FEDERATION MONDIALE DU JEU DE DAMES

Siège social: Utrecht, Pays Bas

Membre de l'AGFIS/GAISF member

Special regulations for the World Championship Blitz 2009, Berlin, December 28,29

A. Regulations for the tournament

All games in the tournament will be played with 5 minutes plus 3 seconds per move Fisher system for each player.

The FMJD regulations for rapid and blitz, Annex 6 of the FMJD are of application.

In unforeseen circumstances the main referee decides, if necessary after consultation with the organization or the FMJD tournament director.

Remark about the interpretation of the rules about the rights of the referee: the referee has the right to end the game if he notices that the game has ended for regulatory reasons, such as: (annex 1, article 6.16) 16 moves in 3 against 1, 25 moves only with kings, 3 times the same position with the same player to move or (Annex 3 article 6.11) the flag falls.

B. Form of the tournament

The tournament will be played in two phases:

1. 20 rounds Swiss system on rating

   The order of the players after the 20 rounds Swiss system will be decided by:

   1. Highest number of points
   2. Highest average rating of the opponents

   In the case of absolute equality on the places 1 to 16 the place for the play-offs will be decided by drawing of lots
   In the case of absolute equality on the places 16-17 a Georgiev tie break will be played with 10 minutes for both players (see below Georgiev tie break definition).

2. play offs with the 16 best players with the standard system for play offs

   First round 1-16, 2-15, 3-14 etc,….. 8-9

   Second round winner 1-16 against winner 8-9, winner 2-15 against winner 7-10, … etc.

   Semi final winner 1 against winner 4, winner 2 against winner 3.

   Final: winners from semifinal for place 1 and 2, losers of semifinals for place 3 and 4.

Georgiev tie break definition:

In several phases of the tournament a Georgiev tie break may be played to decide in case of equality: Both players get 10 minutes thinking time for an unlimited number of games. The player who first wins a game is the winner of the tie break. If no game will be won then the player whose flag falls first is the loser of the tie break.

Players play alternately with white and black in such a tie break. There is no pause between the games in a tie break.

Annex 6 Rapid and Blitz games:

Article 1. Definition

A game is considered accelerated when the time that is allowed for each player for the whole game is not more than 30 minutes. There are two categories of accelerated games.

A. The rapid game, where each player is allowed a time between 15 and 30 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 15 and 30 minutes for the first 60 moves.
B. The blitz game, where each player is allowed a time between 5 and 15 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 5 and 15 minutes for the first 60 moves.

Article 2

Apart from the exceptions given below in this Annex, the normal regulations hold.

Article 3: Tie breaking.

If tie breaking involves playing decisive games, these must be at the same rate of play or faster than those of the competition.

Article 4: Recording Games and Use of Clocks

Recording games is optional, but the use of clocks is obligatory.

For official FMJD tournaments the use of electronic clocks and the Fischer system is obligatory.

Article 5: the draw

When the players do not record the games the 40 moves rule is not valid. The players may agree upon a draw only if the number of men for each player is 10 or less.

Article 6: rights of the players

Any player wishing to call the referee for assistance has the right to stop the clocks while his complaint is being considered (contrary to Annex III article 4.4). Any player who wishes to claim a regulatory draw (see Annex I article 6) may do so. The referee will decide if the claim is correct and if so he will end the game.

Article 7: rights and duties for the referee

7.1 If the playing time is expired, as marked by the falling of the flag (or the time signal in the case of an electronic clock.), the referee will end the game declaring the game lost for the player who exceeded the allotted time.

7.2 In the endgame phase the referee will keep track of the moves made in such a way that he is able to check the validity of a claim for a regulatory draw.