

Regulations

Of the 1st Jamaica Draughts Association National Championship 2017 June 25, 2017 @ JPS Sports Club, Ruthven Road, Kingston Jamaica

1. Competitions Management

- 1.1. General management of the Jamaica Draughts Association National Championship 2017 is carried out by the Jamaica Draughts Association, hereinafter JDA.
- 1.2. Direct leadership of the Championship is assigned to the Executive of the JDA

2. Time and Place

- 2.1. Championship will be held on June 25, 2017
- 2.2. The venue is JPS Sports Club, Ruthven Road, Kingston
- 2.3. Registration starts at 9:00 am
- 2.4. Competitions starts at 10:00 am (**All participants must be Registered**)

3. Program of Competitions and Participants

- 3.1. Individual Jamaica Draughts Association Championship is held for qualification to the World Championship 2017 and for official Classification and Ratings;
- 3.2. The composite competitions held are:
 - 3.2.1. Jamaica Draughts Association Championship (**Russian version**). **Classic**
 - 3.2.1.1. Random Opening
 - 3.2.1.2. Each Player has 10 minutes to complete all moves
 - 3.2.1.3. 2 Games
 - 3.2.2. Jamaica Draughts Association Championship (**Jamaican version**). **Rapid**
 - 3.2.2.1. Normal Opening
 - 3.2.2.2. Each Player has 5 Minutes to complete all moves
 - 3.2.2.3. 2 Games
 - 3.2.3. Participants
 - 3.2.3.1. Recognized by the JDA as Class 1
 - 3.2.3.2. Recognized by the JDA as Class 2
- 3.3. Individual Jamaica Draughts Association Championship for Classification and Ratings;
 - 3.3.1. Jamaica Draughts Association Championship (**Russian version**).
 - 3.3.1.1. Games not Timed
 - 3.3.1.2. Two (2) Games
 - 3.3.2. Jamaica Draughts Association Championship (**Jamaican version**).
 - 3.3.2.1. Games not Timed
 - 3.3.2.2. Two (2) Games
 - 3.3.3. Participants
 - 3.3.3.1. Recognized by the JDA as Class 3
 - 3.3.3.2. Recognized by the JDA as Class 4
- 3.4. Only participants from Jamaica are allowed to participate in competitions.
- 3.5. The JDA reserves the right to determine the classification of a competitor.

JDA reserves the right to inject the use of Clocks or other time restrictions in ‘Games Not Timed’.

4. Ratings

- 4.1. Each player entering the championship will be given ratings as follows;
 - 4.1.1. Class 1: 1800
 - 4.1.2. Class 2: 1800
 - 4.1.3. Class 3: 1400
 - 4.1.4. Class 4: 1400
- 4.2. At the end of the competition, all participants will have an official rating based on the following points Classification.
 - 4.2.1. Class 1: 1800-1999
 - 4.2.2. Class 2: 1600-1799
 - 4.2.3. Class 3: 1400-1599
 - 4.2.4. Class 4: 1200-1399

5. Tournament regulations

- 5.1. All participants must be registered as a member of the JDA to participate
 - 5.2. The **Swiss System** will be used for this competition;
 - 5.2.1. Competitors meet one-to-one in eight (8) rounds of competition
 - 5.2.2. Competitors will play opponents with a similar running score in each round
 - 5.2.3. Competitors will not play the same opponent more than once
 - 5.2.4. All competitors play in each round unless there is an odd number of them.
 - 5.2.5. Highest aggregate points earned in all rounds determines the winner
 - 5.3. Each competition has a system of micro-matches consist of two games
 - 5.4. Player with Black plays first; initial colour decided by a hand toss
 - 5.5. All rounds of the Classic Games will be played before the rounds of the Rapid games
 - 5.6. All players will play one match with black and the other with white
 - 5.7. The draw for the rounds will be conducted by a **Computer Program**
 - 5.8. The Random Opening for the Russian games will be conducted by a **Computer Program**
 - 5.9. Time control:
 - 5.9.1. **Classic:** Each Player has 10 minutes to complete all moves
 - 5.9.2. **Rapid:** Each Player has 5 minutes to complete all moves
 - 5.9.3. The break between games is two (2) minutes.
 - 5.9.4. A player whose time runs out automatically loses, unless;
 - 5.9.4.1. The opposing player does not have sufficient forces to win the game, in which case the game is a draw. example: 2 Kings vs. 1 King; 3 Kings vs. 1 King in main check
 - 5.9.4.2. The opposing player does not have positional advantage to win the game, in which case the game is a draw.
 - 5.9.4.3. The spirit of fair play was not observed
- (In all cases the Referee &/or JDA to decide the points and actions)**
- 5.10. The JDA reserves the right to record any game at the Championships
 - 5.11. All forms of communication between players must be in good spirit.
 - 5.12. The playing area is strictly **NON-SMOKING**; violators will be **EXPELLED**.

6. Schedule

- 6.1. Registration: 9:00 am; **Registration Costs: \$500.00**
- 6.2. Competition: 10:00 am

7. Winners

- 7.1. For individual competitions, place of players in competition is determined by the amount of scored points, regarding the following: win - 2 points, draw - 1, loss - 0.
- 7.2. In case of equal result between any of the top three players; the following will be the decider;
 - 7.2.1. Head to Head match
 - 7.2.2. Best results against the next highest ranking participants
 - 7.2.3. Three elimination rapid game (First winner of any game)

8. Special Conditions

- 8.1. King is designated by the placing one piece on top of another piece
- 8.2. The same hand used to move the piece is to be used to press the clock
- 8.3. Clocks will be placed on alternate sides of the board for each game
- 8.4. **Draw:**
 - 8.4.1. If one player proposes a draw and his opponent accepts the offer;
 - 8.4.2. If any of the opponents cannot win;
 - 8.4.3. If three (or more) times the same position is repeated, and each time the same player having to move;
 - 8.4.4. If a player has three kings (and more) against a single enemy king and his 15th move (counting from the time of establishing the correlation of forces) cannot capture enemy king;
 - 8.4.5. If within 15 moves players made moves only kings without moving of men and not making the capture;
 - 8.4.6. If position in which the both opponents having kings have not changed the balance of pieces (i.e., there was no capture and man did not become a king) for: - to 4-and 5-pieces endings - 20 moves; - in 6, and 7-pieces endings - 30 moves.
 - 8.4.7. If a player having three kings, two kings and one man, one king and two men against one enemy king, located on the long diagonal, his 5th move will not be able to achieve a winning position.
 - 8.4.8. The player may offer a draw if every opponent made more than 20 moves; in the rapid programs players can agree to a draw only when the number of pieces for each player is 6 or less;
 - 8.4.9. In case of a dispute regarding a drawn game; the referee/JDA decision is final.
- 8.5. Participants are required in the playing area 5 minutes before the start of the round for the draw of moves;
- 8.6. Participants must not disturb other matches.
- 8.7. Participants may be asked to leave the playing hall after matches.
- 8.8. Participants which came late to the game will be booked. If participant came late by more than time control of the first game of micro-match, he is losing in the micro-match. If participant came late on the game again, the sanctions up to expulsion from the tournament may be subject to him;
- 8.9. Participant which came late by more time than two games of a micro-match, he is losing both micro-matches and the sanctions up to expulsion from the tournament may be subject to him;
- 8.10. If at the beginning of the game, both players are missing, the referee starts the clock of player playing white. But as soon as one of the two players came, the referee takes the elapsed time on both dials, and then starts the clock of missing player.

- 8.11. Participants, coaches and spectators are required to turn off mobile phones in the playing hall, in the case of a call of mobile phone, participant is losing in the micro-match, and coaches and spectators are removed from the playing hall for a minimum of two (2) hours; a second violation is subject to expulsion from the playing hall;
- 8.12. Spectators and other players are required to observe silence in the playing hall. In case of violation of the item they are removed from the playing hall for two (2) hours; a second violation is subject to expulsion from the playing hall;
- 8.13. Protests on the referee and/or JDA decision will be conducted within half an hour after the end of the round; a protest bail in the sum of \$2,000.00 must be paid to initiate the proceedings. If the protest is upheld the protest bail is returned;
- 8.14. Participants are required to dress properly; attired in pants and shirts;
- 8.15. Prize winners are required to attend the prize giving ceremony, a breach of this may result in them being deprived of official awards.

9. Rewards

- 9.1. Winner of Jamaican Championship in the Classic game is given the title of Jamaica Draughts Association Champion 2017 for Classic». **He is awarded with a Medal from JDA**
- 9.2. Winner of Jamaican Championship in Rapid is given the title of «Jamaica Draughts Association Champion 2017 for Rapid». **He is awarded with a Medal from JDA**
- 9.3. **Winner of Jamaican Draughts Championship** is determined by the aggregate of points from both the Classic (Russian) and the Rapid (Jamaican) competitions.
 - 9.3.1. Overall winner; awarded the Title of **National Master**.
 - 9.3.2. Overall winner; awarded **Jamaica Draughts Association Championship Trophy**.
 - 9.3.3. Overall winner; awarded with a **Cash Prize**.
- 9.4. The **Winner of each Class (2, 3 and 4)** is the combined winner based on aggregate points from both the Classic (Russian) and the Rapid (Jamaican) competitions.
- 9.5. The persons who finished overall first place in each Class will be awarded respectively with **Trophies and Cash Prize**.
- 9.6. The persons who finished overall second place in each Class will be awarded respectively with **Medals and Cash Prize**.
- 9.7. JDA established the minimum prize fund of the championship of JA\$69,000.00.
- 9.8. Distribution of the prizes

Prize Distribution	First Place	Second Place	Third Place
Class 1	<ul style="list-style-type: none"> • Title: National Master • Jamaica Draughts Association National Championship Trophy • Cash: \$20,000.00 	<ul style="list-style-type: none"> • Medal • Cash: \$15,000.00 	<ul style="list-style-type: none"> • Medal
Class 2	<ul style="list-style-type: none"> • Jamaica Draughts Association Class II Championship Trophy • Cash: \$10,000.00 	<ul style="list-style-type: none"> • Medal • Cash: \$ 7,000 	<ul style="list-style-type: none"> • Medal
Class 3	<ul style="list-style-type: none"> • Jamaica Draughts Association Class III Championship Trophy • Cash: \$6,000.00 	<ul style="list-style-type: none"> • Medal • Cash: \$ 4,500 	<ul style="list-style-type: none"> • Medal
Class 4	<ul style="list-style-type: none"> • Jamaica Draughts Association Class IV Championship Trophy • Cash: \$4,000.00 	<ul style="list-style-type: none"> • Medal • Cash: \$ 2,500 	<ul style="list-style-type: none"> • Medal

There may be additional prizes which the organizers announce at the opening.

10. Finance

10.1. Championship tournament fees

10.1.1. Participant are only required to register as a member of the Jamaica Draughts Association to participate. The Registration Fee is \$500.00.

10.1.2. Participants who are not registered before the start of the competition will not be allowed to participate.

10.1.3. Food will not be provided; there are several shops in the surrounding areas and a bar will be opened on the compound.

10.1.4. Where funding is available, water may be provided at no costs.

11. Applications

11.1. All applicants must complete the registration form

11.1.1. Name, address, telephone number, date of birth, email address, Class, etc.

11.2. JDA Executives and other support personnel will be on site to answer any questions

12. Contact

12.1. Any questions regarding this correspondence may be sent to the following;

12.1.1. jamaicadraughts@gmail.com;

12.1.2. info@jamaicadraughts.com;

12.1.3. Draughts Link Up WhatsApp Group

12.1.4. Any member of the JDA Executive