

# Preparation of the Team Captains' Meeting

- The arbiters are:
  - Chief Arbiter IA Luc CORNET
  - Deputy Arbiter NA Tom WUYTS
- All checks of the participants of your country on the participants lists are done:
  - The correct spelling of the names
  - The correct elo of October 2021 (FIDE, if not national)
  - Missing players on the list or players who are on the list, but are not participating
  - Wrong teams (national team or NATO-team)

In total there are 99 players.
- This year besides the country teams (15), there are 3 other teams (in the standings it is named "clubs": NATO 1 (6 players), NATO 2 (6 players) and NATO LTM (8 players) (so in total 20 NATO-players).
- FM Robert STEIN is the player with the highest ranking, so he will play in the first round on the first board. There will be now a lot of drawing for his color. → and the color is: .....
- I will make the pairings of the first round. Kimball will now show you the playing hall. In the main time the pairings will be printed out on paper to distribute to you.
- The rules
  - We play in accordance with the **FIDE Laws of Chess** (last edition = 1<sup>st</sup> Januari 2018).
  - The **playing area** is defined as follows:
    - . playing hall
    - . toilets
    - . smoking zone (first 10 meters outside the building)
    - . zone of beverages
    - . the passage ways to get to those places
  - An **absence of 30 minutes counted from the actual start of the round** is allowed; if more, than the game will be declared lost for the absent player(s).
  - **The time control is 90 minutes for the whole game + 30 sec. increment per move starting from move 1.** DGT 3000 clocks are used for all boards (pre-defined modus 12). The freeze is activated. This means that if the time is overstepped on one side, the clock stops whatever happens (no deduction of time, no adding of increment).
  - A player is only able **to correct** his **pieces in his own time**. So from July 1<sup>st</sup> 2014 a player may not touch his pieces when he is not to move.
  - Also from July 1<sup>st</sup> 2014 when you **execute twice an illegal move** in the same game, you have **lost** the game (prior it was three times). (On the first illegal move, the opponent receives 2 minutes.) Attention: an illegal move is or noticed by the arbiter or when the opponent claims it to the arbiter. When the players arrange the problem themselves, this is not counted as an illegal move !!!
  - **Promotion.** When you move the pawn to the last rank and you press then the clock (so the pawn is not replaced), this is an illegal move. The arbiter will start with giving the opponent 2 minutes IF this is the first illegal move (ELSE the game is already lost for the player having executed the illegal move). After that, the arbiter shall replace the pawn by a queen of the same color.
  - **Pressing the clock without having played a move** is also an illegal move.
  - **Playing a move with two hands** (while castling, while taking an opponent's piece, while promoting a pawn) is also an illegal move.
  - **Pressing the clock with the other hand than with the one where you played the move with**, is an illegal action.
  - **During game players may not carry a mobile phone** (even switched off completely). So please let your mobile phones in your rooms. Spectators may carry a mobile phone, but only switched off completely. If

you still have a mobile phone while entering the playing hall, put it switched off on the table of the arbiters.

- **Each player is required to record the whole game** (his own moves and those of his opponent), move after move, as clearly and legibly as possible. Because a player receives 30 seconds increment per move, he is obliged to record his moves, even if he has less than 5 minutes.
- When the game is finished and the score sheets are completed, each player has to **sign both score sheets** and to **hand over the original part** to the arbiters.
- The result of this tournament are sent by the Royal Belgian Chess Federation to **FIDE** for FIDE rating **treatment**.
- Organizational
  - There are 7 rounds:
    - Monday: start on 14h (**in uniform**)
    - Mornings: start on 8h (Tuesday, Wednesday, Thursday, Friday)
    - Afternoons: start on 14h (Tuesday, Thursday)
    - (The individual blitz (11 rounds) starts Friday afternoon on 14h30, but the players need to be present in the playing hall at 14h15.)
  - The pairings of rounds 2-7 will be made within 30 minutes after the last game of the previous round. Those pairings will only be available on the tournament page of the NCC 2021 part of the website of the Belgian Military Chess Club: <https://militarychess.be/ncc-2021/tournament/>.
  - If one or more game in round 2 (Tuesday morning) or in round 5 (Thursday morning) last so long that the preparation of the next round comes in danger, the chief arbiter will determine an interim result to make the pairings of the next round. If a result should not be correct, it will be corrected but the pairings stand.
  - There will be no paper bulletin.
  - Drinks (coffee – tea –water) will be offered for free outside the playing hall.
  - The toilets are at the entrance of the foyer: left-side for the woman and right-side for the men.
  - **ALL** boards are electronic and will be live broadcasted. Please before the start of the game, don't play with the pieces. Please at the end of the game, do not make extra moves BEFORE the result is marked on the board. When white wins, put both kings on the white center fields (e4 and d5). When black wins, put both kings on the black center fields (d4 and e5). When the result is draw, put both kings on opposite center fields (e4 and e5).
  - There is also an analyzing room (you're sitting in it right now). So no analyses in the playing hall.
  - After the game, both players have to put the pieces in the initial position (except both kings), to switch off the clock and to clean the table by putting all waste items in the dust-bins and the used cups on the designed table at the beverage place.
  - Photos may be taken in the first 10 minutes every round in a way that it does not disturb the players. The first exception is for the photographer of the organization. A second exception will be made for the first round. Here a player is allowed to take pictures within the first 15 minutes. When taking those pictures with a mobile phone, do put it afterwards switched off on the arbiters table.  
About that first round. Every player should play the first hour (so till 15h) with jacket.
- Per country, please note a name of the player who will be in the appeals committee. See addendum.
- This Championship is both an individual and a team championship (the last prevails on the first). Every team has a team captain. A team captain has the right to communicate to the player, based on the general situation of the team, if the latter may accept a draw or even if he has to offer a draw. So in the case of draw offer of the opponent, the team captain may be consulted by this player and may at that time look at all OTHER boards, only not at the board where the draw was offered. Afterwards he can communicate the player what to do. This communication must be very short in order to not disturb other games and to avoid suspicion of help of any kind. So for instance: "yes", "no", "do what you want" or "decide for yourself", "we are getting xxx points on the other boards and with your draw, this is (not) enough", "propose a draw".
- Chess is a sport played by two players. Interfering with games of other players is therefore forbidden.
- To be sure, bring your own pen to the playing hall.

The following is an overview of some general points the chief arbiter bundled to refresh the memory of the players after 1,5 year no over-the-board chess.

## DID YOU KNOW THAT

- this championship is played according to [the FIDE Rules of Chess](#)?
- FIDE recognizes four cases of **illegal moves**, which are punished the first time by giving two minutes to the opponent and the second time by declaring the loss of the game?
  - making a move that is not in accordance with the rules (e.g. making a bishop move with a knight, letting oneself be in check, castling if not allowed, ...) and pressing the clock.
  - leave a pawn on the last rank at the promotion and already pressing the clock.
  - pressing the clock without having made a move.
  - making a move with two hands (capture, castling, promotion).
- there are **a number of things you are not allowed to do** and which therefore will be punished as described in the FIDE rules?
  - pressing the clock with the other hand you made the move with.
  - stopping the recording of the moves. You may not make your move until you have written down your previous move.
  - writing down the move in advance.
  - hindering the players in all forms (e.g. disturbing the opponent when it is his move, repeatedly offering a draw, talking to other players or spectators, ...).
  - consulting external sources (including talking to other players or spectators).
- there are **a number of things that you should not do**?
  - in case of a promotion, placing an inverted rook on the board for a queen. An inverted rook is and remains a rook that is inverted. Making a diagonal move with this (and pressing the clock) is an illegal move. If there is no queen available, you may stop the clock and ask the arbiter for a queen.
  - wearing headphones. Use earplugs instead.
- there are **rules for having a smartphone**?
  - it is forbidden to carry a smartphone on your body or to carry a bag with the smartphone in it during the game. If this is determined, the game is declared lost to the one who violates this rule and his opponent wins.
  - the device may be placed on the table of the arbiter under your own responsibility. The device must be completely switched off. If the device makes a noise of whatever kind, the playing owner will lose the game.
  - when entering the playing room after the start of the round, the player can still comply to this rule without being sanctioned before starting the game, provided that this is done without hindering the other players.
  - but agreed in this tournament is best to leave your mobile phone in the room. If you still have a mobile phone while entering the playing hall, put it switched off on the table of the arbiters.
  - for reasons of photos within the first 10 minutes of each round, there will be some leniency to this rule.
- there are **fair play rules**?
  - during the game, the player is not allowed to talk to other persons (both players and spectators) and certainly not about his or another game.
  - in case a player or spectator suspects fraud based on facts not noticed by the arbiters, he can submit a written complaint to the chief arbiter (who has official documents for this).

- in case of an official complaint or in case of observation by the arbiter(s) himself, the chief arbiter will investigate this matter in all discretion. He can use all the resources and tools he deems necessary for this, both during and after a game. Since every player has accepted the tournament regulations through his registration stating that he will fully cooperate with a check, he must also do so. A refusal by the player to cooperate does not necessarily constitute proof of guilt under Belgian law, but will be punished under the FIDE rules with the loss of the concerned game (either in progress or already done) and exclusion from the tournament for the remaining rounds.
- the investigated cases will be passed on to the governing body of the RBCF, which can further investigate them and possibly forward them to FIDE.
- there are **specific tournament rules**?
  - photos may be taken in the first 10 minutes in a way that it does not disturb the players. The first exception is for the photographer of the organization. A second exception will be made for the first round. Here a player is allowed to take pictures within the first 15 minutes. When taking those pictures with a mobile phone, do put it afterwards switched off on the arbiters table.
  - the default time (= the time a player may be absent from the start of the round) is 30 minutes starting from the actual start of the round. After that, the game will be declared lost.
  - there are no Sofia-rules in place for proposing or accepting a draw.
  - spectators (both non-players and players who have already completed their game) are allowed in the playing area.