OFFICIAL REGULATIONS- TERMS & CONDITIONS

ORGANISERS: EUROPEAN CHESS UNION (ECU)

MONTE CARLO CHESS CLUB

Contact: eocc@europechess.org

1. PARTICIPATION

1.1 Open to all European Chess Clubs. 100 Teams will be accepted by priority. In case of more applications ECU has the right to accept additional teams.

1.2. Each Team consist of 4 basic players, and up to two (2) reserve player. The average FIDE Standard Rating of 4 basic players shall be at least 2000.

1.3. The composition of teams is open without any restriction for players belonging to any FIDE federation member.

1.5. Each Team will appoint one captain/representative for the technical meeting and communication during the event.

1.6. Team entry fee is 250 euros.

1.7. By signing in the tournament, all teams and participants confirm to have read and accepted these regulations the terms and conditions of this championship.

1.8. All the teams and players are recommended to play with a club branded attire and background visible for the event's livestream coverage.

1.9. Playing Server is Tornelo.com

1.10. European Online Women's Club Cup Winner, Monte Carlo Chess Club is invited to the Final top 10 Teams stage of the event

2. REGISTRATION

2.1. Registrations are made by the Clubs through the online entry form.
https://forms.gle/nFuAm7MtBSptCdWR7
Registrations are accepted till **Friday 19th March** 2021 till 15:00 CET
Composition of Qualification groups will be announced before the technical meeting on Monday 22nd of March.

2.2. The players are registered and ranked by their **FIDE standard rating** (March 1st list) for the average Team rating.

2.3. Entry fees will be paid by the Clubs to the ECU Bank account

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

Or online with Credit/Debit Card here:
https://www.europechess.org/ecu-payments-donations/

3. SYSTEM OF PLAY

3.1 **Qualification groups (27 & 28.03) of 10 teams:** Round Robin 9 rounds.
2 teams from each of 9 groups qualify to play offs.
Play-offs (29.03) – 1 day-18 teams – 9 teams qualify to the final Group
Final Group (30-31.03) 10 teams, Round Robin 9 rounds,
Time control: 15min + 5 sec per player.

3.2 Groups will be divided according the average rating of the four (4) basic players. FIDE March 1st, 2021 list will be taking in account. Teams with the highest average rating will be the leaders of the Groups and the rest teams will be distributed accordingly.

3.3 For the purpose of standings, the matchpoints are valid, Matchpoints (2 for wins, 1 for Draws, 0 for Losses)

In case of tie between teams:

A. Gamepoint totals
B. Matchpoint totals between the teams that are tied
C. Gamepoint totals between the teams that are tied
D. Sonneborn-Berger (Matchpoints)
E. Sonneborn-Berger (Gamepoints)
F. Drawing of lots

For the Play-offs day technical details will be announced in Technical Meeting. The top 2 teams in each of the nine groups will be paired into three groups of 6 teams. These groups will play a Round Robin tournament. The top 3 teams in each group will qualify for the Final Group.

3.4. For the **final group only**, the players who achieved the best performance rating on their respective boards shall receive gold e- medals. Silver and bronze e-medals shall be awarded to the second and third place winners. For this purpose, the players performance score is calculated if the player takes part in at least 70% of the rounds (for basic players) or 50% of the rounds (for reserve players).

3.5. In ECU teams' competitions players may only agree to a draw after the 30th move has been made by black;

3.6. Players will submit their squad of players with a fixed board order at the time of entry. For each round, captains may choose any four players from their squad to represent the team in that round. This choice must be made at least 10 minutes before the round and submitted electronically using the method outlined by the Chief Arbiter at the Technical Meeting. The players will play on boards in accordance with their fixed board order. If no team composition has been submitted for the round, the four basic players will play in that round.

3.7. In the event of one or more day's play being lost due to server or global Internet issues, ECU reserves the right to amend the format of the remainder of the competition. This includes options such as changing the Final Group into a Swiss System tournament, and dispensing with the playoff day on 29th March.

3.8. The winner of Group A will be denoted as A1, and the runner-up of Group A will be denoted as A2. An equivalent naming convention will apply to the other groups B to I. For the playoff day, the group composition will be as follows:

Group A	Group B	Group C
A1	B1	C1
F1	E1	D1
G1	H1	I1
H2	I2	G2
E2	D2	F2
B2	C2	A2

4. SCHEDULE

			UTC	CET	CEST
Monday	22 March	Captains Meeting	17:00	18:00	
Saturday	27 March	Opening Ceremony	13:00	14:00	
Saturday	27 March	Qualification: Rounds 1-4	13:30 - 17:30	14:30 - 18:30	
Sunday	28 March	Qualification: Rounds 5-9	12:30 - 17:30		14:30 - 19:30
Monday	29 March	Playoffs: Rounds 1-5	12:30 - 17:30		14:30 - 19:30
Tuesday	30 March	Final 10: Rounds 1-4	12:30 - 16:30		14:30 - 18:30
Wednesday	31 March	Final 10: Rounds 5-9	12:30 - 17:30		14:30 - 19:30
Thursday	1 April	Closing Ceremony	17:00		19:00

Rounds will start at hourly intervals.

5. FAIR PLAY RULES – ADDITIONAL RULES

5.1 For the purposes of this event, the playing area is defined as a room where a player has only the device that he uses for online play.
Players may use a PC or Laptop during the games with a web camera. It is not allowed a 2nd device or any software/application to be open during the games.
For the final group a player has to provide a side viewpoint of their venues (side camera).

5.2 Players will play under Arbiters observation in Zoom Platform
Players have to download and install ZOOM Client for Meetings from the link below: https://zoom.us/download.

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

5.4 Organising Committee have no any responsibility to technical problems arising to players during the games but will be able to pair any player for the next round.

5.5 A player can be forfeited for violation of the Fair Play Rule by decision of the Chief Arbiter or Fair Play Panel. Screening of all games will take place.

5.6 Appeals will be examined by the end of each day according the article B11. of the ECU regulations. Decisions of the Appeals Committee are final.

5.7 Disconnections/ Server failure/downtime:

A. In the event of a server failure or malfunction during the course ECU will take appropriate action accordingly. In case of an interruption during rounds, the round will restart depending on the length of time of the interruption. All completed games are valid. The whole round may be rescheduled.

B. If a player's disconnects during play, that player is allowed to reconnect until their remaining time has elapsed, in which case they lose on time. In exceptional cases arbiters have the right to judge any particular case and decide in a different way.

C. Stability of the connection is a responsibility of every player. A disconnection for any reason, other than in 5.7A is treated in the same way.

5.8. The platform Tornelo has a "call the arbiter" button available for the players. The button stops the clock and its only purpose is to call the arbiter in some urgent cases. Misuse of the button after the first warning could result in the forfeit of thegame.

5.9. The default time is 15 minutes.

5.10. Three-fold repetition, 50 moves rules are declared a draw automatically.

5.11. It is obligatory for every player to share their screen and have their camera on at all times during every round. No other app or computer program should be running, other than Zoom and the browser for Tornelo. Every player who does not follow these rules will receive an official warning via Zoom chat and their captain will be also informed. The player will then have time up until the start of

the next round to follow the instructions of the arbiter, or he/she won't be allowed to start the next game.

5.12. In any case not described above, the ECU and FIDE online regulations are valid

5.13. Arbiters decisions can be appealed, except disqualifications for Fair Play. The decision of the Appeals Committee is final. Appeal in a written form (by email) can be submitted up to 15 minutes after the end of each round. The tournament will continue during the decision-making process.

5.14. ECU will appoint the Arbiters and the Appeals Committee of the event.

5.15. After each phase of the competition, results are provisional until 1100 UTC the following day.

6. TITLES – PRIZES – TOTAL MONEY PRIZES 14,000 €

6.1. **The first Team is the European Online Club Cup Champion 2021 and will receive the " Coupe de Monte Carlo"**

The second and third team wins the silver and bronze e-medals – **Final Group.**

6.2. **Money Prizes for Team Winners** (11,500 euros) of the **Final Group**:

1st Winner Team	4000 euros
2nd Winner Team	3000 euros
3rd Winner Team	2000 euros
4th Winner Team	1500 euros
5th Winner Team	1000 euros

6.3. **Individual e-Medals are won by 1st, 2nd, & 3rd place of each board of final Group**

6.4. **The first winner of each Board of the final group will receive 400 euros (5 x 400). Reserve players are calculated on the 5th Board.**

6.5. "Vasily Smyslov" Prize:

The best game of the tournament will be awarded 500 euros.

6.6. **ECU Certificates** will be available for all Teams.

6.7. **All the prizes awarded by tiebreaks** and are not shared.