



XXVI SELL GAMES
Tartu Student Games 2010
May 21-23

REGULATIONS, CHESS

1. Date and Time. Chess tournament will be held on May 21-22, 2010 in Tartu HTM Hall (Munga 1). First round will start on May 21, 2010 at 11 a.m. All participants must check in from 10.00 - 10:40 at the place of event on May 21. Late entries are not allowed.

2. System. Tournament will be held in 9 rounds individual Swiss system. Time limit for each player: 25 min for the whole game + 5 sec increment from move one. Official FIDE rapid rules will be used.

2.1. We use official pairing program Swiss Manager. No players in same team will play each other.

2.2. Starting rank list for pairing will be created by a) FIDE ELO or Estonian national rapid rating, the higher one counts (we decrease national rating 100 points for fair scale); b) alphabetical order of players.

2.3. Any player who arrives at the chessboard 5 minutes later from the start of the session shall lose the game.

2.4. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player **may** lose the game (The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw). Rule 2.4 depends on the decision of chief arbiter, it means we dont use default inflexible FIDE rule about phones.

2.5. Schedule :

May 21 : check in 10:00 – 10:40, round I – 11:00, II – 12:10, III –13:20,
lunch 14:30 – 15:30, IV – 15:30, V – 16:40.

May 22 : round VI – 10:00, VII – 11:10, VIII –12:20, IX – 13:30, closing 14:45.

3. Registration. All participants have to register according to XXII SELL Games registration rules (incl. deadlines). NB! Have your Student Card with you!

4. Team competition. Participants are encouraged to form teams among themselves. A team may consist of 3 players from a same university, at least 1 of them female. Team score equals to sum of individual scores of team members. Application to form a team must be submitted in written form before the start of 1st round, listing the names and genders of all team members. No changes in this application will be permitted after beginning of the 1st round.

5. Tie -breaking.

5.1. For case of equal points by two or more players we use the following tie-break rules:

a) the results of the players of same point groupe. It can be used only, if all players in same point groupe have played against each other;

b) sum of progressive score cuts. After each round a player has a certain tournament score. These scores are added to determine the total sum of progressive score. If its equal, then we reduce it by the tournament score of one or more rounds, starting with the first round;

c) the Buchholz system, it is the sum of the score of each of the opponents of a player. If it is equal, then we reduce it by the lowest score of the opponents, then by two of the lowest scores etc;

d) in case 5.1.a,b,c still gives equal result, then players will tie and their teams will get the points of the arithmetic mean, it is the sum of tied place numbers divided the count of tied players.

5.2. If two or more teams will tie, then we use the sum of individual places of players, the smallest sum will win. If this method will not give the winner, then we exclude the score of weakest player of team, if still tie then two of the weakest scores.

6. General. All questions not dealt with by this regulation will be resolved by referees during the event.