

## CHESS TOURNAMENT \* March 29, 2026

### TOURNAMENT RULES (RAPID A.5)

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are regulated in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his/her freedom of judgement and thus prevent him/her from finding a solution to a problem dictated by fairness, logic and special factors.

**FIDE appeals to all chess players and federations to accept this view.**

**FORMAT:** a) Five or Seven (5 or 7) rounds Swiss System

b) Fifteen (15) Minutes plus three (3) seconds increment (Delay mode)

**PAIRING:** Swiss manager Pairing program, starting rank based on the latest available (February) Philippine National rating.

#### A. VIOLATIONS

1. Violations classified as **Illegal Move:**

- a. Wrong movement of pieces.
- b. Exposing the King to an attack or King remaining in check.
- c. Capturing the opponent's King.
- d. Using two hands in making a move.
- e. Non-replacement of pieces after pawn promotion.
- f. Pressing the clock without making a move (**No penalty to the opponent, if instead of pausing the clock pressing it after the opponent make an illegal move, game continue**)

2. Violations classified as **Infringement:**

- a. Pressing the clock with displaced piece/s.
- b. Using of excessive force in pressing the clock.
- c. Using one hand to make a move, and the other hand to press the clock.
- d. Annoying or distracting your opponent.
- e. Pausing the clock without valid reason.

3. Violations classified as **Major Offense:**

- a. Using of mobile phones or any other electronic device during play.
- b. Any form of cheating.
- c. Giving or receiving unsolicited advice or assistance while the game is in progress
- d. Grave misconduct.
- e. Collusion among players to advance other players' positions in the tournament rather than to further one's position.

## B. PENALTIES

### 1. Penalties for **Illegal Moves**:

- a. 1<sup>st</sup> Offense – Plus one (1) minute to opponent's time
- b. 2<sup>nd</sup> Offense – Loss of the game

### 2. Penalties for **Infringements**:

- a. 1<sup>st</sup> Offense - Verbal warning
- b. 2<sup>nd</sup> Offense – Final Warning (Arbiter may add appropriate time)
- c. 3<sup>rd</sup> Offense – Loss of the game

### 3. Penalty for **Major Offenses**:

- a. 1<sup>st</sup> Offense – Loss of the game or tournament suspension

## C. APPEALS

- a. Appeals must be filed with a ₱1,000 bond, refundable if the appeal is upheld.
- b. Appeals Committee Composition:
  - i. 5 highest-rated adult players
  - ii. 1 neutral, accredited arbiter not involved in the incident
- c. All complaints must be filed before the next round starts.
- d. If the appeal is upheld, the necessary corrections will be made to the results, and the ₱1,000 bond will be refunded to the appellant.
- e. If the appeal is denied, the decision of the Appeals Committee shall be final, and the bond will be forfeited.
  
- f. Appeals must be file 10 minutes before the Start of the next round.

## D. ROLE OF THE TOURNAMENT OFFICIALS

- 1. All other matters not covered in these rules shall be decided by the Chief Arbiter, who reserves the right to amend or alter any provision of the Rules and Regulations for the success and interest of the tournament.
- 2. The decision of the Chief Arbiter is final.
- 3. The arbiters have the right to intervene in a game in the following cases:
  - a. A player raising his/her hand or calling their attention
  - b. A violation has been committed
  - c. A flag fall has occurred (Appendices A.5.5), if both clocks registered 0:0=Draw.
  - d. Incorrect board setup
  - e. Incorrect initial position of the pieces
  - f. Adjusting the clock if the settings are incorrect
  - g. Game-ending moves that either results in a checkmate or draw
  - h. Dead position (e.g., king versus king)
  - i. Draw by 75-move rule, or 5-fold repetition if neither player makes a claim

## E. ROLE OF PLAYERS

1. Players shall exhibit kindness, courtesy, respect, and fair play toward others during the games.
2. Players must turn off or set their mobile phones and any other electronic devices to silent mode throughout the game while in the playing area.
3. Players who have finished their games shall arrange the chess pieces and must report the correct result to the pairing arbiter before vacating the playing area. (FIDE Article 11.4)
4. Players are not allowed to make post-game analysis, play against other players or spectators, or discuss finished or unfinished games within the playing area.
5. Players are not allowed to eat inside the playing area while the game progresses. Basic refreshments such as water are allowed, given that it is placed under the table throughout the game.
6. Players are allowed to use the restroom only after making his/her move or with the permission of the tournament officials.
7. Players may raise their hand to call the attention of the arbiters in cases where his/her opponent committed a violation or other infraction.
8. Players may claim a draw during their turn by 3-fold repetition or 50-move rule. Players must state what position or his move that will result for a 3-fold repetition of position and for 50- move rule both players are responsible for counting.
9. Players may notify the attention of the chief arbiter for further explanation regarding a ruling made by another arbiter.
10. Touch Move is when the player makes hold of the piece, accidental is not considered touch.

## F. SUBMISSION OF RESULTS (**IMPORTANT, BRING YOUR OWN BALLPEN**)

1. The winning player is responsible for reporting the result. No report, No points.
2. Both players must verify and sign the result form. (FIDE Article 8.7)
3. In a draw, either player may submit the result.
3. Once signed and submitted, results are final. Unless the Chief Arbiter Decides.

## G. WINNERS:

The Winners will be determined by the highest point after the Last Round.

Win=1 point   Draw = 0.5   Loss = 0

## I. TIE-BREAKS: In case there is a tie.

1. Direct Encounter (scores of the tied players)
2. Number of victories (forfeit/ bye count)
3. S.B (Real Points)
4. Buchholz cut 1 (parameter-Real Points)
5. Arranz System (Win -1pt, Draw W=0.4, B=0.6, Loss=0)

**J. PRIZES AND AWARDS: SEE POSTER**

**NO POOLING.**

## **DRESSCODE**

1. Participants are expected to dress appropriately during the event. **Wearing slippers, sandos, or sleeveless shirts is strictly not allowed.** Kindly observe proper attire in keeping with the venue's standards and the formal nature of the tournament.

## **AMENDMENTS**

1. The organizer reserves the right to amend these rules at any time for the fair and smooth conduct of the tournament.

**PARTICIPANTS/PLAYER WAIVER: IN SIGNING AND JOINING IN THIS TOURNAMENT YOU SHALL ABIDE BY THE RULES OF THE EVENT AND FOR TRUE SPORTSMANSHIP RESPECT YOUR FELLOW PLAYERS AND THE DECISION OF THE TECHNICAL OFFICIALS. THE ORGANIZER WILL NOT HOLD ANY RESPONSIBILITIES TO ANY UNTOWARD INCIDENT BEYOND THEIR REACH.**

**ALWAYS KEEP SAFE AND DON'T LEAVE YOUR VALUABLE THINGS UNATTENDED. GOD BLESS US.**

**Prepared by: NM/NA HOMER CUNANAN- Chief Arbiter**

**SIGNED BY: IA Ilann Perez- Deputy Chief Arbiter**