

# **REGULATIONS**

## **Open International d'Aix en Provence 2026 – Dole France Trophy**

### **Article 1 : Organisation**

The association « Echiquier du Roy René » organises, from July 18<sup>th</sup> till July 26<sup>th</sup> the Dole France Trophy. The venue is Pasino Grand, 21 avenue de l'Europe 13090 Aix en Provence

The event consists of 9 rounds tournaments:

- Main Tournament for players more than 2100 elo standard
- B Tournament for players more than 1700 and less than 2200 elo standard
- Little ELO's Tournament for players less than 1700 elo standard

The Organizers may accept or refuse any player who does not meet this elo criteria, on the day of the tournament.

### **Article 2 : Tournament Rules**

The rules of play are those of FIDE taking effect from January 1<sup>st</sup> 2023.

Pairings are made using the C04 FIDE swiss system, using Sharly Chess program (based on BBP Pairings), approved by the French Chess Federation.

The pairings published on the internet are given for information only. The official pairing is the one displayed in the playing hall, one hour before the start of the game.

If :

- An erroneous result has been recorded
- A game has been played with the colors reversed
- A player's ranking must be corrected (and pairing numbers probably rectified cf. C.04.2.3.3) and the player reports the fact to the arbiter within one hour after the publication of the results, the new information will be taken into account for the following round's ranking and pairings.

If the report is received after the pairings have been published but before the end of the next round, it will be taken into account for subsequent pairings.

If the report is received after the end of the following round, the correction will take place after the tournament and only for the calculation of the player's Elo ranking.

### **Article 3: Time control**

Time control is Standard: 100min/40moves+30min/end+30sec increment per move starting from move 1.

The delay before forfeit is 30 minutes (unless the Chief Arbiter grants an extension due to exceptional circumstances).

### **Article 4: Registration and playing schedule**

Pre-registration for the tournament is strongly recommended, but only the check-in and payment of the entry fee will make the registration definitive.

Players will only be paired for the 1st round if they have accomplished the registration check-in before the start of the tournament.

**The registration check-in will open on Thursday, July 16<sup>th</sup> 2026 at 12:30 p.m. and will close on Saturday, July 18<sup>th</sup> 2026 at 12:30 p.m.**

The organiser will set up a procedure enabling players who have pre-registered for the tournament to complete this check-in formality online.

Foreign players must be affiliated to the French Chess Federation with a valid A license, or belong to a federation recognized by FIDE and have an active FIDE code.

A foreign player who does not have an active FIDE code must contact his country's federation before the start of the tournament to obtain a FIDE code. If this is not the case, the player must take out an A license and play under the "FRA" code, failing which he or she will not be allowed to take part in the tournament.

Registration check-in:

Online: from Thursday July 16<sup>th</sup> 2026 12:30 p.m. to Saturday July 18<sup>th</sup> 2026 12:30 p.m.

On site: Saturday, July 18<sup>th</sup> 2026 from 9:30 a.m. to 12:30 p.m.

Round 1: Saturday July 18<sup>th</sup> at 2:30 p.m.

Round 2 : Sunday July 19<sup>th</sup> at 2:30 p.m.

Round 3 : Monday July 20<sup>th</sup> at 2:30 p.m.

Round 4 : Tuesday July 21<sup>st</sup> at 2:30 p.m.

Round 5 : Wednesday July 22<sup>nd</sup> at 2:30 p.m.

Round 6 : Thursday July 23<sup>rd</sup> at 2:30 p.m.

Round 7 : Friday July 24<sup>th</sup> at 2:30 p.m.

Round 8 : Saturday July 25<sup>th</sup> at 2:30 p.m.

Round 9 : Sunday July 26<sup>th</sup> at 9:30 a.m

In case of tie-break matches, they will be organised shortly after the end of the last round of the tournament, following a schedule decided by the Organisers and the Chief Arbiter.

### **Article 5 : Entrance Fees**

Adults : 75€ /90€ (after July 1<sup>st</sup>) Youngsters : 37€/47€ (after July 1<sup>st</sup>)

Special conditions for GM and IM on demand (contact the Organiser)

If a player cancels his entry, the entry fee will not be refunded (except in cases of unforeseeable circumstances and with the agreement of the organiser).

The complete prize list will be published before the end of the 4<sup>th</sup> round.

### **Article 6 : Standings and Tie-breaks**

The official final standings are those published on ChessResults.com (the standings published on the French Federation website do not incorporate the latest amendments to the FIDE tie-break rules).

In case of tied players, with the same number of points, the following tie-breaks will be used:

- 1. Buchholz Tr\* (summing up the scores of the 7 best opponents)**
- 2. Buchholz\***
- 3. Performance**

\*in accordance with the calculation method set out in the FIDE rules as at January 1<sup>st</sup> 2026

In the Main Tournament +2100 elo, and only for the first prize of the tournament, the complementary rules will be applied :

- **If a player finishes alone in 1<sup>st</sup> place**, he wins the first prize.

- **If two players are tied for 1<sup>st</sup> place**, a tie-breaking match will be organized between them: 2 games at the rate of 15min + 3s/move (the player ranked ahead of the other in the final crosstable

will draw his color in the 1st game and will have the opposite color in the 2<sup>nd</sup> game). A new tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked first in the final crosstable can choose his color in the armageddon blitz.

**- If three players are tied for 1<sup>st</sup> place**, a 3-player, two-round cup system will be organized. The player finishing in 1<sup>st</sup> place on the final crosstable will qualify directly for the final. The players finishing 2<sup>nd</sup> and 3<sup>rd</sup> in the final crosstable will compete in a 2-game match at a rate of 5min + 2s/move (the player ranked ahead of the other in the final crosstable will draw his color in the 1st game and will have the opposite color in the 2<sup>nd</sup> game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final crosstable can choose his color in the armageddon blitz.

The two players who qualify for the final will face each other in a 2-game match at a rate of 5min + 2s/move (the player ranked ahead of the other in the final crosstable will draw his color in the 1<sup>st</sup> game and will have the opposite color in the 2<sup>nd</sup> game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final crosstable may choose his color in the armageddon blitz.

**- If four or more players finish in a tie for 1<sup>st</sup> place**, a two-round 4-player cup system will be organized with only the top 4 players on the final crosstable (numbered from 1 to 4). Any tied players finishing lower than 4<sup>th</sup> in the final crosstable will not take part in the tie-break for 1<sup>st</sup> place in the tournament.

In the semi-finals, Player 1 faces Player 4 and Player 2 faces Player 3 in a 2-game match at the rate of 5min + 2s/move (the player ranked ahead of the other in the final crosstable will draw his color in the 1<sup>st</sup> game and will have the opposite color in the 2<sup>nd</sup> game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final crosstable may choose his color in the armageddon blitz.

The two players who qualify for the final will face each other in a 2-game match at a rate of 5min + 2s/move (the player ranked ahead of the other in the final crosstable will draw his color in the 1<sup>st</sup> game and will have the opposite color in the 2<sup>nd</sup> game). A tie will result in an armageddon blitz with 5min for white, 4min for black and addition of 2s/move increment for each player starting from move 61. White must win. The player ranked ahead of the other in the final crosstable can choose his color in the armageddon blitz.

Once the 1<sup>st</sup> prize of the Open +2100 elo has been awarded in this way, the rest of the prizes in the main tournament (from the 2<sup>nd</sup> onwards) will be awarded according to the final ranking grid, without taking into account the results of tie-breakers for places other than 1<sup>st</sup>.

General ranking prizes (excluding 1<sup>st</sup> place in the Open +2100 élo) will be shared out using the Hort system. Category prizes will be distributed on the final ranking grid, after application of the tie-breaking systems, in all tournaments.

#### **Article 7 : Draws by mutual agreement**

Draws by mutual agreement are not allowed before white 30<sup>th</sup> move in classic games (excluding tie-breaking games). The arbiter may penalize a player who offers draw before move 30.

#### **Article 8 : Byes**

Main Tournament +2100 elo :

Each player can take only one « bye » (i.e. not playing a round while scoring ½ point) in rounds 1 to 5. In that case, the player must inform the arbiter before the end of the previous round.

B Tournament -2200 elo and Little ELO's Tournament -1700 elo :

Each player can take a maximum of two « byes » (i.e. not playing a round while scoring ½ point) in rounds 1 to 6. In that case, the player must inform the arbiter before the end of the previous round.

### **Article 9 : Arbiters**

Chief Arbiter : IA Dimitrov Christo

Deputy Chief Arbiters : IA Humeau Cyril, IA Gerandi Guillaume,

Fair Play Officer: IA Regaud Denis

Arbiters : IA Brauner Sarah, IA Vilaisam Akkhavanh, FA Murcia Gerald, FA Bellet Georges, FA Minaud Emily

National Arbiters: Richard Anthony, Rutyna Marie

If necessary, the Chief Arbiter may appoint another arbiter from outside the above list, for a limited period or for the entire tournament.

Any of the above mentioned arbiters can intervene in any of the three tournaments.

### **Article 10 : Appeals Committee**

The role of the Appeals Committee is to check the conformity of a decision that has been officially contested by a player. In order to make an appeal, the arbiter must be informed by the player of his intention and eventually resume the game following the arbiter's decision. As soon as the game is finished, and a limited time of one hour, the plaintiff must write down his complaint and send it to the chief arbiter. If this procedure is not respected, the complaint will automatically be rejected.

The Appels Committee is composed of three members:

- Chief Arbiter, AI Dimitrov Christo, or his representative
- Tournament Director, GM Gozzoli Yannick, or his representative
- Organiser, Benezra David, or his representative

The decisions of the Appeals Committee are definitive.

None of the members of the commission can deliberate in a matter which concerns one of his own decisions or concerns one of the players of his team.

### **Article 11 : Players Behaviour**

- Players are not permitted to leave the “competition area” without the arbiter's permission. The competition site is defined as the playing area, i.e. the place where the games are played, the rest rooms, the toilets, the smoking area and any other areas designated by the arbiter. The player who « has the move » is not allowed to leave the playing area without the arbiter's permission.
- Telephones and other electronic devices (e.g. Bluetooth headsets) not authorized by the chief arbiter are not permitted in the playing area. Such devices may be deposited by players in boxes provided for this purpose at the entrance to the playing hall. Failure to comply with these rules may result in forfeiture of the game.
- Other detailed measures will be communicated to participants to ensure fair play. These include a ban on wearing watches (connected or not, mechanical or electronic).
- At the end of the game, players must put the board back in place, except on sensitive chessboards, and switch off the clock. The winner, or White in the event of a draw, brings to the arbiter's table the original signed game sheets, duly completed with the result of the game clearly indicated and the winner's name circled.
- Clocks must be handled calmly.
- Analysis and Blitz are forbidden in the playing area.
- Players who withdraw without notifying the arbiter are considered to have abandoned the tournament and are not paired for the next round. If the withdrawal is unjustified, a request for explanation is sent. If no reply is received within two weeks, the case will be adressed to the French Chess Federation Disciplinary Committee.

- At the start of the game, players check the position of the pieces, the display of the clocks and the allocation of colors.
- Any breach of the “Chess Players' Charter” may be sanctioned.
- Improper behavior of any kind inside or outside the playing area may result in exclusion from the tournament. Correct dress is required on the Tournament premises.
- Prize-winning players must attend the closing ceremony. Failure to attend may result in loss of the prize.

### **Article 12 : Electronic devices**

Any arbiter may ask to check whether a player is complying with the rules concerning electronic devices. He may use an electronic device detector for this purpose. Players who refuse the check will be penalized.

### **Article 13 : Image rights**

As the Tournament may be captured for the purposes of public communication for any non-commercial use, in any form (notably photo, video...), on any existing or future medium, in any format, for any communication to the public worldwide, each participant expressly authorizes the organizer to fix and reproduce, on any medium and by any means, and consequently, to reproduce and represent, without remuneration of any kind, his or her name, voice, image, and more generally his or her sporting performance within the framework of the Tournament.

The participant is informed and accepts without reservation that his or her participation in the tournament implies the capture of his or her image by the Organizing Committee.

With the exception of the toilets, the entire building housing the tournament is under video surveillance. Arbiters may request access to the surveillance camera recordings as part of the application of FIDE rules concerning fair play.

### **Article 14 : Anti-cheating protocol (Fair Play)**

An anti-cheating protocol will be in place throughout the competition. This includes a 15-minute delay in the broadcasting of games played on electronic chessboards.

Further details can be found in the attached Fair Play Regulations.

### **Article 15 :**

All participants agree to apply these regulations.

**The Chief Arbiter**

**The Organizer**