

# TOURNAMENT RULES

(Version valid after the meeting  
of the Executive Committee of 03.10.2013)

## 1. Transmission of Moves

- 1.1** Taking into account the aims of CiF an exchange of cards containing solely moves and dates is undesirable.
- 1.2** The games are played by exchanging moves by postcards or letters; not only the time for reflection but also a signature of the players should be transmitted. By mutual agreement, other ways of transmission can also be used.
- 1.3** The moves must be transmitted in an unambiguous notation. The last move of the opponent must be repeated. A move without this repetition is illegal. Corrections in the transmission make the move doubtful (see 1.9).
- 1.4** The moves must be numbered.
- 1.5** A valid move, once posted, cannot be taken back. The same rule holds for an offer of a draw or a resignation.
- 1.6** A writing error cannot be taken back, as long as the move is possible and valid. Points 1.5 and 1.6 are not in contradiction with the aim of friendship of the CiF Statutes.
- 1.7** It is permissible to propose to one's opponent one or more conditional („if“) moves. The player making the proposal is bound by them until the opponent replies.
- 1.8** When accepting a conditional move, it must be repeated, and when a sequence of conditional moves is accepted they must all be repeated in the proper numerical order. The time is counted from the last move of the sequence which is accepted.
- 1.9** If an impossible, doubtful, or unclear move is transmitted the recipient must ask for clarification by return of post. In this case the offending player loses five days, if repeated ten days, of additional time.
- 1.10** An impossible move occurs when it cannot be carried out in the form transmitted. An impossible move, like a doubtful, or incomplete move, in no way obliges the player to move the piece in question.
- 1.11** The omission or addition of chess indications (such as „check“, „mate“, „en passant“) is without significance; the move does not become impossible in this way.
- 1.12** All moves in the games, as well as the time used for reflection, must be recorded. The complete correspondence between the players must be kept until the end of the tournament and to be sent to the Tournament Leader when required in the case of dispute. The card bearing the resignation of the partner or the acceptance of a draw must be saved for one year.

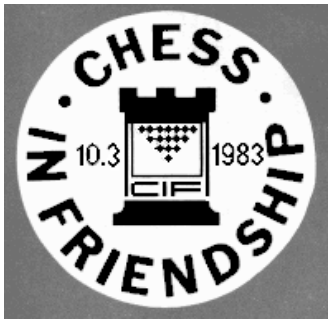


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## **2. Time of Reflection, Exceeding the Time Limit, Forfeiture**

- 2.1** The time of reflection is forty days for ten moves, unless a different time limit is stipulated when the tournament is announced. The time for postal transmission shall not be counted. Time for reflection can be saved up. Reference is made to the rule for time of reflection for friendly (FT) games.
- 2.2** If a player wants to use more than fifteen days for a move he/she must inform his/her opponent beforehand, within these fifteen days.
- 2.3** Every transmission of moves must contain:
- the date the opponent's move was received;
  - the date the move is sent: the actual date of the postmark is the valid one;
  - the time used.
- Without these data the move is incomplete. The opponent can in that case determine the time used, but must inform his/her opponent.
- 2.4** If there is a difference between the written date of sending and the postmark, the player must inform his/her opponent of the difference.
- 2.5** If a player has not heard from his/her opponent for thirty days more than the average time for postal transmission he/she should repeat his/her last move. Only when this has no result shall the player inform the Tournament Leader. The complaint sent to the Tournament Leader must be notified on a fully filled-in complaint form. The Tournament Leader will require the guilty player to restart the game before a stipulated date. The complaint forms can be obtained from the EC, Tournament Leaders and Section Leaders.
- 2.5.1** The guilty player is obliged to resume play before the stipulated date and inform the Tournament Leader about resumption. If he fails to do so the game will be forfeited in favour of his opponent.
- 2.5.2** A player who fails twice to answer to a reminder during one tournament can be expelled from this tournament.
- 2.6** The time of reflection is exceeded when for ten (twenty, thirty,...) or fewer moves more than forty (eighty, one hundred and twenty, ...) days of time have been used.
- 2.7** If a player wants to claim that the time of reflection has been exceeded, he/she must inform his/her opponent. If the opponent does not admit to this, the Tournament Leader must be informed, giving the reasons for the claim.
- 2.8** Claims for exceeding the time limit must always be made immediately, after the tenth, twentieth, thirtieth,...move of the opponent at the latest.
- 2.9** If a first claim for exceeding the time limit is made the game must be continued without a break. Only the time of reflection of the player who has exceeded the time limit is calculated again; his time is reckoned from the move and date when exceeding the time limit occurred. Only those days in excess of twenty, are counted in the new time of reflection, when exceeding the time limit has been established.
- 2.10** Claims for exceeding the time limit a second time must be sent to the Tournament Leader. The game must be stopped and the opponent must be informed.
- 2.11** If a second 'exceeding of the time limit' is confirmed by the Tournament Leader the game is forfeited.
- 2.12** The Tournament Leader informs both players about the decision regarding the complaint.



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## 3. Appeals

- 3.1 One can appeal against a decision by the Tournament Leader. The appeal must be sent to the Tournament Leader who puts the situation including his own opinion before a Tournament Committee appointed by the Executive Committee and this committee decides.

## 4. Leave, Withdrawal

- 4.1 Each player can, if he/she so desires, in each calendar year take up to six weeks leave. In special cases extra leave, even a posteriori, can be allotted by the Tournament Leader. The leave must be taken at the same time against all players in the tournament.
- 4.2 The player taking leave must inform all his/her partners and the Tournament Leader before the start of the leave. If he/she fails to do so his time of reflection continues until he/she sends his/her move. If at the start of leave the opponent has to move, his/her time of reflection continues until his/her move is sent.
- 4.3 In the case of withdrawal or death the Tournament Leader decides the outcome of the games. Games that have been interrupted due to illness or death and in which less than 15 moves have been made are not evaluated but cancelled. According to the rule 3.1 of the Tournament Rules, each player is entitled to appeal against this decision of a non-evaluation. For this purpose, a written document - for example a gamescore - is required, as an evidence that at the time of the break, the appealing player had a clearly advantageous position.

## 5. Final Remarks

- 5.1 The Tournament Leader must immediately be informed of all results of CiF games.