



## **CHESS FOR FREEDOM**

### **FIRST INTERCONTINENTAL ON-LINE CHESS CHAMPIONSHIP FOR PRISONERS**

**13-14 October, 2021**

#### **REGULATIONS**

##### **1. SCOPE**

- 1.1.** The goal of the First Intercontinental On-line Chess Championship for Prisoners is to popularize chess as an efficient tool for re-integration of inmates.
- 1.2.** The Governing Body of the First Intercontinental Online Chess Championship for Prisoners is the International Chess Federation (FIDE).
- 1.3.** In this document, the word “prison” means any correctional facility (jail or prison) without any specification by age and gender of prisoners.
- 1.4.** The First Intercontinental Online Chess Championship for Prisoners is organized by FIDE and the Cook County (Chicago, IL, USA) Sheriff’s Office.
- 1.5.** The Tournament Director: Mikhail Korenman, Cook County Sheriff’s Office, FIDE IO.
- 1.6.** The body responsible for adopting and changing these Regulations is the FIDE Council, upon recommendation of FIDE Social Commission and the Tournament Director.

##### **2. EVENTS**

The First Intercontinental Online Chess Championship for Prisoners consists of one team event.

**2.1. Dates:** October 13-14, 2021

**2.2. Eligibility:** open for teams representing a prison as referred to in article 1.3. of this document.

**2.2.a.** Each country can have one team for the event. An additional team from the same country can be represented from a female correctional facility and have all four female team

players. Also, each country can have an additional team representing juvenoid correctional facility (Under age of 20). Maxim number of teams per country is (3) three.

2.2.b. The team consists of four (4) players with unlimited number of substitutes. The registered ranking of the team players must be followed while substitution takes place. It is only inmates/prisoners (no staff) who are eligible to represent the team as players. The team can be composed of players representing several institutions in one country.

2.2.c. All names of the participants shall be anonymous and can only be disclosed for non-competing purpose (such as media report) if the legal rules of the respective country allow disclosing the names of prisoners. The tournament organizers FIDE and/or Cook County Sheriff's office, Chicago, IL, USA have no responsibilities of disclosing the names of participants.

### **2.3. Format:**

2.3.a. The preliminary tournament will be a Round-robin team chess tournament, 7 rounds.

2.3.b. All rounds shall be played in one day, October 13, 2021.

2.3.c. All teams will be divided into the groups of 8 teams per group. The group drawing will be made on September 22, 2021.

2.3.d. There shall be no more than 8 hours' time difference between the countries in each group.

2.3.e. In case that one of the groups may have less than 8 teams, tournament organizers may open the field for additional team (if available) from participating countries. No two teams from the same country shall be placed in the same group.

2.3.f. The two top teams from each group will advance into the Championship Round that will occur at the second day of the event, October 14, 2021.

2.3.g. The Championship Round will be a round-robin team chess tournament. The format of the Championship Round may be modified depending on the total number of the teams registered and the best option to accommodate the qualified teams in reasonable playing times.

2.4.h. Standard tie brake system for team tournaments will be used for the event.

**2.4. Time control:** Game in 10 min + 5 sec per move starting from move 1.

### **2.5. Pairings**

2.5.a. The pairings shall be made available a week prior of the event (on October 6, 2021)

2.5.b. All players from all teams shall be considered unrated.

### **2.6. Schedule**

The schedule will be published upon the final registration of the teams.

**2.7. Awards.** The winning team shall be announced the Winner of the First Intercontinental Online Chess Championship. Special certificates should be awarded to the members of the winning team.

**2.8. Team standings:** the score from all players shall be counted for team standings.

The final team standing shall be determined by (in order of priority):

2.8.a. by the sum of individual points of all team's members;

2.8.b. highest individual place of the best team member.

**2.9. Registration**

2.9.a. Each correction facility shall submit an application via an on-line registration form:

<https://cutt.ly/kmgAbof>

2.9.b. The participating countries can submit additional team(s) for the waiting list in a case that tournament organizers may look for additional teams to complete the 8-teams field for each group.

2.9.c. The registration deadline is September 21, 2021.

2.9.d. There is no entry fee.

### **3. TECHNICAL ISSUES**

**3.1.** Social Commission, in consultation with the Tournament Director, shall nominate the Chief Arbiter, the Deputy Chief Arbiter, assistant arbiters.

**3.2.** The technical meeting for the event shall take place on September 15<sup>th</sup> 2021 via Zoom conference call. The representatives from all participated team are obligated to attend the meeting.

**3.3.** The event is not rated by FIDE or any individual chess federations.

### **4. CONNECTION TO THE PLAYING ZONE**

**4.1.** Chess.com is the playing zone for the event.

**4.2.** Each participating team is responsible to have a secure site with 4 computers connected to the Internet.

**4.3.** Tournament Director will work with chess.com on providing 5 (five) free accounts for each team. 4 accounts shall be used for playing and one account can be used for local organizers to observe the tournament.

**4.4.** Tournament Director will work with chess.com to provide all social interactions (chats etc.) are prohibited for accounts and no connections to any other activities on chess.com except playing the event tournament.

**4.5.** During a game, if player disconnects from the playing zone, the game clock shall continue running.

**4.6.** If the player can reconnect to the game before remaining time elapsed, the game can be continued.

**4.7.** If the player cannot reconnect to the game before the time elapses, then the player shall lose the game. However, the game is drawn if the position is such that the opponent cannot checkmate the player's King by any possible legal moves.

**4.8.** There are no video connections allowed for each individual player, but each site should allow one video connection covering the playing site through Zoom communication. Each team shall provide to Tournament Director a description how the video of the playing zone will be organized in compliance with their security measures.

## **5. FAIR PLAY MEASURES**

**5.1.** It is every team's responsibility to have at least one web camera covering the playing zone.

**5.2.** There shall be no web cameras facing any of the team players from the front unless the prison officials allow such representation of the players.

**5.3.** All teams shall only use the accounts provided from the tournament organizers with the support from chess.com. All accounts will be checked on security purpose and have no ways of any social interactions among the players.

**5.4.** It is each correctional facilities responsibility to eliminate any access to the general Internet use by the participants.

**5.5.** There will be no individual team player with access to Zoom communication.

**5.6.** All communications with the teams will be provided through the designated representatives from the correctional institutions or assistant tournament arbiters on site.

**5.7.** Any visible violation of the cheating rules during the games shall be submitted to the tournament organizer and Chief Tournament Director for their review.

## **6. APPEALS COMMITTEE**

**6.1.** Social Commission, in consultation with Tournament Director, shall appoint the Chairman, the two other members of the Appeals Committee from different Federations.

**6.2.** The Appeals Committee is entitled to make decisions on all disputes but fair play issues.

**6.3.** All appeals and protests shall be submitted by the team representatives in writing to the Appeal Committee no later than 15 min after the completion of the relevant game or after the alleged infringement occurred.

**6.4.** The Appeals Committee shall endeavor to make a decision as quickly as possible.