



FIDE World University Team Chess Championship 2026 Tournament Regulations

1. SCOPE

- 1.1. The International Chess Federation (FIDE) is the governing body of the FIDE World University Team Chess Championship (hereinafter referred to as FWUTCC).
- 1.2. FWUTCC is organized by the Kazakhstan Chess Federation (hereinafter referred to as the Organiser) and Almaty city administration with the support of the Ministry of Sports and Tourism of the Republic Kazakhstan. Contact: worlduniversity@fide.com
- 1.3. The FIDE Council is responsible for adopting and amending these Regulations.
- 1.4. Any circumstances or situations not covered by these Regulations shall be referred to the FIDE President for a final and binding decision.
- 1.5. In this document, the word “university” means a university or a similar institution of higher education, the status of which is recognised by the appropriate national academic authority.

2. FORMAT AND ELIGIBILITY

- 2.1. FWUTCC is a team competition of universities. It consists of three stages:
 - 2.1.1. Online Swiss Qualifiers,
 - 2.1.2. Online Knockout,
 - 2.1.3. Over-the-Board Finals.
- 2.2. Each university may be represented by only one team.
- 2.3. Each player must meet the following four requirements as of 1 April 2026 or later:
 - 2.3.1. Have her/his secondary education completed,
 - 2.3.2. Be currently enrolled in at least one class at the university,
 - 2.3.3. Be registered as proceeding towards a degree or diploma at the university,
 - 2.3.4. Be born between 1 January 2001 and 31 December 2008.
- 2.4. The online stages will be played on lichess.org server.
- 2.5. Only players that are not banned by lichess.org and have played at least 10 rated blitz games with their lichess.org account shall be allowed to compete in the online stages.

3. CAPTAINS

- 3.1. Each university shall designate a Captain, who shall be an employee (faculty or staff) of the university.
- 3.2. For communication related to FWUTCC, Captains shall use exclusively their official university email address. A special exception will be given only to universities that don't provide their employees with email addresses.

4. REGISTRATION

- 4.1. Detailed registration procedure will be posted on the tournament website.
- 4.2. Each University shall be registered by a Team Captain by:
 - 4.2.1. 27 April 2026 at 11:59 PM UTC for teams participating in Online Swiss Qualifier 1,
 - 4.2.2. 4 May 2026 at 11:59 PM UTC for teams participating in Online Swiss Qualifier 2.
- 4.3. Upon registration, each captain shall submit a Student Eligibility Form for every player of her/his team (see Appendix 1) and an Academic Institution Eligibility Form (see Appendix 2).
- 4.4. The entry fee is 100 Euros per team, however each national chess federation can nominate one university that will participate free of charge. Payment details will be published on the tournament website.

5. RATINGS

- 5.1. For tournament purposes of all stages, the FIDE April 2026 rating list shall be used.
- 5.2. Player's tournament rating is determined in descending order of priority by his/her:
 - 5.2.1. FIDE Standard Rating,
 - 5.2.2. FIDE Rapid Rating,
 - 5.2.3. FIDE Blitz Rating,
 - 5.2.4. 1400 rating is assigned for unrated players.

6. ROSTERS AND LINEUPS

- 6.1. A Team Roster is a set of players that will represent a university in FWUTCC.
- 6.2. A Team Roster in Board Order is a Team Roster sorted by board order. A player listed earlier can only play on a higher board (a board with a lower number) than a player listed later.
- 6.3. Each captain shall order team players in descending rating order, except that transpositions within 100 rating points are allowed.
- 6.4. A Team Lineup is a subset of a Team Roster in Board Order, selected to compete in a match.

- 6.5. Universities may have different Team Rosters or/and Team Rosters in Board Order for different stages of FWUTCC. Both substituting players or/and changing Board Order are allowed.
- 6.6. Within a given stage, a Team Roster in Board Order cannot be changed.
- 6.7. Team Rosters for Over-the-Board Finals can be changed only in cases of illness, visa denial, or other serious circumstances.
- 6.8. The Chief Arbiter may at her/his own discretion extend the Team Roster in Board Order submission deadlines, especially if certain students are found ineligible to compete in FWUTCC and need to be replaced.
- 6.9. If a Captain submits a Team Roster but not a Team Roster in Board Order, or if the submitted Team Roster in Board Order is invalid, then all team players shall be sorted in descending rating order. Players with the same rating shall be sorted in an ascending alphabetical order.
- 6.10. If a Captain doesn't submit an updated Team Roster in Board Order for a subsequent stage, the one from the previous stage shall be used.
- 6.11. If a Captain changes players for a subsequent stage, Student Eligibility Forms for new students shall be submitted by the corresponding Team Roster in Board Order submission deadline.
- 6.12. For the Online Stages, each Team Roster shall consist of at least four and not more than eight players, including at least two female and at least two male players.
- 6.13. For the Over-the-Board Stage, each Team Roster shall consist of at least four and not more than five players, including at least one female and at least one male player.
- 6.14. Each match is played on four boards. Each Team Lineup shall include at least one female and at least one male player. Otherwise, only the players on the top three boards shall be allowed to play.
- 6.15. If a Captain doesn't submit a Team Lineup before the deadline, the Team Lineup composed of the four players who are the highest placed on the Team Roster in Board Order shall be used. If such a Team Lineup wouldn't include at least one female and at least one male player, then the fourth player shall be replaced by the highest rated player of the gender not represented by the first three players. If all players on the Team Roster are of the same gender, then only the players on the top three boards shall be allowed to play.
- 6.16. In roster or lineup cases not foreseen by these Regulations, the Chief Arbiter shall take the final decision.

7. STAGE I – ONLINE SWISS QUALIFIERS, 2 AND 9 MAY 2026

- 7.1. Online Swiss Qualifiers shall be played on lichess.org in accordance with the Online Chess with Supervision format (see [Online Chess Regulations](#), Part III.a. Regulations for Online Competitions with Supervision, FIDE Handbook E.04).
- 7.2. Students of each team are encouraged to play from the same location on their university premises in the presence of their Captain.
- 7.3. There shall be two Online Swiss Qualifiers:
 - 7.3.1. Online Swiss Qualifier 1 (OSQ1) – on 2 May 2026 at 7 pm UTC,
 - 7.3.2. Online Swiss Qualifier 2 (OSQ2) – on 9 May 2026 at 10 am UTC.
- 7.4. Each Captain shall submit a Team Roster in Board Order by:
 - 7.4.1. 27 April 2026 at 11:59 PM UTC for Online Swiss Qualifier 1,
 - 7.4.2. 4 May 2026 at 11:59 PM UTC for Online Swiss Qualifier 2.
- 7.5. FIDE shall decide on each team's allocation to one of the Online Swiss Qualifiers depending on the team's time zone and average strength of each event. Each team is allowed to participate in one Online Swiss Qualifier only.
- 7.6. Both Online Swiss Qualifiers shall be 7-round Team Swiss System tournaments.
- 7.7. Time control: 10 minutes + 5 seconds increment per move starting from move 1.
- 7.8. The Team Lineup submission deadline is 24 hours before the scheduled start of the first match.
- 7.9. Team Lineups shall remain unchanged throughout the whole Stage I. Substitutions shall not be allowed.
- 7.10. Pairings shall be prepared using one of FIDE approved pairing systems.
- 7.11. Matches are scored by match points. A match win is worth 2 match points, a drawn match is worth 1 match point, and a match loss is worth 0 match points.
- 7.12. In case of tie, the following tie-breaks shall apply, in a descending order of priority:
 - 7.12.1. Game points,
 - 7.12.2. Extended Sonneborn-Berger for Teams (EMGSB),
 - 7.12.3. Buchholz,
 - 7.12.4. Extended Sonneborn-Berger for Teams (EMMSB)
 - 7.12.5. Extended Sonneborn-Berger for Teams (EGGSB)
 - 7.12.6. Progressive Score
 - 7.12.7. Drawing of lots.
- 7.13. The top 16 teams from each Online Swiss Qualifier shall advance to Stage II.

8. STAGE II – ONLINE KNOCKOUT, 16 AND 17 MAY 2026

- 8.1. Online Knockout shall be played on lichess.org in accordance with the Online Chess with Supervision format (see [Online Chess Regulations](#), Part III.a. Regulations for Online Competitions with Supervision, FIDE Handbook E.04).
- 8.2. Students of each team are encouraged to play from the same location on their university premises in the presence of their Captain.
- 8.3. 32 teams qualified from Stage I shall confirm their participation in the Online Knockout Stage no later than on 11 May 2026 at 11:59 PM UTC.
- 8.4. Each Captain shall submit a Team Roster in Board Order by 11 May 2026 at 11:59 PM UTC.
- 8.5. There shall be two rounds of knockout.
- 8.6. Round 1, 16 May, time TBD depending on participating teams' time zones.

Duel 1	16 th place finisher of OSQ2	vs	1 st place finisher of OSQ1
Duel 2	8 th place finisher of OSQ2	vs	9 th place finisher of OSQ1
Duel 3	15 th place finisher of OSQ2	vs	2 nd place finisher of OSQ1
Duel 4	7 th place finisher of OSQ2	vs	10 th place finisher of OSQ1
Duel 5	14 th place finisher of OSQ2	vs	3 rd place finisher of OSQ1
Duel 6	6 th place finisher of OSQ2	vs	11 th place finisher of OSQ1
Duel 7	13 th place finisher of OSQ2	vs	4 th place finisher of OSQ1
Duel 8	5 th place finisher of OSQ2	vs	12 th place finisher of OSQ1
Duel 9	12 th place finisher of OSQ2	vs	5 th place finisher of OSQ1
Duel 10	4 th place finisher of OSQ2	vs	13 th place finisher of OSQ1
Duel 11	11 th place finisher of OSQ2	vs	6 th place finisher of OSQ1
Duel 12	3 rd place finisher of OSQ2	vs	14 th place finisher of OSQ1
Duel 13	10 th place finisher of OSQ2	vs	7 th place finisher of OSQ1
Duel 14	2 nd place finisher of OSQ2	vs	15 th place finisher of OSQ1
Duel 15	9 th place finisher of OSQ2	vs	8 th place finisher of OSQ1
Duel 16	1 st place finisher of OSQ2	vs	16 th place finisher of OSQ1

- 8.7. Round 2, 17 May, time TBD depending on participating teams' time zones.

Duel 17	Winner of Duel 1	vs	Winner of Duel 2
Duel 18	Winner of Duel 3	vs	Winner of Duel 4
Duel 19	Winner of Duel 5	vs	Winner of Duel 6
Duel 20	Winner of Duel 7	vs	Winner of Duel 8
Duel 21	Winner of Duel 9	vs	Winner of Duel 10
Duel 22	Winner of Duel 11	vs	Winner of Duel 12
Duel 23	Winner of Duel 13	vs	Winner of Duel 14
Duel 24	Winner of Duel 15	vs	Winner of Duel 16

- 8.8. 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.
- 8.9. Time control: 10 minutes + 5 seconds increment per move.
- 8.10. The Team Lineup submission deadline is 4 hours before the scheduled start of each duel.
- 8.11. For each duel, Team Lineups shall remain unchanged, substitutions shall not be allowed.
- 8.12. Matches are scored by match points. A match win is worth 2 match points, a drawn match is worth 1 match point, and a match loss is worth 0 match points.
- 8.13. In the event of a drawn duel (each team wins one of the two matches, or both matches are drawn), game points shall not be used as the tie-break. The tie shall be broken as follows:
- 8.13.1. 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,
 - 8.13.2. If the blitz match is drawn, one sudden death game shall be played between a pair of players who played against each other in the blitz match. This pair shall be determined by drawing of lots. The sudden death game shall be played in accordance with the following rules:
 - 8.13.2.1. The colours shall be reversed in comparison with the first tie-break game.
 - 8.13.2.2. White shall have 4 minutes + 1 second increment per move, starting from move 1.
 - 8.13.2.3. Black shall have 3 minutes + 2 second increment per move, starting from move 1.
 - 8.13.2.4. If the sudden death game is drawn, Black wins the match.
- 8.14. The 8 teams that win their duels in Round 2 shall advance to Stage III.

9. STAGE III. OVER-THE-BOARD FINALS, ALMATY, KAZAKHSTAN, 3 – 10 AUGUST 2026

9.1. Schedule:

DATE	TIME	EVENT
3 August	All day	Arrival Day
	20:00	Technical Meeting
4 August	13:00	Opening Ceremony
	13:30	Group Stage – Round 1, Match 1
	17:30	Group Stage – Round 1, Match 2
5 August	13:30	Group Stage – Round 2, Match 1
	17:30	Group Stage – Round 2, Match 2
6 August	13:30	Group Stage – Round 3, Match 1
	17:30	Group Stage – Round 3, Match 2
7 August	13:30	Quarterfinals – Match 1
	17:30	Quarterfinals – Match 2
	21:30	Quarterfinals – Tie-breaks
8 August	13:30	Semifinals – Match 1
	17:30	Semifinals – Match 2
	21:30	Semifinals – Tie-breaks
9 August	11:00	Final & Bronze Medal Duels – Match 1
	15:00	Final & Bronze Medal Duels – Match 2
	19:00	Final & Bronze Medal Duels – Tie-breaks
	TBD	Closing Ceremony
10 August	All day	Departure Day

9.2. The Finals shall feature 16 teams, including:

9.2.1. 8 teams qualified from Stage II,

9.2.2. 8 Wild Card teams invited by FIDE and the Organiser,

9.3. The Finals shall consist of two stages:

9.3.1. Pools Stage,

9.3.2. Play-off,

9.4. Each Captain shall submit a Team Roster in Board Order by 8 June 2026 at 11:59 PM UTC.

9.5. The Team Lineup submission deadline is 10 min before each match.

9.6. Pools Stage:

- 9.6.1. 16 teams shall be divided into 4 pools of approximately the same strength. For this purpose, the teams shall be sorted by average ratings of their four highest-rated players, including at least one female and at least one male player. If two or more teams have equal average ratings, then the order shall be determined by a drawing of lots.
- 9.6.2. The pools' composition shall be as follows:
 - 9.6.2.1. Pool A: teams ranked 1, 8, 9, 16,
 - 9.6.2.2. Pool B: teams ranked 2, 7, 10, 15,
 - 9.6.2.3. Pool C: teams ranked 3, 6, 11, 14,
 - 9.6.2.4. Pool D: teams ranked 4, 5, 12, 13.
- 9.6.3. Format: Double Round Robin. Each day, teams will play two matches against the same opponents. For each pool, pairings shall be drawn during the Opening Ceremony.
- 9.6.4. Time Control: 45 minutes for the entire game + 30 seconds increment per move, starting from move 1.
- 9.6.5. Matches are scored by match points. A match win is worth 2 match points, a drawn match is worth 1 match point, and a match loss is worth 0 match points.
- 9.6.6. In case of tie in the final standings, the following tie-breaks shall apply, in order of priority:
 - 9.6.6.1. Total number of game points,
 - 9.6.6.2. Sonneborn-Berger (match points),
 - 9.6.6.3. Sonneborn-Berger (game points),
 - 9.6.6.4. Drawing of lots.
- 9.6.7. The top 2 teams from each group shall advance to the Play-off Stage.

9.7. Play-off Stage:

Quarterfinals			
Duel 1	Runner-up of Pool B	vs	Winner of Pool A
Duel 2	Winner of Pool D	vs	Runner-up of Pool C
Duel 3	Runner-up of Pool D	vs	Winner of Pool C
Duel 4	Winner of Pool B	vs	Runner-up of Pool A
Semifinals			
Duel 5	Winner of Duel 1	vs	Winner of Duel 2
Duel 6	Winner of Duel 3	vs	Winner of Duel 4
Duel for 3rd place			
Duel 7	Looser of Duel 5	vs	Looser of Duel 6
Final			
Duel 8	Winner of Duel 5	vs	Winner of Duel 6

- 9.7.1. 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.
- 9.7.2. Time Control: 45 minutes for the entire game + 30 seconds increment per move, starting from move 1.
- 9.7.3. Matches are scored by match points. A match win is worth 2 match points, a drawn match is worth 1 match point, and a match loss is worth 0 match points.
- 9.7.4. In the event of a drawn duel (each team wins one of the two matches, or both matches are drawn), game points shall not be used as the tie-break. The tie shall be broken as follows:
- 9.7.4.1. 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,
- 9.7.4.2. If the blitz match is drawn, one sudden death game shall be played between a pair of players who played against each other in the blitz match. This pair shall be determined by drawing of lots. The sudden death game shall be the following:
- 9.7.4.2.1. White shall have 4 minutes + 2 seconds increment per move, starting from move 1.
- 9.7.4.2.2. Both players shall submit a time bid – specifying how much starting time they are willing to play with as Black, also with a 2-second increment per move, starting from move 1. A bid cannot be more than 4 minutes. The player who submits the lowest time wins the bid and plays with Black. If the players make exactly the same bid, Black starts with that amount of time, whereas a drawing of lots shall determine the colours.
- 9.7.4.2.3. If the sudden death game is drawn, Black wins the match.

9.8. Travel and Accommodation:

- 9.8.1. Organizers will arrange flight tickets for participants. Ticket costs should not exceed the following limits:
- 9.8.1.1. up to 1500 Euros for each player travelling from another continent,
 - 9.8.1.2. up to 800 Euros for each player travelling from the same continent.
- 9.8.2. The Organiser shall provide hotel accommodation for up to six persons per team as follows:
- 9.8.2.1. two twin rooms,
 - 9.8.2.2. two single rooms.
- 9.8.3. Any additional accommodation requests or changes to the room allocation may be arranged subject to availability and shall be borne by the participating team.
- 9.8.4. Any other costs such as visa fees, insurance and other related expenses, shall be borne by the participating teams.

10. AWARDS

- 10.1. The winning team shall be declared FIDE World University Team Chess Champion and receive a trophy.
- 10.2. Gold, silver and bronze medals shall be awarded to the teams finishing 1st, 2nd and 3rd.
- 10.3. Prize money distribution:

PLACE	PRIZE (Euros)
1	25000
2	15000
3	10000

11. PLAYERS' AND CAPTAINS' CONDUCT

- 11.1. Team captains' rights and duties are described in the Captains and Heads of Delegation guidelines (see FIDE Handbook, C10, Articles 3 – 5).
- 11.2. Each team participating in Stage III shall wear a uniform or coordinated team clothing. The team uniform shall consist of a shirt, blouse or polo shirt and may be combined with a jacket.
- 11.3. Players wearing inappropriate clothing, including flip-flops, shorts, hoodies, baseball caps, or dirty or torn clothes, shall not be permitted to enter the playing area.
- 11.4. Team captains are required to attend all Technical Meetings convened by the Chief Arbiter, unless otherwise permitted by the Chief Arbiter.

- 11.5. The teams are required to be present at all official functions during the tournament including the Opening and Closing Ceremonies (only for semi-finalists) as well as official receptions and captains are expected to co-operate reasonably with the media. The players are required to make themselves available for short interviews immediately after each game. The players are required to make themselves available for post-game press conferences, of not more than 5 minutes duration, immediately after the game.
- 11.6. The winner team is required to attend the final press conference after the Event has ended and to provide an exclusive interview for the tournament and the FIDE websites if requested by the FIDE Press Officer or the Organiser.

12. FAIR PLAY MEASURES

- 12.1. Online Fair Play during the Online Stages of the Championship shall be governed by the Chief Arbiter and lichess.org, in accordance with the FIDE Fair Play Regulations.
- 12.2. Fair play violations may be reported to players' universities.
- 12.3. By entering the event, each player accepts the above-mentioned fair play measures as a condition of entry in a voluntary event and agrees that her/his participation takes place subject to these fair play measures. Each player acknowledges and agrees that she/he consents to the transfer of all her personal data (gathered in relation to the event) to the tournament organizers and related governing bodies, including her/his real name, games played, and evidence of non-compliance with the fair play rules, including audio or/and video recording of games.

13. TECHNICAL ISSUES

- 13.1. The Chief Arbiter shall arrange Technical Meetings one day prior to the start of the first tournament in each stage of the Championship. During the Online Stages, such meetings shall be held via a Video Conference System (VCS).
- 13.2. Team captains must attend the Technical Meeting of the stage in which their team is scheduled to participate.
- 13.3. Technical notices describing the mode of communication between the players, the Chief Arbiter and lichess.org technical support, as well as other technical issues, may be issued by the Organizer in consultation with lichess.org.
- 13.4. During the Online Stages of the Championship, it is every player's individual responsibility to have:
- 13.4.1. Account created and verified on lichess.org,
 - 13.4.2. Knowledge and experience how to play on lichess.org,
 - 13.4.3. Stable high-speed internet connection.
- 13.5. Games must be played on a laptop or desktop computer. The use of tablets or mobile devices is prohibited due to their incompatibility with the VCS.
- 13.6. During a game, if a player disconnects from the playing zone, the clock shall continue running.

13.7. In the event of a disconnection, a player may reconnect and continue the game, provided there is still time remaining on their clock. For the avoidance of doubt, a player shall not make any move on the chessboard until they have reconnected to the designated video conferencing system, enabled their webcam and shared their screen.

13.8. If a player is unable to reconnect and resume the game before their flag falls, the game shall be declared lost. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

13.9. All disconnections shall be treated in the same manner unless the Chief Arbiter decides otherwise.

14. APPEALS COMMITTEE

14.1. Appeals shall be handled in accordance with the FIDE Appeals Committee Procedural Rules.

14.2. Each appeal during Stage III must be accompanied by a deposit of 300 Euros.

15. MEDICAL SERVICES

15.1. During Stage III, the Organiser shall provide:

15.1.1. Basic first aid medical assistance at the venue,

15.1.2. Emergency medical transportation by ambulance, where such transportation is provided free of charge by local emergency services.

15.2. All participants must have valid sports medical insurance.

15.3. All medical expenses beyond first aid and emergency transportation shall be borne by the participant or their insurance provider.