

Midland Rapid & Blitz Tournament Rules

Section A: General Rules for All Tournaments

Rating and Grading

The Rapid will be submitted to the English Chess Federation (ECF) for grading, and FIDE for rating. The Blitz will be submitted to FIDE for rating. It is a condition of playing in this tournament 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:

- E ECF Grade (January 2018)
- F FIDE Rating (February 2018)
- Q ECF Rapidplay Grade (January 2018)
- R FIDE Rapidplay Rating (February 2018)
- B FIDE Blitz Rating (February 2018)

Rapid Open	RQFE
Rapid Under 2000	RQFE
Rapid Under 1750	RQFE
Rapid Under 1500	RQFE
Blitz	BRQFE

Where a player has none of these, the player will either be rated 0, or the organisers will assign an estimate based on all available data on a case-by-case basis.

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

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 Membership Required

All entrants are required to pay a £7.50 surcharge if they are not Silver, Gold or Platinum members of the ECF.

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.*

Section B: Tournament Specific Regulations

Rapid

Number of Rounds	9
Number of Half Point Byes Permitted	2
Time Control	Game/15 + 10'
Default Time	A player may play their game if they arrive before their time expires
Schedule	Round 1 Saturday, 17 th February 1300
	Round 2 Saturday, 17 th February 1410
	Round 3 Saturday, 17 th February 1520
	Round 4 Saturday, 17 th February 1630
	Round 5 Saturday, 17 th February 1740
	Round 6 Sunday, 18 th February 1100

	Round 7	Sunday, 18 th February	1210
	Round 8	Sunday, 18 th February	1320
	Round 9	Sunday, 18 th February	1430
Pairings Published for each Round	1230 for Round 1; 1030 for Round 6		
	As soon as available for all other rounds		
Entry Fee	£25		
Late Entry Fee	£35 for entries made on the day		
Tournament Sections	Open, Under 2000, Under 1750, Under 1500		
Place Prizes – Open	1 st	£500	
	2 nd	£250	
	3 rd	£100	
Place Prizes – U2000, U1750, U1500	1 st	£250	
	2 nd	£100	
	3 rd	£50	
Performance Prize per section	£50		

Blitz

Number of Rounds	9		
Number of Half Point Byes Permitted	0		
Time Control	Game/3 + 2'		
Default Time	A player may play their game if they arrive before their time expires		
Schedule	Round 1 – 9	Saturday, 17 th February	2100
	Subsequent rounds will start as soon as possible after the conclusion of the previous round		
Pairings Published for each Round	2055 for Round 1		
	As soon as available for all other rounds		
Entry Fee	£15		
Discount	£10 if also entering the Rapid		
Late Entry Fee	£25 for entries made on the day		
Tournament Sections	Open		
Place Prizes – Open	1 st	£150	
	2 nd	£60	
	3 rd	£30	
Performance Prize per section	Three prizes, £30 each		
	Rating bands for the prizes to be determined during the event.		

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 prizes 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 not allocated a rating (see Allocation of Ratings in All Sections above) are not eligible for rating prizes.

Where there is a tie for a grading or 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.

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

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

Half Point Byes may be requested (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 tournament being played. Such requests should be made in one of two ways only:
 - o To an arbiter at the event, or
 - o By e-mail to alexholowczak@gmail.com – 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, and be subject to the Defaults regulation in Section D.

A player who requests a Half Point Bye in such a way that by requesting the Bye, the player has no further games to play in the tournament, will be deemed to have withdrawn, and Zero Point Byes will instead be awarded. For example, a player will score 0 if it is requested in the last round or last two rounds.

Players who miss more rounds than the number of Half Point Byes permitted in each section will be withdrawn from the tournament.

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, 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.

Cross-pairings

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, and have a 1 point bye.

Games involved in cross pairings will only count towards grading and rating and each player will get 1 point bye in their tournament.

Section E: Miscellaneous

Mobile Phones & Electronic Communication Devices

It is permitted to bring such devices into the playing venue, provided that when brought into the playing area they are stored in a player's bag, and 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.

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.

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.

Section F: Appeals Procedure

Process

Decisions of an arbiter may be appealed to the Chief Arbiter, whose decision will be final in all matters.

Section G: Spectators

Mobile Phones are Banned

A spectator will be asked to leave the playing area if during play any such device either

- (a) is being carried in a way that is visible to a player (regardless of whether or not it is switched off); or
- (b) makes any sound; or
- (c) is found to be switched on; or
- (d) is found to be about their person or being carried by them.

Expelling Spectators or Players

All arbiters are empowered to enforce the entirety Section E, and may not be appealed against. They are empowered to ask spectators to leave the playing area immediately should they be in breach of these regulations. Should a spectator refuse this request, or show dissent by word or action to the arbiter, then hotel security may be sent for, and the spectator may be expelled from the venue. If the spectator is a player in the tournament, then the player may be expelled from the event.