

Mr Dodgy Invitational 3.0 Regulations

1. General

The Mr Dodgy Invitational will take place from November 2022 until December 2022.

2. Dates

25th November - 1st December

3. Participation

32 players that MrDodgy likes.

4. Playing Platform

- All matches are played online, on the chess.com Playzone. Players must connect to the chess.com Playzone no less than 5 minutes prior to the commencement of a game.
- Players will be required to participate in a conference call during playing sessions, providing video of themselves and sharing their screens, using the video conferencing platform chosen by the Organisers. Players must connect to that conference call no less than 15 minutes prior to the commencement of a game.
- Players are required to use Opera, Opera GX, or Chrome to connect to the chess24 Playzone, as well as for any other purposes related to the Tournament.
- The above-mentioned browsers have been tested for compliance and stability; their use guarantees the best possible playing experience.
- It is strongly recommended to remove any add-ons, plug-ins and other extensions you may be using or playing in a private window in the browser.
- Players must have a backup internet connection (for example, a cellular data connection) that automatically kicks in if the main connection is lost at the player's location.

Additional technical information will be sent to the participants a few days before each leg starts.

5. Prizes

Place	Prize
1st	\$5000 + a picture of MrDodgy on a horse
2nd	\$3000
3rd	\$1500
4th	\$1500
5th	\$500
6th	\$500
7th	\$500

8th	\$500
9th	\$250
10th	\$250
11th	\$250
12th	\$250
13th	\$250
14th	\$250
15th	\$250
16th	\$250

6. Time Controls

All events will be played in Blitz format: 5 minutes per player, for the entire game.

7. Tournament Format

The first stage will be two 16-player Round Robins (1 on the 28th of November and the 2nd on the 29th of November).

The top 8 players from each section will advance to the Knockout stage.

Knockout matches will be best of 12 games, with Armageddon to follow if the score reaches 6-6.

In case of ties (equal number of points), the following **tie-breaks** will apply, in accordance with FIDE tie-break regulations:

- Direct encounter (the result in the game/-s between the tied players)
- Number of wins (the greater number wins, including forfeits)
- Sonneborn-Berger
- Koya System

No draw offers/agreements are allowed.

8. Other Regulations

In cases not covered by the current regulations, the **FIDE Online Chess Regulations** shall apply.

- Due to the nature of online play, additional regulations shall apply in order to safeguard the integrity of the events and the smooth flow of the playing sessions:
- Players are not allowed to leave their desk and camera view while a game of theirs is in progress without permission of the Arbiter; this includes bathroom breaks. There will be regular breaks between rounds to allow players to rest and refresh. A breach of this regulation will result in an immediate loss of the game in progress. In cases of emergency, a player may consult with the Chief Arbiter for a possible exemption.

- Players shall not leave their desk when a game appears as finished, until an arbiter confirms the end of the game. This is essential in order to quickly and safely resume games in cases of disconnections (see below). If a player is responsible for an unsuccessful attempt to resume a game (by virtue of having left their desk without an arbiter confirmation), they shall lose the game in question.
- If a player is determined to have disconnected from a game on purpose, they shall be expelled from the event.

The decisions of the Chief Arbiter about the application of the Laws of Chess and any exceptions/additions mentioned above shall be final.

9. Disconnections

If a player is disconnected from the Playzone during a game, the server will give them a 30-second window to try and reconnect. During this window, the player's clock will be running (if it is their turn to move or the opponent makes a move).

If the player succeeds in reconnecting in time, the game will continue; the time elapsed (maximum 30 seconds) shall be considered lost.

If the player fails to reconnect within 30 seconds, the game is automatically paused by the server. The game will be resumed, from the current position and clock times, by an arbiter as soon as the player has reconnected and both players have been informed of the resumption. The disconnected player shall be considered to have lost the 30 seconds on their clock.

If a player is disconnected when having less than 30 seconds on their clock and does not manage to reconnect in time, the game will be declared lost for them.

As stated above, all players are required to have in place a backup internet connection (eg. by cellular data), as a precaution towards disconnections.

If a player is disconnected during a game and such a backup solution is determined to be absent, the player shall lose the game.

10. Fair Play

All players must follow the Fair Play Regulations and procedures, as explained in Articles 4 and 9. Any failure to comply with these regulations will result in expulsion from the entire Tournament and all its events.

If a player wishes to lodge an appeal under the Fair Play framework, he must do so in writing (for example, by email) no later than 23:59 CET on the day of the playing session.

11. Player Obligations

Players must attend lessons, media activations and commercial activities as described in their contracts.

12. Changes

The Organiser has the right to change or add to the terms of these Tournament Regulations at any time. The Organiser will provide players with email notice of any changes and the date from which they will be effective.