

# Hong Kong Chess League 2016

## Regulations

### Schedule

Round	Day of week	Date
1	Thursday	31 <sup>st</sup> March
2	Thursday	7 <sup>th</sup> April
3	Monday	11 <sup>th</sup> April
4	Monday	18 <sup>th</sup> April
5	Monday	25 <sup>th</sup> April
6	Thursday	5 <sup>th</sup> May
7	Monday	9 <sup>th</sup> May

### Team Composition

Each team shall have 4 players with any **2** (as ranked in entry form) playing each round. A player may not play out of board order else whole match counts as forfeit.

### Time Control

This event shall **NOT** be FIDE rated. The time control shall be 75 minutes to finish the game with 30 seconds increment after every move.

### Tiebreak rules

Swiss tournaments for teams

- a. match points + game points
- b. direct encounter
- c. greater number of wins
- d. Sonneborn-Berger system - less 2

**NOTE:** If the above is insufficient then they shall be declared Joint Champions

### Defaults

- ❖ Request to remove from pairing must be received before noon on the day after each round. (*i.e. Monday rounds pairing posted on Tuesday 12 noon*)
- ❖ Any request to re-schedule any match must be approved by the arbiter. Postponing team must secure the consent of the opposing team with arbiter and venue agreed. Re-scheduled games shall be played before the appointed date of that round.
- ❖ All absences shall be declared in default. Waiting period shall be one hour.
- ❖ Two consecutive unauthorised defaults shall be deemed as a withdrawal from this tournament.

### NOTES:

**The Tournament Director may refuse any team without giving any reason. Affected applications shall have to appeal directly to the Committee of our federation.**

Online registration via [www.hongkongchess.com](http://www.hongkongchess.com)

**IMPORTANT: All games must be played under the supervision of a licensed arbiter.**