



Commission  
for Women's  
Chess

## **Regulations for the Queens' Online Chess Festival**

**(12-13 June, 19-20 June, 26-27 June)**

### **1. Organiser**

- 1.1 The Governing Body of the Queens' Online Chess Festival is the International Chess Federation (FIDE).
- 1.2 The Queens' Online Chess Festival is organised by FIDE Commission for Women's Chess in cooperation with FIDE Events Commission.
- 1.3 The Queens' Online Chess Festival is organised with support of Asian Chess Federation, African Chess Confederation, European Chess Union, and Confederation of Chess for Americas.
- 1.4 In the event of global internet problems or server issues, the Organiser reserves the right to amend the Regulations.

### **2. Events**

- 2.1 The Queens' Chess Festival consists of the following Online Tournaments:

- 1) African Online Blitz Qualification, 12. 06.
- 2) Asian Online Blitz Qualification, 13. 06
- 3) European Online Blitz Qualification, 19. 06.
- 4) American Online Blitz Qualification, 20. 06.
- 5) Queens' Online Final Individual Blitz, 26. 06.
- 6) Queens' Online Final Team Blitz, 27. 06.

### **3. Participation**

- 3.1 The tournament is open to all female players not banned by the hosting Internet platform (HIP).

- 3.2 Each participating National Federation shall appoint a team captain for coordination and communication with the organiser. If National Federation does not provide a team captain, the team cannot participate in the Finals.
- 3.3 Each National Federation can register four players free of charge.
- 3.4 Entry fee for additional players is 10 euros per person.

#### **4. Registration**

- 4.1 **Registrations can be made only by the National Federation.**
- 4.2 The players are registered and ranked by their FIDE standard rating (June 1 rating list). The tournaments will not be calculated for FIDE rating.
- 4.3 Entry fees will be paid by National Federation to FIDE Bank account:

Account Name: FEDERATION INTERNATIONALE DES ECHECS

Bank Name: CAIXABANK S.A

Bank Address: AV. DIAGONAL, 621-629, 0828 BARCELONA

BIC/CODE SWIFT: CAIXESBBXXX

IBAN: ES32 2100 0555 3107 0028 5124

- 4.4 The deadline for registration is: Sunday, 6<sup>th</sup> June 2021 for Africa and Asia  
Sunday, 13<sup>th</sup> June 2021 for Europe and America

- 4.5 The Tournament Director may refuse to accept players registered after the deadline or/and when tournament capacity has been reached (700 players per tournament).

#### **5. System of Play**

- 5.1 Format for Qualifications: Swiss System, 11 rounds.
- 5.2 The Qualification pairings shall be made according to the HIP built-in pairing system for Swiss System events. FIDE standard ratings of June 1, 2021 shall be used for pairing purposes. Players with no standard FIDE rating shall be considered unrated.
- 5.3 Format for Queens' Finals: Round Robin, 11 rounds.
- 5.4 Time control: 3 min + 2 sec per move starting from move 1.
- 5.5 The tie-break system is described in respective sections.
- 5.6 Swiss Pairings will be made in accordance with the JaVaFo pairing software provided by FIDE, implemented by HIP
- 5.7 FIDE Online Chess Regulations apply for all tournaments and categories.

## 6. Schedule

### 6.1 General schedule (GMT)

Round	Africa 12. 06.	Asia 13. 06.	Europe 19. 06.	America 20. 06.	Finals 26. – 27. 06.
Round 1	11:00 AM	10:00 AM	12:00 PM	06:00 PM	12:00 PM
Round 2	11:20 AM	10:20 AM	12:20 PM	06:20 PM	12:20 PM
Round 3	11:40 AM	10:40 AM	12:40 PM	06: 04 PM	12:40 PM
Break					
Round 4	12:20 PM	11:20 AM	01:20 PM	07:20 PM	01:20 PM
Round 5	12:40 PM	11:40 AM	01:40 PM	07:40 PM	01:40 PM
Round 6	01:00 PM	12:00 PM	02:00 PM	08:00 PM	02:00 PM
Break					
Round 7	01:40 PM	12:40 PM	02:40 PM	08:40 PM	02:40 PM
Round 8	02:00 PM	01:00 PM	03:00 PM	09:00 PM	03:00 PM
Round 9	02:20 PM	01:20 PM	03:20 PM	09:20 PM	03:20 PM
Break					
Round 10	03:20 PM	02:20 PM	04:20 PM	10:20 PM	04:20 PM
Round 11	03:40 PM	02:40 PM	04:40 PM	10:40 PM	04:40 PM

6.2 The schedule is identical for all tournaments. However, for each tournament a specific time zone is used as indicated in the table below:

Tournament	Date	Target Time Zone Start
African Online Blitz Qualification	12. 06.	2 PM EAT, GMT +3
Asian Online Blitz Qualification	13. 06.	2 PM GST, GMT +4
European Online Blitz Qualification	19. 06.	2 PM CEST, GMT +2
American Online Blitz Qualification	20. 06.	2 PM EDT, GMT -4
Queens' Online Final Individual Blitz	26. 06.	2 PM CEST, GMT +2
Queens' Online Final Team Blitz	27. 06.	2 PM CEST, GMT +2

6.3 The dates of Technical meeting and Practice events will be announced later on.

## **7. Qualification**

7.1 There shall be one qualification tournament per continent. Winners will be announced in the following categories:

- Category A: > 2100
- Category B: 1800-2099
- Category C: 1500-1799
- Category D: < 1500, unrated

7.2 First three winners in each category qualify for the Queens' Online Final Individual Blitz.

7.3 A team consisting of four players with the best result in each category shall be formed for each National Federation. The Final Team Standings shall be determined by game points.

7.4 Three best teams (countries) shall qualify for the Queens' Online Final Team Blitz.

7.5 If two or more players score the same number of points, the tie shall be decided by the following criteria, in order of priority:

- 1) Buchholz (according to HIP built-in system),
- 2) The greater number of wins,
- 3) The greater number of games played with black,
- 4) Drawing of lots.

## **8. Queens' Online Final Individual Blitz**

8.1 There shall be one tournament for each category (A, B, C, D), four tournaments total. In each tournament, 12 players will play 11 rounds, Round Robin.

8.2 Only players according to 7.2 are eligible to participate in the tournament. It is not possible to substitute any player.

8.3 If two or more players score the same number of points, the tie shall be decided by the criteria described in in order of priority:

- 1) Sonneborn–Berger (according to HIP built-in system),
- 2) The greater number of wins,
- 3) The greater number of games played with black,
- 4) Drawing of lots.

## **9. Queens' Online Final Team Blitz**

9.1 There shall be one Round Robin tournament with 12 teams, 11 rounds.

- 9.2 The players qualified according to 7.5 will play on boards in accordance with their categories (Category A player on Board 1, Category B player on Board 2 and so on). There are no reserve members. A request to substitute a player may be submitted to the Organiser only in case of a medical emergency.
- 9.3 The first-named team in a pairing will be white on boards 1 and 3. The second-named team in a pairing will be white on boards 2 and 4.
- 9.4 The team captain chosen according to 3.2 is responsible for the team participation.
- 9.5 The Final Team Standings shall be determined by, in order of priority:
  - 1) Game points
  - 2) Highest ranked individual team member (Points, SB).

## **10. Fair Play Panel**

- 10.1 The Organiser together with the Chief Arbiter will appoint a Fair Play Panel. The Fair Play panel is in charge of overseeing the Fair Play measures of the event and making decisions related to violation of the Fair Play rules.
- 10.2 The Fair Play Panel consists of the Chief Arbiter and two other expert members.
- 10.3 The decisions of the Fair Play panel are final and it is not possible to appeal against them.
- 10.4 All the results and standings are provisional until the Fair Play Panel approves them.
- 10.5 The Fair Play panel has the right to disqualify a player from the competition on the grounds of suspicion of the Fair Play violation. No sanctions will be extended to other online events or OTB nor is it a claim cheating has been proved.
- 10.6 Disqualified players are forbidden to continue participating in any stage of the event and are not eligible for any prizes or titles. All the points won by such players will be subsequently awarded to their opponents.
- 10.7 If any one player from a team is disqualified upon the decision of the Fair Play Panel, all other team members may be forbidden to continue participating in any stage of the event, and the team becomes ineligible for any prizes or titles.

## **11. Fair Play Measures**

- 11.1 All players are required to be present in their assigned Zoom meeting at all times while their game is in progress.
- 11.2 The Zoom meetings will be recorded for internal Fair Play verification purposes. No recordings will be released to the public. To further protect participant privacy, recordings will be deleted 14 days after the end of the tournament.

- 11.3 Players are required to write their real name in Zoom call in the following way: "CountryCode-BoardNumber-Surname" e.g. "CZE-1-Mencikova".
- 11.4 Players are required to have their face fully visible on camera at all times while they are present in the Zoom meeting.
- 11.5 Players are required to share their screen at all times while present in the Zoom meeting. It is prohibited to have any applications running on the computer other than Zoom and a web browser with the HIP platform, unless they are approved by the Chief Arbiter (such as antivirus, VPN, etc.). The taskbar (or equivalent in non-Windows machines) must be visible at all times.
- 11.6 Players are required to have their microphones turned on at all times while present in the Zoom meeting. They are permitted to mute or turn off their speakers in order to not be disturbed during the game.
- 11.7 If players are asked, they must demonstrate a Task Manager check (or equivalent in other operating systems) before, or after immediately after their game.
- 11.8 The Playing Area is defined as the area which is visible on camera.
- 11.9 Players are required to stay in the Playing Area at all times while their game is in progress, unless the player has received permission from the Chief Arbiter.
- 11.10 Players must, on request, provide a virtual tour with a camera of the Room surrounding the Playing Area. A player who refuses this request will not be permitted to start their game, or if their game is either in progress or has finished, lose their game.
- 11.11 No other people are allowed to be present in the Playing Area, or Room in which the Playing Area is contained, at any time while a game is in progress, without permission of the Chief Arbiter.
- 11.12 Other than the device which is being used for playing games (and has a screen-share running), no electronic communication devices or chess playing aids are permitted in the Playing Area.
- 11.13 All games will be put through a fair play verification process involving statistical correlation analysis by the tools of HIP.
- 11.14 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/her participation takes place subject to these Fair-Play measures.
- 11.15 Team Captains must follow the same regulations as players if they are present in a Zoom meeting. Captains are required to write their real name in Zoom call in the following way: "CountryCode-C-Surname" e.g. "HUN-C-Polgar"

## **12. Disconnections**

- 12.1 Players are responsible for their own high-speed, stable internet connection. A stable connection is required in order to comply with regulations, maintain communication with Arbiters and participate in games on the HIP platform during the entire event.
- 12.2 In the case of disconnection, a player may reconnect and return to the game, while there is still time on their clock, provided they are at all times compliant with Fair Play regulations unless there is a technical issue. For the avoidance of doubt, a player may not make a move on the chessboard until they have reconnected to the Zoom call, shared their screen and turned their webcam. If a player is unable to reconnect and re-establish compliance with Fair Play regulations before their flag falls, they will lose the game.
- 12.3 All disconnections will be treated in the same way unless the Chief Arbiter decides otherwise.

## **13. Appeals**

- 13.1 The Organiser in cooperation with the Tournament Director, shall appoint the Chairman, the two other members of the Appeals Committee. The first and the second reserve members, all from different Federations will be chosen during the Technical meeting.
- 13.2 A member of the Appeals Committee cannot sit in judgement in a dispute involving one player from his/her Federation, they should be replaced by one of the reserve members.
- 13.3 The Appeals Committee is entitled to make decisions on all disputes but fair play issues (article 10).
- 13.4 All appeals and protests shall be submitted in writing to the Appeals Committee no later than 15 minutes after the completion of the relevant round. Contact email address will be provided at the Technical meeting.
- 13.5 The Appeals Committee shall endeavour to make a decision at the end of each day. The tournament will continue during the decision-making process.
- 13.6 The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.
- 13.7 In case the appeal is rejected the complainant will be charged an amount of 200 USD.
- 13.8 For Queens' Online Final Team Blitz only team captains are entitled to submit appeals.

## **14. Awards**

- 14.1 Four winners of the Queens' Online Final Individual Blitz shall be declared Online Chess Queens in their respective categories.
- 14.2 The winner of the Queens' Online Final Team Blitz shall be declared The Queen's Team Champion 2021.
- 14.3 First three winners in all tournaments and in all categories will be entitled to training sessions with leading chess trainers. Details to be announced.

## **15. Contact Information**

Tournament Director: IM/WGM Eva Repkova

Technical Director: IM/WGM Ilaha Kadimova

Chief Arbiter: IA Jirina Prokopova

Email Address: [queensfestival@fide.com](mailto:queensfestival@fide.com)

