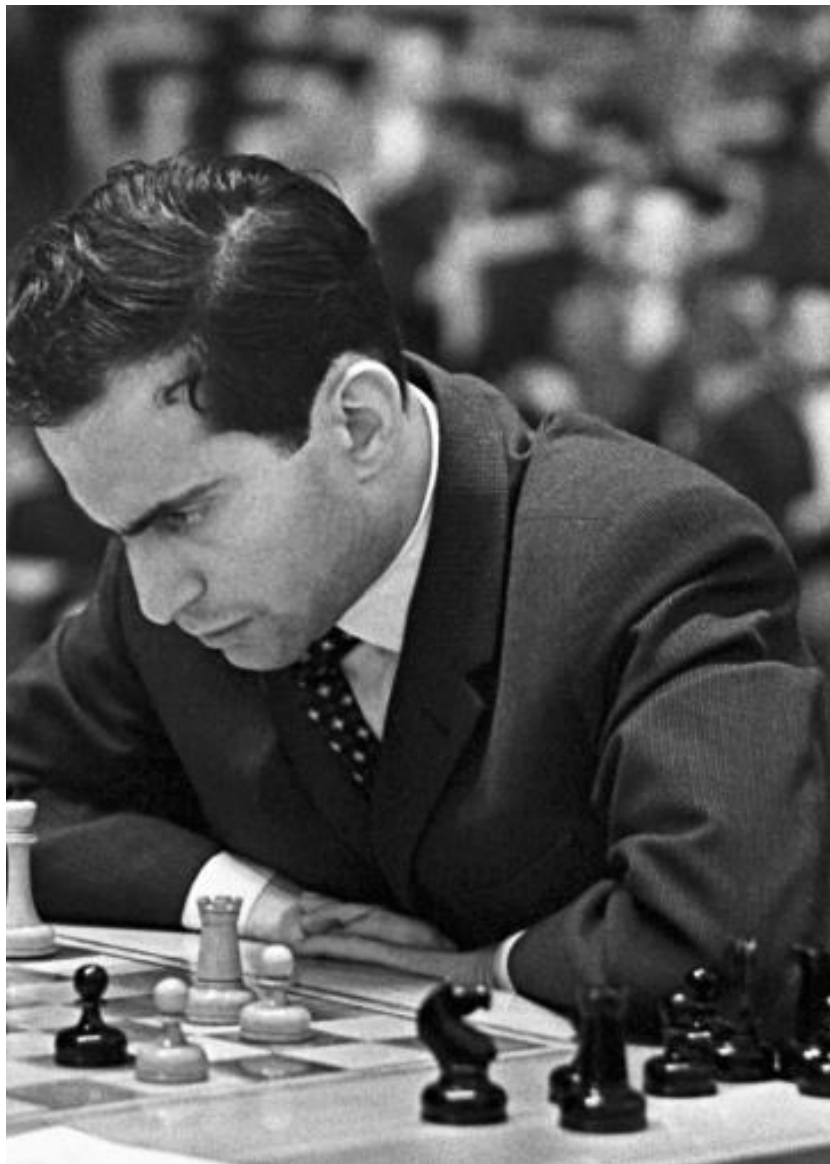


M.Tal's Open Rapid Chess Championship.



Organised by ION



The format :

Sectional (classification)

The M.Tal's Open Rapid Chess Championship will be conducted using the sectional format to ensure fair competition for all skill levels , here's a breakdown of the rules :

- The section phase will be played under the time control : 10 | 5 .
- The players will be classified into a certain amount of sections having equal number of players.
- Each player plays against each one of the rest of the competitors in his section one game only (Round-Robin system).
- the players will alternate colors (white and black) every round .
- each player earns points based on their results :
 - Win : 1point
 - Draw : ½ point
 - Loss : 0 point
- After all the games within a section are completed , the player with the most points is declared the winner of the section.
- **Sonneborn-Berger tiebreaker** : if multiple players share the first place , a player's Sonneborn-Berger score will break ties in the final rankings.

Sonneborn-Berger score : A player's Sonneborn-Berger score is determined by adding the final scores of opponents that the player beat, adding half the final score of opponents that the player drew, and adding nothing for games lost or for games not played (byes, forfeit wins, etc), this rewards players who defeated stronger opponents during the tournament.

Overall tournament winner

- **Playoff rounds** : top players from each section compete in a playoff bracket to determine the champion, and it will be played under the time control : 30 | 10 .
- **Tiebreaks(Armageddon)** : players bet their time(0-15min) , the player with less time will have to choose the color that he will play with , a draw is considered a win for black pieces.

The rules of the tournament :

(Very important !!)

- Players must know the general rules of the game.
- The touch move rule applies to all phases of the tournament.
- When castling, the king shall be touched and moved first. Thereafter, if the rook is touched before the king, castling is not allowed and the rook must move (if legally possible).
- Players must make their move and press the clock with the same hand. Clocks may not be picked up or moved during the game.

Won games : a game is won :

- By checkmate ;
- If the opponent resigns ;
- If the opponent runs out of time, provided the following conditions are met: To claim a win on time, a player must notify a tournament official and have mating material. Claiming a win on time is invalid after a checkmate or stalemate has been played, or after a player has resigned or agreed to a draw.

Drawn games : A game is drawn:

- By stalemate ;
 - By agreement of the players during the game ;
 - By three-fold repetition (there's no penalty for incorrect claim of three-fold repetition , a tournament arbiter will observe the board for the next 6 moves) ;
 - By fifty move rule ;
 - If a player has insufficient mating material and the opponent runs out of time.
- Players are not required to write down their moves.
 - Players are responsible to be ready to play at the beginning of a round and are expected to be within a reasonable range of the playing area and pay attention for his match schedule.
 - Players who are not present at the start of around may have their chess clocks started (after 5 minutes of the time of the round).
 - If a player has any questions concerning the rules, they may raise their hand and talk to a tournament official. In case of any dispute or claim, stop the clocks and summon a tournament official.

- Only the two players in a game may make claims concerning their game. For example, players may not call touch move or indicate that time has expired in someone else's game. One exception to this rule is that tournament officials may point out illegal moves and indicate that time has expired.
- It is forbidden to distract or annoy the opponent in any way whatsoever. This includes talking and repeatedly offering a draw.
- Spectators are not allowed in the playing area. Players may only leave the playing area during a game with the permission of a tournament official. Players may not speak with spectators during their game, even if they are permitted to leave the playing area. When a game is completed, the players become spectators and must leave the playing area. Spectators will remain quiet and not interfere in any game.
- It is forbidden for players to have cell phones, or other electronic communication, computer, or media devices in the playing area (even if turned off). Spectators will have their electronic devices on silent.
- Good sportsmanship is expected of all players and will make the event a more enjoyable experience for everyone involved. Shaking hands with your opponent before and after a game is customary.
- In case of a dispute, any violation of the rules or any irregularity (illegal move, illegal position), players should stop the clock and raise their hand to notify a tournament official immediately. Do not make another move or wait until after the game to make a claim. Once the game continues, most claims are invalid.
- The penalty for illegal moves is adding 30 seconds to the opponent's clock.
- The registrations will be on our site only , we expect you to make this event the biggest in this year.