above winners</li> </ul>	<ul style="list-style-type: none"> <li>10:10 with 5 sec increment</li> </ul>	<ul style="list-style-type: none"> <li>2 games</li> <li>One round black and one round white</li> </ul>	<ul style="list-style-type: none"> <li>3:3 with 4 sec increments</li> </ul>	<ul style="list-style-type: none"> <li>Sudden death</li> <li>In case of draw black is determined winner.</li> <li>Winner of coin flip to choose colour.</li> </ul>	<ul style="list-style-type: none"> <li>5:4 -</li> <li>5 min for white and 4 min for black</li> </ul>
> 4 x Player Play-Off	Round robin	<ul style="list-style-type: none"> <li>3:3 with 4 sec increment</li> </ul>		<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li>If still tied then winner determined on following tie break                             <ul style="list-style-type: none"> <li>Sonneborn;</li> <li>Number of wins;</li> <li>Koya;</li> <li>5:4 sudden death</li> </ul> </li> </ul>	

## 2.6 Appeals

- 2.6.1 Appeals must be in writing only and must be handed in at the administration table within 30 minutes of the incident/official finish time of the round.
- 2.6.2 A deposit of R200 must be paid together with the appeal which will be refunded should the appeal be successful.
- 2.6.3 When players wishes to appeal formally (do not confuse this with making a claim\*), the player shall indicate such verbally to the arbiter. The game must continue and be completed in the normal way if it is at all possible.
- \* Claim - to claim a draw or a point, to complain about an opponent.
- 2.6.4 The written appeal shall include the name of the complainant, his/her opponent, and round in which the incident happened. Keep the description short and to the point and refer to the FIDE Laws that were applicable /infringed.
- 2.6.5 The player must submit the appeal.
- 2.6.6 The LOC/Chief Arbiter will not deal with 3<sup>rd</sup> parties and coaches. The LOC and officials will only deal with the players involved in the appeal. If the player is a minor, the parent or designated coach can assist the player.
- 2.6.7 The chairman and optional members of the appeals committee shall be appointed by the CA.
- 2.6.8 Members of the Appeals Committee shall be 3 or 5 members in the following order:  
Two arbiters that were not involved in the decision against which is being appealed.  
One member of the LOC;  
One other person, e.g. chess coach (rating above 1900), chess arbiter (PA, NA, FA Or IA not on duty)

An additional co-opted person qualified and knowledgeable (optional);

The chairman is allowed to co-opt more members to the appeals committee should he deemed it necessary

Co-opted members shall be of the following qualifications:

1. PA, NA, FA or IA
2. Chess Coach with rating higher than 1900

The number of members on the appeals committee must always be uneven.

## 2.7 NB! For all appeals please note the following.

The ORIGINAL result of the game shall stand for rating calculation purposes (both FIDE and CHESSA) if the;

Appeals Committee decides to uphold the appeal

(e.g. change the result of the game). E.g. if the result "on

the board" is 1-0 but the Appeals Committee changes

this to (e.g.) 1-½ then "1-0" will be used for FIDE &

CHESSA ratings calculations but "1-½" used for subsequent pairing calculation.

## 2.8 Combining Sections

There will no combining of section.