



### **Entry Limit**

Entry is limited to 150 players in total. Any section with more than 20 players may be split by the organisers into smaller sections.

### **Postal Entries**

No postal entries can be accepted.

### **Byes**

Zero Point Byes may be requested by the Organiser.

## **Section D: Registration, Defaults & Pairing Alterations**

### **Re-pairings**

No re-pairings will be offered in the event of a player defaulting their game, the opponent will win their game by forfeit. If the opponent who wins their game by forfeit wishes to play a game, the organiser will make every effort to find another player to play against them in a ECF Rated game.

## **Section E: Miscellaneous**

### **Mobile Phones**

During play mobile phones and other electronic devices (such as smartwatches and fitbits) must be left with parents in the waiting area. A player must not have any such device about their person or carry it with them during play.

A player will be immediately forfeited if during the game any such device either

- (a) makes any sound; or
- (b) is found to be switched on; or
- (c) is found to be about their person or being carried by them.

### **Parental Responsibility**

Parents or guardians are responsible for their children during the tournament. The organisers and helpers are not able to act "in loco parentis" and are not able to take responsibility for any child's actions, or for the actions of anyone that may affect your child.

### **Liability**

The organisers accept no responsibility for any loss, theft or accident during the tournament.

### **Right to Refuse Entry**

The Chief Organiser reserves the right to refuse entry without being required to state a reason, and to transfer players between tournaments at any time.

### **Zero Tolerance to Abuse**

The Chief Arbiter is empowered to expel a who shows dissent by word or action towards an arbiter, or any member of staff connected with the tournament.