



Regulations for the FIDE Binance Business Schools Super Cup 2021

9 – 11 July, 2021

1. Scope

1. 1. Governing Body of the FIDE Binance Business Schools Super Cup 2021 (hereinafter referred to as BSSC) is the International Chess Federation (FIDE).

1. 2. BSSC is an open online tournament among invited chess teams from Business Schools all over the world. The tournament will be limited to 64 teams.

1. 3. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the Organisers for the final decision.

2. Format

2. 1. BSSC is open to any business school, its student, alumnus and business school employees. The organisers have the right to decline an entry that does not meet these requirements, or grant exceptions on a case-by-case basis. No Chess Federation or Chess Association can be represented in BSSC.

2. 2. Time control: 10 minutes + 2 seconds increment per move, starting from move 1.

2. 3. Team composition.

- a) Each Business School has a right to present two participating teams, in this case the names will be: *Business School name 1, Business School name 2*.
- b) Each team has four main players, including at least one male player and at least one female player.
- c) Each team may have one male reserve player and/or one female reserve player.
- d) In each team, only one player may be “invited” (not having direct relations with the business school).
- e) The employees of the Business School have a right to participate in the team.

2. 4. Each team must appoint a captain. The captain can be either a member of the team, or another person. Each team captain decides on his/her team board order, including reserves (boards from 1 to 4 and eventually boards 5 and 6). This board order cannot be changed after Participating team’s registration (see Article 3.1)

2. 5. Each Participating team captain announces his/her team composition for each match not later than 10 minutes prior to the beginning of the respective match. In case of substitutions, board order (see Article 2.4) remains unchanged. In each match, each team should have at least one male player and at least one female player.

2. 6. The participating teams are encouraged to play all their matches from the business school if the epidemiological situation in the country allows it.

The Participating teams are assisted by the Match Arbiters (see art. 6.1) to oversee the proper course of the competition in accordance with the tournament Regulations, and fulfil the duties specified by the Laws of Chess, General Regulations for Competitions, Anti-cheating Guidelines and so on.

2. 7. Stage 1. Groups

- a) All the registered Participating teams (see Article 3.1) are divided into Round Robin pool competitions. The pools will be of approximately equal strength according to team’s four main players average standard rating in the FIDE rating list for July 2021. In the event participating players do not have a standard FIDE rating, the HIP rapid rating, less 300 Elo, shall be used. Players without either rating shall be considered unrated, and assigned a rating of 1000.

b) The start time for matches in each pool will, as far as possible, be chosen to best fit the time zone of the entrants. The specific schedule will be published within 48 hours after the entry deadline.

c) Each pool match is played with one team having white on the odd-numbered boards and black on the even-numbered boards; and the other team has black on the odd-numbered boards and white on the even-numbered boards.

d) Scoring system: game points (1 for each game won, $\frac{1}{2}$ for each game drawn, 0 for each game lost).

e) Any tie is decided as follows:

- Match point totals (2 for a win, 1 for a draw, 0 for a loss)
- Game point totals in the results between the teams which remain tied
- Match point totals in the results between the teams which remain tied
- Sonneborn-Berger (Gamepoints)
- Sonneborn-Berger (Matchpoints)
- Drawing of lots.

f) The top teams from each group (8 teams total) advance to Stage 2. The number of teams qualifying from each group will be determined once the final entry numbers and structure are known.

2. 8. Stage 2. Play-off

a) Eight teams qualified from Stage 1 participate in play-off duels.

For pairings purpose the teams are ranked from 1 to 8 according to their average rating (as described in Article 2.7.a.). The pairings are done as follows:

Quarter finals

- Duel 1: Team 1 vs Team 8
Duel 2: Team 4 vs Team 5
Duel 3: Team 3 vs Team 6
Duel 4: Team 2 vs Team 7

Semi-finals

- Duel 5: Winner of Match 1 vs Winner of Match 2
Duel 6: Winner of Match 3 vs Winner of Match 4

Final

- Duel 7: Winner of Match 5 vs Winner of Match 6

b) Quarter final and semi-final duels consist of one match. For each duel, the drawing for colour shall be made. One team has white on the odd-numbered boards and black on the even-numbered boards; the other team has black on the odd-numbered boards and white on the even-numbered boards.

The final duel consists of two matches. The drawing for colour shall be made. In the first match, one team has white on the odd-numbered boards and black on the even-numbered boards. For the second match, the colours on each board shall be reversed.

c) In the event of a drawn duel (for the final duel: if each team wins one of the two matches, gamepoints are not used as the tie-break), the tie is broken with a blitz match. After the drawing for colour, one match is played with the time control: 3 minutes + 2 seconds increment per move, starting from move 1.

If the blitz match is drawn, an Armageddon game is played. The captain of each Participating team nominates one player. Once one player for each Participating team has been nominated, there is a drawing of lots to determine which player can choose whether they play white or black. The time limit for the Armageddon game is 5 minutes for white, and 4 minutes for black, with no increment. If the player with the white pieces wins the game, his/her team wins the duel. If the player with the black pieces wins or draws the game, his/her team wins the duel.

3. Registration

3. 1. Each Participating team intending to participate in BSSC confirms its participation providing the list of players with the exact boards order (see Article 2.4) by email (at the following email address: businessschools@fide.com) by 7 July, 2021. In accordance with Article 2.3, FIDE reserves the right to request evidence of the attendance at the Business School. Late registration may be refused by the Organisers.

3. 2. By submitting a players' list, each participating team is confirming that all of their players are aware of these Regulations, and have understood and will comply with the Fair Play rules (see Chapter 7).

3. 3. In case of questions or clarifications regarding the registration process and/or BSSC organisation, participating teams can contact FIDE at the following email address: businessschools@fide.com.

4. Schedule

DATE	EVENT	TIME (UTC)
9 July	Round 1	TBC
9 July	Round 2	TBC
9 July	Round 3	TBC
9 July	Round 4	TBC
10 July	Round 5	TBC
10 July	Round 6	TBC
10 July	Round 7	TBC
11 July	Quarter Final	1400
11 July	Semi Final	1500
11 July	3 rd place Match	1600
11 July	Final	1600

5. Title and Prizes

5. 1. The winner team is declared FIDE Binance Business School Chess Champion 2021.

6. Technical Issues

6. 1. The organisers nominate the Chief Arbiter, the Deputy Chief Arbiter and Match Arbiters.

6. 2. The Technical Meeting arrangements will be communicated to the entrants once the entry deadline has passed. This will be held before the beginning of the tournament via Zoom conference calls.

6. 3. The team captains of Participating teams must attend the relevant Technical Meeting.

6. 4. The technical notice describing the mode of communication between the players, the Chief Arbiter and the Hosting Internet platform technical support as well as other technical issues may be developed by the Hosting Internet platform in consultation with the organisers and amended to these Regulations as Annex 1 if necessary.

6. 5. Commentators team should be connected to broadcasting streaming.

7. Fair-Play Measures

7. 1. The fair-play measures are based on resources of the Hosting Internet platform and follow FIDE's fair-play guidelines.

7. 2. The organisers in consultation with the Hosting Internet platform establishes a fair-play panel (hereinafter referred to as FPP). The FPP consists of three people appointed by the FIDE Fair Play Commission.

7. 3. All players will be expected to join a Zoom call, the details for which will be provided at the technical meeting. The players' device must have one camera switched on during their game, as well as a microphone and speakers. The device must not be a tablet or mobile phone. At the discretion of FPP, a player may be required to have a second

camera connected to the Zoom call showing a panorama of the playing area during Stage 1. A second camera is a mandatory for all players in Stage 2, unless FPP decides otherwise on a case-by-case basis.

7. 4. FPP works to ensure fair results for each game. FPP may apply any measures that it considers necessary and sufficient in order to ensure fair-play conditions during the tournament.

7. 5. Based upon the results of the anti-cheating algorithm and/or other evidence deemed sufficient by the FPP to establish a cheating incident, FPP has the right to disqualify any player for a suspected fair-play violation during the course or after conclusion of the tournament.

FPP may additionally take one or several of the following decisions towards the disqualified player:

- The disqualified player may be declared lost in one or several games he/she played in the pool or/and in the current or/and previous duel(s). Then, his/her teams' results in the respective pool or duel(s) are changed accordingly;
- The disqualified player's team may be fined by certain number of match points in the current pool or duel;
- The disqualified player's team may be disqualified (if such a decision is taken when this team has advanced to Stage 2 and started playing there, the disqualified team cannot be replaced by any other). All the results of the disqualified team in BSCC are annulled.

7. 6. Neither FIDE, nor the Hosting Internet platform claims that the determination of a suspected fair-play violation is proof of actual cheating or an admission of guilt of by the disqualified player. Such a determination shall not affect the ordinary status of the player for over-the-board competitions within the jurisdiction of FIDE or its members, unless the FPP decides in the case of a clear or gross violation, or repeated violations, to refer the matter to the FIDE Ethics and Disciplinary Commission which may exclude the player from all official chess participation for a period up to 15 years.

7. 7. 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.

8. Appeals Committee

8. 1. The organisers will appoint the Chairman, the two other members of the Appeals Committee, first and second reserve members, all from different Federations.

8. 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.

8. 3. Appeals committee has the right to make decisions on all disputes, except fair-play issues (Chapter 7).

8. 4. All appeals and protests must be submitted in writing to the Appeals Committee not more than 15 minutes after the relevant game, or the particular infringement complained against.

8. 5. The Appeal Committee endeavours to make a decision as quickly as possible.

8. 6. The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.