

Rules of the tournament

Default waiting time for players : 60 minutes.

The tournament venue includes a game room, restrooms, and a designated smoking area

A player has no right to leave the tournament site until the end of his game

A player does not have the right to get up from the table when it is his turn

Writing the parties is mandatory during the hole game.

In case of any irregularity or problem, the player should stop the clock and call the arbiter, but if stopping the clock was unnecessary, he gets a warning.

Fitting the figures

- each setting must be done in its own time with the words "namestam" or "zedub" before it
- knocked down pieces or whole boards are also set up in the wrong player's time, although they will lose time
- figures that are not in the game (removed) are NOT touched (do not hold in your hand, do not spin, etc.) only when the pawn is promoted

It is not allowed to disturb the game in the hall, nor to disturb your opponent (talking, muttering, protesting, rummaging with bags, stomping your feet, eating at the table, opening candies and chocolates).

Everyone must be "normally" dressed, shorts, slippers, bodysuits for girls and the like are not allowed

It is forbidden to consume alcohol and other opiates, nor to come to the party drunk

Mobile phones

- all sound must be turned off
- the player must not keep the phone "with him"
- no one, neither players after the game nor spectators have the right to use the phone in the Game Room (talking, SMS, analysis of the game)

FIDE rule regarding cheating - a player who puts himself in a situation where he could cheat (phone in his pocket, talking to a friend during the game, leaving the place of the tournament, analyzing any position) is treated the SAME, as if he did it.