

4th Joe B. Maturan Memorial Open NCFP Sanctioned & Under 14 Rapid FIDE Rated Chess Tournament

TOURNAMENT REGULATIONS

I. General Guidelines

This tournament shall be governed by the latest FIDE Laws of Chess and the following regulations:

A. Format

- The tournament shall be an individual rapid chess competition.
- Time control: 15 minutes plus 5 seconds increment per move (Fischer bonus).

B. Eligibility

- Open to all players from Negros Oriental and nearby regions.

C. Pairing System

- The Swiss System shall be used, with 7 rounds in total.
- The Swiss Manager pairing software will be used. Players are encouraged to check pairings online via Chess-Results.com.
- No protest against computer-generated pairings will be entertained.
- Latecomers may receive a bye or be paired against another available player at the discretion of the arbiters.

D. Category

- All players will compete in two categories: **OPEN** regardless of age and **Under-14** event cut-off year of birth 2011.

E. Player Absences

- A player who fails to report for two consecutive rounds without prior notice to the arbiter shall be considered withdrawn and will be unpaired in the following round.
- Players paired in a previous round but who did not play may still be paired against each other in future rounds.

F. Initial Seeding

- Players will be ranked according to FIDE rating, local rating (for seeding purposes), title, and then alphabetically.

G. Equipment

- Use of digital chess clocks is mandatory.
- Organizers will provide boards, pieces, clocks, and score sheets for up to 200 players.

H. Prizes

- Refer to official posters or promotional materials for the breakdown of prizes and special awards.

- No redistribution or pooling of prizes shall be made.

I. Venue Rules

- Eating is prohibited in the playing area during games.
 - All players must check in between 8:00–9:00 AM with the Pairing Manager.
 - Pre-registered players who fail to check in, and late registrants, will be included starting in Round 2.
 - The organizers are not liable for any pairing issues due to failure to check in.
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II. Rules and Regulations

1. Time Control

- Rapid time control: 15 minutes + 5 seconds increment per move using a digital clock.
- Clocks must have flag fall alarms disabled.

2. Scorekeeping

- Recording of moves is not mandatory.
- After each game, the winner (or both players in case of a draw) must sign the score sheet to the assigned recording arbiter.

3. Game Conduct

- The touch-move rule is strictly enforced.
- The arbiter may intervene in the event of a flag fall.
- Draw agreements before moving 30 by Black are not allowed (anti-short-draw rule). Draw offers must be approved by the arbiter.

4. Draw Claims

- A draw may be claimed under the following FIDE rules:
 - Threefold repetition
 - 50-move rule (no pawn moves or captures) the player must claim a draw subject to arbiter verification
 - 75-move rule (no pawn moves or captures) under arbiters responsibility

5. Illegal Moves & Infringements

- **Examples of Illegal Moves:**
 - Moving a piece incorrectly
 - Leaving own king in check
 - Capturing the opponent's king
 - Promoting to an invalid piece
 - Using both hands to make a move (ex. Castling, Pawn Promotion and Capturing)

- Pressing the clock without making a move
- **Examples of Infringements:**
 - Displacing pieces on the board
 - Using excessive force on the clock
 - Pressing the clock with a piece
 - Distracting opponents (repeated draw offers, noise, rearranging pieces, etc.)
- **Penalties:**
 - **Illegal Moves:**
 - 1st Offense: Add 1 minute to opponent's clock
 - 2nd Offense: Loss of game
 - **Infringements:**
 - 1st Offense: Warning
 - 2nd Offense: Add 1 minute to opponent's clock
 - 3rd Offense: Loss of game

6. Default Time

- No default time shall be enforced. Clocks will run from the scheduled start time. Players may lose by time forfeiture.

7. Scoring System

- Win: 1 point
- Draw: 0.5 points
- Loss: 0 points
- Players are responsible for verifying their scores each round.

8. Tie-Break System

In order of application:

1. Direct Encounter
 2. Buchholz Cut 1
 3. Greater number of wins (including forfeits)
 4. Number of Games played as Black
 5. Progressive Score
 6. Armageddon game (if tie persists)
- Tie-break regulations and the handling of byes or forfeits shall follow FIDE Handbook (effective 1 April 2024).
 - Any concerns about tie-breaks or final standings must be raised with the Chief Arbiter.

9. Color Assignment

- Colors will be determined by the pairing software. No drawing of lots.
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III. Tournament Officials and Appeals

A. Tournament Officials

- Tournament Director: Rocky Ordoñez
- Chief Arbiter: FA Arnel Sapuan
- Deputy Chief Arbiter: FA-elect Ringo Villagonzalo
- Sector Arbiters: NA Cherlita Sanoy, RA Bobeth Verdida & CA Florencio Nunez
- Pairing Arbiter: RA Jessie Alcala
- Steward/Marshall: Erwin Jar dao

All certified NCFP national, regional and club arbiters shall work under the supervision of FIDE-licensed arbiter.

B. Decisions & Appeals

- The Chief Arbiter's decision on matters of law is final.
 - Appeals on matters of fact must be submitted in writing within 10 minutes of the game's conclusion.
 - A protest fee of Php 500 must accompany each appeal, refundable if upheld.
 - Appeals Committee: The Organizing Team.
 - Decisions of the Appeals Committee are final.
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IV. Player Conduct, Electronics, and Miscellaneous Rules

A. Electronic Devices

- Mobile phones and electronic devices must be completely switched off inside the playing hall.
- Violation results in immediate loss of game.
- Devices are also not allowed inside restrooms. Players may temporarily hand over devices to the steward before leaving the playing area.

B. Post-Game Conduct

- No post-game analysis or casual games within the playing area.
- Players must exit the playing hall after submitting results to prevent crowding near top boards.

C. Code of Conduct

- Players must maintain proper decorum and avoid bringing the game into disrepute. A player may be penalized depending on the severity as per article 12.9 of the latest Arbiters Manual.
- The arbiters shall enforce all FIDE regulations including anti-cheating protocols, fair play, and game supervision.

V. Final Provisions

- Any matters not specifically covered in these regulations will be resolved by the Tournament Committee.
 - The Organizing Committee reserves the right to modify any part of the rules in the interest of the event.
 - The organizers may reject entries from individuals deemed disruptive to the smooth conduct of the tournament.
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VI. Game Schedule

Time	Activity
September 28, 2025	
8:00 AM	Check-in/Program
10:00 AM	Round 1*
11:00 AM	Round 2
12:00 PM	Lunch Break
12:30 PM	Round 3
1:30 PM	Round 4
2:30 AM	Round 5
3:30 PM	Round 6
4:30 PM	Round 7
5:30PM	Awarding
<i>Note: *On-site registrants and late arrivals will be paired starting Round 2.</i>	

Revision 0 – September 15, 2025
