SVA PPI AACHEN



AACHEN HACKENBERG OPEN:

SEA GAMES

Player's Handbook

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BACKGROUND

Sport is a universal language.

Following the success of last year's Aachen Open: Tri-Nation League, we are proud to present a new chapter of this annual sporting event: Aachen Hackenberg Open: SEA Games – a collaboration between MAK, PPI Aachen, and SVA, bringing together the Malaysian, Indonesian, and Vietnamese communities in Aachen.

Inspired by the Southeast Asian Games, this event brings together the Malaysian, Indonesian, and Vietnamese communities through a shared passion for sport. With a focus on unity, sportsmanship, and healthy competition, Aachen Hackenberg Open: SEA Games celebrates the diversity and common spirit of Southeast Asia.

Hosted in Aachen, the event provides a platform for Southeast Asian students and working professionals from across Germany to come together and experience the spirit of the region beyond national boundaries. Through the tournament, we hope to create new connections, strengthen collaboration between communities, and establish the Aachen Open as a lasting annual celebration in Germany.

Three nations. One community. United through sports.

GENERAL RULES AND REGULATIONS

REGISTRATION REQUIREMENTS

1. Each participant is allowed to represent only one (1) team in each sport category.
2. Participants may compete in more than one sport, but if there is a schedule conflict, they must choose only one category before the match begins.
3. Registration opens on Sunday, 01.11.2026 at 18:00 CET and closes on Sunday, 22.11.2026 at 23:59 CET. Registrations submitted before the opening time or after the closing time will not be accepted. The committee reserves the right to extend the registration period. Any change will be announced officially.
4. All players must re-register in person on the event day at the registration desk. The location and opening hours will be announced by the committee before the event. Check-in closes 30 minutes before the team's first match. Teams that are not fully checked in by the deadline may forfeit the match.
5. Only registered participants are permitted to compete.
6. Team/Contingent Name: Specifying a contingent name is not mandatory. However, if you are representing a specific city, organization, or student association, please indicate it in the team name.
7. Team Logo (Optional): You may submit your team logo. If provided, it may be used for promotional purposes on our social media channels @aachen.open.
8. Each participant is required to have and bring a valid European Health Insurance Card (EHIC). The organizers are not responsible for any injuries that occur during the event.
9. For re-registration on the event day (see Rule 4), each player must present (a) a valid ID (Passport/Residence Permit) and (b) proof of health insurance (see Rule 8). The committee may request proof of student/Azubi status at any time.
10. Every team must appoint a team captain. This person is responsible for ensuring that all team members meet the eligibility requirements and for communicating any player changes to the committee. Player changes after the registration deadline are only permitted according to Rule 20. Any undeclared or unauthorized changes may result in disqualification. The team captain (or a delegated team member) must attend the Technical Meeting (Captain Meeting), which will be held online on Saturday, 28.11.2026 at 12:00 CET.

11. Required Data: The following data must be provided completely during online registration:
    a. Captain: full name, active phone number, email address
    b. All players: full name, nationality, status (student/Azubi or not), and date of birth
    c. For chess player: Chess.com username and current Chess.com Rapid rating
12. Payment: Participants must pay the registration fee + deposit for their respective sport via Bank Transfer or PayPal.
    a. Bank Transfer Sparkasse Aachen:
       Name: MALAYSISCH-AACHENER KLUB E.V.
       IBAN: DE92390500001077191300
       BIC: ACSDE33XXX
       Purpose: (AachenOpen2026 + TeamName + Sport)
    b. Paypal username: @makev0831
       Purpose: (AachenOpen2026 + TeamName + Sport)
       Select Friends & Family
13. Proof of payment must be uploaded to the registration form. Incomplete applications (missing data, unpaid fees, or missing proof of payment) will not be processed.
14. The deposit will be refunded a maximum of 2 weeks / 14 days after the Aachen Hackenberg Open: SEA Games event is over. If a team withdraws before the registration deadline (22.11.2026), 100% of the deposit will be refunded; if a team withdraws after the registration deadline (23.11.2026 to 27.11.2026), 50% of the deposit will be refunded; if a team withdraws within 7 days before the event (28.11.2026 to 02.12.2026), 25% of the deposit will be refunded; and if a team withdraws after that (from 03.12.2026) or does not show up, no deposit will be refunded.
15. If the number of registered teams reaches the maximum team limit, the committee will allocate spots based on priorities, in this order: nationality, then status, then time of registration.

- Nationality:
  a. Vietnamese, Indonesian, Malaysian
  b. Other Southeast Asian nationalities
  c. All other nationalities
- Participant status:
  Within each nationality category, priority will be given in the following order:
  a. Teams consisting only of students and Azubis
  b. Teams with at least one member who is not a student or Azubi
- Within the same nationality and status category, teams will be ranked according to the time of registration. The time of registration is the time the team's completed registration form is submitted; the time of payment is not taken into account.
- Team nationality is determined according to Rule 18d, 18e and 18f. Teams that do not receive a spot will be placed on the waiting list in the same order. If any participants withdraw or drop out, the committee will send a follow-up email to offer the vacant slots.

16. Team spots are not guaranteed and are allocated according to Rule 15. The committee reserves full discretion over final team placements, and all participants must comply with its decisions. Teams on the waiting list may withdraw at any time with a full refund of the registration fee and deposit. Teams that still have no spot after the committee's final slot offer will be refunded in full within 14 days after the registration deadline.

17. Every team will receive a confirmation email from the Aachen Open committee. Registration is considered valid only after full payment and confirmation email from the committee. Teams that have not received confirmation are not officially registered.

18. Eligibility & Player Regulations
    a. The tournament is open to all nationalities. If the maximum number of teams is reached, spots are allocated according to the priority ranking in Rule 15. Participants must declare their nationality, status (student/Azubi or not), and date of birth during registration.
    b. All players must be students, Azubis, alumni, or community members currently residing in Europe.
    c. All players must be at least 18 years old on the day of the event.
    d. Basketball, volleyball, and futsal: Players from Southeast Asian countries are not considered import players; players of any other nationality are. A team may represent a Southeast Asian country only if it has a maximum of two (2) import players. Teams with more than two (2) import players are considered "other nationalities". A team is considered Indonesian/Malaysian/Vietnamese only if more than half of its players are Indonesian, Malaysian, and/or Vietnamese. Otherwise, it is considered "other Southeast Asian nationalities".
    e. Badminton: The pair may choose the nationality of one of its two players at registration. Once declared, a team's nationality cannot be changed after registration.
    f. Chess: The team represents the nationality of the majority of its players. In case of a tie, the team is placed in the lower priority category of the tied nationalities. Once declared, the pair's nationality cannot be changed after registration.

19. Players that have a professional background are banned from the competition:
    a. Athletes who have played or are currently playing for a national team.
    b. Athletes that have played or are currently playing in the Landesliga or higher (or an equivalent league, as determined by the committee) in the same sport.
    c. If the organizing committee receives a formal complaint from another team or participant regarding a player's professional status, a background check will be conducted.
    d. If the investigation confirms that the player has a professional background, the committee reserves the right to disqualify the player and/or the team from the tournament.
    e. For chess, Rule 19a and 19b do not apply. Chess players are not restricted by titles or ratings but must meet the eligibility requirements in Rule 18.

20. Change of players before the competition: Each team or participant may replace or add members up until Thursday, 26.11.2026, 23:59 CET. A maximum of three change requests may be submitted during this period, with no limit on the number of players included in each request. All changes must be submitted via email to sports@ppiaachen.de. For basketball, volleyball, and futsal, all player changes must comply with Rule 18d and must not change the team's nationality. After this deadline, no further player changes will be accepted under any circumstances.

21. Referees: Each team must provide referees for its sport and write their names in the registration form: basketball 2 referees, volleyball 4 referees, futsal 2 referees, and badminton 1 referee per team. For chess, the referee arrangements will be announced by the committee.

GENERAL CONDUCT AND FAIRPLAY

1. All participants must uphold sportsmanship, respect, and cultural sensitivity throughout the tournament.
2. Everyone checking in at the counter must tick the checkbox during re-registration to confirm they have read and agree to all applicable terms and regulations.
3. Participants are only permitted to enter and remain at the venue within the timeframe determined by the committee.
4. The sports event will be conducted in English, and each team must have at least one player who can communicate in English.
5. Any act of violence, discrimination, or excessive provocation (racial, religious, or political) will result in:
   - Immediate disqualification of the player or team involved, and
   - Deduction or complete forfeiture of the team's deposit (deposit), at the discretion of the organizing committee.
6. Jewelry or accessories such as necklaces and bracelets are not allowed during matches.
7. Players and officials must wear proper sports attire corresponding to their discipline and team identity.
8. Teams are required to maintain cleanliness and order in all venues, including the sports hall and surrounding areas.
   - Any waste, bottles, or equipment left behind will be considered the responsibility of the respective team.
   - Teams are financially liable for any damage to the hall or its facilities caused by their members.
9. The organizing committee reserves the right to disqualify any team or player who fails to follow the rules or disrupts the tournament.
10. All participants and audiences are required to wear proper indoor sports shoes with non-marking soles or socks when entering the sports hall. Outdoor shoes, sandals, and slippers are not permitted on the sports hall floor. Plastic bags will be provided for participants to store their outdoor shoes.

ATTENDANCE AND SCHEDULING

1. Teams and referees must arrive at the venue at least 30 minutes before their first scheduled match for re-registration.
2. Any team that fails to appear within 5 minutes after the official call will be declared a Walk Out (WO) and will forfeit the match.
3. Players may participate in more than one sport; however, if schedule conflicts arise, they must choose one discipline to continue.
4. Matches will proceed according to the official tournament rundown. Adjustments may be made at the discretion of the organizing committee.

REFEREES AND OFFICIALS

1. Each team must provide member(s) as referees or line judges for designated matches.
2. The assigned referees must be able to speak and understand English, as it will be the official language for communication during the event.
3. Failure to provide qualified referees may result in a deduction from the team's deposit.
4. Referee decisions made on the field or court are final for the duration of the match. However, teams may file an official protest immediately after the game in accordance with section Protests and Appeals.

PROTESTS AND APPEALS

1. Protests regarding match results or referee decisions must be submitted immediately after the match through the team's appointed representative.
2. The organizing committee will review the appeal, and its decision will be final and binding.

DISCLAIMER

Insurance and Liability

1. The organizers shall not be held liable for:
   - any injuries, accidents, or health issues that may occur during the event.
   - any loss of or damage to personal belongings.
2. All participants must carry valid health insurance during the event.
3. All players and team members are fully responsible for any damage to facilities, equipment, or property caused by their actions, whether intentional or accidental.

CONSENT

By registering, participants:

- Agree to comply with all applicable competition rules and regulations.
- Acknowledge and consent to documentation activities (photos and videos) conducted during the event.
- Grant permission for the documentation materials to be used for event publicity purposes by the organizers.
- The organizing committee reserves the right to adjust rules, schedules, or formats if necessary for the smooth execution of the event.
- All decisions made by the Aachen Hackenberg Open: SEA Games Organizing Committee are final and non-negotiable.

PRICE LIST

Sports	Registration Fee	Deposit	Total
Basketball 5x5	€70	€60	€130
Volleyball	€70	€50	€120
Futsal	€85	€60	€145
Badminton Men's Doubles	€20	€20	€40
Badminton Mixed Doubled	€20	€20	€40
Chess	€35	€20	€55

FUTSAL

Teams

- There will be a total of 12 teams, divided into 4 groups of 3 teams
- Each team will consist of 5 starting players and up to 7 substitutes
- Each team must assign 1 referee representative for the group and knockout games. Failure to provide a referee will result in a €10 fine per game

Matches

Group stage:

- Each team in a group will play against every other team within its respective group once (total of 2 games per team in the group stage)
- Top 2 teams of each group will advance to the quarterfinals
- Match duration: 1 x 12 minutes (straight time: no time stoppage, no halftime)
- No timeouts

- Points system:
  - Win = 3 points
  - Draw = 1 point
  - Loss = 0 points
- Tiebreakers (in case tied on points):
  - Head-to-head result
  - Goal difference
  - Goals scored
  - Fair play (fewer total yellow/red cards)
  - Penalty shootout if still equal

Quarterfinals:

- Match duration: 1 x 12 minutes (straight time)
- If the score is still even after 2 halves, the game is decided by a penalty shootout: 3 takers each (if the score is still tied after 3 penalties: sudden death)
- Winners proceed to the semifinals

Semifinals:

- Match duration: 2 x 12 minutes (24 minutes total, straight time)
- Halftime break: 2 minutes
- Timeouts: Each team gets 1 timeout per match (1 minute, time stops). Timeouts can only be called out when play stops (ball out of play, fouls, etc.)
- If the score is still even after 2 halves, the game is decided by a penalty shootout: 3 takers each (if the score is still tied after 3 penalties: sudden death)
- Winners proceed to the final

Final:

- Match duration: 2 x 12.5 minutes (25 minutes total, clean time: time stoppage for fouls, outs, etc.)
- Halftime break: 2 minutes
- Timeouts: Each team gets 1 timeout per match (1 minute, time stops). Timeouts can only be called out when play stops (ball out of play, fouls, etc.)
- If the score is still even after 2 halves, the game is decided by a penalty shootout: 3 takers each (if the score is still tied after 3 penalties: sudden death)

Rules and Regulations

Ball: Size 4 futsal balls will be used. Teams are recommended to bring their own practice/warmup balls

Kick-off: Decided by coin toss. The winner will choose whether they start with the ball or select a side

Kick-in: Awarded when the entire ball crosses the sideline
- Must be taken within 4 seconds from the correct spot on the line
- Opposing players must stay at least 2 meters away from the kicker

Fouls:

- Direct Free Kicks: awarded for kicking, pushing, holding, sliding dangerously, or an intentional handball
- Indirect Free Kicks: Back-pass: an indirect free kick is awarded when a goalkeeper holds the ball with their hands after receiving a pass from their teammate
- Accumulated Fouls: If a team commits 5 fouls in one half, every subsequent foul results in a penalty for the opposing team (fouls reset at halftime)

Cards and Disciplinary Actions:

- Yellow Card: Warning
- Indirect Red Card: Accumulation of 2 yellow cards in one game: will result in a player suspension for the current and next match
- Direct Red Card: Immediate ejection: will result in a player suspension for the current and next match
- Red Card Procedure ("Man Down"): If a player gets a red card, their team will play with one less player for 2 minutes. Exception: If the opposing team scores within those 2 minutes, their team may bring on a substitute immediately

Substitutions:

- Players may only enter through the substitution zone when the exiting player has fully left the playing grounds
- Timer not stopped for substitutions. Exceptions: timeouts or serious injuries

Player Conduct

- Teams must arrive at the sports hall at least 15 minutes before their match. Teams arriving late may be declared a forfeit with a 3-0 loss
- Players must wear uniform or matching-colored jerseys, shorts, socks, and indoor futsal shoes (no cleats/boots with studs)
- Jewelry and accessories (necklaces, bracelets, watches, etc.) are prohibited
- Players and teams must maintain good sportsmanship and comply with the facility rules; unsporting behavior may result in disciplinary actions
- Players can only play for one team
- Shin pads are recommended but not mandatory

Penalties and Deposits

Each team must pay a €60 deposit before the tournament
- Fines will be deducted from this deposit
- The remaining balance will be refunded after the tournament

Fines:

- €10 for failure to send a referee representative
- €5 for each yellow card
- €10 for each red card
- Full deposit for: a forfeit or physical altercations

If the team deposit is depleted due to fines, the team must pay all outstanding fines before the Closing Ceremony

General Provisions

- The committee reserves the right to modify the rules or match duration according to schedule and/or venue conditions
- All referee and committee decisions are final and binding
- Teams are deemed to have agreed to these rules upon registration

BASKETBALL

Teams

- Total of 8 teams, divided into 2 groups of 4
- Each team must consist of a minimum of 5 players and a maximum of 12 players (5 core players + 7 substitutes)
- Each team must provide a minimum of 2 referees for the group stage and knockout games. Failure to provide referees will result in a €10 fine per game

Matches

Group Stage:

- Each team will play against every other team within its respective group once (total of 3 games per team)
- The top 2 teams from each group will advance to the semifinals
- Match Duration: 2 x 9 minutes
- Timeouts: Each team is allowed 1 timeout per match, with a duration of 1 minute
- Points system:
  - Win = 1 point
  - Loss = 0 point
- Tiebreaker: In the event of a tie in the standings, the team with the largest point difference will rank higher

Knockouts (Semifinals and Final):

- The 4 teams advancing from the group stage will compete in the semifinals
- The 2 teams advancing from the semifinals will compete in the final
- Match Duration: 4 x 8 minutes
- Timeouts: Each team is allowed 2 timeouts per match, with a duration of 1 minute each. Timeouts can only be called during a dead ball. Calling a timeout during possession or live play is prohibited

Rules and Regulations

Standard FIBA rules apply, including Traveling, Double-Dribble, Back-court Violation, Offensive 3 Seconds, 24-Second Shot Clock, Goaltending, and other applicable violations

Clock Status: The match clock will run continuously during the match, except during the final 2 minutes of the match, when a stop clock will be used.

The clock may also be stopped at the discretion of the referee or committee in the event of a significant interruption to play, including:

- A disagreement or dispute that lasts more than 15 seconds;
- A physical confrontation or fight between players, team members, or other participants;
- Any situation requiring the intervention of the referee or committee; or
- Any other circumstance that significantly disrupts the continuation of play.

The clock will remain stopped until the situation has been resolved and the referee authorizes play to resume.

Rest Period: There will be a 1-minute rest period between quarters.

Time-out Restriction: Time-outs can only be called during a dead ball. Calling a time-out during possession or live play is prohibited.

Ball: Size G7 basketballs will be used. Teams must bring their own practice/warmup balls

Game Start: Each match begins with a Jump Ball

Possession: Possession following a held ball will be determined by the Possession Arrow

Personal & Team Fouls:

- Team Fouls:
  - Team fouls are counted cumulatively within each quarter and reset to 0 at the start of each new quarter. Team fouls are not reset during the overtime period
- Bonus Situation:
  - After a team commits 4 fouls in one quarter, the 5th foul and all subsequent team fouls in that quarter will result in two free throws being awarded to the opposing team
- Foul Limits:
  - A player who receives their 4th personal foul will receive a warning. A player who receives their 5th personal foul is declared fouled-out and must leave the match

Technical and Unsportsmanlike Fouls:

- Technical Foul (T-Foul):
  - A Technical Foul is given for unethical actions, including disrespect, physical violence, disagreement with decisions, or other unsportsmanlike conduct
  - One free throw will be awarded, and play will resume with the team that was in possession of the ball
- T-Foul Ejection:
  - Receiving 2 Technical Fouls in one match results in immediate ejection
- Unsportsmanlike Foul (U-Foul):
  - An Unsportsmanlike Foul is given for intentional or unintentional hard physical contact that could potentially cause injury
  - Free throws will be awarded as follows:
    - 2 free throws for a foul not committed in the act of shooting;
    - 2 or 3 free throws according to the shooting attempt;
    - 1 additional free throw if the shooting attempt is successful
  - Play will resume with the offended team
- U-Foul Ejection:
  - Receiving 1 Unsportsmanlike Foul in one match results in immediate ejection

Tournament Disqualification:

- Receiving 2 Unsportsmanlike Fouls during the tournament results in disqualification of the respective member from the tournament

Player Conduct

- Accessories are strictly prohibited, including watches, bracelets, earrings, necklaces, and similar items
- Players must wear basketball shoes, jerseys, and pants. Players of the same team should wear jerseys of the same color
- Players must maintain good sportsmanship and comply with all facility rules

Penalties and Deposits

Each team must pay a €60 deposit upon registration
  - Fines will be deducted from this deposit
  - The remaining balance will be refunded after the tournament

Fines:

  - €10 for failure to send referee representatives
  - €20 for each T-Foul
  - €20 for each U-Foul
  - Full deposit for: a forfeit/WO or a physical altercation

If the team deposit is depleted due to fines, the team must pay all outstanding fines before the Closing Ceremony

General Provisions

- The committee reserves the right to modify the rules or match duration according to schedule and/or venue conditions
- All referee and committee decisions are final and binding
- Teams are deemed to have agreed to these rules upon registration

VOLLEYBALL

Teams

- Total of 8 teams, divided into 2 groups of 4 teams
- Each team consists of 6 main players and up to 6 substitute players, for a maximum of 12 registered players per team
- Each team must provide 1 main referee, 1 second referee, and 2 line judges. If a team fails to do so, they will be fined €5 per missing position

Matches

Group Stage:

- Each team will play against every other team within its respective group once (total of 3 games per team)
- Match duration: 2 sets (15 pts per set) x 15 minutes
- Points system:
  - Win = 3 points
  - Draw = 1 point
  - Loss = 0 points
- Tiebreakers:
  - Head-to-head
  - Point difference
- The top two teams from each group advance to the semifinals

Semifinals:

- Match duration: Best of Three: 20 points per set, 15 minutes each for the first 2 sets. Final set will be 20 minutes

Finals:

- Match duration: Best of Five: 20 points per set, 15 points for the 5th set. Deuce applies. 20 minutes each set. Final set will be 15 minutes

Timeouts:

- Each team is only allowed 1 time out per set, 30 seconds each

Note: If the match exceeds the time limit, the team with the most total points wins.

Rules and Regulations

Matches follow the FIVB Official Volleyball Rules 2025-2028

Substitutions:

- Each team is allowed up to 6 substitutions per set
- Substitutions can only be made when the ball is out of play and with the referee's permission

Rotation:

- Receiving team must be in the correct rotation position when the serve is made This rule does not apply to the serving team
- When the receiving team wins a rally and gains the serve, players rotate clockwise

Disputes:

- Any disputes should be brought forth to the referee

Other:

- Net height will be set at 240cm
- Libero is a specialized defensive player restricted to the back row. They wear a jersey contrasting in color to their teammates
- Back-row players may attack only if jumping from behind the 3-meter line

Player Conduct

- A team will be declared as walkover (WO) if they fail to appear after three announcements, don't arrive 5 minutes before their scheduled match, or have fewer than 6 players on court after the third call
- Players should wear appropriate sportswear
- Only clean and indoor shoes are allowed in the fields
- Players must demonstrate fair play and sportsmanship
- Unsportsmanlike conduct, verbal abuse or intentional misconduct toward players, referees, or organizers is not permitted
- Players can only play for one team

Penalties and Deposits

Each team must pay a €50 deposit upon registration
  - Fines will be deducted from this deposit
  - The remaining balance will be refunded after the tournament

Fines:

- €5 per missing referee position
- 50% of deposit for WO
- Full deposit and disqualification for: physical disturbances/altercations, obstructing matches, cheating

If the team deposit is depleted due to fines, the team must pay all outstanding fines before the Closing Ceremony

General Provisions

- All participating teams and players are required to comply with the rules and regulations of the tournament
- Each team is responsible for ensuring that all registered players are eligible to participate and are present at the hall on time
- The committee reserves the right to modify the rules or match duration according to schedule and/or venue conditions
- All referee and committee decisions are final and binding
- Teams are deemed to have agreed to these rules upon registration

BADMINTON

Categories & Teams

- Only Men's Doubles and Mixed Doubles
- Men's Doubles: Total of 12 teams, divided into 4 groups with 3 teams each
- Mixed Doubles: Total of 8 teams, divided into 2 groups with 4 teams each
- Each team must assign 1 referee representative for the group and knockout games. Failure to do so will result in a €10 fine
- Each player can only participate in one of the categories due to schedule conflicts

Matches

Group Stage:

- Each team plays against every other team in the same group once
- Match duration: 1 set, first to 30 points win. 1 minute interval between 11th point and 21st point
- Points system:
  - Win = 3 points
  - Draw = 1 point
  - Lose = 0 points
- Men's Doubles: Top 2 teams in the group advance to the knockout stages (8 teams in total)
- Mixed Doubles: Top 2 teams in the group advance to the knockout stages (4 teams in total)
- If tied, head-to-head result determines ranking

Knockout Stages:

- Men's Doubles: Consists of quarterfinals, semifinals and final
- Mixed Doubles: Consists of semifinals and final
- Match duration: Best of Three, each set: first to 21 points. 1 minute break at 11th point, and 2 minute break between sets
- At 20-all, the game goes into deuce, and 1 side has to win by a two point lead, up to a maximum of 30 (eg: 22-20, 30-28, 30-29)

Rules and Regulations

- All matches follow BWF regulations
- If the shuttlecock touches the ceiling, it will be considered out of bounds, and the point goes to the opponent
- If the shuttlecock touches any indoor facility, the point is retaken
- Deliberately damaging or modifying the shuttlecock to slow down the game is prohibited
- Players are also prohibited from hitting the net, leaving the court without the referee's permission, being rude or using offensive language
- If the participants cannot continue the game due to injury or other reasons, the team is declared the loser and the opposing team gets the win

Player Conduct

- Players are required to wear appropriate badminton/sports attire and non-marking indoor badminton shoes.
- Players and teams must maintain good sportsmanship and comply with the facility rules; unsporting behavior may result in disciplinary actions

Penalties and Deposits

Each team must pay a €20 deposit upon registration
  - Fines will be deducted from this deposit
  - The remaining balance will be refunded after the tournament

Fines:

- €10 for failure to appoint a referee
- Full deposit for: WO or physical disturbances, cheating

General Provisions

- 10 minutes before the match, the committee will call the participants once. Participants must report to the committee table.
- If a team fails to report after being called, the team will be deemed to have lost the match and will be subject to a full deposit deduction, unless prior notice has been given
- Teams that are eliminated in the group stage are to appoint one person as referee for the knockout stage. Failure to do so will be subject to a deposit deduction of €10

CHESS

Teams

- There will be a maximum of 12 teams, divided into 2 groups of 6 teams
- Each team will consist of 4–5 registered players, with 4 players competing in each team match
- The fifth player is optional and may be used as a substitute
- Teams consisting of players from the same country will be given priority during registration to encourage national representation and international exchange
- Mixed-nationality teams are also fully eligible to participate
- Each player may represent only one team

Registration and Seedling

Each player must provide:

- Full name
- Chess.com username
- Current Chess.com Rapid rating

Players without a Chess.com Rapid rating or with fewer than 10 completed Rapid games will be assigned a rating of 0 for seeding purposes only. This does not affect their eligibility to participate.

The average Rapid rating of the four highest-rated registered players will determine the team's seeding rating.

The 12 teams will be ranked and divided into 6 pots of 2 teams:

- Pot 1: Seeds 1–2
- Pot 2: Seeds 3–4
- Pot 3: Seeds 5–6
- Pot 4: Seeds 7–8
- Pot 5: Seeds 9–10
- Pot 6: Seeds 11–12

One team from each pot will be drawn into Group A and the other into Group B.

Matches

Group Stage:

- Each team plays every other team in its group once (5 matches per team)
- Each team match consists of 4 individual games
- Time control: 10+0
- All 12 teams continue to the knockout stage:
  - 1st–4th: C1 Championship Bracket
  - 5th–6th: C2 Community Bracket

Scoring:

- Board Points:
  - Win = 1
  - Draw = 0.5
  - Loss = 0
- Match Points:
  - Team win = 2
  - Team draw = 1
  - Team loss = 0

Group Tiebreakers:

If teams finish with equal Match Points:

a. Total Board Points
b. Number of Team-Match Wins
c. Number of Individual Wins with Black
d. Tie-break match if necessary

C1 Championship Bracket

Quarterfinals:

- QF1: A1 vs B4
- QF2: A2 vs B3
- QF3: B1 vs A4
- QF4: B2 vs A3

Semifinals:

- SF1: Winner QF1 vs Winner QF4
- SF2: Winner QF3 vs Winner QF2

The semifinal losers play the Third-Place Match, while the winners advance to the C1 Championship Final

C2 Community Bracket

- SF1: A5 vs B6
- SF2: B5 vs A6
- The winners advance to the C2 Final

The C2 Final may be played simultaneously with the C1 Third-Place Match

Team Line-ups and Substitutions

- Players are placed in a fixed roster order according to their registered Chess.com Rapid rating, from highest to lowest
- A team may select any 4 of its registered players for each match
- Selected players must play according to their relative roster order
- For example, if Players 1, 2, 4 and 5 are selected:
  - Board 1 → Player 1
  - Board 2 → Player 2
  - Board 3 → Player 4
  - Board 4 → Player 5
- Players may therefore be rotated between matches, but cannot be moved to an artificially lower board.
- Line-ups must be confirmed before the relevant team match begins.

Colours

- Each team receives 2 White boards and 2 Black boards per match
- Colours alternate across the four boards
- Board 1 colour will be determined before the match
- Example:
  - Board 1: White – Black
  - Board 2: Black – White
  - Board 3: White – Black
  - Board 4: Black – White

Knockout Tiebreaks

If a knockout match finishes 2–2:

- First Tiebreak:
  - All four boards play again at 5+0
  - Colours are reversed from the previous match
  - The team scoring more Board Points advances
- Armageddon:
  - If the 5+0 tiebreak also finishes 2–2:
  - Each team secretly nominates one player and submits a Black time bid of up to 10 minutes
  - The team with the lower bid receives Black and plays with its submitted time
  - White receives the full 10 minutes
  - White must win; a draw counts as a win for Black
  - If both bids are equal, colours will be determined by draw

Rules and Fair Play

- Games will generally follow the FIDE Laws of Chess, except where tournament-specific rules stated here apply
- The standard touch-move rule applies
- Players must use the same hand to move a piece and press the clock
- First completed illegal move by a player: opponent receives +1 minute
- Second completed illegal move by the same player: loss of the game
- Players must play independently. Chess engines, electronic assistance, outside advice and communication concerning an ongoing game are prohibited
- Mobile phones and other electronic devices must not be used during games
- Players, substitutes and spectators must not advise or interfere with ongoing games
- Any rules dispute or situation not specifically covered here will be decided by the Chief Arbiter and/or Organising Committee according to the FIDE Laws of Chess

Player Conduct

- Teams must be ready before their scheduled matches
- A team may compete with 3 players, with the vacant board recorded as a loss
- Players and teams are expected to maintain good sportsmanship and respect opponents, arbiters, organisers, and other participants
- Serious or repeated violations may result in disciplinary action

Championship Final Spectator Arrangement

- The C1 Championship Final may be played in a designated spectator area separate from the main playing area in order to allow participants and spectators to watch the match
- Spectators are welcome to support the players, but must not give advice, communicate with players about the games, disturb the players, or interfere with the match in any way
- The Organising Committee and Chief Arbiter may establish appropriate spectator boundaries and may ask spectators to reduce noise or move away from the playing area if necessary to ensure fair and comfortable playing conditions

General Provisions

- The Organising Committee reserves the right to make reasonable adjustments to the schedule or tournament procedures according to venue conditions, delays or other exceptional circumstances
- Decisions of the Chief Arbiter and Organising Committee are final and binding
- Teams are deemed to have accepted these rules upon registration

REGISTRATION DEADLINES

The final deadline for registration is Sunday, 22.11.2026 at 23:59 CET.

Technical meeting is on Saturday, 28.11.2026 12:00 CET.

On-Site Check-in: all participants are required to check in on the first day of the Aachen Open competition. The number of starting players (5 for futsal, 5 for basketball, 6 for volleyball, 2 for badminton) must be present at the registration desk at least 30 minutes before the match starts. Failure to do so will result in a Walk-Out (WO). The committee is not responsible for any accidents or transportation delays, so please arrive on time.

Date: 05.12.2026 - 06.12.2026

Venue: Berufskolleg Nord, Bardenberger Str. 72, 52134, Herzogenrath, Germany

Contact Information

For questions about sports or registration, kindly contact the respective coordinators via Whatsapp:

Sports:

- Futsal : +1 3464950989 (Kiram)
- Basketball : +49 17666367587 (Linh)
- Volleyball : +49 15737325634 (Kai Zher)
- Badminton : +49 15739374195 (Yuxiang)
- Chess : +49 16096246227 (Viet)

Registration:

- +49 176 66298343 (Samuel)
- +49 155 60395054 (Rio)

For player changes, please email sports@ppiaachen.de (see Section Registration Requirements > Rule 20). Player change requests sent via WhatsApp will not be processed.

Due to external and participation reasons booklet may be subject to change.

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