



# EUROPEAN ONLINE CHESS CHAMPIONSHIP

May 16-31  
exclusively on



## OFFICIAL REGULATIONS TERMS & CONDITIONS ORGANISER: EUROPEAN CHESS UNION (ECU)

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### 1. PARTICIPATION

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- 1.1. Any player belonging to one European National Chess Federation has the right to participate. Participants without a valid FIDE ID can be issued one through their National Chess Federation.
- 1.2. In the Rating Category E (Rating 2300+), the European Chess Union shall have the right to nominate four invitees directly into the knockout stage.
- 1.3. By competing in the event, each participant agrees that his/her real (legal) name will be shown in his/her personal card, while his/her games are in progress. Anonymous players accounts or accounts found to be using unreal names will either have their name changed by the tournament staff, or be removed from the tournament.  
The European Chess Union has the right to publish in the starting lists the real names of the participants and their nicknames they use in chess.com platform for the participation in the championship.
- 1.4. Entry fee is five (5,00) euros for each participant and has to be paid at the registration.
- 1.5. GMs, IMs, WGMs and WIMs can register for free.
- 1.6. Entry fee is non-refundable.
- 1.7. By signing up and paying the entry fee, each player agrees to abide by the Regulations of the championship, including the anti-cheating rules specified as follows.
- 1.8. The Virtual playing venue for all the groups of the championship is located on the online chess server at <https://www.chess.com/live> .
- 1.9. The championship will be divided in the following rating groups:  
(according to April 2020 FIDE Rating Rapid list):

Players without a Rapid Rating will be assigned their Blitz Rating/Standard Rating. Unrated players will enter as 1000.

- A. 1000 - 1400
- B. 1401 - 1700
- C. 1701 - 2000
- D. 2001 - 2300
- E. 2300+

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## 2. REGISTRATION

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- 2.1. Registrations and entry fee payments are available online in the chess.com platform through a special form prepared for the competition.
- 2.2. Entry fees will be paid online with Credit or Debit Cards.  
Group payments (over 20 players) will be available for federations or clubs, through the European Chess Union Bank account or ECU PayPal ([www.europechess.org](http://www.europechess.org))  
In such case a list with the names and Fide IDs of the participants and the receipt shall be sent by email to [secretariat@europechess.org](mailto:secretariat@europechess.org)

Bank: Credit Suisse, Postfach 357, CH-6301 Zug

Account number: 1835105-42

Holder: European Chess Union

National Bank Code: 4835

BIC: CRESCHZZXXX

IBAN Code: CH3604835183510542000

- 2.3. Registrations for each rating category will be open till two (2) days before the start of the respective qualification group at 17:00 CEST.
- 2.4. All participants after the registration will be allocated to the ECU Online Central Club: <https://www.chess.com/club/european-chess-union> and the respective Club for their rating group tournament.  
Players shall log in to the tournament 1 hour before the start of the 1<sup>st</sup> round.
- 2.5. The players of the lower rating group who qualified for a higher rating group will be registered to the next level by the tournament staff, so they do not need to realise another registration.

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### 3. SYSTEM OF PLAY - ADDITIONAL RULES

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#### 3.1. **Swiss System for all rating groups**

Day - 1 All groups: Qualification Stage, 7 rounds, minimum 250 qualifiers to the final stage.

Day - 2 Final Stage, 8 rounds, 250 players.

#### **Rating Group 2300+**

Grand Prix System (sum of points in two Swiss events of 8 games), 12 qualifiers.

#### **Knockout Top 16 - two games 12 qualifiers + 4 invitees**

Drawing of lots for the 1<sup>st</sup> game colour will be made by the Chief Arbiter.

The 4 semi-finalists will play for positions 1 – 4.

3.2. Time Control: 10 min + 2 sec bonus increment

3.3. Pairing System - FIDE Swiss / Chess.com Algorithm

3.4. Tiebreaks

#### **All groups:**

- a. Sonneborn–Berger of Day 2 – Final Stage
- b. Best overall score from both days
- c. Sonneborn–Berger of Day 1 – Qualification Stage

#### **Group 2300+ for the Qualification Stage**

- a. Best overall score from both days
- b. Sonneborn–Berger of Day 1 + Day 2

#### **Top16**

In case of tie after the 2 games, one Armageddon Blitz Game shall be played: 5/4 minutes, no time increment, the black player qualifies if the game is drawn.

The tiebreak criteria will be calculated by European Chess Union and the final standings of qualification and final stages will be published in chess-results and in ECU website: [www.europechess.org](http://www.europechess.org). The final standings as appear in chess.com tournaments standings tables are not valid for the European Online Chess Championship.

3.5. The 50-move rule is automatically awarded as a draw by the server, as is a three-fold repetition. None of these will need to be claimed by the player.

- a. K+N vs K+N, b. K+N vs. K+B, c. K+N vs. K, d. K+N+N vs. K, e. K+B vs. K, f. K+B vs. K+B are automatically considered a draw by the server.

3.6. Each player of Top16 will be required to play with camera & audio on video ZOOM call during the knockout stage, with their face and large background in full view and

with adequate lighting. Participants should be prepared to join a ZOOM call for proctoring at arbiter's decision: this request may be made between rounds via direct chat by a tournament staff member.

3.7. Server failure/downtime:

In the event of a server failure or malfunction during the course ECU and Chess.com will take appropriate action accordingly:

3.7.a. In case that any tournament, in a qualification stage, gets interrupted with 4 or fewer completed rounds, the tournament will be rescheduled from 1<sup>st</sup> round within 24 hours. If any tournament in a qualification stage has completed 5 or more rounds, the final standings shall remain, and the tournament will not be rescheduled.

3.7.b. In case that any tournament, in a final stage, gets interrupted with 6 or fewer completed rounds, the tournament will be rescheduled from 1<sup>st</sup> round within 24 hours. If any tournament in a final stage has completed 7 or more rounds, the final standing will remain, and the tournament will not be rescheduled.

3.7.c. In case the Top16 knockout tournament gets interrupted, it shall continue from the round it was interrupted. All completed games are valid.

3.8. Each Swiss tournament starts at the specific time and progresses through a series of rounds. This means that each player has to be online and registered for the tournament before the starting time! If a player is not online when the tournament begins, he won't be able to compete. After each round, players must wait, staying online, until all players finish their games before the next round begins (30 seconds after the end of the last game).

3.9 According to chess.com servers playing rules for rapid games, all players shall make their first move within one (1) minute from the start of the game. if a player appears idle on a single move for half of their total base time (5minutes, disregarding any increment) the server may once again declare the game Abandoned (Lost). For more details about chess.com server clock rules and disconnections here:

3.10 Players are not allowed to open a second window or connect through another device to chess.com while playing their tournament. The server automatically will disqualify them from the tournament.

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#### 4. SCHEDULE

#### RATING GROUP

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Saturday	16-May	1000 - 1400 - Qualification	7 rounds	17:00 CEST
Sunday	17-May	1000 - 1400 - Finals	8 rounds	17:00 CEST
Tuesday	19-May	1401 - 1700 - Qualification	7 rounds	18:00 CEST
Wednesday	20-May	1401 - 1700 - Finals	8 rounds	18:00 CEST
Friday	22-May	1701 - 2000 - Qualification	7 rounds	18:00 CEST
Saturday	23-May	1701 - 2000 - Finals	8 rounds	17:00 CEST
Monday	25-May	2001 - 2300 - Qualification	7 rounds	18:00 CEST
Tuesday	26-May	2001 - 2300 - Finals	8 rounds	18:00 CEST
Friday	29-May	2300+ Grand Prix	8 rounds	18:00 CEST
Saturday	30-May	2300+ Grand-Prix	8 rounds	17:00 CEST
Sunday	31-May	Top 16 knockout	Knockout	17:00 CEST

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#### 5. FAIR PLAY - DISCLAIMER

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By signing in the tournament any participant confirms to have read and accepted these regulations and especially the following:

- 5.1 All participants agree to abide by all rules and site policies stated at [Chess.com/legal](https://chess.com/legal)
- 5.2 The anti-cheating measures are based on Chess.com's resources. Throughout the European Online Championship, Chess.com's dedicated team of fair play professionals, computer scientists and statisticians will be working in coordination with their proprietary fair play detection technology to ensure that fair results are made for each game. You can find more information on Chess.com Fair Play and Cheat Detection Policy [here](#).
- 5.3 All participants shall comply and co-operate with Chess.com Fair Play and Anti-cheating detection team. Players may be removed from the Championship at any time by final decision of the Chief Arbiter or the European Chess Union based on the consultation of fair play evaluation of Chess.com.
- 5.4 All participants winning a prize in each category will be additionally post-checked by the European Chess Union and can be disqualified and after once the tournament has concluded.
- 5.5 Any fair play actions taken against participants are in accordance with fair play policy of Chess.com including but not limited to statistical analysis and manual review. The ECU does not claim or acknowledge that such actions are evidence of unfair play. These

actions are not considered by ECU as a reason for any sanctions in further ECU live events. However, if any player is considered in violation of Chess.com's fair play policies, they will be disqualified from the ECU Online events for 2 years starting from 1st June 2020 till 31st May 2022. All the players agree that they have no right to appeal the aforementioned actions either through arbitration, consultation or in a court of law within any jurisdiction.

5.6. Participants have no right to appeal for pairings made during the Championship.

5.7. European Chess Union or Chess.com have no any responsibility to technical problems arising to players during the games.

5.8. By registering in the Championship, players will not have the right to claim any financial compensation or redress related with the Championship.

5.9. Players that will qualify for the final stage of each rating category (250 players) and all players of 2300+ category shall play with cameras on in Zoom environment. Players will be divided in groups and they have to accept the Zoom call (link will be sent) 20 minutes before the start of each tournament and remain connected till the end under the observation of arbiters. Players U16 years old will have a separate private call including only them and an arbiter.

5.9.1. Players agree to turn on the „Share my Screen” function (in ZOOM) on request

5.9.2 Players have to download and install ZOOM Client for Meetings from the link below: <https://zoom.us/download>.

5.9.3 If a player is not logged into ZOOM chat at the published start time of the match or turns OFF the webcam could result in a loss of the game.

5.10. Streaming from any broadcast platforms including but not limited to Twitch, YouTube or other international platforms is not permitted from participants during their tournament games. Players found streaming will be disqualified from the tournament no matter the round or the stage.

5.11. Players are required to turn off the Chess.com game chat during the tournament through their settings > live chess > allow chat (nobody). Players found with open Chess.com game chat will be disqualified from the tournament no matter the round or the stage.

5.12 By competing in the event, each participant agrees that his/her real (legal) name will be shown in his/her personal card, while his/her games are in progress. This can

be done via the Chess.com profile settings. Anonymous players accounts or accounts found to be using unreal names will either have their name changed by the tournament staff or be removed from the tournament. Players shall add their legal name through their settings/status.

5.13 Players are not allowed to change their “nickname” in chess.com after being registered in the tournament. Players that will change nickname after their registration could be disqualified from the tournament no matter the round or the stage.

5.14. European Chess Union has the right to change the schedule, update the regulations or decide for any matter that is not mentioned in the current regulations.

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## 6. TOURNAMENT OFFICIALS

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Chief Arbiter: IA Tomasz Delega (POL)

Deputy Chief Arbiter: IA Marco Biagoli (ITA)

ECU Tournament Director: Mr. Petr Pisk (CZE)

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## 7. TITLES – PRIZES - QUALIFIERS

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7.1. In each rating category the Winner is awarded the “European Online Chess Champion” title and the 1<sup>st</sup> Woman the “European Online Women’s Chess Champion” title in the respective category. European Online Champions, Silver and Bronze medallists will receive a special ECU e-Certificate.

7.2. Every day, the names of the Qualifiers, Champions and prize-winners will be announced by the European Chess Union in the Chess.com tournament page and in the official ECU website: [europechess.org](http://europechess.org) and ECU social media.

7.3. Prize list:

Rating Category 1000 - 1400
1st Player + 1st Woman Qualification for European Amateur Championship 2021
1st - 6th + 1st- 3rd players U1200 + 1st-3rd Women - Diamond Membership/Chess.com
1st - 20th + 4th-8th U1200 (25 players) simultaneous exhibition with GM
1st U10 and 1st GU10 Qualification for European Youth Championship 2020

100 Qualifiers to next Rating Level
<b>Rating Category 1401 - 1700</b>
1st Player + 1st Woman Qualification for European Amateur Championship 2021
1st - 6th + 1st- 3rd players U1550 + 1st-3rd Women Diamond Membership/Chess.com
1st - 20th + 4th-8th U1550 (25 players) simultaneous exhibition with GM
1st U12 and 1st GU12 Qualification for European Youth Championship 2020
100 Qualifiers to next Rating Level
<b>Rating Category 1701 - 2000</b>
1st Player + 1st Woman Qualification for European Amateur Championship 2021
1st - 6th + 1st- 3rd players U1850 + 1st-3rd Women Diamond Membership/Chess.com
1st - 20th + 4th-8th U1850 (25 players) simultaneous exhibition with GM
1st U14 and 1st GU14 Qualification for European Youth Championship 2020
100 Qualifiers to next Rating Level
<b>Rating Category 2001 - 2300</b>
1st Player + 1st Woman Qualification for European Amateur Championship 2021
1st - 6th + 1st- 3rd players U2150 + 1st-3rd Women Diamond Membership/Chess.com
1st - 20th + 4th-8th U2150 (25 players) simultaneous exhibition with GM
1st U16 and 1st GU16 Qualification for European Youth Championship 2020
1st Player O50 & 1st Women Senior O50 Qualification for European Seniors 2021
100 Qualifiers to next Rating Level
<b>Rating Category 2300+</b>
1st 1200 euros + Qualification for European Championship 2020
2nd 800 euros + Qualification for European Championship 2020
3rd 700 euros + Qualification for European Championship 2020
4th 600 euros
5th - 8th 400 euros each players = 1600 euros
9th-16th - 300 euros each players = 2400
1st Woman 700 euros + Qualification for European Women Championship 2020
2nd Woman 500 euros
3rd Woman 300 euros
1st Player O50 Qualification for European Seniors 2021
1st U18 and 1st GU18 Qualification for European Youth Championship 2020

\*Qualifications

Board and Lodging during the Championship\*

1/2 Double room in youth categories

Single room for Open/Women/Senior Championships

In case of postponement of 2020 Championships, the qualification is valid for 2021.



\*\*Diamond Membership information

- 7.4 The prizes are not shared. In case of a tie the prizes will be distributed to the winners according to the tie break criteria.

Each player can take multiple prizes according to the final standings but only one money prize, namely the highest.