

REGULATION P/ChMM-7S

1. UNDERTAKING OF TOURNAMENT

Start date of the tournament is 20.02.2019. A tournament is held in accordance with these Regulations until the end of all games..

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

2. SENDING OF MOVES

A game and sending of moves is carried out on the server of playing web-site E-Dama. The participants of tournament play with each other on one game. A game is begun by white color. Technical questions on game at <http://e-dama.net/e/> Goran Igaly (Croatia) igaly@math.hr

3. TIME ON THINKING

Time control – 60 days for the first 40 moves and 10 days for every subsequent 10 moves with the accumulation of time.

Counting of time spend on thinking is conducted on the server of playing site E-Dama.

The tournament start date is not include in the time control.

4. EXPIRATION OF TIME

Players are under an obligation to watch for their time and time of opponent.

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

If a player can't continue a game due the failure of his computer equipment, he is under an obligation to report about this by any means to the judge and to take measure to restore electronic communications as soon as possible. The delay of game in this case is included in player's time for thinking. In such cases the judge has right to give to the player on his request interruption even after the date of his offensive, in the limits specified in n.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, by decision of judge a loss of game will be counted.

Games of drop-out from a game of participant can be or awarding, or cancelled or defeats are reckoned by the decision of judge.

5. INTERRUPTIONS IN GAME

Each player has a right to take one or several breaks of game in a tournament with total duration of no more than 30 days.

The player must notify all participants of the tournament and the referee about the break. The break cannot begin earlier than from the next day after its announcement. The response moves to the player who took the break are sent in the usual manner. Time for the rest of the players is not suspended.

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 largest number of victories..

Players with 1-3 places are allowed on t.ChMM-7S 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 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
- et c.

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.