

Tournament Rules

Open Dutch ChampionshipComputerChess

The tournament is governed by the "RULES OF CHESS", as established by the World Chess Association FIDE in 2004, in the official translation by the KNSB (March 2005), valid from July 1, 2005. The following adaptations and extension apply.

Computer Schaak Vereniging Nederland (CSVN)
Leiden / Eupen (B), October, 2006

1. Adaptations

ad art. 4: Completing a move

Each computer is accompanied by an operator who shall perform all tasks the computer cannot perform by itself. In particular he must take care that as soon as the computer supplies a move it will be made on the board and he must enter moves by the opponent into the computer without delay. A move has been completed when the operator has performed it on the board. When an operator error leads to a disadvantage of the opponent, the arbiter shall compensate the time lost by the opponent. When necessary both clocks can be adjusted.

ad art. 5: The end of a game

The operator has the right to resign a game, offer a draw or accept an offered draw on behalf of the computer. If a game is stopped in this way, the arbiter can still decide that the game must be resumed. Claims for a draw based on art. 9.2 (repetition) or 9.3 (50-moves) must be made by the computer itself.

ad art. 6: The chess clock

When a computer cannot operate the clock, this is done by the operator. As long as both programs are playing from the openings-book, the clock don t need to be used.

ad art. 7: Irregularities

When during the game it is observed that a peace is located on the wrong field, then the position will be restored to before the irregularity, and the move indicated by the computer will be made on the board. The time used will be reduced by the arbiter, in the ratio of the number of played moves and the used time. The arbiter can grant the opponent extra time as compensation, for instance to rebuild hash-tables.

ad art. 8: Notation of the games

Regardless the fact the computer keeps a record of the moves, the operator is to write down a notation form with all moves made and to make this form temporarily available on request of the tournament organisation.

ad art. 12: The player's conduct

The analyses and discussion of an ongoing game is allowed, as far as the operators are not annoyingly disturbed. The use of mobile phones by operators and bystanders is allowed also during the game.

ad art. A: The adjournment

When a game needs to be adjourned, the arbiter makes sure only he and the corresponding operator know the move. He checks also that the right move is actually put into the envelop.

2. Extensions

A. Playing tempo

The playing tempo is 90 minutes for the whole game. This implies that article 10 (quick-play finish) from the FIDE laws of chess is in force. No time compensation will be given for slow communication lines.

B. Malfunctions

Malfunctions are divided into three types:

1. On a power-failure the games are interrupted until playing can be resumed. If necessary extra time can be granted to compensate for, for instance, lost hash-tables.
2. On a computer failure of a participant (hardware, including broken communication lines, or system software) the operator will be given the opportunity to resume the game, or to re-establish the communication.
3. On programming errors the operator will be given the opportunity to resume the game. For this the program error may be corrected (edit, compile, link), and/or the program may be restarted with other parameters. Eventually an older version of the program may be started.

For failures of type 2 and 3 extra time will be allowed to solve the problem without using playing time. The maximum time-allowance for this is 15 minutes per game per player. When this time is expired, the clock of the affected player is activated again, and the failure has to be resolved in one's own playing time. In order to register the used down-time an extra chess-clock will be used, of which the operation is reserved only to the arbiter.

C. Operator

The operator may not influence the working of the program. Therefore it is not allowed to change the playing level during the game, unless with permission of the arbiter. It is however allowed to enter from time to time the actual remaining thinking time into the program, when this differs from the time calculated by the program. Hereby it is allowed to take into account some time-loss due to operator handling.

A request of the program to load a storage medium (like Cd-rom) has to be performed by the operator without delay.

D. Committee of appeal

When a participant disagrees with an arbiter's decision, he can make an appeal to the committee of appeal. This committee consists of three persons, plus a primary and a secondary stand-by who will act when a committee member himself is involved in the appeal. The committee will be assigned at the start of the tournament by drawing lots out of the participants. A drawn participant may refuse to take part in the committee. A committee member may have himself replaced by a representative from the board, who is not involved in the organisation. The committee decides by majority of votes.

E. Interpretation

When the Dutch and English text of these regulations lead to different interpretations, the Dutch text prevails.