

## 2023 Kenilworth Open Tournament Rules

### Section A: General Rules

#### Rating

The tournaments will be submitted to FIDE for international rating and the English Chess Federation (ECF) for national rating. Games played involving a player FIDE-rated in excess of 2400 are ineligible for FIDE-rating. It is a condition of playing in the 2023 Kenilworth Open that the data submitted at the time of entry will be forwarded to the ECF and FIDE as required to enable the games rated by the ECF and FIDE.

#### Allocation of Ratings in All Sections

The ratings used for the tournament will be the highest of the following:

ECF Standardplay Rating (May 2023) – categories A or K only

FIDE Standardplay Rating (May 2023)

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.

Owing to the effect of the pandemic on players' ratings, the tournament organiser reserves the right to move a player into a section with a higher rating limit that is better suited to their ability.

The conversion between ECF grades and FIDE ratings will be: FIDE Elo = ECF Elo

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 ECF Membership Required

All entrants must pay a £15 surcharge if they are not Gold or Platinum members of the ECF and their FIDE registration is ENG. This will also apply if the player has no FIDE registration, but chooses "England" on the entry form as their Federation.

#### 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 50 Euros.*

### Section B: Tournament Specific Regulations

Number of Rounds	5
Number of Half Point Byes Permitted	1 (but not in the last round)
Time Control	Game/80 + 10'
Default Time	30 minutes
Schedule	Round 1                      Saturday, 20 <sup>th</sup> May                      1000 Round 2                      Saturday, 20 <sup>th</sup> May                      1330 Round 3                      Saturday, 20 <sup>th</sup> May                      1700 Round 4                      Sunday, 21 <sup>st</sup> May                      1000 Round 5                      Sunday, 21 <sup>st</sup> May                      1330
Pairings Published for each Round	0930 for Round 1, ASAP thereafter
Tournament Sections	Open                      Open Major                      Under 2000 Inter                      Under 1750 Minor                      Under 1500
Entry Fee	£30
Place Prizes (per section)	1 <sup>st</sup> £120

	2 <sup>nd</sup>	£80
	3 <sup>rd</sup>	£40
Performance Prize (whole tournament)	W-We	£40

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

#### **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 performance prize will be calculated on W-We, where W is the number of points scored, We 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 performance prize, the player will win whichever prize is of the higher value.

Players participating in all sections of the tournament are eligible to win the one performance prize. Note: It is not one performance prize per section.

#### **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**

One half Point bye may be requested for Rounds 1 to 4 (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 to the Chief Arbiter at the tournament.

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 D: Registration, Defaults & Pairing Alterations**

#### **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 rated by both ECF and 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.

### **Filler pairings**

Should a re-pairing not 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 E: Covid Regulations**

The regulations below apply at the time of writing. Subject to government regulations, or the regulations of the venue, these may change nearer the time.

- Players can choose to wear masks at their own discretion, it will not be compulsory
- People can play regardless of their vaccination status

The organisers will sanitise the chess equipment before each round.

### **Section F: Miscellaneous**

#### **Mobile Phones**

During play mobile phones and other electronic devices (including smart watches and fitbits) 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.

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 who shows dissent by word or action towards an arbiter, or any member of staff connected with the tournament.