

TM Junior Open Chess Tournament 2026

RULES & REGULATIONS

◆ **Pairing Software** : *Swiss Manager*

◆ **System of Play** : *Swiss System*

◆ **Rate of Play**

*Each player shall have **15 minutes**, with an increment of **5 seconds** per move, starting from move one.*

◆ **Rating Consideration: Classical Rating** (If there is no Classical rating, thae rapid rating will be considered)

◆ **Rounds** : (Under 13)-7 Rounds, (Under 17) - 6 Round

◆ **Tie Break Systems:** In case of a tie, the ranking will be decided in the following

1. Buchholz Cut 1
2. Buchholz
3. Sonneborn Berger
4. Direct Encounter
5. Number of Wins (including Forfiet Point)
6. Number of Games Won with Black

◆ **Default Time (walkover Time)**

*The Default reporting Time to the Chess board is **15 minutes** from the time of start
If a player is absent for a round, the player should inform the Chief Arbiter before the next round
pairing to retain their names in the pairing list. Otherwise, they will not be paired for the next round.*

◆ **Mobile Phones or electronic devices (including Wrist watches) are forbidden**
if bought, they must be switched off and kept in bags.

◆ In case of **First illegal move**, the opponent will be awarded 1minutes extra.
On the **Second illegal move**, the player will lose the game.

◆ Claims and Complaints will be accepted **Only during the Game**. No Claims or complaints from coaches or parents will be entertained .

◆ After the game is over , both players must arrange the board properly and **report the result** .
It is the resposibility of the players to ensure that the result entered by the officials is correct.

◆ Latest FIDE **Rapid** Rules are applicable

◆ Arbiters Decisions are Binding on all

Tentative Round Schedule

10.00 AM	Round 1	Lunch Break (12.45.pm to 1.30 pm)	01.30 PM	Round 5
10.45 AM	Round 2		02.30 PM	Round 6
11.30 AM	Round 3		03.30 PM	Round 7
12.15 PM	Round 4			

Chief Arbiter