

## Regulations Chess

### GNSK 2025

#### Eligibility

1. Several individuals can be registered per Overarching Student Sports Organisation (hereinafter: OSSO)/city. Depending on the number of individuals registered, it will be decided whether the other individuals can participate. Should there be too many individuals for the remaining spots, participation will be on a first-come, first-served basis.
2. The registered participants of an OSSO/city may only consist of students who meet the conditions set out in Chapter 1 of SSN's event regulations. If this rule is violated, all results of this participant will be deleted. If an unauthorised participant competes in the GNSK, a fine of €200 will be charged to the OSSO/representing organisation in the city for which that participant competes.
3. The GNSK Ticket grants access to both the Blitz and the Rapid tournaments. Players may choose to participate in only one of the two tournaments.
4. Participants must register in advance via GNSK or on-site before the start of the first round. However, participants must already be registered with GNSK for other events if spots are available.

#### Match provisions

5. General Information
  - 5.1. The tournament will be played according to FIDE rules.
  - 5.2. With exception to Rule 5.1: Releasing a piece constitutes a definitive move unless an illegal move has been made.
  - 5.3. The rapid tournament will take place on June 21 and 22 in Nijmegen at a location determined by GNSK.
  - 5.4. The blitz tournament will be held on June 20 in Nijmegen at a location determined by GNSK.
  - 5.5. The sports program will be announced on the official GNSK tournament website and is binding for both tournaments.



## 6. Tournament System

6.1. The blitz tournament will be played according to the Swiss system with 11 rounds.

6.2. The rapid tournament will be played according to the Swiss system with 9 rounds: 6 on Saturday and 3 on Sunday.

## 7. Time Control

7.1. The time control during the rapid tournament is 15 minutes with a 10-second increment per move per player.

7.2. The time control during the blitz tournament is 3 minutes with a 2-second increment per move per player.

## 8. Match Regulations

8.1. Once a player has released a piece, the move is irrevocable unless an illegal move has been made (e.g., leaving a king in check).

8.2. A draw may only be offered after a player has made a move. The opponent may then accept the draw or decline and continue playing.

8.3. The use of electronic devices during a game is strictly prohibited. Violation may lead to immediate disqualification.

8.3.1. If a mobile device rings, a warning will first be given; repeated violations may result in the loss of the game or disqualification, as determined by the arbiter.

## 9. Arbitration and Disputes

9.1. The arbiter is responsible for ensuring compliance with the rules.

9.2. In case of disputes or ambiguities, the arbiter's decision is final and cannot be appealed.

9.3. Players may call an arbiter by stopping their clock and summoning the arbiter. Abuse of this procedure may result in penalties.

## 10. Sanctions

10.1. Inappropriate behavior, disrespecting opponents or officials may result in warnings, time penalties, or exclusion from the tournament.

10.2. The default time is 5 minutes from the scheduled start time.



10.3. Players who withdraw from the tournament without valid reason may be barred from future tournaments.

#### 11. Prizes

11.1. Prizes will be awarded for the top positions in both tournaments. Prizes will be announced at a later date.

11.2. In the event of a tie for the podium places (1st, 2nd, and 3rd places), the following procedure will be applied:

##### 11.2.1. - Tie between Two Players:

11.2.1.1. If two players have the same points for a podium place, a decisive armageddon match will be played with a time control where players may bid for the black pieces. The maximum time is 10 minutes with no increment. White has 10 minutes, and black has the lowest bid. Black wins the armageddon in the case of a draw. The winner of this game takes the respective podium position.

##### 11.2.2. - Tie between More than Two Players:

11.2.2.1. If more than two players have the same points for a podium place, the following criteria will be applied in order to select two players for the armageddon:

11.2.2.1.1. - Buchholz: The total number of points scored by the player's opponents.

11.2.2.1.2. - Sonneborn-Berger: The sum of the scores of the defeated opponents, weighted by the result against them.

11.2.2.1.3. - If a pair cannot be selected, a random draw will determine the participants.

11.3. For places other than the podium, the final standings will be determined by the standard tiebreak criteria (Buchholz and Sonneborn-Berger).





### **Closing Provisions**

12. In all cases not covered by these regulations, the tournament committee will decide in consultation with the arbiter.

13. By participating in the tournament, each player agrees to these regulations.

