



9th edition of Kings Tournament Regulations

Romania versus Germany

Time control

90 minutes for 40 moves + 30 minutes until the end of the game, with 30 seconds additional time per move, starting from move one.

Arriving (late) at the board

Any player who arrives at the chessboard more than 30 minutes after the scheduled start of the round shall lose the game.

Mobile phones, electronic devices

It is strictly forbidden to bring mobile phones or other electronic means of communication into the playing venue. Such devices must be turned off and be given to the arbiter (or organizers) before the start of the round.

Draw restrictions

The players are not allowed to offer a draw to their opponent before forty (40) moves have been completed by both players. In the case of a threefold repetition before move thirty (40), the player has to claim to the Arbiter.

Photography and video recording

Taking photos with flash is allowed in the first 10 minutes after the start of the round. After the first 10 minutes the photography and video recording will be done without any additional flash devices. Only official photographers, designated by the organisers with the approval of the chief arbiter shall be allowed to take photos at any time during the round without flash.

Tournament schedule

| | | |
|------------------|-------|------------------|
| Friday 30 Oct. | 14.30 | Opening ceremony |
| Friday 30 Oct. | 15.00 | Round 1 |
| Saturday 31 Oct. | 15.00 | Round 2 |
| Sunday 1 Nov. | 15.00 | Round 3 |
| Monday 2 Nov. | 15.00 | Round 4 |
| Tuesday 3 Nov. | 10.00 | Round 5 |
| Tuesday 3 Nov. | 15.00 | Tie-break |
| Tuesday 3 Nov. | 16.00 | Closing ceremony |

Pairings

1. The line-up of teams (board order) will be drawn by lot at the opening ceremony. Also at the opening ceremony the captains will draw for their teams (A-team or B-team). According to these drawings of lots, the players of the teams will be marked in the table below (Point 3) as A1, A2, A3, A4 and A5, respectively B1, B2, B3, B4 and B5.
2. There will be 5 rounds played by scheveningen system: each player of one team will play each player of the other team. In rounds 1, 3 and 5 the A-team will have three boards with the white pieces and two boards with the black pieces. In rounds 2 and 4 the A-team will have white pieces on two boards and black pieces on three boards. After 5 rounds each player of both teams will have played either 3 times with White and 2 times with Black, or 3 times with Black and 2 times with White.
3. The program of play is shown in the following table:

| Match on 5 boards | Board 1 | Board 2 | Board 3 | Board 4 | Board 5 |
|-------------------|---------|---------|---------|---------|---------|
| Round 1 | A1-B1 | A2-B2 | A3-B3 | B4-A4 | B5-A5 |
| Round 2 | B2-A1 | B3-A2 | B4-A3 | A4-B5 | A5-B1 |
| Round 3 | A1-B3 | A2-B4 | B5-A3 | B1-A4 | A5-B2 |
| Round 4 | B4-A1 | B5-A2 | A3-B1 | A4-B2 | B3-A5 |
| Round 5 | A1-B5 | B1-A2 | B2-A3 | A4-B3 | A5-B4 |

Tie-break for the nomination of the winner of the 9th edition of Kings Tournament

Each edition of the Kings Tournament must have a single winner. The winner of the 9th edition will be the player who in 5 rounds accumulated the most points. If in this situation will be 2 or more players, then the following tie-break system will be applied:

(a) The number of games played with the black pieces. Thus a player who had 3 Blacks and 2 Whites wins versus the player who had 3 Whites and 2 Blacks.

(b) A sudden death blitz game ("the final blitz round") with the time control 5 minutes for White and 4 minutes for Black, with 3 seconds increment starting with move 61 shall determine the winner of 9th edition of Kings Tournament. If the game ends in a draw, the winner is declared the player with the black pieces. The player with the higher Elo has the right to choose the colour for the sudden death blitz game.

Additional specifications:

If there are 3 players who must play in the final blitz round, then the highest Elo-rated player qualifies directly, while the two other players will play an additional sudden death blitz game ("the preliminary blitz round") under the same conditions specified above. The winner of the preliminary blitz round qualifies into the final blitz round.

If there are 4 players with equal tie-break, then there will be 2 preliminary blitz games following these rules: the highest rated player will face the lowest rated player and the two other players will play each other. In all cases the highest rated player has the right to choose the colour for the sudden death blitz game. The winners of these games will play the final blitz round.

In order to determine the higher rated player in all above mentioned cases, only the Elo of classical time control counts.