



Regulations for the FIDE Online Olympiad

July 22nd – August 30th 2020

1. Scope

1. 1. Governing Body of the FIDE Online Olympiad 2020 (hereinafter referred to as OLONLINE) is the International Chess Federation (FIDE).

1. 2. FIDE Global Strategy Commission (hereinafter referred to as GSC) is in charge for preparing regulations, communicating with the hosting Internet platform (hereinafter referred to as HIP) and the participating federations.

1. 3. The body responsible for adopting and changing these Regulations is the FIDE Council, upon recommendation by GSC.

1. 4. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the FIDE President for a final decision.

2. Format

2. 1. OLONLINE is a team event. National teams of all federations affiliated to FIDE have the right to participate in OLONLINE.

2. 2. Stage 1. DIVISIONS

a) All the registered teams (see Article 3.1) are divided into 5 divisions ranked from BASE DIVISION to TOP DIVISION in accordance with the final standings of the Gaprindashvili Cup of the Chess Olympiad 2018 (hereinafter referred to as “Gaprindashvili Cup”):

<http://chess-results.com/tnr368908.aspx?lan=1&art=57&flag=30&zeilen=99999> .

A team that did not participate in the 2018 Chess Olympiad is placed in the BASE DIVISION, unless the FIDE President decides to take into consideration that team’s results in the Gaprindashvili Cup of the Chess Olympiad 2016 and place the team accordingly. If the total number of teams is less than 145, the format of Stage 1 is adjusted accordingly.

b) BASE DIVISION unifies registered teams (see Article 3.1) placed in the bottom part of the final standings of the Gaprindashvili Cup.

BASE DIVISION’s tournament system depends on the number of participating teams.

The top fifteen teams of the BASE DIVISION qualify to DIVISION 4.

c) DIVISION 4 is composed of 35 seeded registered teams (see Article 3.1) ranked higher than teams of BASE DIVISION in Gaprindashvili Cup and 15 teams qualified from BASE DIVISION.

50 teams are divided into 5 pools (from A to E), 10 teams each, of approximately equal strength determined as the average rapid rating of six main players (as per Article 2.5) according to July FRL (hereinafter referred to as “equal strength”). Each pool plays a round robin of 9 rounds.

The top three teams of each pool qualify for DIVISION 3.

d) DIVISION 3 is composed of 35 seeded registered teams (see Article 3.1) ranked higher than teams of DIVISION 4 in Gaprindashvili Cup and 15 teams qualified from DIVISION 4.

50 teams are divided into 5 pools (from A to E), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 4 cannot be placed in the same pool again. Pool winners of DIVISION 4 cannot be placed in the same pool. Each pool plays a round robin of 9 rounds.

The top three first teams of each pool qualify for DIVISION 2.

e) DIVISION 2 is composed of 35 seeded registered teams (see Article 3.1) ranked higher than teams of DIVISION 3 in Gaprindashvili Cup and 15 teams qualified from DIVISION 3.

50 teams are divided into 5 pools (from A to E), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 3 cannot be placed in the same pool again. Pool winners of DIVISION 3 cannot be placed in the same pool. Each pool plays a round robin of 9 rounds.

The top three first teams of each pool qualify for TOP DIVISION.

f) TOP DIVISION is composed of 5 seeded registered teams (see Article 3.1) placed on the top of Gaprindashvili Cup, 5 teams nominated by each of the four Continent (according to each Continent's criteria, see Article 3.3) and 15 teams qualified from DIVISION 2.

40 teams are divided into 4 pools (from A to D), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 2 cannot be placed in the same pool again. Pool winners of DIVISION 2 cannot be placed in the same pool. Each pool plays a round robin of 9 rounds.

The top three first teams of each pool qualify for Stage 2 – PLAY-OFF (see Article 2.3).

g) Scoring system: match points. A win scores 2 points. A draw scores 1 point. A loss scores 0 points.

h) The tie-break system is described in Annex 1 "Tie-break Rules", Article 1.

2. 3. Stage 2. PLAY-OFF

a) Twelve teams qualified from Stage 1 play a knock-out tournament.

b) Each duel consists of two matches. In the first match, the first-named team in a duel has white on the odd-numbered boards and black on the even-numbered boards in the first match; and white on the even-numbered boards and black on the odd-numbered boards in the second match.

c) The pairings are done as follows:

Preliminary round

Duel I: Runner-up of Top DIVISION pool A vs Third place of Top DIVISION pool B
Duel II: Runner-up of Top DIVISION pool B vs Third place of Top DIVISION pool A
Duel III: Runner-up of Top DIVISION pool C vs Third place of Top DIVISION pool D
Duel IV: Runner-up of Top DIVISION pool D vs Third place of Top DIVISION pool C

Quarter finals

Duel V: Winner of Top DIVISION pool A vs Winner of Duel IV
Duel VI: Winner of Top DIVISION pool B vs Winner of Duel III
Duel VII: Winner of Top DIVISION pool C vs Winner of Duel II
Duel VIII: Winner of Top DIVISION pool D vs Winner of Duel I

Semi-finals

Duel IX: Winner of Duel V vs Winner of Duel VI
Duel X: Winner of Duel VII vs Winner of Duel VIII

Final

Duel XI: Winner of Duel IX vs Winner of Duel X

d) The tie-break system is described in Annex 1 "Tie-break Rules", Article 2.

2. 4. All matches are played on six boards divided into four categories: A (open) - boards 1 and 2, B (women) - boards 3 and 4, C (open U-20) – board 5, D (girl U-20) – board 6.

2. 5. Each team consists of six main players, including:

- at least 2 women
- at least 1 player U-20 (born in 2000 or later),
- at least 1 girl U-20 (born in 2000 or later)

Each team has a team captain.

Each team may have up to six reserves: 2 players in each of categories A and B and 1 player in each of categories C and D according to Article 2.4.

2. 6. Each team captain decides on his/her team composition for each match. In case of a substitution in category(-es) A or/and B, the remaining main player(s) play(s) on board 1 and/or 3, the reserve player(s) go(es) to board 2 and/or 4 respectively. If both main players are substituted in category(-es) A or/and B, then reserve 1 in each category takes the higher board (1 or/and 3).

2. 7. During stage 1, the compositions for each of three matches of a daily session should be announced not later than 30 minutes before the beginning of the first match.

During stage 2, the compositions for each match should be announced not later than 30 minutes before the beginning of the relevant match.

2. 8. Time control: 15 minutes + 5 seconds increment per move, starting from move 1.

3. Registration

3. 1. Each federation intending to participate in OLONLINE confirms its participation providing the list of players with the exact main boards and reserves order in all categories (see Article 2.5) to the FIDE Secretariat (office@fide.com) by July 13th 2020.

Providing the players' list, each Federation must ensure that all players are aware of these Regulations and acknowledge Fair-Play rules (see Article 6.6).

3. 2. The list of the registered teams (see Article 3.1) ranged according to Gaprindashvili Cup (see Article 2.2.a) is published on July 14th.

3. 3. Each Continent provides FIDE with the list of 5 nominated teams (see Article 2.2.f) by July 16th. No list can contain any of the top 5 registered teams according to Article 3.2.

3. 4. BASE DIVISION composition and tournament's system as well as all divisions seeded team's composition are announced on July 18th.

3. 5. Each pool is played within three days, three rounds per day. The exact dates and times for each pool tournament in each DIVISION are announced two days prior to the beginning, teams' time zones are taken into consideration.

3. 6. In case if any team withdraws after the divisions' compositions are announced the whole division's composition cannot be affected, it remains unchanged.

3. 7. A federation which fails to provide a satisfactory reason for its team withdrawal may be sanctioned by the FIDE Council.

4. Schedule

DATES	EVENT	NUMBER OF TEAMS	SYSTEM
STAGE 1. DIVISIONS			
July 22 nd – 26 th	BASE DIVISION	TBD by July 18 th	TBD by July 18 th 15 teams advance to DIVISION 4
July 29 th – August 2 nd	DIVISION 4	50 (35 seeded + 15 qualified from BASE DIVISION)	5 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to DIVISION 3
August 5 th – 9 th	DIVISION 3	50 (35 seeded + 15 qualified from DIVISION 4)	5 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to DIVISION 2

August 12 th – 16 th	DIVISION 2	50 (35 seeded + 15 qualified from DIVISION 3)	5 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to TOP DIVISION
August 19 th – 23 rd	TOP DIVISION	40 (5 seeded + 20 Continental spots + 15 qualified from DIVISION 2)	4 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to STAGE 2.
STAGE 2. PLAY-OFF			
August 27 th	PRELIMINARY ROUND	8 (qualified from TOP DIVISION)	KO duel of two matches + Armageddon game
August 28 th	QUARTER-FINALS	8 (4 qualified from TOP DIVISION + 4 qualified from Preliminary Round)	KO duel of two matches + Armageddon game
August 29 th	SEMI-FINALS	4 (qualified from QUARTER-FINALS)	KO duel of two matches + Armageddon game
August 30 th	FINAL	2 (qualified from SEMI-FINALS)	KO duel of two matches + Armageddon game

5. Technical Issues

5. 1. GSC nominates the Chief Arbiter and the Deputy Chief Arbiter.
5. 2. The technical Meetings are held one day before the beginning of each division via Zoom conference calls.
5. 3. The team captains of participating teams are obliged to attend the relevant Technical Meeting.
5. 4. The technical notice describing the mode of communication between the players, the Chief Arbiter and the HIP technical support as well as other technical issues may be developed by HIP in consultation with GSC and amended to these Regulations as Annex 2 if necessary.
5. 5. In order to organise a professional video streaming (including TV broadcast), any team may decide to have all the players together in the same venue, if the epidemiological situation in the country allows it.
5. 6. Commentators team should be connected to broadcasting streaming.
5. 7. General and special prizes are to be announced in due time.

6. Fair-Play Measures

6. 1. The fair-play measures are based on resources of HIP and follow FIDE's fair-play guidelines. The anti-cheating algorithm is to be approved by GSC.
6. 2. GSC in consultation with HIP establishes a fair-play panel (hereinafter referred to as FPP). The FPP consists of the Chief Arbiter and the following fair-play experts: FIDE Fair-Play Commission members, the fair-play experts of HIP, computer scientists and statisticians, chess grandmasters.
6. 3. FPP works to ensure fair results for each game. FPP may apply any measures that it considers necessary and sufficient in order to ensure fair-play conditions during the tournament. Basing on technical resources of HIP, FFP may decide on mandatory webcams and screen share to be used by all the players.
6. 4. Based upon the results of the anti-cheating algorithm and/or other evidence deemed sufficient by the FPP to establish a cheating incident, FPP has the right to disqualify any player for a suspected fair-play violation during the course or after conclusion of the tournament.
FFP may additionally take one or several of the following decisions towards the disqualified player:

- The disqualified player may be declared lost in one or several games he/she played in the current or/and previous pool(s) or duel(s). Then, his/her teams' results in the respective pool(s) or duel(s) are changed accordingly;
- The disqualified player's team may be fined by certain number of match points in the current pool or duel;
- The disqualified player's team may be disqualified (if such a decision is taken when this team has advanced to another pool or duel and started playing there, the disqualified team cannot be replaced by any other). All the results of the disqualified team in OLONLINE are annulled.

The decision of FPP to disqualify a player and his/her team for a suspected fair-play violation is final and is not subject to any appeal, review or other challenge.

6. 5. Neither FIDE, nor HIP claims that the determination of a suspected fair-play violation is proof of actual cheating or an admission of guilt of by the disqualified player. Such a determination shall not affect the ordinary status of the player for over-the-board competitions within the jurisdiction of FIDE or its members, unless the FPP decides in the case of a clear or gross violation, or repeated violations, to refer the matter to the FIDE Ethics and Disciplinary Commission which may exclude the player from all official chess participation for a period up to 15 years.

6. 6. By entering into the tournament each player accepts the above-mentioned Fair-Play measures as a condition of entry in a voluntary sports event and agrees that his/her participation takes place subject to these Fair-Play measures.

7. Appeals Committee

7. 1. GSC appoints the Chairman and the two other members of the Appeals Committee, all from different Federations.

7. 2. A member of the Appeals Committee cannot sit in judgement in a dispute involving one player from his/her Federation. If both players involved in a dispute are from the same federation that one or two members of the Appeal Committee, then all three members of the Appeal Committee sit in judgment.

7. 3. Appeals committee has the right to make decisions on all disputes, except fair-play issues (Chapter 6).

7. 4. All appeals and protests must be submitted in writing to the Appeals Committee not more than 15 minutes after the relevant game, or the particular infringement complained against.

7. 5. Each Federation issuing a protest may be charged of two hundred (200) USD by FIDE if the protest is rejected.

7. 6. The Appeal Committee endeavours to make a decision as quick as possible.

7. 7. The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.

8. Selection of the Hosting Internet Platform

8. 1. Any chess internet platform may apply for hosting OLONLINE.

8. 2. The FIDE's choice of HIP is based on many factors aiming for the best of chess. The proposed financial conditions are not the only criterion. FIDE takes into account the experience of HIP, its ability to broadcast the tournament at the highest possible level, both from the point of view of anti-reader security, and experience in commenting and conducting tournaments of the highest level.

8. 3. HIP has the right to apply for the title partner status.

8. 4. Upon FIDE's selection of HIP, a contract is to be signed between FIDE and HIP regarding all financial and commercial aspects of the event.

Annex 1. Tie-Break Rules

1. Stage 1. DIVISIONS

At the end of each division tournament*, team ranking is decided by using:

- (a) Match point totals (2 for a win, 1 for a draw, 0 for a loss)
- (b) Game point totals (1 for each game won, ½ for each game drawn, 0 for each game lost)
- (c) Match point totals in the results between the teams which remain tied
- (d) Game point totals in the results between the teams which remain tied
- (e) Sonneborn-Berger (Matchpoints)
- (f) Sonneborn-Berger (Gamepoints)
- (g) Drawing of lots, if there remain teams tied in positions that qualify for Stage 2.

* If the BASE DIVISION tournament's system is not a round robin, the tie-break system is announced by July 19th.

2. Stage 2. PLAY-OFF

In the event of drawn duel, the tie is broken with an Armageddon game. A drawing of lots is done automatically by HIP to determine in which of the four categories (Article 2.4) the Armageddon game is to be played. The captain of each team shall nominate one player, from the respective category. Once one player for each team has been nominated, there is a drawing of lots to determine which player can choose whether they play white or black. The time limit for the Armageddon game is 5 minutes for white, and 4 minutes for black, with no increment. If the player with the white pieces wins the game, his/her team wins the duel. If the player with the black pieces wins or draws the game, his/her team wins the duel.