**GLORNEY – GILBERT INTERNATIONAL TOURAMENT 2022**

**Glorney, Gilbert, Robinson, Stokes**

**DATES: 19th – 21st July 2022**

**HYBRID VENUES**

**Glorney: Teams of 5 (Open to players born 2004 or later)**

**Gilbert: Teams of 3 (Open to FEMALE players born 2004 or later)**

**Robinson: Teams of 6 (Open to players born 2008 or later)**

**Stokes: Teams of 6 (Open to players born 2010 or later)**

**Each country may nominate up to two reserve players for each team**

OFFICIAL REGULATIONS TERMS & CONDITIONS

ORGANISER: WELSH CHESS UNION

1. PARTICIPATION

1.1 Each invited National Federation has the right to nominate one team in each of the age group categories listed above.

1.2. Each accepted National federation will appoint one team representative for the technical meeting and for any communication during the event. A team representative cannot be accepted as an arbiter.

1.3. The tournament will be FIDE rated with the condition of final approval by FIDE.

2 REGISTRATION

2.1. Registrations are made by the invited National Federation by filling the special registration form and sent it to ianrhos@hotmail.com

2.2. The deadline for registrations is the Friday 27th May 2022

3. SYSTEM OF PLAY

3.1. The format will be decided once the number of countries participating is known. If there are 6 teams the event will be a five round all-play-all. If there are 4 teams the event will be a six round double all-play-all.

3.2. Scoring, final positions and tie breaks

 Each team shall score 1 game point for each game won, ½ point for each game drawn and 0 points for each game lost.

 The team scoring the most game points in each match shall win the match. The opposing team shall lose. If the game points score is equal, the match is drawn.

 Each team shall score 2 match points for each match won, 1 match point for each match drawn and 0 points for each match lost.

Each competition shall be deemed to be won by the team scoring the greatest number of GAME points.

Ties shall be resolved in the following manner in order:

Two teams tied:

1. The result of the match between two teams
2. Match points in all matches
3. If the match between the teams was a draw, the board count in that match
4. If still tied, bottom board elimination in the match between the teams
5. If still tied, the drawing of lots

Three or more team tied:

1. Game points in a mini league between the teams involved
2. Match points in the mini league between the teams involved
3. Match points in all matches
4. Use board count in the mini league to decide match points
5. If still tied, bottom board elimination in the mini league
6. If still tied, the drawing of lots

3.3. The team representative may select any player for its squad for any match in any order, except that where there is a difference of more than 80 FIDE rating points between two players the higher rated player must play on a higher board than the lower rated player.

3.4. Appeals must be submitted within 15 min after the end of each game by the teams’ representative. The appeal must be accompanied with a fee of £50 (sterling).

4. VENUE

4.1. All the players compete from the approved tournament halls in each country. Tournament halls shall be selected and installed by federations and local organisers. All local expenses will be covered by the National Federation of that country. Each National federation may select up to 3 venues in 3 different cities which will be approved by the Welsh Chess Union. In exceptional cases WCU may decide to approve more venues in one country. **A List of all venues and arbiters must be sent to the WCU organiser by 30th June 2022.**

4.2. Players may compete from another country’s venue after consultation between the relevant federations and WCU.

4.3. If possible, national federations shall use cable internet for all players and to have set up connection from two (2) different internet providers with automatic switching between the connections

4.4. In each playing venue the necessary number of venue cameras shall be installed to ensure ample supervision. Additionally, each player shall be supervised by a camera (notebook or external side camera).

4.5. In each playing venue, Zoom calls with screen sharing are mandatory. The event’s Chief Arbiter shall be provided with all Zoom recordings.

4.6. The local country’s National health protocols shall be followed in each venue. The tournament cannot be interrupted.

4.7. The tournament will be played through Chess.com online platform

4.8. A detailed guide for the venues set up will be sent to National federations

5. SCHEDULE AND RATE OF PLAY

5.1. Rate of Play

90 minutes for a game per player + 30 second increment after each move. Default time is 30 min after the start of each round.

5.2. To be confirmed Technical Meeting

To be confirmed Arbiters Meeting

Monday 18-July 1800 BST Test of Venues

Tuesday 19-July 1000 BST Opening Ceremony

Tuesday 19-July 1030 BST Round 1

Tuesday 19-July 1630 BST Round 2

Wednesday 20-July 1030 BST Round 3

Wednesday 20-July 1630 BST Round 4

 Thursday 21-July 1030 BST Round 5

 Thursday 21-July 1630 BST Round 6 (if needed)

6. FAIR PLAY RULES

6.1. In each playing venue, the fair play measures shall be applied according to the FIDE Anti Cheating regulations. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.

6.2. Only Arbiters and players are allowed in playing halls during the rounds.

6.3. A player can be forfeited for violation of the Fair Play Rule by decision of the Chief Arbiter or Fair Play Panel. Screening of all games will take place with authorized by FIDE software.

6.4. Players must download and install ZOOM Client for Meetings from the link below: https://zoom.us/download. If a player is not logged into ZOOM at the published start time of the match or turns OFF the webcam could result in a loss of the game. Players should agree to be unmuted by arbiters, when needed for checking"

6.5. Players may use classic chess boards during their play. Each player is responsible for moving pieces on his/her traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side. In any discrepancy between the virtual and classic boards, the virtual board takes precedence.

6.6. Players are allowed to move only to areas which are monitored by venue cameras except the rest rooms.

6.7. Players will inform arbiters of the need to visit the rest room and will do so one by one. Arbiters shall monitor them to the entrance and check the rest rooms regularly with a metal detector. The rest rooms shall be only for players and arbiters.

6.8. In any case not described above, the FIDE online regulations are valid.

7. ADDITIONAL RULES

7.1. Server failure/downtime: In the event of a server failure or malfunction during the course WCU will take appropriate action according to the time of failure. Completed games are always valid.

7.2. In case of all players at a venue being disconnected during a round, the responsible federation is allowed to reconnect until their remaining time for the round has elapsed, in which case they lose on time. If the venue successfully reconnects, arbiters may adjust the clocks accordingly or if 10 moves or less played restart games from 1st move.

7.3. Welsh Chess Union has no responsibility for technical problems arising during the Games at venues.

7.4. In any case not described above, the Arbiters will decide the course of action. Arbiters’ decisions can be appealed. The decision of the Appeals Committee is final.

7.5. Welsh Chess Union has the right to change the schedule, update the regulations or decide on any matter that is not mentioned in the current regulations.

8. TOURNAMENT OFFICIALS

8.1. According to Art. 16.8 of the FIDE Online Chess Regulations, at least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Arbiter (LTA). If there are more than 15 players in a playing venue, then one additional arbiter is required. The local arbiters shall be FIDE licensed and able to communicate in the English language. If there are less than 5 players at a venue then the National Organisation should consult with the WCU to discuss the number of arbiters required.

8.2. National Chess Federation will appoint the local arbiters in the venues. The costs for local arbiters are the responsibility of National federation or/and local organisers. The local Arbiters refer to the Chief and Deputy Arbiters of the Championship and are part of the Arbiters team.

8.3. WCU will appoint the Chief and Deputy Arbiters for the Championship.

8.4. WCU will appoint additionally the central arbiters panel, the appeals committee, and the Fair Play Panel.