

## РЕГЛАМЕНТ т. P/ChMM-6S

### 1. UNDERTAKING OF TOURNAMENT

Date of beginning of tournament of 20.02.2018 . A tournament is conducted in accordance with the present Reglament to completing of all parties.

Competitors are under an obligation to know and observe the rules of game, respect the partners and adhere to principles of sport ethics, lead to a tournament to the end, to execute the decisions of judge and organization for conducting a competition.

### 2. SENDING OF MOTIONS

A game and sending the moves are conducted on the server of playing web-site

E - Dama. The participants of tournament play with each other on one party. A game is begun by white color.

Technical questions on game on <http://e-dama.net/e/> Goran Igaly (Croatia) [igaly@math.hr](mailto:igaly@math.hr)

### 3.TIME ON DELIBERATION

Control of time – 60 days on the first 40 motions and 10 days on every subsequent 10 motions with the accumulation of time.

Counting of time on deliberation is conducted on the server of playing site of E- Dama

The date of beginning of tournament is not included in the time control

### 4. EXPIRATION OF TIME

Players are under an obligation to watch for the time and time of rival.

If a player for 40 or less moves spends more than 60 days., then him will be counted as defeat/

If a player can not continue a game from the refuse of the computer technique, he is under an obligation to report about it any methods to the judge and to take measure on the quickest renewal of electronic connection. The delay of game in this case is included to the player in deliberation. A judge has a right to give to the player on his request interruption even after the date of his offensive in such cases, in the limits specified in п.5 of the present regulations, informing the players of tournament about it.

To the player to not answering without good reason more than 40 days, in decision of judge a defeat can be reckoned in party.

Parties of drop-out from a game of participant can be or awarding, or nullified, or defeats are reckoned in decision of judge.

### 5. INTERRUPTIONS IN GAME

Every player has a right to take one or a few interruptions of game in a tournament by general duration no more than 30 days.

About an interruption a player must beforehand warn all participants of tournament and judge. An interruption can not begin earlier, than with following day after its announcement. Answers go to the player in the usual regimen. Time for other players is not halted.

### 6. DETERMINING OF PLACES

For the victory in each game, the player is awarded 3 points,

for a draw with a material advantage of 2 units - 2 points,

for a draw with material equality - 1 point,

for a draw with a material minus 2 units - 1 point,

for the defeat - 0 points.

The places of the participants of the competition are determined by the amount of points collected, the winner is the player who scored the most points. The distribution of seats with points equal is made by:

1) the Shmul'yan-Dvorkovich coefficient; 2) the result of personal meetings; 3) the greatest number of victories..

**Players with 1-3 places are allowed on t.ChMM-6S from each subgroup**

### 7. ADDING TO REGLAMENT

2 points are given for a draw with a material advantage of 2 units and if there are at least 3 units of checkers at the end of one of the sides.

Examples of draws with an advantage:

Ending 3 of the king against 1 of one King of opponent

3 of the kings against 1 King and 1 checker of opponent

3 of the kings against 1 King and 2 checkers of opponent

2 kings and 1 checker against 1 King of opponent

1 King and 2 checkers against 1 King of opponent

2 Kings and 1 checker against 1 King and 1 checker of opponent

etc.

Advantage in 1 of the king - is equated to the advantage of 2 units.

Ending 2 of the king against 1 of the king the opponent is equal to the usual draw.



**Judge of tournament:**

**Ерастов А.В.**