

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

1. PARTICIPATION

- 1.1 European National federations have the right to nominate players:
 - A. European Players rated 2550 and over (FIDE standard rating list 1st April 2021)
 - B. 8 additional players if a national qualification event will take place or
 - C. 5 additional players if a national qualification event will not take place.
- 1.2. Each National federation will appoint one captain/representative for the technical meeting and any communication during the event.
- 1.3. The entry fee is 65 euros per player to be paid directly by the National federation to the ECU Bank account.
- 1.4. By signing in the tournament, the National federation and participants confirm to have read and accepted these regulations the terms and conditions of this championship.

2. REGISTRATION

- 2.1. Registrations are made by the National Federation filling the special registration form and sent it to eocc@europechess.org
- 2.2. The players are registered and ranked by their FIDE standard rating.
The tournament will not be calculated for FIDE rating.

2.3. Entry fees will be paid by National Federation 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

2.4. Deadline for registrations is the Monday 10th May 2021

3. SYSTEM OF PLAY

3.1 Knock out system (matches - 2 standards games + tiebreak if needed)

1st Round - Preliminary round (if needed)

2nd Round 288 players - Knock out

3rd Round 144 players - Knock out

4th round. 72 players - Knock out

Final Stage - Prizes-Tiebreak - Swiss tournament (36 players)

9 rounds – 10 min + 3 sec per

3.2 Time control of standard games: 120 minutes for the whole game with an increment of 30 seconds per move starting from move 1.

3.3 Tiebreaks

Tiebreak Matches will consist of 2 games with reverse color - 10min + 3sec increment per move. The color allocation will be opposite than the classical games (f.e if one player has 1st game white in classical, he/she will have black in the 1st game of tiebreaks). If the score is still level after the games, then one (1) sudden death game is played. The player who wins the drawing of lots may choose the color. The player with the white pieces receives 5 minutes, the player with the black pieces receives 4 minutes whereupon; after move 60, both players receive an increment of 2 seconds per move starting from move 61. In case of a draw the player with the black pieces is declared the winner.

In all tiebreak's games, players are not allowed to leave their desk and camera view while a game of theirs is in progress without permission of the Arbiter; this includes bathroom breaks. There will be regular breaks between rounds to allow players to rest and refresh. A breach of this regulation will result in an immediate loss of the game in

progress. In cases of emergency, a player may consult with the Chief Arbiter for a possible exemption.

- 3.4 The pairing of 1st preliminary round will be random. The pairings of 2nd, 3rd and 4th round will be according to FIDE Ratings and the pairing tree is in Annex_1
- 3.5 In case two players playing from the same playing venue are paired together, LCA may decide the game between them to be played over the traditional board. Such a decision may be taken, only if the playing conditions are suitable and both players agree. Then, for such games the FIDE Laws of Chess shall apply.
- 3.6 Appeals can be submitted by 15 min after the end of each game. The appeal must be accompanied with a fee of 200 euros according the article B.11.5 of the ECU Tournament rules.

4. VENUES

- 4.1. All the players compete from the approved tournament halls per country.
Tournament halls are selected and installed by federations and local organisers.
Each National federation may select up to 2 venues which will be approved by the European Chess Union. In exceptional cases ECU may decide for more venues in one country.
- 4.2. Players may compete from another country venue after consultation between the Nationals' federations and ECU.
- 4.3. National federations shall use cable internet for all players and to have set up connection from two (2) different internet providers with automatic switching between the connections, if possible
- 4.4. In each playing venue the necessary number of venue cameras shall be installed to ensure ample supervision. Additionally, each player shall be supervised by a camera (notebook or external side camera).
- 4.5. In each playing venue, Zoom calls with screen sharing are mandatory. The event's Chief Arbiter shall be provided with all Zoom recordings.
- 4.6. The National health protocols shall be followed in each venue. In case of a positive covid19 case during the event, each National federation shall meet it according to the national protocols. The qualification tournament cannot be interrupted.
- 4.7. The tournament will be played through the online in a dedicated server only for the competition.
- 4.8. A detailed guide for the venues set up will be sent to National federations

5. SCHEDULE

Monday	17 - May	Technical Meeting – Federations	18:00 CEST
Wednesday	19 - May	Arbiters Seminar	18:00 CEST
Thursday	20 - May	Arbiters Meeting	18:00 CEST
Friday	21 - May	Test event - Venues	18:00 CEST
Monday	24 May	Opening Ceremony	13:30 CEST
Monday	24-May	Rounds 2 – Game 1	14:00 CEST
Tuesday	25-May	Rounds 2 - Game 2	13:00 CEST
Tuesday	25-May	Tiebreaks	19:00 CEST
Wednesday	26-May	Rounds 3 – Game 1	14:00 CEST
Thursday	27-May	Rounds 3 – Game 2	13:00 CEST
Thursday	27-May	Tiebreaks	19:00 CEST
Friday	28-May	Rounds 4 – Game 1	14:00 CEST
Saturday	29-May	Rounds 4 – Game 2	13:00 CEST
Saturday	29-May	Tiebreaks	19:00 CEST
Sunday	30-May	Tiebreaks for positions 1-36	14:00 CEST

6. FAIR PLAY RULES

- 6.1** In each playing venue, the fair play measures shall be applied according the FIDE and ECU Anti Cheating regulations. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.
- 6.2** Only Arbiters and players are allowed in playing halls during the rounds.
- 6.3** 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 with authorised by FIDE software.
- 6.4** Players have to download and install ZOOM Client for Meetings from the link below: <https://zoom.us/download>. If a player is not logged into ZOOM at the published start time of the match or turns OFF the webcam could result in a loss of the game. Players should agree to be unmuted by arbiters, when needed for checking"

- 6.5 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.
- 6.6 Players may use and classic chess boards during their play. Each player is responsible for moving pieces on his/her traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side.
- 6.7 Players will play on default player's settings`"move confirmation" on Tornelo Platform. One player can deactivate this function on his/her own responsibility.
- 6.8 Players are allowed to move only to areas which are monitored by venue cameras except the rest rooms.
- 6.9 Players will inform arbiters to visit the rest room one by one. Arbiters shall monitor them till the entrance and check the rest rooms regularly with a metal detector. The rest rooms shall be only for players and arbiters.
- 6.10. In any case not described above, the FIDE and ECU online regulations are valid.

7. ADDITIONAL RULES

- 7.1. Server failure/downtime: In the event of a server failure or malfunction during the course ECU will take appropriate action according to the time of failure. Completed games are always valid.
- 7.2 In case of all players at a venue being disconnected during a round, the responsible federation is allowed to reconnect until their remaining time for the round has elapsed, in which case they lose on time. If the venue successfully reconnects, arbiters may adjust the clocks accordingly or restart games from 1st move.
- 7.3 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 Sector/Local Arbiter in some specific cases (threefold repetition, fifty moves, serious urgent cases) as in over the board games. Misuse of the button after the first warning could result in the forfeit of the game.
- 7.4 European Chess Union has no responsibility for technical problems arising during the Games at venues.
- 7.5 In any case not described above, the Arbiters will decide the course of action. Arbiters decisions can be appealed. The decision of the Appeals Committee is final.

8. TOURNAMENT OFFICIALS

- 8.1 According to Art. 16.8 of the FIDE Online Chess Regulations, at least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Arbiter (LTA). If there are more than 10 players in a playing venue, then one

additional arbiter is required for every 10 extra players or part thereof. The local arbiters shall be able to communicate in English language.

- 8.2. Participating Federations will propose and cover the costs (including accommodation of 1 arbiter) the assistant local arbiter(s) and 1 International (qualified on online events) International or FIDE Arbiter **per venue** that will be the Chief Arbiter in another country's venue taking in account the distances (short trips), arbiters location, and country's travel restrictions in May. Only in case national restrictions including possible quarantines do not allow the foreigner arbiter to travel in another country this rule will be lifted. The appointment of arbiters will be made by the end of April. The final list of Arbiters will be approved by ECU.
- 8.3 ECU will appoint additionally the central arbiters panel, the appeals committee and the Fair Play Panel, (Annex_2) that will monitor and coordinate all events. All the decisions will be made by arbiters. ECU will organize a special webinar for the Hybrid event with the participation of proposed and appointed Local Chief Arbiters that have not a seminar before.

9. PRIZES - QUALIFIERS

9.1. 36 players qualify for the FIDE World Cup 2021

9.2. Money Prizes 32.000 euros

1 st :	3000 euros
2 nd	2500 euros
3 rd	2000 euros
4 th -6 th	1500 euros
7 th -10 th	1250 euros
11 th -20 th	1000 euros
21 st -30 th	500 euros

9.3. Money Prizes are not shared but distributed according the tiebreak criteria.

- (a) Buchholz Cut 1,
- (b) Buchholz,
- (c) The greater number of games played with black,
- (d) The Greater number of wins

Annex 1

European Hybrid Format

General

288 players will be divided into mini tournaments, numbered 1 to 36, composed of 8 players. The winner of each mini tournament will qualify for the World Cup.

Each mini tournament will be a knockout tournament.

Seeding

The players will be seeded from 1-288, and they will be divided in the following way:

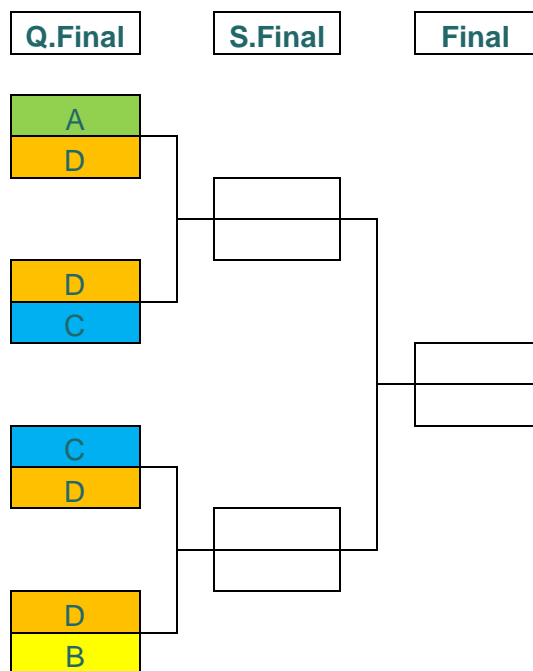
Category A Seeds 1 – 36

Category B Seeds 37 – 72

Category C Seeds 73 – 144

Category D Seeds 145 – 288

Each mini tournament will have the following structure:



In each mini-tournament, the following players will be assigned to each mini-tournament.

A The number of the mini tournament.

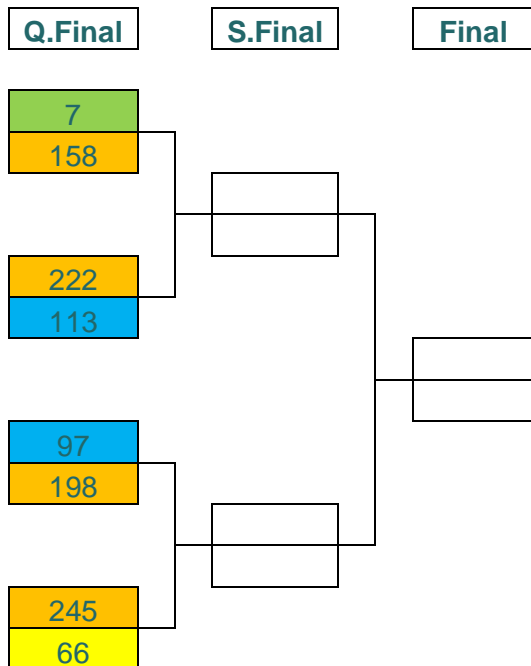
B 73 minus the number of the mini tournament.

C Two players drawn at random from Category C.

D Four players drawn at random from Category D.

Example

For mini-tournament 7:



A7

B73 – 7 = 66

CNumbers drawn at random between 73 and 144; 97 and 113 for illustration only

DNumbers drawn at random between 145 and 288; 158, 198, 222 and 245 for illustration only

Number of Entries Considerations

If more than 288 players enter the tournament, then there will be a Preliminary Round, which will also be played as knockout matches. These matches will be played between the lowest-rated players in the tournament only; i.e. if $288 + n$ players enter the tournament, then seeds $(288 - n + 1)$ to $(288 + n)$ will be paired in the preliminary round by random draw.

If fewer than 288 players enter the tournament, then the brackets will be amended in the following way:

- The highest seeds in Category A, from 1 to 36 in turn, will receive a Quarter Final bye
- The highest seeds in Category B, from 37 to 72 in turn, will receive a Quarter Final bye
- The highest seeds in Category C, from 73 to 144, will receive a Quarter Final bye but still be drawn randomly to fit into the tournament bracket

Annex 2
Appointed Principals

1	IA Nikolopoulos Panagiotis	GRE	Chief Arbiter
	Deputy Arbiters		
2	IA Cicek Melih	TUR	
3	IA Raooof Adam Nasim	ENG	
4	IA Biagioli Marco	ITA	Pairing Officer
5	IA Geert Baileul	BEL	
6	IA Penzina Vera	RUS	
7	IA Delega Tomasz	POL	

	Fair Play Panel		
	Salomeja Zaksaitė	LTU	Fair Play Officer
	Nikolopoulos Panagiotis	GRE	Chief Arbiter
	Appeals Committee		
1	Malcolm Pein	ENG	Chairman
2	Petr Pisk	CZE	
3	Adrian Michalchshin	SLO	
Res.	Lukasz Turlej	POL	
Res.	Fabrizio Frigieri	ITA	