

Fryslân Open and FRYSK! Play and Competition Rules

1 General

In principle, the play and competition rules as issued by the *Dambûn Frysk Spul* apply – see for example www.frisiandraughts.com/frisian%20draughts/rules. However, due to the special nature of the Fryslân Open and FRYSK! tournaments, some changes have been made.

The aim of the tournaments is to introduce mind sports players everywhere in the world to Frisian Draughts. It is therefore very important that all games are played correctly.

In addition, the live stream via *Toernooibase* requires a number of specific changes.

As play will take place at several locations simultaneously, there will be several arbitrators – one for each playing area and one main arbitrator.

2 Setup

Next to the board and the clock is an iPad open at a live game in *Toernooibase*.

The draughts clock is set at 40 minutes per player and 20 seconds per move for the Fryslân Open, and 10 minutes per player and 10 seconds per move for FRYSK!. The *Toernooibase* clock is irrelevant for the game.

3 Advance check by one of the arbiters

The arbiter will check:

- whether the board is placed correctly
- whether the men have been placed correctly
- whether the clock has been set correctly and that the battery icon is not showing
- whether the iPad is placed correctly
- whether *Toernooibase* has been set up correctly, including the names of the players and the play colours
- whether the live connection is functioning
- whether the nameplates have been placed correctly

4 Order of play

A move is made in the following order:

- 1) the move is entered on the iPad
- 2) the move is made on the board
- 3) the clock is pressed

5 Clock

The clock may be stopped by one of the arbitrators in the following situations:

- if the two players disagree
- at the request of one of the players (at the discretion of the arbitrator)
- if the iPad is not functioning properly
- if an error was made when entering the move on the iPad
- if it is unclear whether a move is a legal move

If no arbitrator is nearby, one of the players may stop the clock in one of the situations listed above.

5 Illegal moves

If a player overlooks a compulsory capture and tries to enter a different move, the iPad will not accept this. If the reason is not clear or there is a lack of time, the arbitrator will explain the position to the player in question once the clock has been stopped. The clock will then be restarted and the game will continue. Any other irregularity will be dealt with in a similar way.

If a player makes a fourth move in a row with the same king and this is not permitted, the arbitrator will intervene. The arbitrator will stop the clock, explain the situation, the illegal move will be reversed, and the clock restarted. In games where this rule applies, the arbitrator is permitted to appoint an assistant arbitrator from among the players who have completed their own game.

If an endgame of two kings against one king lasts for more than seven moves, the arbitrator will declare the game a draw. Here, too, the arbitrator may appoint one or more assistant arbitrators.

6 Changes

Article 15: If the player whose turn it is touches one of his men, he must use that man to make his move.

This rule does not apply to irregular moves. Moreover, a player may accidentally touch the wrong piece on the iPad. In this case the obligation to use that piece to move can be annulled. The player must stop the clock and explain the situation to the arbitrator.

A player may also accidentally enter a move other than his intended move on the iPad but make the intended move on the board, with the discrepancy only emerging one or more moves later. Such situations must be explained to the main arbitrator.

The following three rules do not apply:

Article 21-2: In the endgame, both players may agree to declare a draw.

Article 23: The player with the white men has the clock on his right-hand side.

Article 27: Irregularities cease to be illegal once the opponent has responded by making a move.

7 After the game ends

The result of a game must be noted immediately in the tournament schedule and reported to the main arbitrator, who will process it into Swiss Perfect.

The finishing position of a game will remain on the board until all games have been completed, with the jumped pieces placed behind the board.

After the game ends, the clock will be paused. The clocks will only be reset for the next round once the last game of the previous round has been completed.

Players who have finished their game and left the playing area may only re-enter at the start of the next round.

Re-enactments and analyses are not permitted in the playing area.