

TATA STEEL CHESS TOURNAMENT

TOURNAMENT RULES – Amateur Tournaments

1. The tournament will be played according to the 'Laws of Chess', laid down by the World Chess Federation FIDE.
2. In article 6.7 the following will apply:
Any player who arrives at the chessboard for the first time in the game, more than 60 minutes after the scheduled start of the session shall lose the game, unless the arbiter may find it reasonable to lengthen this term.
3. Rate of play.
Three-round events:
120 minutes for 40 moves, followed by 15 minutes for the rest of the game; with an increment of 10 seconds per move in this period.
(When mechanical clocks are used: 30 minutes without increment.)
Nine-round event:
120 minutes for 40 moves, followed by 45 minutes for the rest of the game; with an increment of 10 seconds per move in this period.
(When mechanical clocks are used: 60 minutes without increment. In case title norms are possible, the rate of play will be determined later.)
4. Appeals against decisions taken by (one of) the arbiters should be submitted in writing to the Chief Arbiter of the amateur events, as soon as possible but at least within 2 hours after the end of the game. The decisions made by the Chief Arbiter are final.
5. Participants are put into groups consisting of four or ten players respectively, divided in nine classes (in general also named groups). Groups/classes are as follows:

| | | | |
|-------|-----|--------|------------|
| Group | 9 - | up to | 1200 |
| | 8 - | 1200 - | 1400 |
| | 7 - | 1400 - | 1600 |
| | 6 - | 1600 - | 1700 |
| | 5 - | 1700 - | 1800 |
| | 4 - | 1800 - | 1925 |
| | 3 - | 1925 - | 2100 |
| | 2 - | 2100 - | 2300 |
| | 1 - | 2300 | and higher |

For Dutch players their national rating is the first taken into account, for others it is the FIDE rating. If Dutch players have a FIDE rating, or non-Dutch players have a Dutch rating, then the average rating will be taken into account only when the 'secondary rating' is the highest.

In the nine-round-event there are at most two group ones, and one so called top group. (If there are more high rated players than places available, some of them will be put in a group two. Title, federation or former results may be a criterion for determination.)

Furthermore players may have gained a promotion in the last tournament before the upcoming, whatever their rating might be. A player may give up this right of promotion. If the tournament management sees some logical reason to make other decisions, this may be done.

6. In the three round events only sole winners can gain a promotion, winners of a group one keep their right for the next year.
In the nine-round-event all numbers one and two may be promoted, except for the groups one and two, from which only the numbers one can gain a higher group in the next tournament. The winner of the top group has the right to play in the Tata Steel Challengers in the next tournament.
If there are so called 'Swiss groups', other decisions may be made which depend on the amount of players included.
7. If two or more players end the tournament with the same score, their ranking order will be determined by the Sonneborn-Berger score;
in Swiss groups previously by the Buchholz score.
8. In case two or more players end with the same score on a rank relevant to a prize, prizes will be shared equally.
9. In any circumstances not outlined in these tournament rules, the arbiters will decide.