

Cork Congress Chess Tournament Terms and Conditions.

General

Entries

The submission of an entry form and payment of the entry fee is acceptance of these terms and conditions.

All entries are taken subject to the approval of the 'Cork Congress' tournament committee; the committee's decision will be final in all matters. The tournament controller reserves the right to refuse entry without being required to state a reason.

All Irish participants must be current members of the ICU and in good standing.

Entries received and accepted after the draw is published will be paired together, however if this leads to an uneven number the last entry will only receive a ½ point. Late entries may not be accepted if the maximum number of participants has already been reached.

The following shall be used to decide players seeding, and section eligibility (in this order):

1. Their current FIDE Rating
2. Their current ICU Rating
3. Their National Federation Rating (if verified)
4. The decision of the Tournament Controller

If a player is entered into a section their current rating makes them ineligible for then the player will be moved to an appropriate section.

Prizes

Prizes to be paid by Electronic Fund Transfer (EFT) following the completion of the Congress with the exception of players living outside the EU where a cheque will be issued.

Prizes must be claimed by the 31st November of the year of the event.

Players who are normally resident in the Republic of Ireland may have their prizes withheld if they are not a paid-up member of the Irish Chess union.

Rating prizes will be awarded to the player with the best performance relative to rating using the Median-Buchholz System.

No Player may win more than one prize. If an unrated or estimated rated player wins a lower section (Minors or Majors) of the 'Cork Congress' they will only receive 50% of the prize money. Any non-ICU member entering Cork Congress who cannot provide adequate proof of their rating

may not qualify to win any cash prize. This is at the discretion of the committee and does not apply to the Masters event.

All place (1st. – 3rd.) prize money will be shared equally amongst tied players.

Where there is a tie for first place then a blitz play off will take place to decide the title; the following rules will apply;

1. Only the top two players listed in order of Median Buchholz score will contest the Blitz match
2. The Blitz match will be the best of three Blitz games.
3. The time control for the Blitz games will be 3:00 per game per player + 2 seconds per move
4. Players will draw for colour before game 1, reversing the colours for all subsequent games

Data protection and privacy

In running the Cork Congress we collect some data about the competitors. This section helps you understand what data we collect, what we use it for and how we manage it.

ICU and FIDE

All entries for Cork Congress are handled by the Irish Chess Union (ICU). All games are rated by the ICU and the world governing body Federation Internationale Des Esches (FIDE). All players must be uniquely and accurately identified before the tournament begins, and identifying player data will be sent to the ICU and FIDE to allow the games to be rated after the tournament. This includes player name, federation, date of birth, and ICU and FIDE numbers.

These details will not be shared with anyone else, but they will be publicly searchable on the ICU and FIDE rating websites.

Contact Details

We need to be able to contact all competitors to resolve issues that may arise during the Congress, and to enable distribution of prizes after the tournament has finished. Some contact data is sent to us by the ICU along with the list of entrants before the tournament begins.

We will not share your contact details with anyone else.

Photographs

All players over 18 years of age are deemed to allow publication of photographs of them taken at the event by the organisers for publicity purposes unless they inform the organisers otherwise.

Data storage

Your data will be stored in secure systems we use to help run the club, such as email and document management systems. Your data will be stored for as short a time as possible. If you contact us by email or through our website those interactions will also be stored in these secure systems. More information on the tools we use is available on request to our data controller at corkchess@gmail.com.

Your rights

On your request, we will send you the personal data we have for you, or delete it. For such requests, contact corkchess@gmail.com. If you have complaints about our approach to data protection, we'd like to hear from you first at corkchess@gmail.com. You are also entitled to complain to the Data Protection Commission, whose website is www.dataprotection.ie.

Competition Terms

Players' committee

A players' committee will be appointed before the start of the tournament.

Decisions of an arbiter may be appealed to the Player' Committee provided that such appeal is received in writing within 30 minutes of the end of the game.

Pairing

Pairing will be done in accordance with the FIDE Swiss pairing rules using FIDE approved software and algorithms. Laws of Chess 11.3 and 12.8 applies in general, but A.09 (Anti-Cheating Regulation, and also the Anti-Cheating Protection Measures), too.

Re-pairing may take place where possible, and at the controllers/arbiter discretion, up to 30 minutes after the start of any round. Any player refusing to play a re-paired game will be deemed to have lost by default.

Default time

Players will be defaulted if they are not present at their board within 30 minutes of the published start time of the first and subsequent rounds.

Should a player not turn up for a particular round and not inform the controller they shall be withdrawn from the tournament.

Mobile Phones and electronic devices

Players are reminded of Laws of Chess 11.3 and 12.8 which apply in general, but also A.09 (Anti-Cheating Regulation, and also the Anti-Cheating Protection Measures). Players should not have an electronic device powered on in the playing area. Phones are to be powered off and placed in an area as directed by the arbiter, and may only be accessed with the permission of the arbiter.

If a phone makes a noise, whether ringing or vibration, the player will forfeit their game.

Time Controls

Time control is 1hr. 30 minutes per player for all moves + 30 seconds increment from move 1.

All moves must be recorded, even when a player's remaining time falls below 5 minutes.

A player who runs out of time will lose the game, provided the opponent could, from the final position, checkmate with any possible series of legal moves (see laws of chess 6.9). The series of moves do not have to be logical, just legal!

Playing Conditions

Sets and clocks will be supplied for all games.

At the end of each game players must set the boards up correctly (i.e. White Rook on a1).

Sets and Clocks must not be removed from the playing room.

Clocks must be left at the side of the board where placed.

The 'Cork Congress' will attempt to supply sets for analysis outside of the playing hall, but players should bring their own sets for this purpose to guarantee availability.