



Regulations for the FIDE Online Nations Cup May 5th – 10th 2020

1. Scope

- 1. 1.** Governing Body of the FIDE Online Nations Cup 2020 (hereinafter referred to as ONC) 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 participants.
- 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 final decision.

2. Format

- 2. 1.** Six invited teams take part in ONC: «Team China»; «Team India»; «Team Russia»; «Team USA»; «Team Europe»; «Team Rest of the World». In case of refusal to participate, any team can be substituted upon decision of the FIDE President.
- 2. 2.** The first stage of ONC is a double round-robin team event. Results: standard for team events, similar to the World Team Championship, including tie-breaks (see section 7.3 <https://handbook.fide.com/chapter/D0306>).
- 2. 3.** The first and the second teams after round 10 qualify to the second stage – “Superfinal” match. The winner of this “Superfinal” match is declared ONC Winner. In a case of tie, a team finished first after ten rounds of the round-robin stage is declared ONC Winner.
- 2. 4.** All matches are played on four boards: three male and one female.
- 2. 5.** Time control: 25 minutes + 10 seconds increment per move, starting from move 1.
- 2. 6.** Each team consists of four main players (three men and one woman), two reserves (one man and one woman) and a team captain.
- 2. 7.** The captains of the national teams are nominated by their National Federations. The captain of "Team Europe" is nominated by ECU. The captain of "Rest of the World Team" is nominated by the FIDE President. In exceptional cases FIDE President decides. Each team captain endeavours to select the strongest possible team and provides GSC with his team player' list by April 25th 2020. No player representing one of the four participating nations is eligible for "Team Europe" or "Rest of the World Team". The GSC confirms the eligibility of the players on the team's rosters.
- 2. 8.** Each team's boards order is decided by the team captain not later than 24 hours before the beginning of the first round and cannot be modified later on.
- 2. 9.** Each team captain decides on his team composition for each match. This decision should be announced not later than 30 minutes before the beginning of the relevant round. In case of substitution on male boards, the reserve player goes to board 3.
- 2. 10.** Each player signs the player's contract. By signing his/her contract each player accepts the HIP technical requirements associated with fair-play measures (Chapter 5) and his/her media duties (brief games analysis, short interviews) and undertakes to comply with the dress code requirements.

3. Prizes

3. 1. Each participating team receives twenty-four thousand (24,000) US dollars.

3. 2. The ONC Winner receives extra twenty-four thousand (24,000) US dollars. The ONC Runner-up receives extra twelve thousand (12,000) US dollars.

3. 3. Each player gets a prize money in US dollars calculated by the following formula:

$PP = TP / TG \times PG$, where

PP – player’s prize;

TP – his team’s total prize;

TG – total number of games played by the player’s team*;

PG – total number of games played by the player*.

*All the possible forfeits are taken into account.

3. 4. The ONC Winner is awarded a special FIDE trophy.

4. Schedule

DATE	TIME		EVENT
	PDT	GMT	
May 5 th	6 AM	1 PM	Round 1
May 5 th	7:45 AM	2:45 PM	Round 2
May 6 th	6 AM	1 PM	Round 3
May 6 th	7:45 AM	2:45 PM	Round 4
May 7 th	6 AM	1 PM	Round 5
May 7 th	7:45 AM	2:45 PM	Round 6
May 8 th	6 AM	1 PM	Round 7
May 8 th	7:45 AM	2:45 PM	Round 8
May 9 th	6 AM	1 PM	Round 9
May 9 th	7:45 AM	2:45 PM	Round 10
May 10 th	7 AM	2 PM	SUPERFINAL

5. Fair-Play Measures

5. 1. The fair-play measures are based on resources of HIP and follow FIDE’s fair-play guidelines. The anti-cheating algorithm used is to be approved by GSC. The anti-cheating algorithm used is to be approved by GSC.

5. 2. GSC in consultation with HIP establish a fair-play panel (hereinafter referred to as FPP) and a fair-play appeal panel (hereinafter referred to as FPAP). The FPP and FPAP consist of the following fair-play experts: FIDE Fair-Play Commission members, the fair-play experts of HIP, computer scientists and statisticians, chess grandmasters.

5. 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.

5. 4. All the players required to be observed via a video conference call by FIDE-affiliated international arbiters for the duration of the tournament. Observation shall include: webcam, screen share, room scan, desk scan, monitor check, and other requirements per HIP and FIDE arbiter standards. The full and detailed list of necessary technical requirements is to be communicated to all the players by April 28th.

5. 5. Based upon the results of the anti-cheating algorithm and/or other evidence deemed sufficient by FPP to establish a cheating incident, FPP has the right to disqualify any player for a suspected fair-play violation during the course of or a tournament. The disqualified player may be declared lost in all the games he played. The decision of FPP to disqualify a player for a suspected fair-play violation is final and not subject to any appeal, review or other challenge.

5. 6. In addition, FPP has the right to ban any disqualified player for suspected fair-play violation. Any ban imposed on a player restricts him from taking further part in ONC regardless of the stage when a violation is discovered.

5. 7. Any banned player may appeal his ban providing FPAP with his arguments and facts within two hours after receiving the banning notification. FPAP endeavours to consider the appeal within 24 hours. If the appeal is accepted, the player is allowed to take part in further rounds but his previous results remains unchanged. The decision of FPAP is final and no further appeal, review or challenge is permitted.

5. 8. 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 or the banned 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 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.

5. 9. 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 or her participation takes place subject to these Fair-Play measures.

6. Selection of HIP

6. 1. The FIDE's choice of HIP is based on many factors aiming for the best of chess. The proposed prize fund is not the only criterium. 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.

6. 2. HIP has the right to apply for a title partner status.

6. 3. 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. HIP is required to present all necessary bank guaranties for the whole amount of the prize fund.

7. Additional activities

7. 1. 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.

7. 2. Commentators team should be connected to broadcasting streaming.

8. Other

8. 1. Rules that apply in the case of technical problems:

If the disconnect is determined by HIP to be caused by factors under the player's control and the disconnect occurs mid-game, the player's clock continues to run as normal until time has expired. HIP should be in touch with the players via digital communication methods and attempt to guide them through reconnection. In the event the player is not able to reconnect during the game in which he/she have disconnected, the HIP will continue its efforts until the next round has begun. HIP may, in their sole determination, decide to postpone the round until a later time.

If the fault is a server error or other error not in the player's control (natural disaster, widespread power outage, etc.), HIP will recreate the current position and will reset clocks to the proper time from before the outage or error took place. Upon doing so, the game should continue as normal. In the event the error is not resolved within 1 hour, the HIP may, at their sole determination, decide to postpone the round until a later time.

The Chief Arbiter may decide otherwise in exceptional circumstances.

If any extraordinary cases should arise, the Chief Arbiter should make an appropriate ruling, always in accordance with the letter and spirit of the FIDE Laws of Chess.

Players may lodge an appeal against a decision by the Chief Arbiter 20' after the end of the game in question at the latest. The appeal shall be reviewed by the Appeals Committee as soon as possible and its decision is final. The Appeals Committee is announced in due time and before the start of the event.

8. 2. The players cannot draw a game by agreement before black's 30th move.