

Rules and Regulations for the Canadian Open Chess Championships (CO) 2020

Websites

Official site: information, registration, accommodations:

www.elevatemychess.com/co

Sections

There are five (5) sections in this tournament, by ratings:

- **MASTER**
 - FIDE and CFC rated.
 - Open to all players 2200 and above in ratings.

- **U2200**
 - FIDE and CFC rated.
 - Open to all players 2000 and above and under 2200 in ratings.

- **U2000**
 - FIDE and CFC rated.
 - Open to all players 1800 and above and under 2000 in ratings.

- **U1800**
 - FIDE and CFC rated.
 - Open to all players 1600 and above and under 1800 in ratings.

- **U1600 & Unrated**
 - FIDE and CFC rated.
 - Open to all players under 1600 in ratings. Unrated players may play in this section.

Player Ratings

Ratings are used for section composition, pairings and prizes in the following manner:

Master Section:

- FIDE rating is used for pairings. If a player has no FIDE rating:
 - CFC will be used for players residing in Canada

- The highest found rating (CFC, USCF, etc.) will be used at the sole discretion of the organizer for players residing outside of Canada

Other Sections:

- CFC will be used for players residing in Canada
- The highest found rating (CFC, USCF, etc.) will be used at the sole discretion of the organizer for players residing outside of Canada

If a Quebec resident has an FQE rating that is more than 100 points greater than a rating ceiling for a section where a player is registered, the organizer can, in his/her sole discretion, transfer this player to a higher section.

The rating freeze date is **July 01, 2020**. No changes in player ratings after this date will be taken into account for the CO.

Rating the Results

All sections will be **rated with FIDE and the CFC**:

Registration Cut-off

As per the CO website, **June 30** is the last day to register online. For any registration requests coming after this date, a surcharge will be levied and a half-point bye in Round 1 may be given at the sole discretion of the organizer.

Memberships

All players need to have **valid CFC or FQE membership** or to purchase it prior to the start of the tournament.

Format

Regular Swiss, Nine (9) rounds.

Byes

A player can request up to three (3) half-point byes in any of the first four (4) rounds of the tournament if the player notifies the organizer during registration or in writing before July 01, 2020. Any "byes" requested after July 01, especially during the tournament, will be zero points.

Withdrawals

If a player wishes to withdraw from the tournament, the player has to communicate this request to an arbiter in writing no later than during the preceding round. Once pairings for the new round are made and published, they will not be changed. Any belated “withdrawal” request will result in a forfeit of the game for which the player has already been paired. The CFC may, in its sole discretion, rate such forfeited games.

Time Control

(90 min / end + 30 sec. increment starting with Move 1) in all sections.

Playoffs

There will be **no playoff games**. All places in all sections will be determined by tiebreak criteria (see further below).

Schedule*

July 15, 2020 – 11:00 AM – Blitz Tournament - **\$30 pre-registration** or \$45 on site (Venue: PFFC)

July 15, 2020 – 6:00 PM – Welcome Cocktail + Casual Chess + Simultaneous Chess with GM (Venue: TBD)

July 16, 2020 - 10:00 AM – **Special Event TBD**

July 16, 2020 - 6:00 PM – Round 1 (Venue: PFFC)

July 17, 2020 - 6:00 PM – Round 2 (Venue: PFFC)

July 18, 2020 - 10:00 AM – **Special Event TBD**

July 18, 2020 - 3:00 PM – Round 3 (Venue: PFFC)

July 19, 2020 - 10:00 AM – Round 4 (Venue: PFFC)

July 19, 2020 - 6:00 PM – Round 5 (Venue: PFFC)

July 20, 2020 - 10:00 AM – **Special Event TBD**

July 20, 2020 - 3:00 PM – Round 6 (Venue: PFFC)

July 21, 2020 - 10:00 AM – Round 7 (Venue: PFFC)

July 21, 2020 - 6:00 PM – Round 8 (Venue: PFFC)

July 22, 2020 - 10:00 AM – Round 9 (Venue: PFFC)

July 22, 2020 - 3:00 PM – Prize Ceremony (Venue: PFFC)

July 22, 2020 - 6:00 PM – After event Party & Cocktail + Casual Chess (Venue: TBD)

*Note: Schedule is subject to change. Changes will be reflected here and communicated via our weekly Newsletter.

Forfeit Time

If a player doesn't arrive at his/her chessboard **60 minutes (i.e., one hour) after the start of a round**, the player's game will be forfeited, the result "0F" will be entered, and the player will not be paired for subsequent rounds.

Recording the Moves

As per FIDE Laws of Chess, Art. 8.1.1:

"In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the 'scoresheet' prescribed for the competition."

Marking the Results

When the game is finished, each player shall clearly mark results of the game on his or her scoresheet as "1-0", " $\frac{1}{2}$ - $\frac{1}{2}$ ", or "0-1" and to sign the scoresheet. Then, **the player shall cross-sign his/her opponent's scoresheet and ask his/her opponent to cross-sign his/hers**. Once both scoresheets have results and two signatures, **players shall remain seated and raise their hands without talking** in order to attract the attention of a section arbiter. The section arbiter will come to the table, check the result, indicate it on the official pairings sheet, and will collect both scoresheets. The players can only leave when a section arbiter tells them so. If one or both players do not follow this procedure and leave before a section arbiter allowed them to do so, the result of the game can be entered in any way including "0-0" in the sole discretion of the Chief Arbiter.

Electronic Devices

As per FIDE Laws of Chess, Art. 11.3.2.1, **any electronic device has to be stored in a player's bag and to be switched off completely**. Game forfeit is an automatic penalty if player is found to be near any kind of a non-stored electronic device during the round anywhere in the playing venue, including toilets.

Playing Venue

As per FIDE Laws of Chess, Art. 11:

- The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.
- The playing area is defined as the place where the games of a competition are played.
- Only with the permission of the arbiter can:
 - o a player leave the playing venue,
 - o the player having the move be allowed to leave the playing area.
 - o a person who is neither a player nor arbiter be allowed access to the playing area.
- During play the players are forbidden to use any notes, sources of information or advice, or analyze any game on another chessboard.

Spectators are not allowed to communicate with players anywhere in the playing venue (e.g., in the toilets or in the hallway). Players who have completed their games are considered spectators.

Photographs

Photos without flash are allowed during the first fifteen (15) minutes after the round starts. An official CFC photographer will attempt to take photos during the rounds and to make them available to parents and players.

Appeals

The Appeals Committee composition will be announced before the start of Round 1.

Protests, including protests against decisions of the Chief Arbiter, or any Arbiter, or the Tournament Director, **must be submitted to the Chairman of the Appeals Committee within thirty (30) minutes after completion of the respective game**. The protest must be accompanied with the **sum of \$200 (two hundred dollars) as a deposit** from the signatory. The deposit must be handed to the Chairman of the Appeals Committee at the same time as the appeal is submitted. If the appeal is refused, the deposit is forfeited to the tournament organizer.

No appeals are accepted **against pairings** generated by FIDE-certified tournament pairing software (e.g., Swiss Manager).

Tiebreak criteria

As per FIDE recommendations and the CFC rules, the following tiebreak criteria will be used.

For all regular sections that are played as **individual Swiss tournaments**:

1. Direct encounter

2. The greater number of wins
3. The greater number of games with Black (unplayed games shall be counted as played with White)
4. Buchholz Cut 1
5. Buchholz

In case a section has eight players only and is played like a **round-robin**:

1. Direct encounter
2. The greater number of wins
3. Sonneborn-Berger
4. Koya
5. Younger age (i.e., a later date of birth confirmed by a government-issued ID).