

Lindores Abbey Rapid Challenge Regulations

1. Dates

May 19 - June 3, 2020

Preliminaries: 19-21 May

Free Day: 22 May

Quarter-Finals: 23-27 May

Semi-Finals: 28-30 May

Free Day: 31 May

Final: 1-3 June

2. Time Control

15' for the entire game + **10"** increment from move 1 (except tie-break games; see below)

3. System of Play

The event consists of **12** players and **two stages** (preliminaries and knock-out).

Preliminaries

Round-Robin (11 rounds)

The pairings will be determined by drawing of lots.

The **top 8 players** advance to the **knock-out** stage.

The **standings** of the preliminaries will determine the **rights to choose colors** in the knock-out matches and any Armageddon games needed (see below).

Tie-Break criteria:

i) direct encounter

ii) number of wins

iii) Sonneborn-Berger

iv) Koya system

Knock-Out

The **Knock-Out** phase consists of the **Quarter-Finals**, **Semi-Finals** and **Final**.

All rounds are **best-of-3** series of matches: the players play **3 matches** (one per day); the player who wins **2** matches advances to the next round.

Each match consists of **4 rapid games**.

In case of a **2-2** tie, an **Armageddon** game shall be played (time control: White **5'** vs Black **4'** - **without increment**); the winner of this game (or Black, in case of a draw) will be the **winner** of the match.

If the outcome of a match or a series of matches has been **decided**, it is not required to play out the remaining games.

In each match, the player who finished **higher** in the **Preliminaries** standings will **choose his preferred color** for game 1 of match 1 (and match 3), as well as for any Armageddon games, if required. Alternation of colors is implemented

The pairings for the **Knock-Out** are determined by the standings of the Preliminary phase and will follow the standard knock-out bracket: **A**: 1st vs 8th, **B**: 2nd vs 7th, **C**: 3rd vs 6th, **D**: 4th vs 5th, then **A vs D**, **B vs C**.

4. Other Regulations

Draw offers are **not allowed** before **40** moves by both sides have been completed. This does not apply to Armageddon games.

In case a player is **disconnected** from the playing server, the game shall be **resumed** from the **current position** as soon as possible. The **clock times** will be adjusted accordingly, based on the information provided by the playing server.

The Chief Arbiter may decide otherwise in exceptional circumstances.

Players must **not** leave their desk after a game ends, until the Arbiters **confirm** the completion of the game.

FIDE rules and regulations apply (where appropriate, taking into account the nature of online chess). **Exceptions** apply as listed here:

<https://support.chess24.com/hc/en-us/articles/219880887-Why-does-the-game-end-with-draw-although-a-mate-is-theoretically-possible->

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

5. Schedule

The **Preliminaries** will be played over **3 days** (May 19-21) (4+4+3 rounds).

The **Quarter-Finals** will be played over **5 days** (2 pairs on each of the first 4 days, alternating, all pairs on the 5th day).

The **Semi-Finals** and **Final** will be played over **3 days**.

There will be **2 free days** during the event, to be determined later.

All sessions will begin at **16:00 CEST**.

For the Preliminaries, a fixed time for the start of each round will be determined.

Games of the same knock-out session will start **10 minutes** after the end of the previous game, regardless of whether a concurrent match is still in play.

The Chief Arbiter reserves the right to make adjustments to the schedule, to ensure a reasonable break for the players when required.

The **exact schedule** of the Preliminary phase will be announced **after the drawing of lots**.

6. Prizes

The total prize fund is **\$150,000**, distributed as follows:

Winner	\$45,000
Final (loser)	\$27,000
Semi-finals	\$15,000 each
Quarter-finals	\$8,000 each
9th-12th	\$4,000 each

7. Playing Conditions

All games will be played in the **chess24 Playzone** or any alternative platform provided by the organizers.

Players shall use a **web camera** that will be available on the **live broadcast** and to their **opponents, without audio** (in or out). **Audio** will be used only by the **Chief Arbiter** in case of an irregularity or for instructions before games, and by the live broadcast only after the end of a match (not between games) for **interviews**.

Players are not allowed to use **any device** during play, except the playing computer. Apart from a browser logged in to the chess24 Playzone, **no other software** must be open on the computer (see below - '**Anti-Cheating**'), except any software required by the Chief Arbiter and broadcast production for video and audio purposes, in accordance with the above. The designated software for these purposes is the **Zoom** video-meeting platform.

The Tournament Director will provide full instructions about the playing procedures in a separate document.

Players will not be disturbed during play and between games of a match in any way.

8. Anti-Cheating

All players must comply with the **anti-cheating procedures** implemented by the organizers.

These shall include:

- **Screen sharing** by the players during play; this will be strictly confidential and shall be made available **exclusively** to the Chief Arbiter and his Deputy.
- Additional **camera recordings** (**two** extra cameras at different angles), for **review purposes only**.
- Review of all games by the chess24 anti-cheating software.

All anti-cheating measures shall apply to **all players** equally, without any discrimination.

The organizers will provide the necessary equipment for the implementation of the anti-cheating measures.

A full description of the **Anti-Cheating Measures** is supplied in a separate document.

9. Player Media Obligations

As part of their participation in the event, all players must make themselves available for short interviews after the playing sessions (only at the end of a session), live commentary and a specified number of Banter Blitz sessions (duration: 90 minutes). Additionally, when a knock-out match is not held (because the winner of the series has already been determined), the players shall substitute with Banter Blitz sessions. A detailed description of the above requirements will be provided in the player contracts.

10. Player Conduct

The event will be broadcast live on the internet, as well as on television channels and the websites of major media companies. The following rules of conduct are expected to be observed:

- Players must be dressed and behave appropriately throughout the session (dress code: business casual)
- Players must refrain from any kind of impolite or offensive behaviour
- Players must make use of available and provided equipment (cameras, microphones, lights) to ensure a high level of stream quality
- Players must follow the procedures and guidelines described in the Regulations, Anti-Cheating Measures and any other documents provided by the Tournament Director and the Chief Arbiter.

11. Tournament Officials

The Tournament Officials, Tournament Director, Chief Arbiter and Deputy Arbiters will be announced in due time and before the start of the tournament.