



FMJD

Annexes

The annexes written in English are juridical superior to other translations.
Each federation should make a copy available to its members, either systematically or on demand,
in its own language and updated.

January 2020

B. Regulations for the clock simultaneous matches

1. Definition

A clock simultaneous match consists of one player called the ‘expert’ who plays games with several opponents all at the same time.

2. Rules of the game

The official FMJD rules for International Draughts must be observed.

3. Rules for the competition

The official FMJD competition regulations must be observed, except as specified in these regulations.

4. Playing area

The playing tables must be arranged in a square or a circle. The inner area is reserved for the expert and the referees. The opponents sit on the outer side of the tables.

5. Equipment

The equipment, board, clock and notation form must be placed on each table in accordance with the regulations laid down in Annex 3.

6. Rate of play

The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.

7. Compulsory Recording

Only the opponents must record the games. The recording forms must be visible at all times for the expert and the referees. At no moment may the notation be suspended.

8. Procedure

The expert may choose the colour he wishes to play with on every board. He circulates from one board to another board of his own choice, depending on where he wants to play a move.

9. Starting the Clocks

At the start of the match, the referee starts the clock for the player with the white pieces at each board in turn from the first until the last board. From then on each player operates the clock as soon as he has made his move. Opponents do not have to wait until the expert arrives at their board.

10. Removal of pieces

Pieces removed from the board must be put in their box or removed from the arena.

11. Advice and conversation

Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

12. Dispute about number of moves played

If there is a dispute about the number of moves played in a particular game whilst play is still going on the other boards, this dispute must be settled between a referee and the opponent well away from the playing area.

13. Request for the referee

The opponent is the only one who is responsible for a correct notation. If the expert was misled about the number of moves made at the moment that his flag falls, the game will be declared lost for his opponent.

14. Dispute and correction

Any dispute about moves must be resolved in the opponent's time, unless he is proven to be correct, in which case the referee will restore his clock back to where it was when the dispute arose.

15. Finished games

Any opponent who has finished his game must leave the arena immediately. His place may be taken by another player, thus reducing the distance the expert has to walk.

16. Temporary absence of a player.

Any opponent who absents himself from his board when he has made his move should put the notation form at the other side of the table, readable for the expert and the referee.

17. Differences in number of pieces.

A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

18. Performance

The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

19. Referees

Refereeing should be done by a Main Referee together with as many assistants as he requires on the basis of one official to 20 players.

20. Infringements

Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the offender.

- 4.2.2. The expert must have scored at least 70% of the possible points;
- 4.2.3. At least 90 % of the opponents must have a national or international rating;
- 4.2.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
- 4.2.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
 - Players without any rating are supposed to have the same rating as the weakest player with a rating.
- 4.2.6. The time duration of the event must be stated.
- 4.3. For a clock simultaneous event.
- 4.3.1. The number of opponents must be at least 25;
- 4.3.2. The expert must have scored at least 70% of the possible points;
- 4.3.3. At least 90 % of the opponents must have a national or international rating;
- 4.3.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
- 4.3.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
 - Players without any rating are supposed to have the same rating as the weakest player with a rating.
- 4.3.6. The time duration of the event must be stated.
- 4.4. For an edraughts clock simultaneous event.
- 4.4.1. The number of opponents must be at least 25
- 4.4.2. The expert must have scored at least 70% of the possible points;
- 4.4.3. At least 90 % of the opponents must have a national or international rating;