

# 2019 British Chess Championships Tournament Rules

## Section A: General Rules for All Tournaments

### Rating and Grading

All tournaments will be submitted to the English Chess Federation (ECF) for grading. All tournaments except the Under 8, Under 9, Under 120, Under 100 and Weekend U120 will also be submitted to FIDE for rating. It is a condition of playing in the British Chess Championships 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:

The ratings used for entry into each tournament will be in the following order of priority, where the following letters are ---

E - ECF / National Rating (January 2019)

Q - ECF Rapidplay Rating (January 2019)

F - FIDE Rating (May 2019)

R - FIDE Rapidplay Rating (August 2019)

For pairing FIDE events, apart from the Rapidplay, the July 2019 list will be used.

Championship	FE	Under 11	EQ	Under 1750	FE
Major Open	FE	Under 10	FE	Under 120/1600	EQ
Over 50	FE	Under 9	EQ	Under 100/1450	EQ
Over 65	FE	Under 8	QE	Weekend Open - Atkins	FE
Under 16	FE	AM Open	FE	Weekend U1825 - Soanes	FE
Under 14	FE	Under 2050	FE	Weekend U120 - Yates	EQ
Under 12	FE	Under 1900	FE	Rapidplay	RQFE

1) Where a player has none of the above, 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

2) The conversion between ECF ratings and National/FIDE ratings will be:  $Elo = (ECF \times 7.5) + 700$

3) The ratings allocated by this process will be used in the calculation of any relevant prizes.

The ratings allocated by this process will be used in the calculation of any relevant prizes. (See Prize Calculation below for more information.)

### 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 payable by the player.*

### Over-Running Games & Delay of Game

For all tournaments, except the Under 8 and Rapidplay, a player whose game finishes less than 30 minutes before the scheduled start time of their next game at the Championships – either in that tournament, or in another tournament they have entered – will be offered a 30-minute break

before the start of that game. An arbiter will inform the player's opponent accordingly, and delay the start of that game until the new start time.

## **Section B: Tournament Specific Regulations**

### **Championship**

Number of Rounds	9
Number of Half Point Byes Permitted	0
Tie-Breaks	See Section G
British Championship Qualifying Places	See 2020 British Championship Qualifying Regulations
Time Control	40/90 + Game/30 + 30'
Default Time	30 minutes
Grading & Rating	ECF Graded & FIDE Rated
Schedule	Round 1      Saturday, 27 <sup>th</sup> July      1430
	Round 2      Sunday, 28 <sup>th</sup> July      1430
	Round 3      Monday, 29 <sup>th</sup> July      1430
	Round 4      Tuesday, 30 <sup>th</sup> July      1430
	Round 5      Wednesday, 31 <sup>st</sup> July      1430
	Round 6      Thursday, 1 <sup>st</sup> August      1430
	Round 7      Friday, 2 <sup>nd</sup> August      1430
	Round 8      Saturday, 3 <sup>rd</sup> August      1430
	Round 9      Sunday, 4 <sup>th</sup> August      1000
Playoff Regulations	See Section G
Pairings Published for each Round	2100 (or before)
Entry Fee and Prizes	See entry form and website

### **Senior Championships**

Number of Rounds	7
Number of Half Point Byes Permitted	0
British Championship Qualifying Places	See 2020 British Championship Qualifying Regulations
Time Control	40/90 + Game/30 + 30'
Default Time	30 minutes
Grading & Rating	ECF Graded & FIDE Rated
Schedule	Round 1      Monday, 29 <sup>th</sup> July      1430
	Round 2      Tuesday, 30 <sup>th</sup> July      1430
	Round 3      Wednesday, 31 <sup>st</sup> July      1430
	Round 4      Thursday, 1 <sup>st</sup> August      1430
	Round 5      Friday, 2 <sup>nd</sup> August      1430
	Round 6      Saturday, 3 <sup>rd</sup> August      1430
	Round 7      Sunday, 4 <sup>th</sup> August      1000
Pairings Published for each Round	2100 (or before)
Entry Fee and Prizes	See entry form and website
Tournament Sections	Over 50, Over 65

### **Junior Championships**

Number of Rounds	7
Number of Half Point Byes Permitted	0
British Championship Qualifying Places	See 2020 British Championship Qualifying Regulations
Time Control	Game/90 + 30'
Default Time	30 minutes
Grading & Rating	ECF Graded & FIDE Rated

Schedule	Round 1	Sunday, 28 <sup>th</sup> July	0915
	Round 2	Monday, 29 <sup>th</sup> July	0915
	Round 3	Tuesday, 30 <sup>th</sup> July	0915
	Round 4	Wednesday, 31 <sup>st</sup> July	0915
	Round 5	Thursday, 1 <sup>st</sup> August	0915
	Round 6	Friday, 2 <sup>nd</sup> August	0915
	Round 7	Saturday, 3 <sup>rd</sup> August	0915

Pairings Published for each Round 1500 (at the latest)  
 Entry Fee and Prizes See entry form and website  
 Tournament Sections Under 10, Under 12, Under 14, Under 16

### **Under 11 Championship**

Number of Rounds	6																		
Number of Half Point Byes Permitted	0																		
Time Control	Game/75 + 10'																		
Default Time	30 minutes																		
Grading & Rating	ECF Graded																		
Schedule	<table> <tr> <td>Round 1</td> <td>Friday, 26<sup>th</sup> July</td> <td>0915</td> </tr> <tr> <td>Round 2</td> <td>Friday, 26<sup>th</sup> July</td> <td>1300</td> </tr> <tr> <td>Round 3</td> <td>Friday, 26<sup>th</sup> July</td> <td>1645</td> </tr> <tr> <td>Round 4</td> <td>Saturday, 27<sup>th</sup> July</td> <td>0915</td> </tr> <tr> <td>Round 5</td> <td>Saturday, 27<sup>th</sup> July</td> <td>1300</td> </tr> <tr> <td>Round 6</td> <td>Saturday, 27<sup>th</sup> July</td> <td>1645</td> </tr> </table>	Round 1	Friday, 26 <sup>th</sup> July	0915	Round 2	Friday, 26 <sup>th</sup> July	1300	Round 3	Friday, 26 <sup>th</sup> July	1645	Round 4	Saturday, 27 <sup>th</sup> July	0915	Round 5	Saturday, 27 <sup>th</sup> July	1300	Round 6	Saturday, 27 <sup>th</sup> July	1645
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Round 3	Friday, 26 <sup>th</sup> July	1645																	
Round 4	Saturday, 27 <sup>th</sup> July	0915																	
Round 5	Saturday, 27 <sup>th</sup> July	1300																	
Round 6	Saturday, 27 <sup>th</sup> July	1645																	

Pairings Published for each Round 1900 on Thursday, 25<sup>th</sup> July for Round 1  
 ASAP after the end of the previous round for other rounds  
 Entry Fee and Prizes See entry form and website

### **Under 9 Championship**

Number of Rounds	6																		
Number of Half Point Byes Permitted	0																		
Time Control	Game/50 + 10'																		
Default Time	30 minutes																		
Grading & Rating	ECF Graded																		
Schedule	<table> <tr> <td>Round 1</td> <td>Friday, 26<sup>th</sup> July</td> <td>1230</td> </tr> <tr> <td>Round 2</td> <td>Friday, 26<sup>th</sup> July</td> <td>1500</td> </tr> <tr> <td>Round 3</td> <td>Friday, 26<sup>th</sup> July</td> <td>1730</td> </tr> <tr> <td>Round 4</td> <td>Saturday, 27<sup>th</sup> July</td> <td>0915</td> </tr> <tr> <td>Round 5</td> <td>Saturday, 27<sup>th</sup> July</td> <td>1300</td> </tr> <tr> <td>Round 6</td> <td>Saturday, 27<sup>th</sup> July</td> <td>1645</td> </tr> </table>	Round 1	Friday, 26 <sup>th</sup> July	1230	Round 2	Friday, 26 <sup>th</sup> July	1500	Round 3	Friday, 26 <sup>th</sup> July	1730	Round 4	Saturday, 27 <sup>th</sup> July	0915	Round 5	Saturday, 27 <sup>th</sup> July	1300	Round 6	Saturday, 27 <sup>th</sup> July	1645
Round 1	Friday, 26 <sup>th</sup> July	1230																	
Round 2	Friday, 26 <sup>th</sup> July	1500																	
Round 3	Friday, 26 <sup>th</sup> July	1730																	
Round 4	Saturday, 27 <sup>th</sup> July	0915																	
Round 5	Saturday, 27 <sup>th</sup> July	1300																	
Round 6	Saturday, 27 <sup>th</sup> July	1645																	

Pairings Published for each Round 1100 on Friday, 26<sup>th</sup> July for Round 1  
 ASAP after the end of the previous round for other rounds  
 Entry Fee and Prizes See entry form and website

### **Under 8 Championship**

Number of Rounds	6
Number of Half Point Byes Permitted	0
Time Control	Game/20 + 10'
Grading & Rating	ECF Rapidplay Graded
Laws of Chess	The competition will be played in accordance with the provisions of Appendix A4
Default Time	10 minutes

Schedule	Round 1	Sunday, 28 <sup>th</sup> July	1030
	Round 2	Sunday, 28 <sup>th</sup> July	1200
	Round 3	Sunday, 28 <sup>th</sup> July	1330
	Round 4	Sunday, 28 <sup>th</sup> July	1500
	Round 5	Sunday, 28 <sup>th</sup> July	1630
	Round 6	Sunday, 28 <sup>th</sup> July	1800
Pairings Published for each Round	1000 for Round 1, ASAP after the end of the previous round		
Entry Fee and Prizes	See entry form and website		

### **Major Open**

Number of Rounds	9		
Number of Half Point Byes Permitted	2		
British Championship Qualifying Places	See 2020 British Championship Qualifying Regulations		
Time Control	40/90 + Game/30 + 30'		
Default Time	30 minutes		
Grading & Rating	ECF Graded & FIDE Rated		
Schedule	Round 1	Saturday, 27 <sup>th</sup> July	1430
	Round 2	Sunday, 28 <sup>th</sup> July	1430
	Round 3	Monday, 29 <sup>th</sup> July	1430
	Round 4	Tuesday, 30 <sup>th</sup> July	1430
	Round 5	Wednesday, 31 <sup>st</sup> July	1430
	Round 6	Thursday, 1 <sup>st</sup> August	1430
	Round 7	Friday, 2 <sup>nd</sup> August	1430
	Round 8	Saturday, 3 <sup>rd</sup> August	1430
	Round 9	Sunday, 4 <sup>th</sup> August	1000
Pairings Published for each Round	2100 (or before)		
Entry Fee and Prizes	See entry form and website		

### **Weekend Tournaments**

Number of Rounds	5		
Number of Half Point Byes Permitted	1		
Time Control	Game/90 + 30'		
Grading & Rating	ECF Graded & FIDE Rated Under 120 ECF Graded only		
Default Time	30 minutes		
Schedule	Round 1	Friday, 26 <sup>th</sup> July	1900
	Round 2	Saturday, 27 <sup>th</sup> July	0915
	Round 3	Saturday, 27 <sup>th</sup> July	1430
	Round 4	Sunday, 28 <sup>th</sup> July	0915
	Round 5	Sunday, 28 <sup>th</sup> July	1430
Pairings Published for each Round	1800 for Round 1; 2000 (or before) for Round 4 As soon as available for Rounds 2, 3 and 5		
Pairings Published for each Round	2100 (or before)		
Entry Fee and Prizes	See entry form and website		
Tournament Sections	Open (Atkins), Under 1825 (Soanes), Under 120 (Yates)		

### **Weekday Tournaments**

Number of Rounds	5		
Number of Half Point Byes Permitted	1		
Time Control	Game/90 + 30'		
Default Time	30 minutes		

Grading & Rating ECF Graded & FIDE Rated  
Under 120/1600 and Under 100/1450 ECF Graded only

Schedule for:	Round 1	Monday, 29 <sup>th</sup> July	0915
Open	Round 2	Tuesday, 30 <sup>th</sup> July	0915
Under 1900	Round 3	Wednesday, 31 <sup>st</sup> July	0915
Under 120/1600	Round 4	Thursday, 1 <sup>st</sup> August	0915
	Round 5	Friday, 2 <sup>nd</sup> August	0915

Schedule for:	Round 1	Monday, 29 <sup>th</sup> July	1430
Under 2050	Round 2	Tuesday, 30 <sup>th</sup> July	1430
Under 1750	Round 3	Wednesday, 31 <sup>st</sup> July	1430
Under 100/1450	Round 4	Thursday, 1 <sup>st</sup> August	1430
	Round 5	Friday, 2 <sup>nd</sup> August	1430

Pairings Published for each Round 1500 at the latest for rounds starting at 0915  
2100 at the latest for rounds starting at 1430

Entry Fee and Prizes See entry form and website

### **Rapidplay**

Number of Rounds	9
Number of Half Point Byes Permitted	2
British Championship Qualifying Places	See 2020 British Championship Qualifying Regulations
Time Control	Game/10 + 5'
Laws of Chess	The competition will be played in accordance with the provisions of Appendix A4
Default Time	None; player is defaulted if time expires without having moved
Schedule	Round 1 Saturday, 3 <sup>rd</sup> August 1300 Round 2 Saturday, 3 <sup>rd</sup> August 1345 Round 3 Saturday, 3 <sup>rd</sup> August 1430 Round 4 Saturday, 3 <sup>rd</sup> August 1515 Round 5 Saturday, 3 <sup>rd</sup> August 1600 Round 6 Saturday, 3 <sup>rd</sup> August 1645 Round 7 Saturday, 3 <sup>rd</sup> August 1730 Round 8 Saturday, 3 <sup>rd</sup> August 1815 Round 9 Saturday, 3 <sup>rd</sup> August 1900
Pairings Published for each Round	1245 for Round 1; as soon as available for other rounds
Entry Fee and Prizes	See entry form and website

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

### **Deadlines for Postal Entries**

No postal entries can be accepted after Friday, 19<sup>th</sup> July 2019.

### **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, except for the British Championship.

### **Rating Prizes**

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 will be awarded to the lowest rated player

Where a player wins a place prize and a rating prize, the player will win whichever prize is of the higher value.

### **Additional Prizes**

The additional prizes are won in addition to any other prize a player might win.

### **Age-Restricted Sections and Prizes**

Where a section or prize is restricted to players of a particular age, the FIDE definitions of age shall be used; i.e. the calendar year, rather than the academic year.

### **Prize Lists**

Full prize lists for each tournament will be published online as soon as possible at the end of the tournaments.

### **Byes**

Half Point Byes may be requested (or a request may be cancelled) either:

- At the time of entry, or
- **At any point within 15 minutes of the conclusion of the previous round in the tournament being played. (ie For a bye in round 3 the request must be made within 15 minutes of the time the last game of round 2 is completed).**
- 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 [manager.british@englishchess.org.uk](mailto:manager.british@englishchess.org.uk) – *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 D.

A player will score 0 if a Half Point Bye is requested in the last round. 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 D: 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.

### **Late Pairings**

The Organisers may permit players to enter 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, except for the Rapidplay.

*The remainder of this section applies to all tournaments other than the Rapidplay. All re-arranged games listed below will be graded by the ECF. They will also be rated by FIDE unless the Arbiter conducting the altered pairings informs both players otherwise.*

### **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

Games involved in cross pairings will only count towards grading and each player will get 1 point bye in their tournament. The time limit for the game shall be decided on a case-by-case basis.

### **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. If the player is not eligible, then the player will get 1 point bye in their tournament. The time limit for the game shall be decided on a case-by-case basis.

## **Section E: Appeals Procedure**

### **Process**

Decisions of an arbiter may be appealed to the Appeals Committee provided that

- Such appeal is received in writing within 30 minutes of the arbiter's decision or within 30 minutes of the end of the game, whichever is later, and
- Such appeal is accompanied by an appeal fee of £50 which will be returned if the appeal is successful or if the Appeals Committee accepts that there were significant grounds for the appeal.

### **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 Championships.

## **Section F: 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 Championship

The first 5 minutes of any other round.

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 time during play with the permission of an arbiter. Spectators and press officers who take photographs are reminded to respect the privacy of the individuals whose photographs they are taking. Players should be aware of the British Chess Championship's policy on official photographs and videos, which is on the tournament website.

### **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 F, 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.

## **Section G: British Championship Tie-Break**

In the event of a tie at the end of the Championship, there will be a playoff, held as soon as possible at the end of the Championship.

The  $n$  tied players will be seeded, from 1 to  $n$ , based on their tournament performance rating (TPR) for the tournament. This TPR will be calculated using the assigned ratings outlined above in this document.

Where  $n > 8$ , only the top 8 players will qualify for the playoffs.

Where players are tied on TPR, then the winner of the head-to-head game between the players, if one was played, shall split the tie: The winner of the game shall be placed higher. If this game was a draw, then the higher seed shall be determined by lot.

## **Playoff Match Formats**

The playoffs will be run on a knockout basis, and matches within this format will be played in one of the following formats:

### **Format 1 – Two players are tied**

Round 1 Two games, G/20 + 10'.

Round 2 If still tied, two games, G/5 + 3'.

Round 3 If still tied, an Armageddon game, white G/5, black G/4, 2' from move 61.

### **Format 2 – More than two players are tied**

Round 1 Two games, G/10 + 5'.

Round 2 If still tied, an Armageddon game, white G/5, black G/4, 2' from move 61.

A coin toss will be performed before each round. The winner of the toss can choose to have white in the first or second game of that round. The player will have black in the other game. In the case of the Armageddon game, the winner of the toss can choose to have white or black in that game.

In the Armageddon game, the black player shall need only to draw the game to win the match.

The playoff match will end on the first occasion that a player is winning the match at the end of a round.

Players are entitled to a 5-minute break between each game within a match, and a 10-minute break between each match.

## **Pairings for the Playoff Matches**

The pairings for the playoffs will be determined by the seeding established above.

3-player	SF: 2 v 3 Final: 1 v Winner SF
4-player	SF: (1) 1 v 4                      (2) 2 v 3 Final: Winner SF1 v Winner SF2
5-player	QF: 4 v 5 SF: (1) 1 v Winner QF   (2) 2 v 3 Final: Winner SF1 v Winner SF2
6-player	QF: (1) 3 v 6                      (2) 4 v 5 SF: (1) 1 v Winner QF2   (2) 2 v Winner QF1 Final: Winner SF1 v Winner SF2
7-player	QF: (1) 2 v 7                      (2) 3 v 6                      (3) 4 v 5 SF: (1) 1 v Winner QF3   (2) Winner QF1 v Winner QF2 Final: Winner SF1 v Winner SF2
8-player	QF: (1) 1 v 8                      (2) 2 v 7                      (3) 3 v 6                      (4) 4 v 5 SF: (1) Winner QF1 v Winner QF4   (2) Winner QF2 v Winner QF3 Final: Winner SF1 v Winner SF2

### Prize Money

Where a Championship Tie-Break is required, the winner of the Tie-Break will receive the prize money for 1<sup>st</sup> place. All other players involved in the Tie-Break, or who were excluded from it based on their TPR, will be deemed to have finished in 2<sup>nd</sup> place, and the prize money for those players will be awarded in the normal way.

## **Section H: Miscellaneous**

### **Anti-Cheating**

In accordance with the Laws of Chess introduced on 1<sup>st</sup> January, 2018:

During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue. The British Championships will permit such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.

If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win.

Hand-held scanners will be at used at this event. Board(s) will be selected at random, and both players will be scanned before the start of the round. We reserve the right to scan any player, or a spectator who is in the playing area, at any time.

All games will be submitted to FIDE and may be processed through their checking tool.

Any concerns about cheating should be brought to the attention of the arbiter and nobody else. The arbiter will handle the situation. Please do not raise concerns with anyone else.

Players are reminded they must not talk about a game in progress with anyone.

### **Parental Responsibility**

While outside the playing hall, 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 and Transfer**

The tournament controller reserves the right to refuse entry without being required to state a reason. The tournament controller also reserves the right 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.