

## London Chess Classic Tournament Rules

### Section A: General Rules for All Tournaments

#### Rating and Grading

All tournaments will be submitted to FIDE for rating, and all tournaments except the Super Blitz will be submitted to the English Chess Federation (ECF) for grading. It is a condition of playing in the London Chess Classic that the data submitted at the time of entry will be forwarded to the ECF and FIDE as required to enable the games played to be graded by the ECF, and rated by FIDE.

#### Allocation of Ratings in All Sections

The ratings used for each tournament will be in the following order of priority, where the following letters are:

E	ECF Grade (August 2017)
Q	ECF Rapidplay Grade (August 2017)
F	FIDE Rating (December 2017)
R	FIDE Rapidplay Rating (December 2017)
B	FIDE Blitz Rating (December 2017)

Super Blitz	BRQFE
FIDE Open	FE
Weekday U2050	FE
Weekday U1750	FE
Rapidplay Open	RQFE
Rapidplay U2050	RQFE
Rapidplay U1825	RQFE
Rapidplay U1600	RQFE

Where a player has none of these, the organisers will assign an estimate based on all available data on a case-by-case basis, failing which the player will be assigned a rating of 0. In the Rapidplay and Super Blitz, the Chief Arbiter reserves the right to change the assigned rating of a player and instead use a different published rating as the rating for that player.

The conversion between ECF grades and FIDE ratings will be:  $FIDE\ Elo = (ECF \times 7.5) + 700$

The ratings allocated by this process will be used in the calculation of any relevant prizes. (See Prize Calculation below for more information.)

#### Levels of Membership Required

For the Super Blitz, no ECF membership is required.

For the four Rapidplay tournaments, all entrants must pay a £7.50 surcharge if they are not Silver, Gold or Platinum members of the ECF.

For all other tournaments, all entrants must pay a £10.50 surcharge if they are not:

- (a) Gold or Platinum members of the ECF, or
- (b) Their FIDE nationality is any country other than England.

Any players eligible for free entry to any tournament are not required to pay the rates quoted above.

#### Obtaining a FIDE Identification Number

All entrants must have a FIDE Identification Number at the time of submitting their entry, unless they wish their FIDE nationality to be England. English players without a FIDE Identification Number will have one created at the time the rating files are submitted by FIDE. *Please note: At the time of writing, changing this nationality later costs 250 Euros.*

## **Section B: Tournament Specific Regulations**

### **FIDE Open**

Registration Required	Yes, by 18:00 on Friday 1 <sup>st</sup> December (see Section D: Registration for more details)	
Number of Rounds	9	
Number of Half Point Byes Permitted	2	
British Championship Qualifying Places	1, to the highest-scoring eligible player not already qualified	
Time Control	40/90 + Game/30 + 30'	
Default Time	1 hour	
Schedule	Round 1	Saturday, 2 <sup>nd</sup> December 1630
	Round 2	Sunday, 3 <sup>rd</sup> December 1000
	Round 3	Sunday, 3 <sup>rd</sup> December 1630
	Round 4	Monday, 4 <sup>th</sup> December 1630
	Round 5	Tuesday, 5 <sup>th</sup> December 1630
	Round 6	Wednesday, 6 <sup>th</sup> December 1630
	Round 7	Thursday, 7 <sup>th</sup> December 1630
	Round 8	Friday, 8 <sup>th</sup> December 1630
	Round 9	Saturday, 9 <sup>th</sup> December 1630
Pairings Published for each Round	0000; as soon as available for Round 3	
Entry Fee	£75 Early Bird, £100 Standard, £120 Late £50 surcharge for unrated players or players rated < 2050	
Place Prizes	1 <sup>st</sup>	£5,000
	2 <sup>nd</sup>	£4,000
	3 <sup>rd</sup>	£3,000
	4 <sup>th</sup>	£2,000
	5 <sup>th</sup>	£1,000
	6 <sup>th</sup> -12 <sup>th</sup>	£500 each
Rating Prize Bands	2250 – 2349	1 <sup>st</sup> £250, 2 <sup>nd</sup> £150, 3 <sup>rd</sup> £100
	2150 – 2249	1 <sup>st</sup> £250, 2 <sup>nd</sup> £150, 3 <sup>rd</sup> £100
	2050 – 2149	1 <sup>st</sup> £250, 2 <sup>nd</sup> £150, 3 <sup>rd</sup> £100
	< 2050	1 <sup>st</sup> £250, 2 <sup>nd</sup> £150, 3 <sup>rd</sup> £100
Additional Prizes	Women	1 <sup>st</sup> £500, 2 <sup>nd</sup> £250, 3 <sup>rd</sup> £100
	English Women	1 <sup>st</sup> £500, 2 <sup>nd</sup> £250, 3 <sup>rd</sup> £100
	English Juniors	1 <sup>st</sup> £500, 2 <sup>nd</sup> £250, 3 <sup>rd</sup> £100

*Note: The English Women and English Juniors prizes are only available to players who are FIDE-registered to England.*

### **Rapid Tournaments**

Registration Required	No	
Number of Rounds	6	
Number of Half Point Byes Permitted	1	
British Championship Qualifying Places	0	
Time Control	Game/15 + 10'	
Default Time	10 minutes	
Schedule	Round 1	Saturday, 9 <sup>th</sup> December 0930
	Round 2	Saturday, 9 <sup>th</sup> December 1040
	Round 3	Saturday, 9 <sup>th</sup> December 1150
	Round 4	Saturday, 9 <sup>th</sup> December 1300
	Round 5	Saturday, 9 <sup>th</sup> December 1410
	Round 6	Saturday, 9 <sup>th</sup> December 1520
Pairings Published for each Round	0900 for Round 1; as soon as available for all other rounds	

Tournament Sections	Open, Under 2050, Under 1825, Under 1600
Entry Fee	£25 Early Bird, £30 Standard, £50 Late
Place Prizes per Section	1 <sup>st</sup> £250 2 <sup>nd</sup> £150 3 <sup>rd</sup> £75
Rating Prize Bands in each Section	Open (< 2200) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50 Under 2050 (< 1950) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50 Under 1825 (< 1725) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50 Under 1600 (< 1500) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50
Rules	Article A4 shall apply for the entire event

### **Weekday Tournaments**

Registration Required	No
Number of Rounds	5
Number of Half Point Byes Permitted	1
British Championship Qualifying Places	0
Time Control	40/90 + Game/30 + 30'
Default Time	1 hour
Schedule	Round 1 Monday, 4 <sup>th</sup> December 1630 Round 2 Tuesday, 5 <sup>th</sup> December 1630 Round 3 Wednesday, 6 <sup>th</sup> December 1630 Round 4 Thursday, 7 <sup>th</sup> December 1630 Round 5 Friday, 8 <sup>th</sup> December 1630
Pairings Published for each Round	0000
Tournament Sections	Under 2050, Under 1750
Entry Fee	£30 Early Bird, £40 Standard, £60 Late
Place Prizes per Section	1 <sup>st</sup> £250 2 <sup>nd</sup> £150 3 <sup>rd</sup> £100
Rating Prize Bands in each Section	Under 2050 (< 1900) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50 Under 1750 (< 1600) 1 <sup>st</sup> £100, 2 <sup>nd</sup> £50

### **Section C: Super Blitz Regulations**

Registration Required	No
Number of Rounds	Group Stage: 15, Knockout Stage: 5 or 6 matches
Number of Half Point Byes Permitted	0
British Championship Qualifying Places	0
Time Control	Game/3 + 2'
Default Time	None; player is defaulted if time expires without having moved
Schedule – Group Stage	Round 1 – 5 Sunday, 10 <sup>th</sup> December 1100 Round 6 – 10 Sunday, 10 <sup>th</sup> December 1230 Round 11 – 15 Sunday, 10 <sup>th</sup> December 1400
Schedule – Knockout Stage	Preliminary Sunday, 10 <sup>th</sup> December 1630 Last 32 Sunday, 10 <sup>th</sup> December 1715 Last 16 Sunday, 10 <sup>th</sup> December 1800 Quarter Finals Sunday, 10 <sup>th</sup> December 1845 Semi Finals Sunday, 10 <sup>th</sup> December 1930 Final Sunday, 10 <sup>th</sup> December 2015
Pairings Published	Group Stage 1030 on Sunday, 10 <sup>th</sup> December Knockout Stage As soon as possible after the Group Stage
Entry Fee	£30 Early Bird, £40 Standard, £60 Late
Place Prizes	Winner £2,000 Runner Up £1,000

Losing Semi Finalists	£500
Losing Quarter Finalists	£250
Losing Last 16 players	£150
Losing Last 32 players	£100
Losing Preliminary Round players	£100

*Note: Players who default a knockout match will forfeit their prize*

Rating Prizes	One non-Knockout qualifier per group	£100
Rules	Article B4 shall apply for the entire event	

### **Format**

The tournament will be split into two stages:-

#### **Stage 1: Group Stage**

A Round Robin group stage. Players will be split into groups of 16 players. Where the number of players is not a multiple of 16, some groups will be allocated 15 players.

The groups will be drawn with the aim of making them of equal strength. The serpentine method will be used for at least the top 2 seeds in each group. This notwithstanding, the Chief Organiser reserves the right to vary from this method in special circumstances.

If a player defaults more than 5 of their scheduled games, then all of the games played by that player in the group will be deemed to have been lost by forfeit, irrespective of the result of the game as played. However, the results of the games that were played will be submitted for FIDE-rating.

The top 2 players in each group will qualify for the Knockout Stage.

Where a place in a group is tied between two or more players, the following tie-breaks will be used:

- (a) Direct encounter between all of the tied players
- (b) Tournament Performance Rating
- (c) Drawing of lots

If (a) breaks some of the tied players, but further ties remain, (a) will be re-applied on the remaining tied players to try and break the tie. This will iterate until the tie has been broken or the tie cannot be broken further. At this point, (b) will be used to break the tie of the remaining tied players.

#### **Stage 2: Knockout Stage**

A Knockout stage. The qualifiers will be paired in a knockout tournament. Each round will consist of a best-of-2 game match. If this match is tied 1-1, then an Armageddon game will be played at a time limit of Game/5 v Game/4, with the increment starting at move 61.

The pairings for each round will be drawn at random in advance of the start of the Knockout Stage. As far as possible, group winners will not be paired in the Preliminary Round.

The first-named player in each pairing will be white in Game 1, and black in Game 2. In the event of the match being tied 1-1, then a coin toss will be conducted, and the player who wins the coin toss may choose to be white or black in the Armageddon game.

### **Section D: Entry Fee and Prize Calculation**

#### **Free Entry**

Entry is free to all tournaments for the following categories of people:

- Grandmasters (GM & WGM)
- International Masters (IM & WIM)

- Women resident in the United Kingdom
- Players resident in the United Kingdom born on or after 1<sup>st</sup> December, 1992
- Chess in Schools and Communities coaches

### **Entry Fee Deadlines**

Early Bird Entry	Monday, 16 <sup>th</sup> October
Standard	Monday, 27 <sup>th</sup> November
Standard (Rapidplay & Super Blitz)	Friday, 8 <sup>th</sup> December

Players entitled to free entry who enter after the Standard deadline are required to pay the difference between the Late entry fee and the Standard entry fee in order to enter.

### **Deadlines for Postal Entries**

No postal entries can be accepted after Monday, 27<sup>th</sup> November.

### **Prize Calculation**

The place prizes in all tournaments will be awarded to the player scoring the most points. There will be no tie-breaks applied, and in the event of a tie on points, the prize money will be shared equally between all tied players.

The rating prizes will be calculated on  $W - W_e$ , where  $W$  is the number of points scored,  $W_e$  is the expected number of points based on the difference between the ratings of the players in the game. A player is only eligible for a rating prize if:

- The player has not defaulted any games in the tournament, and
- The player had not withdrawn from the tournament (see the section on Byes below)

Players allocated a rating of 0 (see Allocation of Ratings in All Sections above) are not eligible for rating prizes.

Where there is a tie for a rating prize, the prize shall be won by the lowest-rated player involved in the tie.

Where a player wins a place prize and a rating prize, the player will win whichever prize is of the higher value.

The additional prizes are won in addition to any other prize a player might win, and are awarded as if they were place prizes.

### **Prize lists**

Full prize lists for each tournament will be published online as soon as possible at the end of the tournaments. The event organisers will contact all prize winners as soon as possible to arrange for the payment of prizes.

### **Byes**

Half Point Byes may be requested (or a request may be cancelled) either:

- At the time of entry, or
- At any point before the pairings are published for each tournament. Where the pairings are published as soon as they are available, the request should be made no later than the conclusion of the last game in the round of the tournament being played. Such requests should be made in one of two ways only:
  - o To the information desk at the event, or
  - o By e-mail to [festival@londonchessclassic.com](mailto:festival@londonchessclassic.com) – *Please note: Do not use any other e-mail address you may have for one of the event organisers, as the people who access them will not necessarily be accessing e-mails as the publication deadline approaches.* Bye requests missed by the organisers that have not been sent to the correct e-mail address will not have their request granted, and will instead score a 0 point bye in that round if the player chooses or is unable to play this game, and be subject to the Defaults regulation in Section D.

If a tournament permits two Half Point Byes, then a player will score 0 if the second Half Point Bye request is in the last round, or if both the Half Point Byes are requested in the last two rounds.

Players who miss more rounds than the number of Half Point Byes permitted in each tournament will be withdrawn from the tournament, unless the Chief Arbiter decides otherwise.

## **Section E: Registration, Defaults & Pairing Alterations**

### **Registration**

Players must register in advance of the FIDE Open, by the deadline specified above in the FIDE Open section of Section B. This can be done in one of the following ways

- In person at the London Chess Centre, 44 Baker Street, W1U 7RT, between 1200 and 1800 on Friday, 1<sup>st</sup> December, or
- By e-mail, sent to [festival@londonchessclassic.com](mailto:festival@londonchessclassic.com) on Friday, 1<sup>st</sup> December, before 1800 - *Please note: Do not use any other e-mail address you may have for one of the event organisers, as the people who access them will not necessarily be accessing e-mails as the publication deadline approaches.*

Players who do not register will not be included in the published pairings for Round 1. Please see the Late Pairings section below about players in this situation.

### **Defaults**

A player who defaults a game will not be included in the pairings for the next round of the tournament, or any subsequent round, unless the Chief Arbiter decides otherwise. Should this be decided, the Chief Arbiter reserves the right to apply a bond of £50, which will be returned at the end of the tournament if the player takes part in all remaining rounds. A player who defaults a second game in the tournament will be expelled from it, and shall not have the bond returned to him.

*The remainder of this section applies to all tournaments other than the Super Blitz. All re-arranged games listed below will be both graded by the ECF and rated by FIDE.*

### **Late Pairings**

The Organisers may permit players to enter (or register) after the pairings have been published for Round 1 of a tournament. In general, these players will score 0 points in the rounds they have missed. However, the player may be paired against another player in this category, who has entered the same tournament, and that game shall be played as though part of the tournament. Should any players remain after this process, then they will be considered available for any of the pairing procedures below once the default time for the relevant tournament has elapsed, except for the Super Blitz.

### **Re-pairings**

A player whose opponent does not arrive before the default time will be offered a re-pairing against someone in the same tournament as them. The player will have the following choices:

- (1) Accept the re-pairing
- (2) Decline the re-pairing, and have a 1 point bye.

If the player decides to accept the re-pairing, then the game will be played as though part of the tournament. The time limit for the game shall be decided on a case-by-case basis.

### **Cross-pairings**

Should a re-pairing against someone in the same tournament not be possible, then a player may be offered a cross-pairing against a player who has entered a different section running concurrently. The player will have the following choices:

- (1) Accept the cross-pairing
- (2) Decline the cross-pairing, and have a 1 point bye.

Games involved in cross pairings will only count towards grading and each player will get 1 point bye in their tournament.

### **Filler pairings**

Should neither a re-pairing nor a cross-pairing be possible, then the player may be offered a game against a filler. This will be a player who is not playing in any tournament going on at the time, but is nevertheless able to play a game at that time. The player will have the following choices:

- (1) Accept the filler pairing
- (2) Decline the filler pairing, and have a 1 point bye.

If the player decides to accept the filler pairing, then the game will count as though part of the tournament only if the filler is eligible to play in the tournament. The time limit for the game shall be decided on a case-by-case basis.

## **Section F: Appeals Procedure**

### **Process**

Decisions of an arbiter may be appealed to the Appeals Committee provided that

- Such an appeal is received in writing within 30 minutes of the arbiter's decision, and
- Such an appeal is accompanied by an appeal fee of £50 which will be returned if the appeal is successful.

### **Appeals Committee**

The Committee ruling on an appeal will be composed of:

- One arbiter, appointed by the Chief Arbiter, who was not connected with the dispute; who will Chair the Committee, plus
- Two members of the Players' Panel, appointed by the Chair

The Appeals Committee's decision is final and binding in all matters.

### **Players' Panel**

A minimum of five players will be appointed to the Players' Panel by the Chief Arbiter. Players who are willing to serve on this Panel may do so by informing the Organisers at the time of entry, or by speaking to the Organisers at the event itself.

### **Publishing the Appeals Committee**

A list of arbiters, and a list of members of the Players' Panel, will be published before the start of Round 1 of the FIDE Open.

## **Section G: Spectators and the Press**

For the purposes of this section, all members of the Press are considered to be spectators.

### **Use of Cameras/Video Equipment**

Spectators are welcome to take photographs and/or video footage of the tournament for the following amount of time:

- The first 10 minutes of the first round of the FIDE Open
- The first 5 minutes of any other round of any tournament except the Super Blitz

Spectators must use either a camera or video equipment. The camera's flash should be switched off. Mobile phones may not be used to take photographs at any time during play.

The above regulations notwithstanding, the tournament's official Press Officers are entitled to take photographs and/or video footage at other times during play with the permission of an arbiter.

### **Mobile Phones are Banned**

A spectator will be asked to leave the playing area if during play any such device either

- (a) makes any sound; or
- (b) is found to be switched on; or
- (c) is found to be about their person or being carried by them.

### **Roped Off Areas**

There may be an area, near the top boards, which is roped off to spectators. Spectators must stay behind this rope at all times. The official Press Officers are entitled to take photographs and/or video footage for the amount of time specified in the Use of Cameras/Video Equipment section above.

### **Expelling Spectators**

All arbiters are empowered to enforce the entirety of Section G, and may not be appealed against. They are empowered to ask spectators or the Press to leave the playing area immediately should they be in breach of these regulations. Should a spectator refuse this request, or show dissent by word or action to the arbiter, then the spectator's accreditation may be revoked. In the case of a member of the Press, this includes the revocation of their Press badge.

## **Section H: Miscellaneous**

### **Mobile Phones**

During play mobile phones and other electronic devices must be completely switched off and placed in a bag below the table or on the table in front of the player. A player must not have any such device about their person or carry it with them during play. Players are advised that they may wish to use the free cloak room service provided by the venue in order to store their belongings during play.

A player will be immediately forfeited if during the game any such device either

- (a) makes any sound; or
- (b) is found to be switched on; or
- (c) is found to be about their person or being carried by them.

### **Parental Responsibility**

Parents or guardians are responsible for their children during the tournament. The organisers and helpers are not able to act "in loco parentis" and are not able to take responsibility for any child's actions, or for the actions of anyone that may affect your child.

### **Liability**

The organisers accept no responsibility for any loss, theft or accident during the tournament.

### **Right to Refuse Entry**

The Chief Organiser reserves the right to refuse entry without being required to state a reason, and to transfer players between tournaments at any time.

### **Zero Tolerance to Abuse**

The Chief Arbiter is empowered to expel a player from all tournaments entered, either for a number of rounds, a number of days, or in their entirety, who shows dissent by word or action towards an arbiter, or any member of staff connected with the London Chess Classic.