

Machida Silver Week Open 2026 - Tournament Regulations

Date: Saturday, September 19 - Monday (national holiday), September 21, 2026

Venue: Machida Civic Hall, Meeting Room 4 (1st floor), 2-2-36 Morino, Machida-shi, Tokyo. Approx. 10-minute walk northwest from Machida Station (JR Line / Odakyu Line).

Player waiting room: None. Please use the salon outside the 1st-floor playing hall or the restaurant. Please refrain from speaking loudly in the salon.

Tournament format: FIDE- and Japan Chess Federation-rated Standard tournament; 6-round Swiss system, 60 minutes + 30 seconds increment per move.

Prizes

- Open Champion: trophy and cash prize
- Open 2nd-4th places and A/B Class winners: plaque and cash prize
- Open 5th-8th places: certificate and cash prize

Total prize fund: JPY 200,000

Category	Place	Prize
Open (all players)	Champion	JPY 80,000
	2nd	JPY 40,000
	3rd	JPY 25,000
	4th	JPY 15,000
	5th	JPY 10,000
	6th	JPY 7,000
	7th	JPY 5,000
	8th	JPY 3,000
A Class (FIDE Standard rating under 1800)	Champion	JPY 10,000
B Class (FIDE Standard rating under 1600)	Champion	JPY 5,000

Note: Players who are unrated in FIDE Standard are eligible for Open prizes only. Players may receive prizes in multiple classes.

Remarks

- This is a FIDE- and Japan Chess Federation-rated Standard tournament.
- Players are required to keep an accurate scoresheet until the end of the game.
- The rating thresholds for A and B Classes may change depending on the entry situation.

Tournament Schedule

Date	Item	Time
Saturday, September 19	Venue opens (registration required on entry)	9:30
	Round 1 pairings announced	10:00
	Opening ceremony and rules explanation	10:05
	Round 1	10:30
Sunday, September 20	Round 2	14:30
	Round 3	10:00
	Round 4	14:00
Monday, September 21 (national holiday)	Round 5	9:30
	Round 6	13:30
	Playoffs for 1st-8th places, if necessary	17:30
	Award ceremony	Immediately after the playoffs, or around 17:30

Tie-breaks and Playoffs

After the final round, the standings at that point will be announced. For players tied for 9th place or lower on the same score, no playoff will be held; tie-break ranking will be determined in the following order:

1. Direct Encounter
2. Buchholz Cut-1 (sum of all opponents' scores excluding the opponent with the lowest score)
3. Buchholz (sum of all opponents' scores)

4. Sonneborn-Berger (sum of the scores of defeated opponents, plus half the scores of drawn opponents)
5. Sum of the ratings of the opponents
6. Drawing of lots

For players tied within 8th place or higher on the same score, final placement will be determined by the Armageddon playoffs described below. If exactly three players are tied (for example, A, B, and C in the initial tie-break order), a round-robin playoff will be held. If all three players remain tied after the round-robin playoff (for example, A beats B, B beats C, and C beats A), the initial tie-break ranking after the final round will be used as the final ranking.

If four or more players are tied on the same score, no playoff will be held due to tournament time constraints; the tie-break ranking will be used as the final ranking.

Armageddon playoff:

- No increment per move. White receives 10 minutes. Black's time is determined as follows.
- Each player writes down a time bid (maximum 10 minutes) and reveals it simultaneously. The player who reveals the lower time bid takes Black.
- If the Armageddon game is drawn, Black is deemed the winner.

Notes on Games

- A pairing-allocated compulsory bye will count as one win.
- A requested bye declared by 18:00 on Friday, September 18 will receive 1/2 point. However, any requested bye in the final two rounds will receive 0 points. Any requested bye declared after 18:00 on the day before the tournament will also receive 0 points. A player with two or more requested byes will be excluded from prizes.
- A player absent at the time of the Round 1 pairings may be assigned a 1/2-point bye.
- An illegal move during a game is an infraction. A second illegal move by the same player in the same game will result in an immediate loss in that round.
- Moving with both hands is considered an illegal move.
- Players must use the chess sets, clocks, and scoresheets provided by the organizer.
- Players are required to keep an accurate scoresheet until the end of the game. After the game, both players must mutually confirm and sign the result recorded on the scoresheet, then report the result to the arbiter.
- During a game, players must not carry or use mobile phones or other electronic devices inside the venue. A violation will result in an immediate loss in that round and exclusion from prizes. Use of such devices is also prohibited inside the venue outside game time; the first violation will result in a warning, and the second and subsequent violations will result in exclusion from prizes.
- Matters not specified above will be decided in accordance with the FIDE Laws of Chess.
- The schedule may be changed depending on tournament progress.

Chief Arbiter: Machida Chess Club, NA Minrui Wang Tournament Director: Machida Chess Club, Ken Okita

Eligibility

Participants must be members of the Japan Chess Federation. Players who are not yet members must [join in advance](#). Players without a FIDE ID must [obtain one in advance](#).

Due to the specifications of the tournament time control, eligibility is limited to players with a FIDE Standard rating under 2400.

Entry Fee and Registration

Entry fee: JPY 12,000. Players who are U22 (including 22-year-olds) as of September 18 may enter at the discounted fee of JPY 10,000 (tax included). Please apply the discount code "U22" when purchasing your ticket.

How to register: Purchase a ticket via [Peatix](#). Registration will be completed by scanning the QR code on the first day of the tournament. Name badges will be issued when registration is completed.

Registration deadline: Monday, September 14, 2026, 9:00 a.m.

Capacity: 64 players. Registration will close once capacity is reached.

Other Information

- There is no player waiting room. Please use the salon outside the playing room or the 1st-floor restaurant. Please refrain from speaking loudly in the salon.
- Eating is prohibited inside the playing hall, except for drinking fluids. Drinking fluids is permitted.
- Players must not leave the 1st floor until their game in each round has finished.
- Please refrain from participating if you are feeling unwell, including fever or cough symptoms.
- Spectators may use electronic devices only for photography during the first 10 minutes after the start of each round. After that, as with players, electronic devices must be turned off and not used inside the venue.
- In the event of any discrepancy between the Japanese regulations and the English regulations, the Japanese version shall in principle prevail.