



Regulations for the FIDE World Rapid & Blitz Team Championships 2024

Astana, 1 – 6 August

1. Scope

1. 1. The FIDE World Rapid Team Championship 2024 (hereinafter referred to as the Rapid Tournament) & FIDE World Blitz Team Championship 2024 (hereinafter referred to as the Blitz Tournament) shall be organised in Astana from 1 to 6 August 2024.
1. 2. The governing body is the International Chess Federation (FIDE).
1. 3. FIDE Global Strategy Commission (hereinafter referred to as GSC) is in charge of preparing Regulations, communicating with the Organiser, the participating teams and conducting inspections.
1. 4. The body responsible for adopting and changing these Regulations is the FIDE Council (upon recommendation by GSC).
1. 5. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the FIDE President for the final decision.

2. Concept

2. 1. The Event is open to any team composed in accordance with the following requirements:
 - A. At least six and not more than nine players, including at least:
 - a. one female player,
 - b. one player, another than in [Article 2.1.A.a](#), who never achieved FIDE Standard, Rapid or Blitz Rating of 2000 Elo points (or unrated) up to and including the July 2024 rating lists (hereinafter referred to as recreational player).
 - B. A captain, who may also be one of the players.

3. Registration

3. 1. By 12pm Lausanne time on 1 July 2024, each team shall apply for participation by filling in a registration on the Event's website <http://worldrapidblitzteams.fide.com>. Each registration form shall contain the following details:
 - a. Team's name, which shall not be in contradiction with the FIDE Charter;
 - b. Full name and the FIDE ID of the Captain;
 - c. Full names of at least six team members and their FIDE ID in accordance with the requirements set in [Article 2.1.A](#);
 - d. All required information related to visas enabling the Organiser to provide official invitations.
3. 2. Teams are required to register at least six players meeting the requirements of [Article 2.1.A](#) by the registration deadline of 1 July 2024 (see [Article 3.1.c](#)). Three more players (totalling up to nine) may be added at any time until 12pm Lausanne time on 25 July 2024.
3. 3. Any replacement of team's members (see [Articles 3.1 – 3.2](#)) shall be allowed only for reasons deemed admissible by GSC. Replacement due to the fact that the recreational player exceeded the maximum rating (see [Article 2.1.A](#)) after the team submitted an application is recognised as a valid reason. Replacement after 25 July 2024 is allowed only in case of obvious force majeure and circumstances that arose after that date.
3. 4. By 1 July 2024, each team shall pay to FIDE the entry fee of one thousand (1,000) euros. In case a team is not granted participation by FIDE (see [Article 3.6](#)), this fee shall be reimbursed.
3. 5. The deadlines in [Articles 3.1, 3.2 and 3.4](#) may be altered upon approval of the FIDE President.
3. 6. The playing venue capacity is limited. **Only the 80 valid applications* shall be granted participation**, including in order of priority:
 - 10 teams with the highest average ratings**;

- 70 teams with the earliest registrations.

The Organiser is entitled to provide up to 5 wild card teams.

*Applications shall be made in accordance with the requirements listed in [Articles 2.1 and 3.1](#) and the entrance fee shall be paid by the deadline set in [Article 3.4](#).

**For the purpose of this rule, the team's average rating shall be calculated as the average rating of the team's six highest rated registered players (see [Article 3.1.c](#)) in May 2024 FIDE standard rating list, including at least one female player and at least one recreational player (see [Article 2.1.A](#)). If a player has no FIDE standard rating, then he/she shall count as 1400 Elo.

3.7. The list of the teams granted participation shall be published on 5 July. If any of selected teams withdraws, it shall be replaced by the first non-qualified team with the earliest registration.

4. Technical Regulations

4.1. System

4.1.1. RAPID TOURNAMENT

4.1.1.1. Swiss, 12 rounds.

4.1.1.2. The time control shall be 15 minutes for the whole game with an increment of 10 seconds per move starting from move 1.

4.1.1.3. Matches are scored by matchpoints. A win scores 2 points. A draw scores 1 point. A loss scores 0 points. The team with the highest number of matchpoints in each tournament will be declared the World Rapid Team Champion.

The tie-break system is described in [Appendix 2.I](#).

4.1.1.4. The pairing system is described in "FIDE Olympiad Pairing Rules" ([FIDE Handbook D.02.02](#), see [Appendix 1.b](#)). The August FIDE rapid rating lists shall be used to determine the starting ranking based on teams' average ratings.

If a player has no FIDE rapid rating, then in order of priority:

- his/her standard rating shall be used;
- his/her blitz rating shall be used;
- he/she shall count as 1400 Elo.

If the winner team of the World Rapid Team Championship 2023 participates in the tournament, such a team plays throughout the tournament at the fixed playing table at number 1.

4.1.1.5. The first named team in a pairing shall have the white pieces on the odd-numbered boards, the black pieces on the even-numbered boards.

4.1.1.6. Each team's composition shall be announced by the team's captain not later than fifteen minutes prior to the start of each round. A team's captain shall have at least ten minutes after the publication of team pairings to submit their team's composition. A team captain who fails to submit their team composition or submits an invalid one in a round shall be deemed to have chosen in that round the players assigned to the highest boards (see [Article 4.2.1](#)) including at least one female player and at least one recreational player (see [Article 2.1.A](#)).

4.1.2. BLITZ TOURNAMENT

4.1.2.1. Stage 1. Pools

4.1.2.1.1. All teams shall be divided by GSC into pools of approximately the same strength. The number of pools and teams in each pool shall depend on the total number of participating teams. Each pool shall play a round robin tournament, not more than 7 rounds. 16 teams shall qualify for Stage 2.

E.g. If the total number of teams is between 56 and 64 the following system shall apply: 8 pools by 7 or 8 teams each. 2 teams from each pool qualify for Stage 2.

The definitive pools system shall be published once the registration is over (after 1 July).

4.1.2.1.2. The time control shall be 3 minutes for the whole game with an increment of 2 seconds per move starting from move 1.

4.1.2.1.3. Each match is scored by match points. A winner scores 2 points, a draw gives 1 point to each team, a loss - 0 points. Ties shall be broken according to the tie-break system described in [Appendix 2.II](#).

4.1.2.1.4. Rules for submitting team's composition shall be published along with the definitive pools system, after 1 July (see [Article 4.1.2.1.1](#))

4.1.2.2. Stage 2. Play-off

4.1.2.2.1. 16 teams qualified from Stage 1 shall play a knock-out tournament. The pairings system shall be published along with the pools system (see [Article 4.1.2.1.1](#)).

4.1.2.2.2. The time control shall be 3 minutes for the whole game with an increment of 2 seconds per move starting from move 1.

4.1.2.2.3. 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. The tie shall be broken as described in [Article 4.1.2.2.4](#).

4.1.2.2.4. In the event of a drawn duel (each team wins one of the two matches, or both matches are drawn), gamepoints shall not be used as the tie-break. The tie shall be broken as follows:

- a. After draw of colours, a blitz match shall be played with the time control 3 minutes + 2 seconds increment per move, starting from move 1.
- b. If the blitz match in [Article 4.1.2.2.4.a](#) is drawn, another blitz match shall be played with the time control 3 minutes + 2 seconds increment per move, starting from move 1. The colours shall be reversed.

If the blitz match in [Article 4.1.2.2.4.b](#) is drawn, the procedure described in [Article 4.1.2.2.4.b](#) shall apply until the winner is determined.

4.2. Teams' Line-up

4.2.1. For each tournament, each team's fixed board order shall be confirmed by the team's captain at the Technical Meeting (see [Article 4.6](#)).

Each player shall be assigned a number from 1 (can play on board 1 only, see [Art. 4.2.2](#)) to 9 (can play on board 6 only, see [Art. 4.2.2](#)). There is no requirement to assign board numbers in rating order. But if any two players are rated more than 100 points apart (see [Article 4.1.1.4](#) for details), the higher rated player shall be assigned to a lower number.

This creates a board order, which cannot be changed and remains fixed throughout the tournament.

4.2.2. Each match is played on six boards. In each match, each team shall have at least:

- a. one female player,
- b. one recreational player (see [Article 2.1.A.b](#)).

Player in 'a' and 'b' cannot be the same player; i.e. two different players are needed to meet these requirements.

A female player rated less than 2000 meets both categories, so could in principle meet requirement 'a' in one match, but requirement 'b' in another match, so long as a different player meets the other requirement

4.3. Beginning of Play

4.3.1. The playing session shall start by the announcement of the Chief Arbiter.

4.3.2. There is no default time. No penalty shall be imposed on a player if he/she is late for any of his/her games.

4.3.3. The games shall be played using the electronic clocks and boards approved by FIDE.

4.4. Awards

4.4.1. The winning team of each tournament shall receive a Cup.

4.4.2. Every member of the winning teams (players and captains) shall receive a gold medal (provided he/she played at least one game). Similarly, the teams finishing second shall receive silver medals and the teams in third place shall receive bronze medals. All team medals shall be provided by the Organiser. Their design shall be approved by GSC.

4.4.3. In each tournament, players assigned to the same board number (from 1 to 9) in their respective team lists compete for individual board prizes namely: gold, silver and bronze medals. Medals' design shall be approved by GSC. A player needs to play at least eight games in the Rapid Tournament and at least six games in the Blitz Tournament to be eligible for a board prize. The board medals shall be awarded according to players' performance ratings (TPR). The tie-break system is described in [Appendix 2.III](#).

4.5. Money Prizes

4. 5. 1. Money prizes shall be distributed as follows:

Place	Team Prize, euros	
	Rapid Tournament	Blitz Tournament
1 st place	100,000	40,000
2 nd place	60,000	25,000
3 rd place	40,000	17,500
4 th place	25,000	17,500
5 th place	12,500	
1 st place "Under 2400"*	12,500	
TOTAL	250,000	100,000

*In none of the FIDE July rating lists (standard, rapid and blitz), the team's average rating shall be higher than 2399 Elo.

For the purpose of this rule, each team's average rating shall be calculated as the average rating of the team's six highest rated players in the respective June 2024 FIDE rating list (standard, rapid and blitz), including at least one female player and at least one recreational player (see [Article 2.1.A](#)). If any player has no FIDE rating in any of the rating lists, then he/she shall count as 1400 Elo for the respective calculation.

4. 5. 2. In case of tie, the prize money shall be distributed according to the tie-break system (see [Appendix 2.I](#)).

4. 5. 3. The prize money shall be paid by direct banker's order drawn in euros. Within fourteen working days after completion of the event and receiving bank details from team's Captain, FIDE shall transfer the team's prize money to the indicated bank account. If the transfer fails because the team supplied the wrong bank details, the amount of fifty (50) euros shall be deducted from the second transfer in order to cover additional bank charges.

4. 6. Schedule

Date	Event	Rounds	Time	
1 August	Arrivals		Whole Day	
2 August	Technical Meeting		11:00 am	
	Opening Ceremony		2:30 pm	
	World Rapid Team Championship	Round 1	3:00 pm	
Round 2		4:40 pm		
Round 3		5:20 pm		
Round 4		7:00 pm		
Round 5		3:00 pm		
Round 6		4:40 pm		
Round 7		5:20 pm		
Round 8		7:00 pm		
Round 9		3:00 pm		
Round 10		4:40 pm		
Round 11		5:20 pm		
Round 12		7:00 pm		
5 August	World Blitz Team Championship, Stage 1 - Pools	Round 1	11:00 am	
		Round 2	11:20 am	
		Round 3	11:40 am	
		Round 4	12:00 pm	
		Round 5	12:20 pm	
		Round 6	12:40 pm	
		Round 7	1:00 pm	
	World Blitz Team Championship, Stage 2 – Knockout	Round of 16	3:00 pm	
		Quarter Finals	4:00 pm	
		Semi Finals	5:00 pm	
		Final	6:00 pm	
	Closing Ceremony			8:00 pm
	6 August	Departures		Whole Day

Once the Event begins, the schedule may be modified only upon approval of the FIDE President.

4. 7. Travel and Accommodation

Teams' travel and accommodation expenses shall be at their own expense.

4. 8. Playing Venue

4. 8. 1. GSC shall ensure the playing venue and its environs meet the requirements of the FIDE Regulations for the organisation of Top-Level Tournaments ([FIDE Handbook C.01](#), see [Appendix 1.c](#)), amended by GSC if needed.

4. 8. 2. The playing venue shall be decorated with the FIDE flag and the flag of the host federation.

4. 8. 3. The Organiser shall provide, free of charge, coffee and tea for the players, the principals, VIPs and accredited media.

4. 8. 4. The Organiser shall provide a special VIP-zone according to requirements to be specified in the contract.

4. 9. Drawing of Colours

For the Rapid Tournament, the draw for colours shall be conducted during the Technical Meeting (see [Article 4.6](#)).

4. 10. Playing Conditions

4. 10. 1. The Anti-Cheating Protection Measures for Level 1 events shall be applied ([FIDE Handbook, A10](#), see [Appendix 1.d](#)).

4. 10. 2. Except with the permission of the Chief Arbiter, only the players, the captains, the FIDE Principals, accredited media and stewards shall be allowed in the playing area. The Organiser shall provide easily visible passes for the players, the captains, FIDE Principals and accredited media.

4. 10. 3. During a playing session, the players and the captains are forbidden to have any electronic device not specifically approved by the Chief Arbiter in the playing area. In case of this rule violation by a player, he/she shall lose the current game. In case of this rule violation by a non-playing captain, he/she shall not be allowed to the playing area until the end of the Event. The team will need to nominate a replacement captain to carry out the functions of the disqualified captain. The Chief Arbiter, in liaison with the Fair Play Officer, may impose further sanctions if in their opinion, the specific circumstances of the case warrant them.

4. 10. 4. The players and the captains are not permitted to bring into the playing area technical and other equipment extraneous to play, which may in any way disturb or upset their opponents. The Chief Arbiter decides what constitutes extraneous equipment disturbing the opponent.

4. 10. 5. While his/her game is in progress, a player may leave the playing venue only with the permission of the Chief Arbiter and only if he/she is accompanied by one of the arbiters.

4. 10. 6. During a playing session, the players and the captains are not permitted to return to the playing area once they have left it, except if the permission of the Chief Arbiter has been given.

4. 10. 7. During team events, if any player or captain is found in breach of the FIDE Fair Play Regulations, and the FPO is comfortably satisfied that the breach has constituted an attempt at cheating, the player/captain in question and their team shall be disqualified from the event and reported to FPL for further investigation. Minor or less serious breaches of fair play regulations are subject to sanctions that range from a simple warning to a forfeit of the game/match.

4. 10. 8. The tournament physician(s) shall be available for the participants for the duration of the Event.

4. 10. 9. The Organiser shall fulfil the requirements of the medical protocol as per standards of the FIDE Medical Commission and host country requirements.

4. 11. Players and Captains Conduct

4. 11. 1. Team captains' rights and duties are described in the Captains and Heads of Delegation guidelines (see [FIDE Handbook, C10, Articles 3 – 5](#), see [Appendix 1.e](#)).

4. 11. 2. No players with flip flops, shorts, hoodies, baseball caps or inappropriate (e.g. dirty, ripped) cloth are allowed in the playing area.

4.11.3. The players and the captains invited to attend all official functions approved by GSC during the Event including official receptions and the Opening and the Closing Ceremonies.

4.11.4. The team captains are required to attend the Technical Meeting (see [Article 4.6](#)). If necessary, the Chief Arbiter may call other Technical Meetings.

4.11.5. The players are expected to co-operate with the media. The players are required to make themselves available for short interviews immediately after each game.

4.11.6. The players and the captains are required to be available for the daily press conference.

4.11.7. The top 3 teams of each Tournament are required to attend the Closing Ceremony, the final press conference and to provide exclusive interviews for the Event and FIDE website, if requested by the Press Officer.

4.11.8. The players and the captains shall strictly abide by all medical regulations approved by FIDE and/or the Organiser. The players and the captains shall be aware that the regulations are subject to change and at short notice. FIDE shall inform teams about any changes as quickly as possible.

4.11.9. If a player or a captain fails to fulfil his/her duties listed in [Articles 4.11.3 – 4.11.8](#), he/she may be penalised according to a decision of FIDE Council. In cases of serious misconduct, the player may be disqualified from the event.

4.11.10. If a player or a captain undermines the reputation of FIDE, the Organiser and sponsors, other players and captains, hosting country or city or conducts him-/herself in a manner contrary to the spirit of sportsmanship, he/she shall be penalised in accordance with the FIDE Ethics & Disciplinary Code ([FIDE Handbook A.08](#), see [Appendix 1.f](#)).

4.12. Principals

FIDE President;
FIDE Council Member;
Chief Arbiter;
Deputy Chief Arbiter;
2 Pairing Officers;
2 Fair-Play Officers;
FIDE Technical Delegate - Chairman of the Appeals Committee;
2 Members of the Appeals Committee;
Press Officer;
Member of the FIDE Medical Commission (if needed);
GSC Member (if needed).

4.13. Arbiters

4.13.1. The Chief Arbiter, the Deputy Chief Arbiters and the Pairing Officers shall be appointed by GSC.

4.13.2. During play either the Chief Arbiter or his/her Deputy shall be present in a playing area.

4.13.3. The Match Arbiters shall be appointed by GSC in consultation with the Organiser. There shall be at least 1 Match Arbiter per 3 participating teams. At least 25% of the Match Arbiters shall be female.

4.13.4. Within one week after the end of the event the Chief Arbiter shall submit a report in English to GSC. If there were any difficulties, conflicts or incidents, they shall be described together with the measures taken to deal with them.

4.14. Appeals Committee

4.14.1. The Appeals Committee shall be appointed and act in accordance with [FIDE Handbook, C11](#) (see [Appendix 1.g](#)).

4.14.2. Each protest shall be accompanied by a deposit fee of five hundred (500) euros or the equivalent in local currency. If the protest is accepted, the fee shall be returned. If the protest is rejected, the fee may be forfeited to FIDE.

4.14.3. The Chairman of the Appeal Committee shall also fulfil duties of FIDE Technical Delegate (see [Article 4.15](#)).

4.15. FIDE Technical Delegate

4. 15. 1. The FIDE Technical Delegate is above the Organising Committee in all issues involving:

- a) fairness concerning treatment of all teams in respect of organisational issues;
- b) equal playing conditions;
- c) fair-play measures;

4. 15. 2. The FIDE Technical Delegate can request, at the Organiser's expense, any additional arrangement he/she finds necessary in order to secure fair and equal conditions for the teams.

4. 15. 3. The Organiser shall implement the decisions of the FIDE Technical Delegate in all issues involving the above aspects before and during the Event.

4. 15. 4. The FIDE Technical Delegate acting in that capacity can be appealed only to the FIDE President.

4. 16. Ceremonies

4. 16. 1. The Opening Ceremony shall take place on the day of the first round.

4. 16. 2. The programme of the Opening Ceremony shall be approved by the FIDE Technical Delegate, such approval shall not be unreasonably withheld. Cultural program and speeches totalling up to 30 minutes are welcome. The FIDE Anthem and the Anthem of the hosting country shall be played.

4. 16. 3. The Closing Ceremony shall take place on the day of the last round. FIDE trophy and FIDE medals shall be provided by the Organiser. FIDE Anthem and the Anthem of the hosting country shall be played.

5. Media

5. 1. Website

The Organiser is responsible for managing, updating and reviewing the official web domain which is used for the event: <http://worldrapidblitzteams.fide.com>. The Organiser shall warrant that <http://worldrapidblitzteams.fide.com> is managed in a professional way and furthermore that it is capable of handling the traffic and publicity that is required for such events. Statistics of traffic and full reports on web performance shall be provided to GSC.

5. 2. Communications

5. 2. 1. All official written communications, in print or online form, as well as activities shall identify FIDE as the governing body of the Event.

5. 2. 2. All official communications shall use the official name for the event, in full: FIDE World Rapid & Blitz Team Championships 2024.

5. 2. 3. All pre-tournament public communications regarding the Event (e.g. joint press releases from FIDE and the Organiser) shall be co-written and scheduled in coordination with the FIDE Chief Marketing and Communications Officer.

5. 3. Press Officer Designated by FIDE

5. 3. 1. GSC shall appoint the Press Officer for the FIDE World Rapid & Blitz Team Championships 2024. The Organiser shall cooperate with the Press Officer regarding the accreditation and hospitality for journalists and media and the facilities available at the Press Centre that the Organiser chooses to provide, and assists him/her to establish contacts with the local media.

5. 3. 2. All content shown at <http://worldrapidblitzteams.fide.com> shall be reviewed and approved by the Press Officer. All live images, live broadcasting (Internet TV) pictures and all the other content for the full event are carried on official domains, plus any other web domain that has been agreed between the Organiser and GSC prior to the Event. In cases of conflicting information and press statements, the views expressed by the Press Officer shall be the authentic version.

5. 3. 3. The Press Officer shall report to the FIDE Chief Marketing and Communications Officer.

5. 3. 4. The Press Officer shall be a member of the panel at any Press Conferences conducted during the Event.

5. 4. Photography and Video

5. 4. 1. Only photographers and camera crew expressly authorised by the Press Officer or the FIDE Chief Marketing and Communications Officer may work in the playing venue.

5. 4. 2. The Organiser shall provide FIDE with a copy of all the video footage filmed during the event. This includes a recording of the broadcast, interviews, press conferences, and Opening and Closing Ceremonies. This footage shall be provided in a physical support: DVD, flash drive, hard drive, etc. FIDE can make use of these materials as specified in [Chapter 7](#).

5. 4. 3. Video and photo footage shall be done in accordance with the FIDE Media Regulations ([FIDE Handbook, C09](#), see [Appendix 1.h](#)).

6. Financial Issues

6. 1. Before the end of the event, FIDE shall be reimbursed for its direct expenses incurred in the organisation of the Event. This shall be a fixed sum agreed in the contract between the Organiser and FIDE. This sum includes pre-expenses (inspections), work of the FIDE operational team (see [Article 6.2](#)), stipends (see [Article 6.3](#)), traveling expenses for the principals (see [Article 6.4](#)) and Match Arbiters (see [Article 6.6.1](#)) and other expenses mentioned in the contract.

6. 2. Expenses of the FIDE Operational Team

The Organiser shall cover all the expenses of the FIDE operational team involved in organisation of the Event according to the contract signed between the Organiser and FIDE. The detailed description of the team's functions shall be included in this contract.

6. 3. Stipends

The stipends to be paid to the FIDE principals:

Principal	Stipend, euros	Number	Sum, euros
Chief Arbiter	3,625	1	3,625
Deputy Chief Arbiter	2,725	1	2,725
Pairings Officer	2,425	2	4,850
Fair-play Officer	2,425	2	4,850
Technical Delegate - Chairman of the Appeals Committee	3,025	1	3,025
Member of the Appeals Committee	2,125	2	4,250
Press Officer	3,025	1	3,025
Member of the FIDE Medical Commission	2,125	1	2,125
TOTAL			28,475

6. 4. Travel Expenses of the FIDE Principals

The FIDE President has the right to business class travel by air, sea or rail, at the Organiser's expense. All other principals shall be compensated by the Organiser for their travel expenses up to one thousand (1,000) euros if travelling from the same continent up to one thousand five hundred (1,500) euros if travelling from another continent.

6. 5. Accommodation of the FIDE Principals

Accommodation with full board in a suite in a 4-5-star hotel shall be offered for the FIDE President. Accommodation with full board in a single room in the same hotel shall be offered for each principal. Extra expenses are covered only for the FIDE President.

6. 6. Match Arbiters

6. 6. 1. Foreign Match Arbiters shall be compensated by the Organiser for their travel expenses up to seven hundred (700) euros if travelling from the same continent up to one thousand (1,000) euros if travelling from another continent.

6. 6. 2. Accommodation with full board in a double room in a 3-star hotel shall be offered for each match arbiter.

6. 6. 3. The following stipend shall be paid:

- 1,400 euros to each local match arbiter;
- 1,550 euros to each foreign match arbiter.

6. 7. Local Transportation

Transfer from and to the airport shall be provided by the Organiser, if necessary. A sufficient number of cars shall be made available for principals; their use shall depend on the position of the hotels, playing hall and media centre. Alternatively, a daily allowance in local currency may be provided, the amount shall be agreed between the Organiser and GSC. Local transport shall also be provided for the players to official functions, if necessary.

6. 8. Personnel

The Organiser shall provide sufficient personnel to assist in the playing venue, press room, VIP room, and at Ceremonies according to the agreement made with GSC.

6. 9. Broadcast

The Organiser shall produce a high-quality live video and games broadcast of the Event with commentaries in English by at least two commentators. Commentaries in other languages may be arranged by the Organiser upon recommendations of GSC. All expenses related to the broadcast shall be covered by the Organiser. The Organiser is required to deliver broadcast feed(s) to FIDE and its broadcasting partners as per FIDE's obligations with FIDE's broadcasting partners.

6. 10. Medical Care

6. 10. 1. The Organiser shall cover the costs of treating acute illnesses including the cost of medicines, but not chronic ailments of the players and FIDE principals.

6. 10. 2. The Organiser shall cover the costs related to the medical protocol (see [Article 4.10.9](#)).

6. 11. Anti-Doping Control

If required by FIDE, the Organiser shall cover the costs related to anti-doping testing accordance with the requirements of the anti-doping protocol.

6. 12. Fair-Play Measures

The Organiser shall cover the costs associated with implementing the fair play regulations up to ten thousand (10,000) euros, excluding all the expenses for the Fair-Play Officers.

7. Commercial Issues

7. 1. Commercial, marketing and broadcasting rights are determined by the contract signed by the Organiser and FIDE.

7. 2. Players shall not wear, use or display any apparel, footwear, accessory or other item, including but not limited to any piece of attire or any article that is of an accessory nature (*e.g.* bag, eyewear, arm bands, gloves, socks, charms, beverage bottles etc.), bearing an identification of or advertising or otherwise promoting the players' sponsors, without prior written permission by FIDE Technical Delegate.

7. 3. The income from admission charges shall go to the Organiser.

7. 4. The Organiser shall produce a detailed budget for the event, which shall be approved by GSC.

7. 5. No proposed sponsor shall be in conflict with the regulations of the International Olympic Committee.

7. 6. The FIDE logo and the head of the corporate logo are displayed below:



The FIDE logo shall be displayed in a black colour on a white background. The text describing any event shall not be larger than twice the size of the word FIDE reproduced in the logo.

The present Regulations are governed and interpreted in accordance with the laws of Switzerland. All disputes arising from or in relation to with the Regulations shall be submitted to CAS (art. 35.1 FIDE Charter). All disputes and claims arising from or in relation to the bidding procedure and obligations of the Organiser may also be submitted to the competent court of the City of Lausanne, Canton Vaud, Switzerland, unless otherwise agreed in the contract with the Organiser.

APPENDIX 1

Useful Links

- a) FIDE Laws of Chess taking effect from 1 January 2023 – <https://handbook.fide.com/chapter/E012023>
- b) FIDE Olympiad Pairing Rules – <https://handbook.fide.com/chapter/OlympiadPairingRules2022>
- c) Basic Guidelines for playing venues of FIDE Top-Level Tournaments – <https://handbook.fide.com/chapter/C01>
- d) FIDE Anti-Cheating Regulations – <https://handbook.fide.com/files/handbook/ACCProtectionMeasures.pdf>
- e) Captains and Heads of Delegation – <https://handbook.fide.com/chapter/CaptainsHeadsDelegation>
- f) Ethics & Disciplinary Code – <https://handbook.fide.com/chapter/EthicsAndDisciplinaryCode2022>
- g) FIDE Appeals Committee Procedural Rules – <https://handbook.fide.com/chapter/AppealsCommitteeProceduralRules>
- h) FIDE Media Regulations – <https://handbook.fide.com/chapter/C09>

APPENDIX 2

TIE-BREAK PROCEDURES

- I. Rapid Tournament - Team standings (see [Articles 4.1.1.3 and 4.5.2](#))

The position of teams that finish with the same number of matchpoints shall be determined by application of the following tie-breaking procedure in order of priority:

TB1 – sum of IS(11) for the 11 best team opponents (excluding either the round where the team had a pairing-allocated bye, or if the team did not have a pairing-allocated bye, the team opponent which scored the lowest number of matchpoints). If there is a tie for the lowest number of matchpoints, then the lowest ISi shall be excluded.

Each ISi is determined as $GP_i \times FMP_i$,
where:

GP_i is the number of gamepoints scored in a match against opponent “i”,

FMP_i is the final number of matchpoints scored by opponent “i”.

TB2 – number of gamepoints scored

TB3 – sum of the matchpoints of 11 teams opponents, excluding the team opponent with the lowest number of matchpoints

Any ties unbroken after the application of TB3 shall remain tied, and the tied teams shall be assigned the top ranking of that set of teams.

Unplayed Matches in Tie-Break Calculations

An Unplayed Match is a match where a team has been included in a round’s pairings, and all games were scored as defaults. This does not include a pairing-allocated bye.

If a team is unpaired for a round, excluding when they have been awarded a pairing-allocated bye, for tie-break purposes only they shall score 1 matchpoint for each round in which they are unpaired.

Calculation of GP

Unplayed win: $GP(uw) = 6$

Unplayed loss: $GP(ul) = 0$

Calculation of FMP

Unplayed win: $FMP(uw) = FMP + UR$

Unplayed win, but opponent plays no further matches: $FMP(uwx) = CMP + UR$

Unplayed loss: $FMP(ul) = FMP + UR$

Calculation of IS

Unplayed win: $IS(uw) = GP(uw) \times FMP(uw)$

Unplayed win, but opponent plays no further matches: $IS(uwx) = GP(uw) \times FMP(uwx)$

Unplayed loss: $IS(ul) = GP(ul) \times FMP(ul)$

where:

FMP (final matchpoints) is the final number of matchpoints scored by the opponent,

CMP (current matchpoints) is the number of team’s matchpoints before the unplayed match by the opponent,

UR (unpaired rounds) is the number of rounds in which the opponent was unpaired, excluding pairing-allocated byes.

II. Blitz Tournament - Team standings in Stage 1 (see [Article 4.1.2.1.3](#))

If the two or more teams score the same number of match points, the tie shall be broken as follows:

- a. Total number of gamepoints.
- b. Sonneborn-Berger (Matchpoints).
- c. Sonneborn-Berger (Gamepoints).
- d. Direct Encounter
- e. Direct Encounter (with Board Count)
- f. Direct Encounter (with Board Elimination)
- g. Drawing of lots.

III. Individual standings (see [Article 4.4.3](#))

If two or more players have equal TPRs, the tie shall be broken as follows:

TB1 – Greater number of games played,

TB2 – Drawing of lots.