

# South Saskatchewan Chess Championship

## Warm welcome to players and their companions

This is a FIDE tournament for all sections, and it will be played in classic, Swiss format.

FIDE rules are applicable with following tournament specific rules:

1. **Time control format:** 90 min + 30 seconds increment per move

2. **Tournament Schedule:**

Registration	16 <sup>th</sup> Feb at 10:00 AM
Round 1	16 <sup>th</sup> Feb at 11:00 AM
Round 2	16 <sup>th</sup> Feb at 4:00 PM
Round 3	17 <sup>th</sup> Feb at 9:00 AM
Round 4	17 <sup>th</sup> Feb at 4:00 PM
Round 5	18 <sup>th</sup> Feb at 9:00 AM
Tie-breakers (if any)	18 <sup>th</sup> Feb at 1:00 PM
Ceremony	18 <sup>th</sup> Feb at 4:00 PM

3. Announcing "Check" is not mandatory for a player
4. **Mandatory game recording:** Open and U2000 category
5. **Tolerance for Time delay:** 10 mins (from round start time)
6. **Tolerance for illegal move:** 2 illegal moves in a game
  - a. **Only** Arbiter will record illegal moves count for each game.
  - b. Illegal move can be claimed, **only** after your opponent completes their move and presses the clock.
  - c. **Only** the player playing the game can bring opponent's illegal move under notice of Arbiter. Illegal moves will **not** be counted if third person brings it to Arbiter.
  - d. A player can claim for illegal move of opponent **before** he/she makes his/her own move. After making own move, the player will lose chance to claim.
  - e. In an event illegal move considered and the "touch to play" rule can not be enforced, **only** then the player will be allowed to make move using another piece.
7. **Zero Tolerance for disturbance/prompting:** Only staff, and players with active games are allowed in the tournament hall. This means players must leave the playing hall after their game concludes. It also means no spectators.
8. **Tie-breakers** (Zero tolerance for time delay or illegal move): Will be played only if multiple players share same points for 1<sup>st</sup> and/or 2<sup>nd</sup> place. In case of a draw, then Armageddon format will be used to decide the winner of each tie-breaker game.  
Players and pieces color selection will be using random draw.  
Game format: 30 mins + 5 sec.  
**Armageddon format** (Zero tolerance for time delay or illegal move):  
Pieces color selection will be using random draw.  
Game format: White 5 mins + 3 secs and Black 4 mins, + 3 secs.  
In case of draw, player with Black pieces will be announced as a winner.

If you need additional FIDE rules and clarifications, please visit:

<http://www.fide.com/component/handbook/?id=208&view=article>