Closing Ceremonies

Each event and section will have its own closing ceremony following the completion of play and confirmation of the final standings.

Medals or trophies will be presented to the top three finishers in each event or section. Where players are tied, the published tournament tie-break system will be used to determine the order of presentation.

First-place trophies will be awarded in both sections of the PEI Open and in all Junior events. In the remaining events and sections, medals will be presented to the top three finishers.

When possible, a festival sponsor will be invited to participate in the presentations. This provides our sponsors with an opportunity to take an active part in the festival and to recognize the accomplishments of the players they have helped support.

Any cash prizes will be issued by e-transfer following the festival and will not be distributed during the closing ceremonies.

Players who finish in the top three are **expected** to remain onsite for their closing ceremony unless an exemption has been granted in advance by the Tournament Director. This requirement helps ensure that presentations can proceed promptly and that sponsors, players, families, and spectators can take part in a complete and meaningful conclusion to each event.

For any event with no announced tie-break, the following will be used: 1) Progressive (Cumulative), 2) Average Rating of Opponents, 3) Buchholz (Cut 1), 4) Direct Encounter, 5) Random Draw

Illegal Moves (Open, Rapid, Amateur and Junior)

FIDE Illegal Move Rules will apply, with the following local interpretations:

- **Open:** On the first illegal move completed (after the move is made and the clock is pressed), the opponent will receive a **two-minute** time adjustment. A second illegal move by the same player will result in the loss of the game.
- **Rapid:** On the first illegal move completed, the opponent will receive a **one-minute** time adjustment. A second illegal move by the same player will result in the loss of the game.
- **Amateur and Junior:** On the first illegal move completed, the arbiter will issue a warning. No time adjustment will normally be awarded. However, if the opponent has **less than five minutes remaining** on their clock, a **one-minute** time adjustment will be awarded. A second illegal move by the same player will result in the loss of the game.

In **all cases**, play should be stopped immediately, and **the arbiter must be called** before the game continues.

Blitz: See the **PEI Blitz Rules**, which use a different illegal move procedure.

General Rules

Reporting Results

Results should be reported as follows:

- **Open, Rapid, and Blitz:** Players are responsible for recording their result on the pairing sheet immediately after the game(s).
- **Amateur Open and Junior Open:** Players should report the result directly to the arbiter, who will record it on the pairing card.
- **Amateur and Junior Under 1400 Sections:** Upon completion of the game, players should raise their hand before resetting the pieces. An arbiter will verify the result before it is recorded.

Clock

The boards in the playing room for the Open and Rapid will be positioned so that the clock is on the right side of Black. No repositioning of the Boards is allowed. In the Blitz, Amateur and Junior, Black can have the choice for the side of the clock.

Pawn Promotion

If the desired promotion piece (typically a queen) is not available, stop the clock and find the Arbiter, who will find the needed piece.

Scorekeeping

Scorekeeping is **required** in the PEI Open.

In the **Championship Section**, the supplied duplicate scoresheets are mandatory. At the completion of the game, players should attract the attention of an arbiter, who will verify the result, sign the scoresheets, and collect them. In the **Challengers Section** supplied scoresheets or scorebooks can be used.

Scorekeeping is optional in all other events. Players who choose to record their moves may discontinue scorekeeping at any time.

Default Time

Please refer to the appropriate tournament web page for the default time.

Playing Hall Etiquette

Players who have completed their games are expected to remain quiet and avoid disturbing games still in progress.

Any player or spectator whose behaviour is considered disruptive or inconsistent with proper tournament etiquette may be asked by an arbiter to leave the playing hall for the remainder of the round.

Kibitzing

To avoid disturbing players, kibitzing and game analysis must take place in the designated secondary playing area. During the Junior and Amateur events (Rounds 4 and 5 of the Open Championship Section), additional tables may be available in the hallway for this purpose.

Appeals

A player who wishes to appeal a decision of the Chief Arbiter must do so within:

- **One hour** of the completion of the round in the PEI Open Championship.
- **Fifteen minutes** of the completion of the round in all other events.

The appeal must be made to the Tournament Director, who will appoint an **ad hoc Appeals Committee** consisting of impartial individuals not directly involved in the matter under appeal.

The Appeals Committee will consider the facts, consult the relevant FIDE Laws of Chess and Tournament Regulations, and render a decision as soon as reasonably possible. The decision of the Appeals Committee shall be final.

Electronics Policy

The following policy applies to all players, spectators, and guests while in the tournament playing hall.

1. While a player's game is in progress, all electronic devices (including mobile phones) must be switched off and placed face down on the playing table. Devices may not be removed from the table during the game.

If any such device rings, beeps, vibrates, or otherwise emits a sound, the player will receive one warning. Any subsequent violation during the tournament will result in the loss of the game.

2. Alternatively, electronic devices may be switched off and stored in a bag. Bags containing electronic devices must remain in the playing hall unless permission to remove them has been granted by the Tournament Director. If a device stored in a bag rings, beeps, vibrates, or is otherwise found to be switched on during the round, the player will lose that game.

3. Players may not carry a mobile phone or other electronic device on their person during a round. If a player is found to be carrying such a device, they will lose that game.

A player who realizes they have inadvertently left a phone in a pocket may surrender it to an arbiter within the first 15 minutes of the round and receive a warning rather than a game loss. For the Rapid, Amateur, and Junior events, this grace period is reduced to five minutes after the start of the round.

4. Spectators, including players who have completed their games, must keep electronic devices switched off unless they are in a designated spectator area, in which case the volume must be turned off. Chess engines, analysis boards, and other chess applications may not be used anywhere in the playing hall. Anyone failing to comply may be asked to leave the playing hall for the remainder of the round.

5. Photography is permitted in the first 15 minutes of a round, provided it is silent and does not disturb the players. Flash photography is prohibited. The Tournament Director or an arbiter may restrict photography at any time if it is considered disruptive.

PEI Blitz Championship Rules

1. Rating

The Maritime Blitz Championship is **rated by the Maritime Chess Centre only**. It is **not** CFC or FIDE rated.

2. Time Control

The time control is **3 minutes plus a 2-second increment per move (3 + 2)**.

3. Playing Rules

Except as modified below, the **FIDE Laws of Chess** shall apply.

Illegal Moves

An illegal move is completed when the player presses their clock. An illegal move results in the immediate loss of the game.

The opponent may claim the win by either:

- Verbally declaring the game won; or
- Capturing the offending player's king if it has been left subject to capture.

Displaced Pieces

If a player accidentally knocks over or displaces **a single piece** while making, or preparing to make, a move and fails to restore it to its proper square before pressing the clock, the opponent may simply restart the player's clock without making a move.

If this occurs a second time during the game, either player should stop the clock and call an arbiter. The arbiter may issue an official warning. Repeated occurrences after a warning may result in the loss of the game.

If a player knocks over or displaces **multiple pieces** and fails to restore them before pressing the clock, this will be treated as an illegal move.

Use of Both Hands

Moves must be completed using **one hand only**.

Using two hands to complete a move (for example, when capturing), or moving with one hand and pressing the clock with the other, is not permitted.

If such an infraction occurs, either player should stop the clock and call an arbiter. The arbiter may remind the player of the rule and allow play to continue or, where appropriate, issue an official warning. Any subsequent infraction after an official warning may result in the loss of the game.

Clock Placement

The player with the black pieces may choose which side of the board the chess clock is placed.

Two-Game Matches

Players are expected to remain at their board for the duration of each two-game match.

The second game should begin within **two minutes** of the completion of the first game unless permission has been granted by the arbiter.

4. Role of the Arbiter

To maintain the fast pace of play, games are generally self-officiated.

Arbiters will normally become involved only when:

- A player requests assistance following a rules infraction;
- An official warning may be required;
- A rules dispute cannot be resolved by the players; or
- An arbiter observes that a player's time has expired while monitoring the playing hall.

5. Automated Pairings

Pairings are generated automatically.

Players must:

- Play their games in the order shown on the pairing sheet; and
- Report results in the same order.

This ensures the pairing software accurately records results and generates the next round.

I think this is now a very polished document. One small stylistic touch I'd make throughout your tournament information package is to **number the main sections but use bold subheadings instead of numbered sub-sections**, just as shown above. It gives every

document a consistent, professional appearance and makes it easy for players to quickly find the rule they're looking for.

Food and Beverages

Complimentary bottled water will be available throughout the tournament for players competing on the four live DGT boards in the Open Championship Section.

Food and beverages may be purchased on campus at the Subway located in the McLauchlan Arena. Vending machines are also available there.

Several additional dining options are within a short walk of the tournament venue. At the corner of Belvedere Avenue and University Avenue, players will find Burger King, Mel's Convenience Store, Mac & Melt, and Thai Express. The Atlantic Superstore is less than a three-minute walk from this corner. A further five minutes along University Avenue are Canadian Favourites, such as Tim Hortons, and McDonald's, along with several other restaurants and services.

To help maintain a clean playing environment and protect the equipment, **food is not permitted in the tournament playing room**. Players are welcome to consume food in the designated common areas outside the playing hall.

Beverages in sealed containers are permitted in the playing room. Players are asked to dispose of empty bottles, cans, and cups in the appropriate recycling or waste containers after their games.