

## TOURNAMENT RULES

The tournament will be played under the official FIDE Laws of Chess, version 1 July 2009, with the following changes and/or additions:

1. The pairing is made according to the Swiss pairing system and is based on the rating of the players. The chief arbiter reserves the right to make minor adjustments to the pairings where necessary.
2. The rate of play is 1 hour and 45 minutes per player for the first 40 moves. Subsequently each player receives 10 minutes plus 5 seconds per move to end the game.
3. Players are obliged to keep the score on the score sheet provided, in accordance with the FIDE Laws of Chess, unless that player has less than 5 minutes left in that period. This rule also applies to the final stage after the 40th move.
4. Players must write down the result on the supplied result card and sign it. This result card, together with a legible copy of the score sheet shall be returned to the organisation by putting them into the designated boxes. If the result card is not returned before the end of the round the chief arbiter reserves the right to record a loss for both players.
5. In group A players can request a half point bye for any of the first four rounds, provided this is requested before the end of the previous round. In the other groups a second bye can be requested under the same conditions.
6. The chief arbiter reserves the right to disqualify players who are absent during a round without prior notice.
7. In contrast to FIDE rule 6.6a, any player who arrives at the chessboard 60 minutes or more after the start of the session shall lose the game, unless the chief arbiter decides otherwise.
8. To determine the final ranking at the end of the tournament players will be ranked according to their score. In case of equal scores, the following tie-break rules (in the order given) will be used:  
  
In group A: 1. Most games played\*; 2. Result of mutual game(s); 3. Median Buchholz\*\*  
  
In other groups: by TPR. In these groups the prize money is shared between the players with equal scores.
9. Playing blitz is prohibited in the playing hall. Analyzing the game in the playing hall is also prohibited, unless explicitly permitted by the arbiters.
10. Smoking is prohibited throughout the building. The organization reserves the right to disqualify any player who breaks this rule.
11. Players are not allowed to use, and must switch off their mobile phones. If a mobile phone makes any electronic sound the arbiter shall deduct 5 minutes from the offender's time and add 5 extra minutes to the opponent's time. If any player breaks this rule twice during a game, that player shall lose the game. His opponent's score will be decided by the arbiter.

\* as result of a voluntary bye taken by the player

\*\* The sum of the number of points scored by the player's opponents, but discarding the highest and lowest. Unplayed games by the opponents count as half a point. Unplayed games by the player count as no points.