

## C.04.1 Basic rules for Swiss Systems

The following rules are valid for each Swiss system unless explicitly stated otherwise.

- a The number of rounds to be played is declared beforehand
- b Two players shall not play each other more than once
- c Should the total number of players be (or become) odd, one player is unpaired. He receives a bye: no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise
- d A player who, for whatever reason, has received any number of points without playing, shall not receive a bye.
- e In general, players are paired to others with the same score
- f For each player the difference of the number of black and the number of white games shall not be greater than 2 or less than  $-2$ .  
Each system may have exceptions to this rule in the last round of a tournament.
- g No player will receive the same colour three times in a row.  
Each system may have exceptions to this rule in the last round of a tournament.
- h
  1. In general, a player is given a colour as many times as he is given the other colour.
  2. In general, a player is given the colour other than that he was given the previous round.
- i The pairing rules must be such transparent that the person who is in charge for the pairing can explain them