



PLAYING RULES

(valid after the meeting of the Executive Committee of 02.10.2011)

1. Rules

- 1.1 For all games played in CiF, only the CiF Tournament Rules apply.

2. Tournaments

2.1 Friendly Games (FT games)

- 2.1.1 These can be started either by mutual consent or through the Tournament Leader for FT games. The Tournament Leader informs shall arrange for the registration of games and assign of game's number.

- 2.1.2 By deviating FT games, a deviation in the time of reflection from the general rule for the time

2.2 Cup Competition (CP games)

- 2.2.1 The Cup is a continuous competition open to all members. Each pairing for the cup is evaluated for once only. Reaching the next round is a single qualification. Each pairing for the Cup consists of two games, one with white and one with black for each of the players.

- 2.2.2 Players can approach the responsible Tournament Leader independently for first round Cup games. The assignments made by the Tournament Leader occur in chronologic order of entries, and as far as possible, requirements as to the preferred way of transmission (postal mail, e-mail, server) or knowledge of languages will be taken into account.

The first round Cup games can be started also by mutual consent of the two players. However, the responsible Tournament Leader can reject that in well-founded cases.

- 2.2.3 Anybody scoring more than one point from the two games of a Cup round reaches the next round. If the result is 1-1 both players stay in the same round. Whoever scores less than one point goes back one stage. All results of Cup games must be communicated immediately to the responsible Tournament Leader.

- 2.2.4 From the second round onwards, the responsible Tournament Leader automatically assigns Cup pairings, unless a player asks for a break. In the latter case, the qualification expires after three months. In well-founded cases, this time limit can be extended. The written request for extension must be sent to the responsible Tournament Leader.

- 2.2.5 Repeated pairings should be avoided, if possible.

- 2.2.6 The winners in the ninth Cup round receive a certificate from the GTL.



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2.3 CiF General Championship (GM games)

2.3.1 At regular time intervals a Championship of all CiF members is started and the CiF Champion is decided in preliminary, intermediate, and/or final rounds.

2.3.2 The Tournaments are started each with its own Tournament Leader who is responsible for the proper course of the Tournament.

2.3.3 first three winners in the final round of the CiF Championship receive a certificate from the GTL.

2.4 Offer of other tournaments

2.4.1 The Executive Committee can decide to organise other tournaments, e. g. group tournaments, thematic tournaments, youth and seniors championships, ladies championships, country championships, server and email tournaments; the wishes of the members will be taken into account. The right of the Sections to organise their own tournaments according to clause 1.8 of the Statutes remains valid.

2.4.2 More detailed rules and regulations are given in each announcement of the particular tournament.

3. Rating system

3.1 All games mentioned in sections 2.1 to 2.4 of the Playing Rules will be used for CiF's own rating system; the immediate reporting of all results by both players is therefore necessary.

4. General regulations

4.1 Unless stipulated otherwise, every pairing consists of two games; each player plays once with white and once with black.

4.2 Whoever has queries about completed games or believes that his/her games are interesting for all members and should be published should contact the GTL and send him his/her games.

4.3 The Executive Committee can decide to change these Playing Rules.