



Regulations for the FIDE Chess.com Women's Speed Chess Championship June 18th - July 20th 2020

1. Scope

1. 1. Governing Body of the FIDE Chess.com Women's Speed Chess Championship 2020 (hereinafter referred to as WSCC) is the International Chess Federation (hereinafter referred to as FIDE), the Organizer is Chess.com.
1. 2. The organizer is in charge of preparing regulations and communicating with the participants.
1. 3. The body responsible for adopting and changing these Regulations is FIDE Council, upon recommendation by Chess.com
1. 4. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the FIDE President for a final decision.

2. Format

WSCC consists of four stages:

- A) Titled Swiss Tournaments
- B) Play-Off Qualifiers
- C) Grand Prix
- D) WSCC Super Final

2A. Titled Swiss Tournaments

- 2A. 1. Participants: any titled women player (WCM/WFM/WIM/WGM/IM/GM) has the right to take part in Titled Swiss Tournaments.
- 2A. 2. There are six (from I to VI) Titled Swiss Tournaments:
 - I & IV are 9 rounds events with time control 5 minutes + 1 second per move starting from move 1;
 - II & V are 13 rounds events with time control 3 minutes + 1 second per move starting from move 1;
 - III & VI are 21 rounds events with time control 1 minutes + 1 second per move starting from move 1.
- 2A. 3. Any tie is decided automatically according to Chess.com tie-break system (see Annex 1).
- 2A. 4. Eight first players of each Titled Swiss Tournament qualify for a Play-Off Qualifier.
- 2A. 5. Any player is allowed to play unlimited number of Titled Swiss Tournaments until she qualifies for the Grand Prix.

2B. Play-Off Qualifiers

- 2B. 1. Participants: 48 players qualified from 2A (8 qualifiers from each of 6 events).
- 2B. 2. Eight players qualified from one of the Titled Swiss Tournaments (from I to VI) play a respective 2-round Play-Off Qualifier held the same day:
 - I & IV are 2-game matches with time control 5 minutes + 1 second per move starting from move 1;
 - II & V are 2-game matches with time control 3 minutes + 1 second per move starting from move 1;
 - III & VI are 2-game matches with time control 1 minutes + 1 second per move starting from move 1.

The playoff for each Titled Swiss Qualifier follows a traditional single-elimination bracket format, such that the seeds remain static throughout the event. (e.g. 1 vs. 8, 4 vs. 5, 3 vs. 6, 2 vs. 7, etc.)

- 2B. 3. The pairings are done according to the respective Titled Swiss Tournament final standings:

Winner vs Player 8
Runner-up vs Player 7
Player 3 vs Player 6
Player 4 vs Player 5

2B. 4. In case of tie an Armageddon game is played. The time limit for the Armageddon game is 5 minutes for white, and 4 minutes for black, with no increment. The player higher-placed in the Titled Swiss Tournament chooses the colour. If the player with the white pieces wins the game, she wins the match. If the player with the black pieces wins or draws the game, she wins the match.

2B. 5. Two finalists of each Play-Off Qualifier qualify for the Grand Prix.

2C. Grand Prix

2C. 1. Participants: 12 players qualified from 2B and 9 players nominated by FIDE and Chess.com. The list of nominated players is announced by June 16th.

2C. 2. Grand Prix consists of four legs.

2C. 3. Each of the 21 players participates in three out of four Grand Prix legs. One wild card nominated by the FIDE President is invited to take part in one of the Grand Prix legs.

2C. 4. Each of 21 players may rank their preferences of Grand Prix legs to play in by June 22nd. The Organizer reserves the right to assign players to tournaments according to the organizational needs. The players for each Grand Prix leg are announced by June 23rd. The exact time for each player's match in each Grand Prix leg is scheduled individually based on player availability.

2C. 5. Each Grand Prix leg is 16-players Knock-Out. It lasts five days, including one rest day after the semi-finals.

2C. 6. Players are seeded in accordance with their FIDE Blitz Rating on June 1st 2020. The pairings follow the principle of top half vs. lower half reversed. Round 1:

Player seeded 1 vs Player seeded 16
Player seeded 2 vs Player seeded 15
....
Player seeded 8 vs Player seeded 9

The playoff follows a traditional single-elimination bracket format, such that the seeds remain static throughout the event.

2C. 7. All matches in each Grand Prix leg are divided into three segments:

- 30-minute segment of matches with time control 5 minutes + 1 second per move starting from move 1;
- 30-minute segment of matches with time control 3 minutes + 1 second per move starting from move 1;
- 10-minute segment of matches with time control 1 minutes + 1 second per move starting from move 1.

Games that start but "run over" the overall countdown clock count towards the final score.

There is an approximately three-minute break between each segment.

The player who accumulates the most cumulative points wins the match.

2C. 8. Chess.com's server starts the first game of each segment. Players are then expected to use the rematch command on the Chess.com live server until informed by tournament staff that it is the last game of each segment. If players do not use the rematch command, their games are subject to being auto-started and their clocks adjusted to reflect the delay.

2C. 9. Players are informed both in the Chess.com live game chat and via Zoom by Chief Organizer Nick Barton of the match score and time remaining in each portion at different times throughout the match. Any and all questions by the players can also be asked in the Zoom group chat at any time.

2C. 10. If the match is tied, a tiebreak of 2 additional 1''+1' games is played as a mini-match. The player accumulates the most cumulative points from the mini-match wins the match. If the match is still tied after the mini-match tiebreaker, a single Armageddon game is played. The time limit for the Armageddon game is 5 minutes for white,

and 4 minutes for black, with no increment. The higher-seeded player chooses the colour. If the player with the white pieces wins the game, she wins the match. If the player with the black pieces wins or draws the game, she wins the match.

2C. 11. In each Grand Prix leg, every player scores GP cumulative points according to her position in the final standings (see Article 2C.14)

2C. 12. The two players who score the most number of GP cumulative points in all three Grand Prix legs qualify for WSCC Super Final.

2C. 13. In the case of two or more players having equal GP cumulative points at the top of the Grand Prix standings, the following criteria (in descending order) are used to break the tie:

- No. of 1st places in GP legs
- No. of total game points scored in the three GP legs;
- Drawing of lots.

2C. 14. In each Grand Prix leg, the prize and the GP cumulative points distributions are as follows:

PLACE	PRIZE (USD)	GP CUMULATIVE POINTS
1 st	3,000	12
2 nd	2,000	8
3 rd	1,000	6
4 th	700	5
5 th – 8 th	500	2
9 th – 16 th	200	0
TOTAL	10,300	33

2D. WSCC Super Final

2D. 1. Participants: two players qualified from 2C.

2D. 2. The two best players of Grand Prix play the WSCC Super Final match divided into three segments:

- 90-minute segment of matches with time control 5 minutes + 1 second per move starting from move 1;
- 60-minute segment of matches with time control 3 minutes + 1 second per move starting from move 1;
- 30-minute segment of matches with time control 1 minutes + 1 second per move starting from move 1.

Games that start but "run over" the overall countdown clock count towards the final score.

There is an approximately three-minute break between each segment.

The player who accumulates the most cumulative points wins the match.

2D. 3. Chess.com's server starts the first game of each segment. Players are then expected to use the rematch command on the Chess.com live server until informed by tournament staff that it is the last game of each segment. If players do not use the rematch command, their games are subject to being auto-started and their clocks adjusted to reflect the delay.

2D. 4. Players are informed both in the Chess.com live game chat and via Zoom by Chief Organizer Nick Barton of the match score and time remaining in each portion at different times throughout the match. Any and all questions by the players can also be asked in the Zoom group chat at any time.

2D. 5. If the match is tied, a tiebreak of 4 additional 1” +1’ games is played as a mini-match. The player accumulates the most cumulative points from the mini-match wins the match. If the match is still tied after the mini-match tiebreaker, a single Armageddon game is played. The time limit for the Armageddon game is 5 minutes for white, and 4 minutes for black, with no increment. The higher-seeded player chooses the colour. If the player with the white pieces wins the game, she wins the match. If the player with the black pieces wins or draws the game, she wins the match.

2D. 6. The prizes (in USD) are distributed as follows:

1 st	6,500
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2nd 3,500
TOTAL 10,000

3. Other rules

- 3. 1.** In each stage the players cannot draw a game by agreement before black's 30th move.
- 3. 2.** Registration for each Titled Swiss Tournament (Chapter 2A) begins 1 hour before the start.
- 3. 3.** If any player advances to a next stage of WSCC but refuses to participate, she is substituted upon the decision of the Organizer.
- 3. 4.** Chess.com nominates the Chief Arbiter and other arbiters if necessary, for each event of WSCC.
- 3. 5.** The Grand Prix Technical Meeting is held via Zoom conference calls. All the Grand Prix participants are obliged to attend the Technical Meeting.
- 3. 6.** The technical notice describing the mode of communication between the players, the Chief Arbiter and the Chess.com technical support as well as other technical issues may be developed by the Organizer in consultation with FIDE and amended to these Regulations as Annex 2 if necessary.

4. WSCC Schedule

DATE	TIME		EVENT
	PDT	GMT	
June 18 th	7 AM	2 PM	Titled Swiss Tournament I
	Right after TST I		Play-Off Qualifier I
June 19 th	7 AM	2 PM	Titled Swiss Tournament II
	Right after TST II		Play-Off Qualifier II
June 20 th	7 AM	2 PM	Titled Swiss Tournament III
	Right after TST III		Play-Off Qualifier III
June 21 st	9 AM	4 PM	Titled Swiss Tournament IV
	Right after TST IV		Play-Off Qualifier IV
June 22 nd	9 AM	4 PM	Titled Swiss Tournament V
	Right after TST V		Play-Off Qualifier V
June 23 rd	9 AM	4 PM	Titled Swiss Tournament VI
	Right after TST VI		Play-Off Qualifier VI
June 24 th	4 AM	11 AM	Grand Prix Technical Meeting
June 24 th – 28 th	5:30 AM	12:30 PM	Grand Prix leg 1
July 1 st – 5 th	5:30 AM	12:30 PM	Grand Prix leg 2
July 8 th – 12 th	5:30 AM	12:30 PM	Grand Prix leg 3
July 15 th – 19 th	5:30 AM	12:30 PM	Grand Prix leg 4
July 20 th	TBD	TBD	SUPER FINAL

5. Fair-Play Measures

- 5. 1.** The fair-play measures are based on resources of Chess.com and follow FIDE's fair-play guidelines. The anti-cheating algorithm used is to be approved by FIDE Global Strategy Commission (hereinafter referred to as GSC).
- 5. 2.** GSC in consultation with the Organizer establishes a fair-play panel (hereinafter referred to as FPP) and a fair-play appeal panel (hereinafter referred to as FPAP). The FPP and FPAP consist of the following fair-play experts: FIDE Fair-Play Commission members, the fair-play experts of Chess.com, computer scientists and statisticians,

chess grandmasters.

5. 3. 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.

5. 4. All the players required to be observed via a video conference call by FIDE-affiliated international arbiters for the duration of the tournament. Observation shall include webcam, screen share, room scan, desk scan, monitor check, and other requirements per Chess.com and FIDE arbiter standards. The full and detailed list of necessary technical requirements is to be communicated to all the players by June 18th.

5. 5. Based upon the results of the fair-play techniques and other evidence deemed sufficient by FPP to establish a cheating incident, FPP has the right to disqualify any player for a suspected fair-play violation during the course of or after a tournament. The disqualified player may be declared lost in all the games she played. The decision of FPP to disqualify a player for a suspected fair-play violation is final and not subject to any appeal, review, or other challenges.

5. 6. In addition, FPP has the right to ban any disqualified player for suspected fair-play violations. Any ban imposed on a player restricts him from taking further part in WSCC regardless of the stage when a violation is discovered.

5. 7. Any banned player may appeal her ban by providing FPAP with her arguments and facts within two hours after receiving the banning notification. FPAP endeavors to consider the appeal within 24 hours. If the appeal is accepted, the player is allowed to take part in further WSCC events but her previous results remain unchanged. The decision of FPAP is final and no further appeal, review or challenge is permitted.

5. 8. Neither FIDE nor Chess.com claims that the determination of a suspected fair-play violation is proof of actual cheating or an admission of guilt of by the disqualified or the banned 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 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.

5. 9. 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 her participation takes place subject to these Fair-Play measures.

6. Platform-specific Fair Play Rules

6. 1. Players are prohibited from "listening in" to the official commentary team, either by Zoom or by visiting Chess.com/TV or any platform where the official commentary is distributed.

6. 2. Players are prohibited from live-streaming their own matches on any video streaming platform.

6. 3. No mouseslips or takebacks. There will be no rulings made to allow for "mouseslips," "takebacks" or the reversal of any move or result that happens due to loss on time because of "lagging connections," disconnections or any other online-chess-specific glitches that may occur. The player is acknowledging to be comfortable with Chess.com's online board and piece play format, and guaranteeing her own stable connection.

6. 4. Accidental draw offers, resignations, or losses by flag via disconnection will count and the result will not be reversed. Any game results incurred due to user error by the player with the Chess.com board, pieces, buttons, or any other part of the interface are final, including but not limited to draw offers, draw acceptance, resignations, premoves, autoqueen, accidental underpromotion, any and all mouseslips, accidental clicks, or accidentally losing on time. Players are responsible for being familiar with the Chess.com interface.

6. 5. Players must be logged onto Zoom to test connection and webcam with Chief Organizer Daniel Rensch and Director of Esports & Events Nick Barton 30 minutes before match start time.

6. 6. Players must be logged onto Chess.com, and in the live play arena (Chess.com/live) 15 minutes before the start of the match. Failure to be logged in to the live server 15 minutes before the start of the match will result in up to a 15 percent reduction in a player's prize fund.

6. 7. If a player is not online and logged into Chess.com/live at the official and published start time of the match, or should the player disconnect for any lengthy period of time that delays the start of future games in the match, he or

she will be docked the seconds and minutes that run from the total match timer of that portion and potentially forfeited the full point for as many rounds missed per the running countdown clock of that time control.

6. 8. Players agree to be on an "open call" with no sound but video that can show them at any time during the official broadcast. This is both for entertainment value for the hosts to see what the players are going through at critical stages and exciting games, and also for match security.

6. 9. Hosts will attempt to have the players on the same call both during the match (so they can choose to see each other while playing) and after the match for interviews.

6. 10. Should the call be dropped or last due to connectivity issues, players (and on site managers/help) agree to attempt reconnecting the call as quickly as possible, and no later than during the break between the next time control.

6. 11. Players are required to conduct post-match interviews, win or loss, with the official broadcast hosts. Interviews to start no later than five minutes after the match conclusion. Post match interviews will be conducted with the players together, but should technical issues not all a group call, the runner-up will go first and the winner will go second.

7. Appeals Committee

7. 1. The Organizer appoints the Chairman and the two other members of the Appeals Committee, all from different Federations.

7. 2. A member of the Appeals Committee cannot sit in judgement in a dispute involving one player from his/her Federation. If both players involved in a dispute are from the same federation that one or two members of the Appeal Committee, then all three members of the Appeal Committee sit in judgment.

7. 3. Appeals committee has the right to make decisions on all disputes, except fair-play issues (Chapters 5 and 6).

7. 4. All appeals and protests must be submitted in writing to the Appeals Committee not more than 30 minutes after the relevant playing session, or event, or the particular infringement complained against.

7. 5. Each player issuing a protest may be charged of two hundred (200) USD by FIDE if the protest is rejected.

7. 6. The Appeal Committee endeavours to make a decision as soon as possible.

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

8. Technical Issues

8. 1. Rules that apply in the case of technical problems:

If the disconnect is determined by HIP to be caused by factors under the player's control and the disconnect occurs mid-game, the player's clock continues to run as normal until time has expired. HIP should be in touch with the players via digital communication methods and attempt to guide them through reconnection. In the event the player is not able to reconnect during the game in which he/she has disconnected, the HIP will continue its efforts until the next round has begun. HIP may, in their sole determination, decide to postpone the round until a later time.

If the fault is a server error or other error not in the player's control (natural disaster, widespread power outage, etc.), HIP will recreate the current position and will reset clocks to the proper time from before the outage or error took place. Upon doing so, the game should continue as normal. In the event the error is not resolved within 1 hour, the HIP may, at their sole determination, decide to postpone the round until a later time.

The Chief Arbiter may decide otherwise in exceptional circumstances.

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

9. Player Requirements Addendum

9. 1. Players must adhere to the Player Requirements addendum located at https://handbook.fide.com/chapter/WSCC_Regulations

9. 2. The Player Requirements Addendum shall be considered part of these regulations for purposes of application by the Chief Arbiter, FPP, and FPAP

ANNEX 1. Titled Swiss Tournaments tie-break system

If the top two or more players score the same points, the tie is decided by the following criteria, in order of priority:

- a) Sonneborn-Berger;
- b) Average Rating of Opponents;
- c) Direct encounter between the players in tie;
- d) Drawing of lots.