



Regulations for the 1st FIDE World Online Amateur Blitz Championship 2015

1. Description

- 1.1. The 1st FIDE World Online Amateur Blitz Championship 2015 will be held on FIDE online arena platform hosted on web address: <http://arena.myfide.net/> starting from April 9th, 2015

2. Participation

The players who can participate in the Championship need to fulfil the following criteria:

- 2.1. They must be full members of FIDE Online Arena, having purchased a Platinum membership.
- 2.2. A membership upgrade is required for members who previously acquired the “FIDE membership” package.
- 2.3. An entry fee of 10 euros is required. Players who acquire the Platinum membership until June 30th, 2015 are excluded from paying the entry fee.
- 2.4. Only players with a maximum FIDE Online Arena Blitz rating below 2000 elo points can play in the championship. The maximum blitz rating can be found from Online Arena application, at the bottom of the ‘Blitz Elo’ tab of the ‘profile/Statistics’ card.
- 2.5. The requirement of 2.4 is checked once, when the player’s registers in a qualifier tournament for the first time. Once accepted to play in a qualifier tournament, a player may exceed 2000 elo blitz points without losing his right to play in upcoming qualifier tournaments, the semifinal and the final.

3. Tournament schedule

- 3.1. The Championship consists of 8 qualifier tournaments, a semifinal and a final tournament.
- 3.2. Registered players are allowed to play in as many qualifier tournaments as they can.

- 3.3. Tournament registration for the first qualifier opens March 24th, 12:00 GMT/UTC and closes at the tournament start time or when the maximum number of 999 players per tournament is reached.
- 3.4. Tournament registration for following qualifiers opens 24 hours after the completion of the previous qualifier.
- 3.5. 8 players advance from each qualifier tournament to the semifinal.
- 3.6. As soon as a player advances to the semifinal, he/she is no longer allowed to play in the remaining qualifier tournaments.
- 3.7. The 8 qualifier tournaments will be held the following dates. The times shown are GMT/UTC:

Date	GMT/UTC time
April 9th, 2015	19:00
April 23rd, 2015	13:00
May 7th, 2015	7:00
May 21st, 2015	19:00
June 4th, 2015	19:00
June 25th, 2015	13:00
July 16th, 2015	7:00
August 6th, 2015	13:00

- 3.8. 16 players advance from the semifinal to the final tournament.
- 3.9. The semifinal tournament will be held on October 1st, 2015 at 13:00 GMT/UTC time
- 3.10. The final tournament will be held on October 15th, 2015 at 13:00 GMT/UTC
- 3.11. FIDE reserves the right to alter date and time of semifinal and final tournament. The dates and time of these tournaments will be fixed on August 30th, 2015.
- 3.12. Provisional results shall be announced at the end of the tournament.
- 3.13. Final results shall be announced 48 to 72 hours after the completion of the tournament.

4. Time control

- 4.1. The qualifier tournaments are Swiss tournaments of 9 or 10 or 11 rounds depending on the number of participants. The final number of rounds shall be announced when registration for the specific qualifier is closed.
- 4.2. The semifinal shall be a Swiss tournament of 11 rounds.
- 4.3. The final shall be a round robin tournament.
- 4.4. The time control of the qualifier, the semifinal and the final tournaments is 3 minutes for the whole game plus 2 seconds increment starting from move 1.

5. Tie breaks

If there is a tie for the winners, these ties will be resolved in the following order: a) Buccholz 1, b) Buccholz Median, c) Buccholz total, d) Cumulative, e) Most Wins

6. Tournament conditions

- 6.1. The competition will take place on the FIDE Arena Online platform. By registering at this web site, each participant certifies having read, understood and accepted the website's privacy policy and the website's terms and conditions.
- 6.2. Use of computer chess engines and databases while playing is strictly prohibited. Assistance from other players is also prohibited. Players can have only one account enrolled in the whole tournament. The anticheating check will be done both "live" and "after the tournament". The final standing of each tournament will be confirmed within 72 hours after the complete anticheating verification.
- 6.3. The Tournament Director, after consultation with arbiters, may at their discretion make a ruling on a particular game, eject a player from a tournament, refuse to allow a player to join a tournament, for any reason including but not limited to:
 - 6.3.1. Failure to show up on time or to start a game on time
 - 6.3.2. Concern that the player's internet connection is not reliable enough for the game to finish in a timely manner
 - 6.3.3. Suspicion of chess engine use
 - 6.3.4. Suspicion that a player is receiving assistance from another player
 - 6.3.5. Suspicion that a player has used multiple accounts during the tournament, or the fact that this player has been caught violating FIDE Arena rules in the past.
- 6.4. Their reasoning need not be given, and there is no appeals process. We appreciate the cooperation of all participants in keeping this contest friendly, honorable, and running smoothly.
- 6.5. In case a player is disqualified from a tournament, the chief arbiter could, rule that the game of that player in the running round is lost for him, and won for his opponent. However, results by that player in prior rounds will not be reverted.
- 6.6. The players are not permitted to speak or chat to their opponents during the games. Appropriate sporting behavior is expected from all participants and FIDE rules of conduct are to be strictly followed at all times.
- 6.7. If any player forfeits 2 consecutive games will be excluded from the tournament. However, results by that player in prior rounds will not be reverted. In case of withdraw, if such a withdrawal is not justified, he will forfeit his right to the prize for the tournament as well as incur further sanctions by FIDE. A protest against any decision must be submitted in writing to the Chairman of the Appeals Committee, immediately after the game. The decision of the Appeals Committee is final.
- 6.8. The Chief Arbiter may, in consultation with the the players and after the approval of the FOA online arena chairman commission, issue additional written regulations to lay down the exact playing hours and take care of other details not covered by these regulations.
- 6.9. Immediately after the end of the event, the Chief Arbiter shall draw up a report in the English language and send it without delay to the FIDE Secretariat. The report shall

contain the result of each individual game as well as the final standings of the event. In addition, the report shall contain a general description of the course of the event.

7. Financial regulations and prizes

- 7.1. A total prize fund of 4250 US Dollars (including memberships) shall be distributed to the participants of the final tournament.
- 7.2. Money prizes for the FINAL tournament of the Championship as follows:

Final rank after tie breaks	Prize in USD
1st	1000 USD
2nd	500 USD
3rd	300 USD
4th	250 USD
5th	250 USD
6th	200 USD
7th	200 USD
8th	100 USD
9th	100 USD
10th	100 USD
11th	100 USD
12th	100 USD

- 7.3. The organizer shall not be responsible if any national tax has to be deducted from the prize money or for any tax obligation of the participants in their respective countries.
- 7.4. Players finishing from 13th to 16th place shall receive a 6 month free Platinum membership to FIDE Online Arena.

8. Titles and qualifications

- 8.1. The winner of the final tournament receives the title of “FIDE World Online Amateur Blitz Champion” and an invitation to the World Amateur Championship 2016 in Eretria, Greece.
- 8.2. The 2nd and 3rd place winner receive the title of “2nd FIDE World Online Amateur Blitz Champion” and “3rd FIDE World Online Amateur Blitz Champion” respectively.

9. Principals

9.1. The FIDE Online commission chairman after consultation with the tournament director shall appoint the following Principals:

9.1.1. Chairman of Appeals Committee and the 2 members of the Appeal Committee

9.1.2. the Chief Arbiter and a Deputy

9.1.3. the Press Officer

10. Software specifications

PC users

Operating System:

- Windows 7 - 8

- Windows Vista

- Windows XP SP3

RAM: 512 MB

Java version: 6 Update10 or later version. Though earlier versions of Java may work, it is highly advisable to have the latest version installed on your computer. You can download the most recent version at <http://www.java.com>

Mac users

Processor: Intel

Operating System: Mac OS X 10.5

RAM: 512 MB

Java version:

- Mac OS X 10.5: Java for Mac OS X 10.5, Update 4 or higher

- Mac OS X 10.6: Java for Mac OS X 10.6, Update 1 or higher

Though earlier versions of Java may work, it is highly advisable to have the latest version installed on your computer. You can download the most recent version at <http://www.java.com>

Linux users

- Oracle Linux 5.5+

- Oracle Linux 6.x (32-bit), 6.x (64-bit)

- Red Hat Enterprise Linux 5.5+, 6.x (32-bit), 6.x (64-bit)

- Ubuntu Linux 10.04 and above

- Suse Linux Enterprise Server* 10 SP2, 11.x

RAM: 512 MB

Java version: 6 Update10 or later version

Though earlier versions of Java may work, it is highly advisable to have the latest version installed on your computer. You can download the most recent version at java.com

Browsers

- Internet Explorer 7 or any later version

- Mozilla Firefox 3.x or any later version

- Safari 4.x or any later version

- Chrome 4.x or any later version

Browser requirements
JavaScript and cookies enabled.

The vast majority of games are played with no problems of any sort occurring. However, it is always possible that for a variety of reasons a player can become disconnected during the course of game. To help avoid this, all players should make sure that they have a stable and fast connection. If disconnection occurs, the server continues to automatically monitor the game in progress. If the player reconnects, they can resume the game but they will lose the period of time they are disconnected; if the player does not reconnect before their flag falls, they will lose the game on time.

A failover connection is also recommended.

11. Anti-cheating

FIDE online arena uses AceGuard, the anti-cheating and security software of the new generation. Based on advanced behavioral analysis and the activities of the players, AceGuard indicates deviations from proper procedures of play.

Enables to detect in real-time misbehavior

Provides assessment and analysis of the players both during and after the game

Edit and intensify checks based on user behavior

The FIDE online arena regulation allows to punish any attempt to abuse both in practical terms, both in legal terms.

At the end of each tournament the rankings will be provisional and it will become final only after the last antichecking verifications. Players found cheating will be deleted from the classification and excluded from the cycle of the championship. The results obtained against other players can not be changed and no game will be replayed. Should it be necessary, the Admin will decide any kind of action to take and their decisions will be final.

12. Amendments to the regulations

12.1. These regulations may be changed without prior notice. FIDE reserves the right to supplement this Regulation by subsequent changes to improve the performance of the event.

12.2. FIDE may introduce additional regulations for the Final Tournament, including the physical presence of arbiters alongside the participants. These regulations will be announced when the composition of the Final Tournament is determined.

13. Contact information

For more information, please contact:

FIDE online arena

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