



Noble Park Chess Club's Tournament Rules

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The purpose of this document is to ensure that all games at the Noble Park Chess Club are conducted fairly and in accordance with for the benefit of all members.

The Tournament Director shall apply the FIDE Laws of Chess in conjunction with the rules below. All decisions by the Tournament Director are final. A committee of players, appointed by the Noble Park Chess Club Committee and knowledgeable in the Laws of Chess, may assist the Tournament Director where required.

This document supersedes all previous publications of Noble Park Chess Club Tournament Rules.

General rules applicable to Swiss tournaments

1. In general, all Noble Park Chess Club games are conducted on Saturdays.
2. Pairings will be made on Saturday night at the conclusion of scheduled play for that round.
3. In a situation where a player is unable to play the game as scheduled, they may make alternate arrangements to play the game before the scheduled time, with the agreement of their opponent.
4. Players are required to inform the Tournament Director of the results of the rescheduled game as soon as possible, prior to the draw being finalized for the next round of play.
5. A player may request a half-point bye if he or she is unable to play the game as scheduled AND advises the Tournament Director ahead of the draw / pairing for that round is published. The draw for each round will be made a week in advance of the round itself and therefore this means that any bye request must be made at least one week in advance of the scheduled round.
6. A maximum of two (2) half-points will be allowed for each tournament. No half-point byes will be awarded in the last 2 rounds of a tournament.
7. Once the draw for a round is published, no half-point byes will be awarded for that round. Players, who are unable to play the game as schedule, will have to contact their opponent to make alternative arrangements. Players who are unable to make alternative arrangements will lose their games on forfeit.
8. Players may contact the Tournament Director for contact details of their opponents, to make alternate arrangements.
9. For Noble Park Chess Club tournaments to run smoothly and maintain a high standard of play, it is imperative that all games are played on time and players turn up as scheduled to complete their game. If a player doesn't turn up as scheduled and does not notify the Tournament Director prior to the start of play, he or she will automatically forfeit that game AND will not be paired for the following round.
10. The player must contact the Tournament Director to request that he or she be paired for subsequent rounds. For example: If a player doesn't turn up as scheduled and does not notify the Tournament Director prior to the start of play in Round 2, he or she will forfeit the game in Round 2 and will also automatically receive a zero point bye for Round 3. Unless that player contacts the Tournament Director with a request to be paired for Round 4, he or she will not be paired.
11. If a player does not turn up for more than one (1) scheduled game without prior notification, he or she will automatically be withdrawn from the tournament.
12. For tournaments with breaks in between rounds, publication of the draw for the round following the break will be delayed. Typically, breaks in the Noble Park Chess Club tournament schedule are due to major events in the Australian chess calendar and the delay provides opportunity for players to catch up with the schedule of play. For

example, if a tournament schedules play on 5 June and 19 June, with a break on 12 June, the draw for the round on 19 June will be published on the night of 12 June. Players are given the opportunity to complete their game scheduled for 5 June on or before 12 June and results reported to the Tournament Director before the draw for 19 June.

13. No postponement will be allowed for the final round of any tournament.
14. The standard forfeit time applied for Noble Park Chess Club tournaments is 30 minutes from the scheduled time of each round. Noble Park Chess Club reserves the right to change the forfeit time for a tournament but this will be advertised prior to the start of the tournament.

General rules applicable to prize allocation

1. First place - cash prize, plus voucher equivalent to free member's entry in any Noble Park tournament, plus Perpetual Trophy in case of Club Championships
Second place - cash prize plus voucher
Third place - voucher
2. Best Junior Under-2000 - cash prize, plus voucher, plus Junior Perpetual Trophy. In the event of a tied score, the trophy will be awarded to the player with the highest countback score who will also receive the voucher, and the cash prize will be shared.
 - a. Except in the case of the Masters & Challengers, this trophy will be awarded at the conclusion of each classical tournament to the junior player, whose ACF rating is below 2000, who has achieved the highest game score in the tournament. In the event of a tie on scores, the trophy will be awarded to the player with the higher tie-break in accordance with the club's tie-break system.
 - b. In the case of the Masters & Challengers tournament, the trophy will be awarded to the player who has achieved the highest performance rating score irrespective of the tournament division, subject to the condition in rule (c) below.
 - c. If the difference in performance rating between any two players is 200 points or less, then the player who has achieved the higher game score in the tournament will be awarded the trophy, irrespective of the tournament division.
3. Rating prizes - cash prizes plus voucher. In the event of a tied score, the voucher will be awarded to the player with the highest countback score, and the cash prize will be shared.
4. Vouchers are not redeemable as cash, and must be used before the year ends. The committee reserves the right to substitute cash prizes with vouchers (and vice-versa) prior to a tournament commencing.

Special rules for Noble Park Chess Club Championship

1. Players have to be club members to play in the Noble Park Club Championship.
2. In the event of a tied score for 1st place in the Club Championships, the champion will be decided by play-offs as follows (2 classical games, if drawn, then followed by 2 rapid games, if drawn, then followed by 2 blitz games, if drawn, another 2 blitz games until the winner is decided).
3. All other tied scores will be subject to the progressive score countback system (head-to-head, followed by M-Buch, followed by Buch, followed by Progressive).