

# Tournament Rules Hoogeveen Open 2022

1. The tournament is played according to the latest FIDE Laws of Chess.
2. The default time is 60 minutes. The start of the session is the time at which the round is scheduled. Any player who arrives at the chessboard after the default time shall lose the game unless the chief arbiter decides otherwise.
3. During a game a player is forbidden to carry around a mobile phone, electronic means of communication or any device capable of suggesting chess moves in the playing venue. However, it is allowed to keep such a device in a bag or coat near the playing table as long as the device is completely switched off before the game starts. If it is evident that a player has such a device on his body or carries it around in a bag or coat in the playing hall while he is still playing a game, the player shall lose the game. The opponent shall win. It is not allowed to put a mobile phone on the playing table even when it is completely switched off. If it appears that a mobile phone has not been totally switched off and it is in a permitted place in the playing hall (e.g. in your bag or coat near the table), the playing time of the player concerned will be halved with a maximum deduction of 10 minutes on a first violation. On a second violation, he loses the game and the arbiter determines the opponent's result. You can also hand in your telephone at the arbiters' table before the start of the round. Players who have finished their game and spectators are not allowed to use any electronic device in the playing hall.
4. Rate of play: 90 minutes for the first 40 moves followed by 30 minutes for the rest of the game with an addition of 30 seconds per move starting from move one.

5. Pairings will be made according to the FIDE Swiss Rules with the ratings of 1<sup>st</sup> October 2022. SwissManager is used as software and all results, pairings and rankings can be found at [Chess-Results](#). The drawing for the colours of the first board in the first round will take place on Friday evening. The colour for the highest player in the tournament in the first round can be found at [Chess-Results](#) in the orange block at the top from Friday 9pm. After the game both original scoresheets and the matchcard are handed to the arbiter. The result of the game and the signatures of both players are on the original (white) scoresheets and the matchcard. In rounds 1 to 6 players are allowed one bye in return for a default draw as a result. Inform the responsible arbiter if you want to take a bye. You can request for a bye until the end of the previous round. The byes are registered in SwissManager and visible at ChessResults.

Tiebreak Settings

Number of games which do not count

Best rating

0

1

2

3

Weakest rating

0

1

2

3

used rating

apply nat. rating, if player has no int. rating

apply rating-minimum, if player has no int. rating

ignore game if player has no rating

Rating-minimum (for player without rating) 1000

forfeits

like a normal game

ignore game

ignore game but add it in the number of not count (weakest) games

bye

like a player without rating

ignore game

ignore game but add it in the number of not count (weakest) games

Add own points

No

Yes

OK Cancel

6. After round 7 the top four players in the standings will play a semi-final: 1-4 and 2-3. Winners of the semi-final will play the final, losers of the semi-finals will play a match for third place. However, a player cannot play a semi-final if he or she has taken a bye as stated in article 5. AROC 1 is used as tiebreak to decide which four players reach the semi-finals in case of an equal score after round 7. AROC 1 is the *Average Rating of Opponents* excluding the lowest-rated opponent.
7. The colours in the matches in the semi-finals and finals are determined based on the colour balance of the first 7 rounds of the Swiss tournament and - for the final - also the semi-final. If both players should have the same colour according to the colour balance, the white colour will be awarded to the player with the highest ranking after round 7. However, if two players of the final four have already played against one another in the first seven rounds and they have exactly the same colour balance, the colours they play against one another in the semi-final or final will be alternated from the game in the Swiss tournament.

8. If a semi-final, game for third place or final ends in a draw a two-game mini-match will be played at the rate of all the moves in 3 minutes with 2 seconds added on for each move from move 1 (Option 10 for DGT 3000). The colours for the first game of the mini-match will be decided by drawing lots. If this match of two games is tied a new drawing of lots for colours will take place. The next games will be played with the same time settings. The winner of a semi-final, the match for third place or the final for first place will be the first winner of a game from there on. After each odd-numbered game the colours will be reversed (abba system). The results of the mini-matches do not count for FIDE ratings.
9. After round 7 the rest of the players will continue in the Open section to play the last two rounds. They may then win money prizes from place 5 based on their position in the final ranking.
10. In rounds 8 and 9 the players that have reached the semi-final will stay in the ranking as the top four players. This will be done manually in SwissManager.
11. It is not allowed to analyse in the playing hall after the game. You may not take chessboards, pieces or chess clocks outside of the playing hall. There is a special room where you can analyse your game.
12. If two or more players finish with equal points money prizes from place 5 will be shared equally. Rating prizes are calculated according to the AROC 1 tiebreak and are not shared. If two or more players have exactly the same tiebreak score the rating prize will still be shared equally. A player shall be eligible to a rating prize for his own category only.
13. The organiser and the team of arbiters take anti-cheating measures very seriously. The arbiter may require the player to allow his clothes, bags, other items or body to be inspected in private. The arbiter or person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. A metal detector is present in the playing venue and may be used. If a player refuses to cooperate with these obligations the player will lose the game and be removed from the tournament.
14. ChessBase will broadcast on [live.chessbase.com](http://live.chessbase.com) where computer analysis is added to the games. At the end of the games *precision* statistics are shown. They give the percentage of relevant (non-forced) moves that are identical with the ones a top chess engine would play. The level of precision of different players is compared and we will look for suspicious values. Furthermore all pgn files of the games are sent to FIDE to have them checked with the FIDE Tool by Prof. Ken Regan.
15. When a player has a dispute with an arbiter he can appeal against the decision of the arbiter. The chief arbiter will look into the matter and rule in the dispute. If the player does not agree with the chief arbiter's decision he can ask for an appeal from the Appeals Committee. The appeal is accompanied by a fee of 50 euros and submitted in writing to the Chief Organizer (Loek van Wely) within 30 minutes from the end of the last game of that round. The decision of the Appeals Committee is final. Whether the fee is returnable will be decided by the Appeals Committee after their decision on the appeal.
16. Please contact the chief arbiter in case of any urgent matters (e.g. if you expect to be late for a round) or if you have a question.

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## Prize money

Final	65+	18+	Ladies	Rating<2200	Rating<1800
1	2500	250	250	250	250
2	1500	150	150	150	150
3	1000	100	100	100	100
4	500				
5	1000				
6	500				
7	400				
8	300				
9	200				
10	100				

## Results

Link to Chess-Results. Scan the QR code with your phone or go to:  
<http://chess-results.com/tnr660153.aspx?lan=17>



## Schedule

Date	Matches	Open	Amateur
Saturday 15 October	Round 1 - 14.00	Round 1 - 14.00	Round 1 - 09.00
Sunday 16 October	Round 2 - 14.00	Round 2 - 14.00	Round 2 - 09.00
Monday 17 October	Round 3 - 14.00	Round 3 - 14.00	Round 3 - 09.00
Tuesday 18 October	Round 4 - 14.00	Round 4 - 14.00	Round 4 - 09.00
Wednesday 19 October	Round 5 - 15.00	Round 5 - 09.00 Round 6 - 15.00	
Thursday 20 October	Round 6 - 14.00	Round 7 - 14.00	Round 5 - 09.00
Friday 21 October		Round 8 - 14.00	Round 6 - 09.00
Saturday 22 October		Round 9 - 14.00	Round 7 - 09.00