

Tournament Rules Hoogeveen Chess 2026

1. FIDE Rules

The tournaments will be played according to the rules of the latest published FIDE rules. You can find these rules on the FIDE [website](#).

2. Default time

The default time is 60 minutes. The right starting time is the announced starting time of the relevant round. The player who first appears at the board later than 60 minutes after the starting time loses the game, unless the chief arbiter decides otherwise.

3. Rate of play

Morning amateurs:

90 minutes + 30 seconds increment

Afternoon amateurs and open tournament:

40 moves in 90 minutes + 30 minutes added time + 30 seconds increment

4. Pairing

Pairing will take place according to the FIDE rules of the Swiss System on rating according to the rating lists of October 2026. In the open group and the afternoon amateur group we play nine rounds Swiss, in the morning amateur group we play seven rounds. On Wednesday there is a restday for the morning amateur group. For the open group and the afternoon amateur group there is a double round on Wednesday. The computer system used will be SwissManager. For the open group pairings are made based on FIDE rating. In the amateur groups the KNSB rating of October 2026 is used if a player does not have a FIDE rating. If a player has both a FIDE and a KNSB rating the highest rating of the two is used for pairing in the amateur groups.

5. Scoresheets and matchcards

Scoresheets do not need to be handed in after the game. The result of the match is written down on the matchcard. Both players sign for the result and the matchcard is handed in at the arbiter's table.

6. Byes

In the open group and the afternoon amateur group a bye can be taken once in rounds 1 to 6 in exchange for half a point. In the morning amateur group this is possible in rounds 1 to 4. The

bye must be passed on to the responsible arbiter of the relevant group. This is possible until the end of the round before the round for which the bye is requested. The byes are noted on paper by an arbiter and are made visible on [ChessResults](#) under *not paired*. In the event of a tie between players eligible for a prize, the players who have taken a bye will always have the worst tiebreak.

7. Money Prizes

Money prizes are shared according to the Hort system. This means that each player receives 50% of the prize money to which he is entitled based on his position in the final standings. The remaining 50% is divided equally among the players who finished equal (in points) with him/her. Rating prizes and category prizes (best female / best player -18 / best senior +65) are not shared. The highest position according to the tiebreak rule is used. A player can win multiple prizes. So you can win a money prize for the final ranking and a rating prize or a category prize.

8. Tiebreaks

In case of equal points the first tiebreak is the number of games played. A score **without half-a-point** thanks to an exclusion is better than the same score **with half-a-point** thanks to an exclusion. The second tiebreak is AROC 1: Average Rating of Opponents (average rating of opponents) without the result against the weakest opponent. If the tiebreaks of two or more players is exactly the same, the rating prize or category prize will still be shared.

9. Rules and checks

It is forbidden to wear a watch during a game. Your watch can be stored in a coat or bag or may be left on the table. If you go to the toilet during a game, you can be checked for carrying an electronic device by one of the arbiters.

10. Mobile phones

During the tournament the KNSB competition rule in article 20.5 for mobile phones applies. You may bring a mobile phone to the playing venue. As soon as the game has started this phone must be completely switched off. The phone may be on the playing table or stored in a coat or bag that is hanging on your chair or is next to your playing table. You can also hand your phone to an arbiter at the arbiters' table. If it is determined that a mobile phone that is on your own playing table is not completely switched off during the game the owner's playing time will be halved with a maximum of ten minutes for a first violation. For a second violation he loses the game and the arbiter determines the opponent's result.

You may not carry a mobile phone on your body. If it is clear that you are carrying a phone on your body during a game, this is always immediately a lost game, regardless of whether the phone is on or off. If after a check it appears that you have consulted your phone during a game even more serious consequences will follow and this will be reported to FIDE and the KNSB.

11. Appeal

If a player disagrees with a decision of an arbiter the player can appeal to the chief arbiter. The chief arbiter will make a ruling and if the player disagrees with that ruling the player can turn to the Appeals Committee. The appeal must be submitted in writing within half an hour after the end of the last game of the round in question to Jeroen Bottema (tournament director) and a cash fee of 50 euros must be paid in advance. The Appeals Committee will make a ruling as soon as possible and that ruling is binding. The Appeals Committee will decide whether the fee will be refunded or not, regardless of the ruling of the appeal.

12. Rating

All tournaments played count for both KNSB and FIDE rating. The results will be visible in the lists of November 2026.

13. Contact

Contact the tournament director or the chief arbiter in case of questions or problems. For example, if you are going to be late for a round or have suddenly become ill and cannot play in a round.

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