

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 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 2019)
Q	ECF Rapidplay Grade (August 2019)
F	FIDE Rating (November 2019)
R	FIDE Rapidplay Rating (December 2019)
B	FIDE Blitz Rating (December 2019)

FIDE Open	FE
Weekend Open	FE
Weekend Under 2050	FE
Weekend Under 1825	FE
Weekend Under 1600	FE
5-Day Under 2050	FE
5-Day Under 1750	FE
English Open Women and Girls Rapid Championship	RQFE
Rapidplay Open	RQFE
Rapidplay Under 2050	RQFE
Rapidplay Under 1825	RQFE
Rapidplay Under 1600	RQFE
Super Blitz	BRQFE

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.

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 Standard tournaments, all entrants must pay a £11 surcharge if they are not:

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

For Rapidplay tournaments, all entrants must pay a £11 surcharge if they are not Silver, Gold or Platinum members of the ECF. Note that this applies irrespective of the FIDE nationality of the player.

For the Super Blitz, no players are required to have membership of the ECF.

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 Thursday 28 th November (see Section E: 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	Friday, 29 th November	1630
	Round 2	Saturday, 30 th November	1000
	Round 3	Saturday, 30 th November	1630
	Round 4	Sunday, 1 st December	1630
	Round 5	Monday, 2 nd December	1630
	Round 6	Tuesday, 3 rd December	1630
	Round 7	Wednesday, 4 th December	1630
	Round 8	Thursday, 5 th December	1630
	Round 9	Friday, 6 th December	1630
Pairings Published for each Round	0000; as soon as available for Round 3		
Entry Fee	£100 Early Bird, £130 Standard, £150 Late £50 surcharge for unrated players or players rated < 2050		
Place Prizes	1 st	£4,000	
	2 nd	£3,000	
	3 rd	£2,000	
	4 th -7 th	£1,000 each	
Rating Prize Bands	2250 – 2349	1 st £250, 2 nd £150, 3 rd £100	
	2150 – 2249	1 st £250, 2 nd £150, 3 rd £100	
	2050 – 2149	1 st £250, 2 nd £150, 3 rd £100	
	< 2050	1 st £250, 2 nd £150, 3 rd £100	
Additional Prizes	Women	1 st £500, 2 nd £250, 3 rd £100	
	English Women	1 st £500, 2 nd £250, 3 rd £100	
	English Under 18	1 st £500, 2 nd £250, 3 rd £100	
	<i>Note: The English Women and English Under 18 prizes are only available to players who are FIDE-registered to England.</i>		

Weekend Tournaments

Registration Required	No		
Number of Rounds	5		
Number of Half Point Byes Permitted	1		
Time Control	Game/90 + 30'		
Default Time	1 hour		
Schedule	Round 1	Friday, 29 th November	1830
	Round 2	Saturday, 30 th November	1000
	Round 3	Saturday, 30 th November	1630
	Round 4	Sunday, 1 st December	1000
	Round 5	Sunday, 1 st December	1630
Pairings Published for each Round	1730 on Friday for Round 1 0000 on Saturday for Round 2 and Sunday for Round 4		

Tournament Sections	ASAP on Saturday for Round 3 and Sunday for Round 5 Open, Under 2050, Under 1825, Under 1600	
Entry Fee	£45 Early Bird, £55 Standard, £75 Late	
Place Prizes per Section	1 st	£250
	2 nd	£150
	3 rd	£100
Rating Prize Bands in each Section	Open (< 2200)	1 st £100, 2 nd £50
	Under 2050 (< 1950)	1 st £100, 2 nd £50
	Under 1825 (< 1725)	1 st £100, 2 nd £50
	Under 1600 (< 1500)	1 st £100, 2 nd £50

5-Day Tournaments

Registration Required	No		
Number of Rounds	5		
Number of Half Point Byes Permitted	1		
Time Control	40/90 + Game/30 + 30'		
Default Time	1 hour		
Schedule	Round 1	Monday, 2 nd December	1630
	Round 2	Tuesday, 3 rd December	1630
	Round 3	Wednesday, 4 th December	1630
	Round 4	Thursday, 5 th December	1630
	Round 5	Friday, 6 th December	1630
Pairings Published for each Round	0000		
Tournament Sections	Under 2050, Under 1750		
Entry Fee	£45 Early Bird, £55 Standard, £75 Late		
Place Prizes per Section	1 st	£250	
	2 nd	£150	
	3 rd	£100	
Rating Prize Bands in each Section	Under 2050 (< 1900)	1 st £100, 2 nd £50	
	Under 1750 (< 1600)	1 st £100, 2 nd £50	

English Open Women & Girls Rapid Championship

Registration Required	No		
Number of Rounds	7		
Number of Half Point Byes Permitted	1		
Time Control	Game/15 + 10'		
Default Time	None; player is defaulted if time expires without having moved		
Schedule	Round 1	Saturday, 7 th December	1100
	Round 2	Saturday, 7 th December	1220
	Round 3	Saturday, 7 th December	1330
	Round 4	Saturday, 7 th December	1440
	Round 5	Saturday, 7 th December	1550
	Round 6	Saturday, 7 th December	1700
	Round 7	Saturday, 7 th December	1810
Pairings Published for each Round	1030 for Round 1; as soon as available for every other round		
Entry Fee	£30 Early Bird, £40 Standard, £60 Late		
Place Prizes per Section	1 st	£500	
	2 nd	£250	
	3 rd	£150	
Additional Prizes	Under 18	1 st £100, 2 nd £50	
	Under 14	1 st £100, 2 nd £50	
	Under 12	1 st £100, 2 nd £50	
	Under 10	1 st £100, 2 nd £50	
	Under 8	1 st £100, 2 nd £50	

Note: The English Women and English Girls Champion titles are only available to players who are FIDE-registered to England. All players are eligible to win the prize money.

Rapidplay Tournaments

Registration Required	No																					
Number of Rounds	7																					
Number of Half Point Byes Permitted	1																					
Time Control	Game/15 + 10'																					
Default Time	None; player is defaulted if time expires without having moved																					
Schedule	<table> <tr> <td>Round 1</td> <td>Saturday, 7th December</td> <td>1100</td> </tr> <tr> <td>Round 2</td> <td>Saturday, 7th December</td> <td>1220</td> </tr> <tr> <td>Round 3</td> <td>Saturday, 7th December</td> <td>1330</td> </tr> <tr> <td>Round 4</td> <td>Saturday, 7th December</td> <td>1440</td> </tr> <tr> <td>Round 5</td> <td>Saturday, 7th December</td> <td>1550</td> </tr> <tr> <td>Round 6</td> <td>Saturday, 7th December</td> <td>1700</td> </tr> <tr> <td>Round 7</td> <td>Saturday, 7th December</td> <td>1810</td> </tr> </table>	Round 1	Saturday, 7 th December	1100	Round 2	Saturday, 7 th December	1220	Round 3	Saturday, 7 th December	1330	Round 4	Saturday, 7 th December	1440	Round 5	Saturday, 7 th December	1550	Round 6	Saturday, 7 th December	1700	Round 7	Saturday, 7 th December	1810
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Round 7	Saturday, 7 th December	1810																				
Pairings Published for each Round	1030 for Round 1; as soon as available for every other round																					
Tournament Sections	Open, Under 2050, Under 1825, Under 1600																					
Entry Fee	£30 Early Bird, £40 Standard, £60 Late																					
Place Prizes per Section	<table> <tr> <td>1st</td> <td>£250</td> </tr> <tr> <td>2nd</td> <td>£150</td> </tr> <tr> <td>3rd</td> <td>£75</td> </tr> </table>	1 st	£250	2 nd	£150	3 rd	£75															
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Section C: Super Blitz Regulations

Registration Required	No												
Number of Rounds	Group Stage: 11, Knockout Stage: 5 matches												
Number of Half Point Byes Permitted	0												
Time Control	Game/3 + 2'												
Default Time	None; player is defaulted if time expires without having moved												
Schedule	<table> <tr> <td>Round 1 – 5</td> <td>Sunday, 8th December</td> <td>1100</td> </tr> <tr> <td>Round 6 – 11</td> <td>Sunday, 8th December</td> <td>1330</td> </tr> <tr> <td>Knockout</td> <td>Sunday, 8th December</td> <td>1630</td> </tr> </table>	Round 1 – 5	Sunday, 8 th December	1100	Round 6 – 11	Sunday, 8 th December	1330	Knockout	Sunday, 8 th December	1630			
Round 1 – 5	Sunday, 8 th December	1100											
Round 6 – 11	Sunday, 8 th December	1330											
Knockout	Sunday, 8 th December	1630											
Pairings Published for Group Stage	1000 on Sunday, 8 th December												
Entry Fee	£30 Early Bird, £40 Standard, £60 Late												
Place Prizes	<table> <tr> <td>Winner</td> <td>£2,000</td> </tr> <tr> <td>Runner Up</td> <td>£1,000</td> </tr> <tr> <td>Losing Semi Finalists</td> <td>£500 each</td> </tr> <tr> <td>Losing Quarter Finalists</td> <td>£250 each</td> </tr> <tr> <td>Losing Last 16 players</td> <td>£100 each</td> </tr> <tr> <td>Losing Last 32 players</td> <td>£50 each</td> </tr> </table>	Winner	£2,000	Runner Up	£1,000	Losing Semi Finalists	£500 each	Losing Quarter Finalists	£250 each	Losing Last 16 players	£100 each	Losing Last 32 players	£50 each
Winner	£2,000												
Runner Up	£1,000												
Losing Semi Finalists	£500 each												
Losing Quarter Finalists	£250 each												
Losing Last 16 players	£100 each												
Losing Last 32 players	£50 each												
prize	Note: Players who default a knockout match will forfeit their												
Rating Prizes in each group	<table> <tr> <td>2000 – 2199</td> <td>£100</td> </tr> <tr> <td>1800 – 1999</td> <td>£100</td> </tr> <tr> <td>1600 – 1799</td> <td>£100</td> </tr> <tr> <td>Under 1600</td> <td>£100</td> </tr> </table>	2000 – 2199	£100	1800 – 1999	£100	1600 – 1799	£100	Under 1600	£100				
2000 – 2199	£100												
1800 – 1999	£100												
1600 – 1799	£100												
Under 1600	£100												

Format

The tournament will be split into two stages:-

Stage 1: Group Stage

All entered players will be split into eight groups of approximately equal standard, determined by the Chief Arbiter. The groups will be paired as Swiss system tournaments with 11 rounds. At the end of the 11 rounds, the top 4 players in each group will qualify for the Knockout Stage.

D10 of the FIDE General Handling Rules for Swiss Tournaments states that pairings shall not be changed unless two players are paired against each other for a second time. In addition to that, published pairings will be changed if, in the previous round it was possible to verify that, (a) A result was recorded incorrectly (b) A game was played with the wrong colours (c) A game was played between players in the same group who were not due to play. In these cases, so long as the round has not started, the arbiter will amend the results of the previous round to reflect the results of the games that were played, and the pairings shall be re-produced. For the purpose of this rule, the round is deemed to have started when he or she has issued the instruction that the games in that group for that round may start. If any of these cases are only brought to the attention of the arbiter and verified after the publication of the pairings of the round that is two rounds later, then the results and tournament scores will not be amended. However, the result of the game will be corrected for the purpose of rating. *For example, if there is a wrong result between A and B in Round 4, then Round 5 is paired on the basis of that, so long as Round 5 hasn't started and the arbiter is able to verify the wrong result in Round 4, the pairings will be changed. If it is only brought to the arbiter's attention after the Round 6 pairings are published, then the pairings will not be changed, and the result will not be corrected except for rating.*

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

- (a) Direct Encounter
- (b) Median Buchholz
- (c) Buchholz Cut 1
- (d) Buchholz
- (e) Drawing of lots

If (a) breaks part of the tie, 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 which 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 + 2' v Game/4 + 2', with the increment starting at move 61.

The pairings for the Knockout Stage will be as follows, where the letter corresponds to a group, and a number corresponds to the player's ranking within that group:

Last 32

- | | | | |
|--------------|--------------|--------------|--------------|
| (1) A1 v B4 | (2) C2 v D3 | (3) H1 v G4 | (4) F2 v E3 |
| (5) D1 v C4 | (6) B2 v A3 | (7) E1 v F4 | (8) G2 v H3 |
| (9) B1 v A4 | (10) D2 v C3 | (11) G1 v H4 | (12) E2 v F3 |
| (13) C1 v D4 | (14) A2 v B3 | (15) F1 v E4 | (16) H2 v G3 |

Last 16

- | | |
|--------------------------------|--------------------------------|
| (17) Winner (1) v Winner (2) | (18) Winner (3) v Winner (4) |
| (19) Winner (5) v Winner (6) | (20) Winner (7) v Winner (8) |
| (21) Winner (9) v Winner (10) | (22) Winner (11) v Winner (12) |
| (23) Winner (13) v Winner (14) | (24) Winner (15) v Winner (16) |

Quarter Finals

(25) Winner (17) v Winner (18)
(27) Winner (21) v Winner (22)

(26) Winner (19) v Winner (20)
(28) Winner (23) v Winner (24)

Semi Finals

(29) Winner (25) v Winner (26)

(30) Winner (27) v Winner (28)

Final

(31) Winner (29) v Winner (30)

Before all matches, an arbiter will conduct a coin toss. A player who arrives after the scheduled start time of the round will forfeit the toss. If neither player is present, then both players will be expelled from the tournament, unless the Chief Arbiter decides otherwise. The player who wins the coin toss may choose to play white in the first game, or the second game of the match. In the event of the match being tied 1-1, then a further 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 1st December, 1994
- Chess in Schools and Communities coaches

Entry Fee Deadlines

Early Bird Entry

Monday, 28th October

Standard

Wednesday, 20th November

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 Wednesday, 20th 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.

For additional prizes based on age, players are only eligible for the lowest age additional prize they are eligible for. For example, a player eligible for the Under 10 prize cannot also win the Under 12 prize. The calendar year definition is used for all age prizes; for example, an Under 18 is born in 2001 or later.

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 – *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 C.

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 Thursday, 28th November, or
- By e-mail, sent to festival@londonchessclassic.com on Thursday, 28th November, 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.

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.

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

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 H, 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.

Anti-Cheating

Players may be scanned before or after their game.

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.