

General

1. It is a condition of entry to The Trinity Blitz Summer Series Tournament that all players accept these terms and conditions and associated [General Data Protection Regulations](#) GDPR
2. All Irish participants must be current members of the Irish Chess Union(ICU). They must be in good standing with the ICU and if they are also a member of a provincial union they must be in good standing with said union. Anyone who's membership has been revoked from either union shall not be allowed to enter the tournament until such time they are reinstated by the union in question.
3. All entries are taken subject to the approval of the tournament director and these terms and conditions; the tournament director's decision is final in these matters.
4. 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.
5. The time for final entries is at the discretion of the arbiter.
6. Prizes may be increased subject to numbers of entries.
7. Prizes are to be paid by Electronic Fund Transfer (EFT) following the festival and in accordance with rule 8 with the exception of players living outside the EU where a cheque will be issued.
8. Prizes must be claimed by the 31st. July of the year of the event.
9. Players who are normally resident in the Rep. of Ireland may have their prizes withheld if they are not a paid-up member of the Irish Chess union.

11. Prizes shall be awarded to players who have, upon completion of the tournament, and all subsequent tie-breaks, have reached the highest top 3 spots (For example a player who has finished in 2nd place in the Swiss section, behind 3 players who are tied for 1st place, shall receive no prize).
12. Where there is a tie for first place in any section then an Armageddon play off will take place to decide the title; the following rules will apply;
 - a. The Armageddon match will be sudden death, first player to win a game, wins the match
 - b. To win a game, the White Player shall win by normal means, whereas the Black Player shall win if he/she obtains a win, or a draw.
 - c. The time control for the Armageddon game will be 5:00 minutes for White, and 3:00 minutes for Black, with a 2 second increment to be added after move 40.
 - d. Players will draw for colour before their game.
 - e. If there are more than 2 players tied, and the number of players is equal to 2ⁿ there shall be a series knockout matches with n stages. If there is an odd number of players, those in the lowest seed bracket shall play an extra knockout stage to equalise the brackets.
13. There shall be an open Section in this tournament. Anyone may enter the open section.

Competition Terms

16. A players' committee will be appointed before the start of the tournament.
17. The Tournament Director or Arbiter reserves the right to transfer players between tournaments at any time.
18. The latest official ICU rating list shall apply to ICU members and the latest FIDE list to overseas players.

19. Pairing will be done in accordance with the FIDE Swiss pairing rules using the FIDE approved Swiss Master pairing program. Published pairings will not be changed unless: "They are in breach of one of the absolute pairing rules specified by FIDE".
20. Players may request a "Travelling Bye" in all but the last round.
 - Before round 1 of the tournament all requests for "Travelling Bye" should be sent by e-mail to chess@csc.tcd.ie
 - After round 1 all "Travelling Bye" requests should be made to the Section Arbiter before the end of the previous round.
21. 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.
22. 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.
23. Players will be defaulted if they are not present at their board by the time their clock runs out.
24. Should a player not turn up for a particular round and fail to inform the controller they shall be withdrawn from the tournament.
25. Players are reminded of Law 11.3 (Laws of Chess) regarding Mobile Phones.

Time Controls

26. Time control in all sections:- 3 minutes per player for all moves + 2 seconds increment from move 1.
27. A player whose time runs out 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!

28. Should a player be unable to use a supplied clock the Section Arbiter may allow the use of another clock with appropriate time controls.

Playing Conditions

29. Sets and clocks will be provided for all players.
30. At the end of each game players must set the board up correctly (i.e. White Rook on a1).
31. Sets and Clocks must not be removed from the playing room.
32. Clocks must be left at the side of the board where placed by the Arbiter.
33. Spare sets will be available for analysis subject availability.
34. No analysis may take place in the playing rooms, board & sets will be available in the lobby area.