

# SOUTH AFRICAN OPEN 2009

3 – 11 JULY

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This document specifies the conditions and rules that will apply for online participants in the tournament.

## PLAYING RULES

### 1. GENERAL

- a. The time control for all games will be 90 minutes for the entire game with 30 seconds increment after each move, starting from move 1.
- b. Players in AUS must be logged on no later than 10 minutes before the start of a game. The arbiter in AUS will confirm that all players are present. The arbiter in RSA will do the same.
- c. **Any player arriving more than 30 minutes late after the scheduled start of a game will LOSE the game on default.**
- d. The times displayed on the server (Internet clocks) will be the official times.
- e. If any problems are encountered, the arbiter on the side where the problem originates must immediately contact the other arbiter. The two arbiters will then liaise with each other.
- f. In the event of disconnection, the arbiter in RSA will manually adjust the clocks (and position if necessary). The game will then continue.
- g. If it so happens that the two AUS players are paired, they will play their game as if they were remote from each other. In other words, they can play over-the-board, BUT must also make their moves on their respective computers. We must be able to follow the game online.
- h. If an RSA player cannot use the computer an assistant will be provided. **All players in AUS must play using the computer.**

### 2. PLAY

- a. Start of game: The arbiter in RSA will send the following message to all players "PLEASE START YOUR GAME". The white players will make their move and the clock of the player with the white pieces will automatically start.
- b. Players will make their moves via computer. Players will be allowed to have a physical board next to them. The physical board may not be used to analyze any position. **Players must decide whether they want to use a physical board in addition to the computer before the start of the game.**
- c. A player may play all games on the computer only. But, if using a physical board, the position must be at least the same as the current position or, if a couple of moves have been played on the computer without moving on the board, the board may be updated to reflect the same position as on the computer.
- d. **All notation rules apply (as if the players played a normal game).** After the end of the game, the AUS players must sign their score sheets. The arbiter must sign as well and immediately email the scanned copy of the score sheet (this will be required as proof for FIDE to indicate that all games were valid).

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- e. The rules for executing a move. a) Using both a physical board and the computer – 1. Make the move on the physical board 2. Play the move on the computer 3. Notate. b) Using only the computer – 1. Play the move on the computer 2. Notate.
- f. If a mouse slip occurs (the move made on the computer is not the same as the actual move), the player must immediately notify his arbiter. This arbiter must immediately notify the other arbiter to confirm the mouse slip. The erring player must then ask for a “take back” which must be accepted by the other player.

### 3. CLAIMS

- a. If a player wants to claim a draw, or query something, the arbiter on that side will take charge of the situation and liaise, via the computer, with the other arbiter. The final ruling will be made by the arbiter on the side where the original claim/complaint was lodged.
- b. Draw offer: Players may offer a draw by clicking the “offer draw” button. If the opponent accepts, the game will immediately end.
- c. Flag fall: The server will not automatically stop a game when a player’s flag has fallen (time on the clock has expired). The online clock will stop at 0:00 and it is the responsibility of the player to claim the game in accordance with article 6.8 of The FIDE Laws of Chess.
- d. Checkmate and stalemate will automatically end the game.

SIGNED BY \_\_\_\_\_ IN \_\_\_\_\_ ON \_\_\_\_\_

SIGNATURE \_\_\_\_\_