

REGULATIONS

Open International d'Aix en Provence 2024 – Dole France Trophy – Nextlane Grand Prix

Article 1 : Organisation

The association « Echiquier du Roy René » organizes, from July 20th till July 28th the Dole France Trophy – Nextlane Grand Prix. The venue is Pasino Grand, 21 avenue de l'Europe 13090 Aix en Provence

The event consists of 9 rounds tournaments :

- Main Tournament for players more than 2100 elo standard
- B Tournament for players more than 1700 and less than 2200 elo standard
- Little ELO's Tournament for players less than 1700 elo standard

The Organizers may accept or refuse any player who does not meet this elo criteria.

Article 2 : Tournament Rules

The rules of play are those of FIDE taking effect from January 1st 2023.

Pairings are made using the C04 FIDE swiss system, using PAPI version 3.3.7 program, approved by the French Chess Federation

If : - An erroneous result has been recorded

- A game has been played with the colors reversed
- A player's ranking must be corrected (and pairing numbers probably rectified cf. C.04.2.C.3)

and the player reports the fact to the arbiter within one hour after the publication of the results, the new information will be taken into account for the following round's ranking and pairings.

If the report is received after the pairings have been published but before the end of the next round, it will be taken into account for subsequent pairings.

If the report is received after the end of the following round, the correction will take place after the tournament and only for the calculation of the player's Elo ranking.

Article 3 : Time control

Time control is Standard: 100min/40moves+30min/end+30sec increment per move starting from move 1.

The delay before forfeit is 30 minutes, (unless the chief arbiter decides something else).

Article 4 : Registration and playing schedule

Pre-registration for the tournament is strongly recommended, but only the check-in and payment of the entry fee will make the registration definitive.

Players will only be paired for the 1st round if they have notified the organizer of their presence at **the registration check-in before Saturday, July 20, 2024 at 12:30 p.m.**, or if they have notified the organizer of their late arrival at the check-in.

Foreign players must be affiliated to the French Chess Federation with a valid A license, or belong to a federation recognized by FIDE and have an active FIDE code. A foreign player who does not have an active FIDE code must contact his country's federation before the start of the tournament to obtain a FIDE code. If this is not the case, the player must take out an A license and play under the "FRA" code, failing which he or she will not be allowed to take part in the tournament.

Registration check-in: Saturday, July 20, 2024 from 9:30 a.m. to 12:30 p.m.

Round 1 : Saturday July 20th at 2:30 PM

Round 2 : Sunday July 21st at 2:30 PM

Round 3 : Monday July 22nd at 2:30 PM

Round 4 : Tuesday July 23rd at 2:30 PM

Round 5 : Wednesday July 24th at 2:30 PM

Round 6 : Thursday July 25th at 2:30 PM

Round 7 : Friday July 26th at 2:30 PM

Round 8 : Saturday July 27th at 2:30 PM

Round 9 : Sunday July 28th at 9:30 AM

In case of tie-break matches, they will be organized shortly after the end of the last round of the tournament, following a schedule decided by the Organizers and the chief arbiter.

Article 5 : Entrance Fees

Adults : 60€/70€ (after July 1st)

Youngsters : 30€/40€ (after July 1st)

Special conditions for IGM's and IM's on demand (contact the Organizer)

The complete prize list will be published before the end of the fourth round.

Article 6 : Tiebreaks

The final standings are established by summing up the number of points scored by each player.

In case of tied players, with the same number of points, the following tie-breaks will be used:

1. **Buchholz Tr (summing up the scores of the 7 best opponents)**
2. **Buchholz**
3. **Performance**

In order to calculate the Buchholz, in accordance with article C07-16.6, the adjusted score is given by the software PAPI 3.3.7, following FIDE guidelines preceding 2023.

In the Main Tournament +2100 elo, and only for the first prize of the tournament, the complementary rules will be applied :

- If a player finishes alone in 1st place, he wins the first prize.
- If two players are tied for 1st place, a tie-breaking match will be organized between them: 2 games at the rate of 15min + 3s/move (the player ranked ahead of the other in the final American grid will draw his color in the 1st game and will have the opposite color in the 2nd game). A new tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked first in the final American grid can choose his color in the armageddon blitz.
- If three players are tied for 1st place, a 3-player, two-round cup system will be organized. The player finishing in 1st place on the final American grid will qualify directly for the final. The players finishing 2nd and 3rd in the final American grid will compete in a 2-game match at a rate of 5min + 2s/move (the player ranked ahead of the other in the final American grid will draw his color in the 1st game and will have the opposite color in the 2nd game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final American grid can choose his color in the armageddon blitz.

The two players who qualify for the final will face each other in a 2-game match at a rate of 5min + 2s/move (the player ranked ahead of the other in the final American grid will draw his color in the 1st game and will have the opposite color in the 2nd game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final American grid may choose his color in the armageddon blitz.

- If four or more players finish in a tie for 1st place, a two-round 4-player cup system will be organized with only the top 4 players on the final American grid (numbered 1 to 4). Any tied players finishing lower than 4th in the final American grid will not take part in the tie-break for 1st place in the tournament.

In the semi-finals, Player 1 faces Player 4 and Player 2 faces Player 3 in a 2-game match at the rate of 5min + 2s/move (the player ranked ahead of the other in the final American grid will draw his color in the 1st game and will have the opposite color in the 2nd game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final American grid may choose his color in the armageddon blitz.

The two players who qualify for the final will face each other in a 2-game match at a rate of 5min +

2s/move (the player ranked ahead of the other in the final American grid will draw his color in the 1st game and will have the opposite color in the 2nd game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final American grid can choose his color in the armageddon blitz.

Once the 1st prize of the Open +2100 élo has been awarded in this way, the rest of the prizes in the main tournament (from the 2nd onwards) will be awarded according to the final ranking grid, without taking into account the results of tie-breakers for places other than 1st.

General ranking prizes (excluding 1st place in the Open +2100 élo) will be shared out using the Hort system. Category prizes will be distributed on the final grid, after application of the tie-breaking systems, in all tournaments.

Article 7 : Draws by mutual agreement

Draws by mutual agreement are not allowed before move 30. The arbiter may penalize a player who offers draw before move 30.

Article 8 : Byes

Main Tournament +2100 elo : Each player can take only one « bye » (i.e. not playing a round while scoring ½ point) in rounds 1 to 5. In that case, the player must inform the arbiter before the end of the previous round.

B Tournament -2200 elo and C Tournament -1700 elo : Each player can take a maximum of two « byes » (i.e. not playing a round while scoring ½ point) in rounds 1 to 6. In that case, the player must inform the arbiter before the end of the previous round.

Article 9 : Arbiters

Chief arbiter : IA Dimitrov Christo

Deputy Chief arbiter : IA Humeau Cyril

Arbiters : FA Gerandi Guillaume, NA Minaud Emily, NA Richard Anthony, NA Cherki Thomas

If necessary, the Chief Arbiter may appoint another referee from outside the above list, for a limited period or for the entire tournament.

Any of the above mentioned arbiters can intervene in any of the three tournaments.

Article 10 : Appeals Committee

The role of the Appeals Committee is to check the conformity of a decision that has been officially contested

by a player . In order to make an appeal, the arbiter must be informed by the player of his intention and eventually resume the game following the arbiter's decision. As soon as the game is finished, and a limited time of one hour, the plaintiff must write down his complaint and send it to the chief arbiter. If this procedure is not respected, the complaint will automatically be rejected.

The Appels Committee is composed of three members:

- Chief Arbiter, Al Dimitrov Christo, or his representative
- Tournament Director, GM Gozzoli Yannick, or his representative
- Organizer, Benezra David, or his representative

The decisions of the Appeals Committee are definitive.

None of the members of the commission can deliberate in a matter which concerns one of his own decisions or concerns one of the players of his team.

Article 11 : Players Behaviour

- Players are not permitted to leave the “competition area” without the arbiter's permission. The competition site is defined as the playing area, i.e. the place where the games are played, the rest rooms, the toilets, the smoking area and any other areas designated by the arbiter. The player who « has the move » is not allowed to leave the playing area without the arbiter's permission.
- Telephones and other electronic devices (e.g. Bluetooth headsets) not authorized by the chief arbiter are not permitted in the playing area. Such devices may be deposited by players in boxes provided for this purpose at the entrance to the playing hall. Failure to comply with these rules may result in forfeiture of the game.
- Other detailed measures will be communicated to participants to ensure fair play. These include a ban on wearing watches (connected or not, mechanical or electronic).
- At the end of the game, players must put the board back in place, except on sensitive chessboards, and switch off the clock. The winner, or White in the event of a draw, brings to the arbiter's table the original signed game sheets, duly completed with the result of the game clearly indicated and the winner's name circled.
- Clocks must be handled calmly.
- Analysis and Blitz are forbidden in the playing area.
- Players who withdraw without notifying the arbiter are considered to have abandoned the tournament and are not paired for the next round. If the withdrawal is unjustified, a request for explanation is sent. If no reply is received within two weeks, the case will be addressed to the French Chess Federation Disciplinary Committee.
- At the start of the game, players check the position of the pieces, the display of the clocks and the allocation of colors.
- Any breach of the “Chess Players' Charter” may be sanctioned.
- Improper behavior of any kind inside or outside the playing area may result in exclusion from the tournament. Correct dress is required on the Tournament premises.
- Prize-winning players must attend the closing ceremony. Failure to attend may result in loss of the prize.

Article 12 : Electronic devices

Any arbiter may ask to check whether a player is complying with the rules concerning electronic devices. He may use an electronic device detector for this purpose. Players who refuse the check will be penalized.

Article 13 : Image rights

As the Tournament may be captured for the purposes of public communication for any non-commercial use, in any form (notably photo, video...), on any existing or future medium, in any format, for any communication to the public worldwide, each participant expressly authorizes the organizer to fix and reproduce, on any medium and by any means, and consequently, to reproduce and represent, without remuneration of any kind, his or her name, voice, image, and more generally his or her sporting performance within the framework of the Tournament.

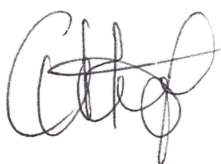
The participant is informed and accepts without reservation that his or her participation in the tournament implies the capture of his or her image by the Organizing Committee.

With the exception of the toilets, the entire building housing the tournament is under video surveillance. Arbiters may request access to the surveillance camera recordings as part of the application of FIDE rules concerning fair play.

Article 14

All participants agree to apply these regulations.

The Chief Arbiter



The Organizer