



RULES FOR SPORTACCORD WORLD MIND GAMES

BEIJING 12th – 20th December 2012

1. Events

The chess events in Sport Accord World Mind Games will be a series of three events split by gender as follows resulting in 6 tournaments in total :

- ***RAPID CHESS – MEN & WOMEN – 7 rounds, Swiss System format***
- ***BLITZ CHESS – MEN & WOMEN – 15 rounds, Round Robin format***
- ***BLINDFOLD CHESS – MEN & WOMEN – 7 rounds, Swiss System format***

1.2 Schedule

Wednesday, December 12 th		Opening ceremony
Thursday, December 13 th		Rest day
Friday, December 14 th	14:00-19:00	Rapid Event: 1-4 rounds (men), 1-4 rounds (women)
Saturday, December 15 th	14:00-19:00	Rapid Event: 5-7 rounds (men), 5-7 rounds (women)
Sunday, December 16 th	14:00-19:00	Blitz Event: 1-8 rounds (men), 1-8 rounds (women)
Monday, December 17 th	14:00-19:00	Blitz Event: 9-15 rounds (men), 9-15 rounds (women)
Tuesday, December 18 th	14:00-19:00	Blindfold Event: 1-4 rounds (men), 1-4 rounds (women)
Wednesday, December. 19 th	14:00-19:00	Blindfold Event: 5-7 rounds (men), 5-7 rounds (women) & Closing Ceremony
Thursday, December 20 th		Departure

2. Time Control for Play

2.1 Rapid Chess – Men & Women

For all rapid chess competitions each player will have 20 minutes plus 10 seconds per move, starting from move one (G20'+10"), for the whole game.

2.2 Blitz Chess – Men & Women

For all blitz chess competitions each player will have 3 minutes plus 2 seconds per move, starting from move one (G 3'+2"), for the whole game.

2.3 Blindfold Chess – Men & Women

For all rapid chess competitions each player will have 20 minutes plus 20 seconds per move, starting from move one (G20'+20"), for the whole game.

3. Tournament Regulations

3.1 The players are not permitted to speak to their opponents during the games. Appropriate sporting behaviour is expected from all participants and FIDE rules of conduct are to be strictly followed at all times.

3.2 During the playing session, a player may leave the playing area only with the permission of the Chief Arbiter and only if he is accompanied by one of the arbiters.

3.3 Players are required to attend the Players' Meeting on the day of the Opening Ceremony at a time to be decided by the Chief Arbiter and the Organisers. If necessary, the Chief Arbiter may call other Players' Meetings.

3.4 The draw for Colours and Pairings will be made in the first Players' Meeting for all three events.

3.5 Players are requested to note the requirements of FIDE Regulations C.01 (Article 8.1) in respect of their dignified appearance at all times during the matches. Sport Accord may provide a dress code for the event and players and officials will comply with the dress code.

3.6 Players will not be allowed to offer draws directly to their opponents. Any draw claim will be permitted only through the Chief Arbiter in the following cases:

- *a triple-repetition of the position as per FIDE laws of chess (art. 9.2),*
- *in dead drawn positions as per FIDE Laws of Chess (art. 9.6)*
- *applying the rule of 50 moves as per FIDE laws of chess (art. 9.3).*

3.7 The zero tolerance rule will be in operation. A large digital countdown clock will be installed in the playing hall. An announcement will be made 5 minutes before the game is due to start and again one minute before the start of the game.

3.8 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.

4. Prizes & Medals

4.1 The organizers shall award a gold medal to the winner of each event, a silver medal to the player who took the second place and a bronze medal to the player who took the third place.

4.2 All players are guaranteed a minimum prize fund / appearance fee as follows :

	USD
Men Guaranteed fees / prizes ...	\$ 3,000
Women Guaranteed fees / prizes	\$ 1,500

This minimum guarantee is only valid for those players who will not have won any prize money from any of the events or whose total prize money may be less than the amount guaranteed.

4.3 Prizes for each event are as follows :

EVENT 1.	RAPID	
	MEN	WOMEN
1	\$ 20,000	\$ 10,000
2	\$ 15,000	\$ 9,000
3	\$ 12,000	\$ 8,000
4	\$ 9,000	\$ 7,000
5	\$ 7,000	\$ 6,000
6	\$ 6,000	\$ 5,000
7	\$ 5,000	\$ 4,000
8	\$ 4,000	\$ 3,000
9	\$ 3,000	\$ 2,000
10	\$ 2,000	\$ 1,000
11-16	\$ 6,000	\$ 3,000
Total	\$ 89,000	\$ 58,000

EVENT 2.	BLITZ	
	MEN	WOMEN
1	\$ 20,000	\$ 10,000
2	\$ 15,000	\$ 9,000
3	\$ 12,000	\$ 8,000
4	\$ 9,000	\$ 7,000
5	\$ 7,000	\$ 6,000
6	\$ 6,000	\$ 5,000
7	\$ 5,000	\$ 4,000
8	\$ 4,000	\$ 3,000
9	\$ 3,000	\$ 2,000
10	\$ 2,000	\$ 1,000
11-16	\$ 6,000	\$ 3,000
Total	\$ 89,000	\$ 58,000

EVENT 3.	BLINDFOLD	
	MEN	WOMEN
1	\$ 20,000	\$ 10,000
2	\$ 15,000	\$ 9,000
3	\$ 12,000	\$ 8,000
4	\$ 9,000	\$ 7,000
5	\$ 7,000	\$ 6,000
6	\$ 6,000	\$ 5,000
7	\$ 5,000	\$ 4,000
8	\$ 4,000	\$ 3,000
9	\$ 3,000	\$ 2,000
10	\$ 2,000	\$ 1,000
11-16	\$ 6,000	\$ 3,000
Total	\$ 89,000	\$ 58,000

4.4 All prizes are shared equally in cases of any tied position/s. Medals will be accorded on the following tie-break systems :

For Round Robins (blitz)

1. Direct Encounter/s
2. Greater number of wins
3. Sonnenborn-Berger
4. Greater number of games with Black (unplayed games counted as White)

For Swiss System events:

1. Direct Encounter/s
2. Greater number of wins
3. Greater number of games with Black (unplayed games counted as White)
4. ARCO (Average Rating of Opponents Cut 1)

4.5 The prize fund and stipends shall be paid by direct bank transfer in Euros from FIDE's bankers UBS, Lausanne.

4.6 FIDE 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.

5. Interviews, functions and mode of dressing.

5.1 The players are expected to cooperate reasonably with the media. General interviews with them can be arranged only through the Press Officer.

5.2 The players are required to make themselves available for short interviews immediately after each game. In general, both players shall be available for the daily press conference.

5.3 Players are required to be present at all official functions approved by FIDE President or his representative during the Tournament including official receptions and the opening and closing ceremonies.

5.4 Players are specifically requested to note the requirements of FIDE Regulations in respect of their dignified appearance at all times during the event.

5.5 Only photographers and camera crews expressly authorized by the Organising Committee may work in the playing venue.

5.6 Apart from the players and principals, no other person shall be allowed in the field of play during the games, except with the express permission of the Chief Arbiter.

5.7 During the playing session (lasting from 10 minutes before the start of the round until the departure of players), the following additional regulations shall be in force:

5.7.1 The players are not permitted to bring into the playing venue any electronic or technical or other equipment extraneous to play, which may in any way disturb or upset the opponent or may be in breach of the Rules of Chess. The Chief Arbiter shall decide what constitutes extraneous equipment liable to offend the opponent or may be in breach of the Rules of Chess.

5.7.2 The players shall shake hands (or shall greet each other in a normal social manner in accordance with the conventional rules of their society) before the start and after the end of each game. If a player fails to meet these requirements and after being asked to do so by the Chief Arbiter, then the player will lose the game immediately.

5.7.3 During the game, a player may talk only to an arbiter or communicate with a steward.

5.7.4 Organizers shall provide in sufficiency, free of charge, coffee, tea and soft drinks for the players and principals. It is advisable that the same offer shall apply for the press members.

5.7.5 The Organisers shall provide score sheets according to the specifications provided by FIDE.

5.8 All players are required to attend a Players' meeting at a date and time to be decided by the Chief Arbiter. If deemed necessary, the Chief Arbiter may call other Players' Meetings. The drawing of lots will take place during the first Players' meeting or in the Opening Ceremony.

5.9 During play either the Chief Arbiter or the Deputy Chief Arbiter must be present in the playing area.

5.10 The Chief Arbiter may, in consultation with the Chairman of Appeals Committee, the players and after the approval of the FIDE President, issue additional written regulations to lay down the exact playing hours and take care of other details not covered by these regulations.

5.11 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 be supplemented by adding two copies of any bulletins of the event. 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.

5.12 Immediately after the end of the event, the Chairman of Appeals Committee shall draw up a report in the English language and send it without delay to the FIDE Secretariat. The report shall contain an overview of the organisation, the conditions and any other matter that may be deemed relevant by the Chairman of Appeals Committee.

5.13 The Organizers shall ensure the field of play and its environs meet at least the requirements of the FIDE Regulations for the Organisation of Top Level Tournaments (FIDE Handbook C.01).

5.14 The field of play shall be decorated with the FIDE flag, Sport Accord flag, the flags of the host nation and the participating Federations.

5.15 Organizers shall provide, free of charge, coffee, tea and soft drinks for the players and principals. It is advisable that the same offer shall apply for press members.

6. Appeals Committee

6.1 The Members of the Appeals Committee are selected by FIDE President as officials during the event.

6.2 All protests must be submitted in writing to the Appeals Committee not more than two hours after the relevant playing session, or the particular infringement complained against.

6.3 The Committee may decide on the following matters:

- a) an appeal against a decision by an arbiter,
- b) a protest against a player's behaviour,
- c) a complaint alleging false interpretation of the regulations,
- d) a request for the interpretation of specific regulations,
- e) a protest or complaint against any participant, or
- f) all other matters which the Committee considers important.

6.4 If possible, the Committee shall reach a decision not more than two hours after the submission of a protest. The appeals process shall include written representations and a written decision. The Committee shall endeavour to find binding solutions that are within the true spirit of the FIDE motto, Gens Una Sumus.

6.5 Each protest must be accompanied by a deposit fee of €500 (five hundred Euros) or a written statement that this fee can be deducted from the prize fund if the protest is rejected. If the protest is accepted, the fee shall be returned. If the protest is rejected, then in this case, FIDE reserves the right to withhold the deposit fee.

6.6 The decision of the Appeals Committee arising from any dispute in respect of these regulations shall be final.

7. Opening Ceremony for each tournament

A short Opening Ceremony shall take place and all participants are required to take part.

8. Closing Ceremony of each tournament

The Closing Ceremony shall take place according to schedule. The Organizer shall provide three medals to the first three placed players.

9. At any time in the course of the application of these regulations, any grounds that are not covered or any unforeseen event shall be referred to the President of FIDE for final decision.

Appendices extracted from the FIDE Laws of Chess

A. Rapid and Blitz

The games shall be played according to the following:

1. Play is governed by the FIDE Laws of Chess, which apply with the exceptions mentioned below in (2), (3) and (4).
2. The players do not need to record the moves. An arbiter shall record the moves.
3. The player who has the move may stop the clocks and consult the Arbiter's score sheet and if his next move will produce a threefold repetition of position (according to Article 9.2a of the Laws of Chess), or the 50 moves rule (according to Article 9.3a of the Laws of Chess), he himself must write the intended move on the score sheet and claim the draw if he wants. A player can also claim a draw according to Articles 9.2b and 9.3b of the Laws of Chess. If the claim is found to be correct, the game is immediately ended as a draw. If the claim is found to be incorrect, the Arbiter shall add three (3) minutes to the opponent's remaining time and the game continues with the intended move in accordance with Article 4 of the Laws of Chess. A maximum of two (2) incorrect claims for a draw can be made by each player. If a player makes a third (3rd) incorrect claim, the arbiter shall declare the game lost for this player.
4. If a game has ended by resignation, checkmate, time loss, stalemate, triple repetition or any other of the ways described in Article 5 of the Laws of Chess, no claim for irregularities shall be accepted (irregularities include clock settings and all other described in Article 7 of the Laws of Chess).

B. Blindfold Chess (Specifically for SportAccord)

Rules for the blindfold games

- Play will be governed by the FIDE Laws of Chess, except where they are overridden by the following rules.
- Players are not allowed to record the moves.
- At the start of the game each player has twenty minutes on his clock. Before a player makes his move twenty seconds will be added to his remaining time.
- The computer clock marks the end of the time-control period.
- The monitor will show the players when the same position has appeared on the board three times or that the "50 moves rule" can be applied. In this case either player has the right to claim a draw.
- If a player makes an illegal move, the monitor will display the message: "Illegal move, make another move". In this case there is no need for additional action by the player.
- If a player needs the assistance of the arbiter, he may call the arbiter. The arbiter will in this case interrupt the game; interrupting of the game takes about 5 seconds. In this situation the players may not leave the playing area of the playing hall and may not watch the position on the monitors.
- Players, who leave the playing area without permission of the arbiter, will lose the game immediately.

B.1 REGULATIONS IN CASE OF COMPUTER BREAKDOWN

- a. After a computer breakdown, it is forbidden to speak to anybody except the arbiter.
- b. The games will be continued on empty boards in the two playing halls and, if three games are in progress, also in a room of the hotel.
- c. The time will be controlled using the Fischer clock; the time will be transferred as accurately as possible from the computer system to the Fischer clock. 25 seconds extra will be added for each move (instead of 20 seconds).
- d. Two persons will control the game; the arbiter will write the moves down on a scoresheet, which is hidden from the players, and operate the clock. The assistant will play the moves on a pocket set, which is hidden from the players. The arbiter will check the intended move for legality, and if it is legal he will operate the clock and then write the move on the scoresheet.
- e. Note: it is possible that it takes a few seconds for the arbiter to check the move and press the clock, but in any case the time taken is not more than for the player to enter the move on the computer.
- f. The players shall show their moves on the empty board by pointing to the start and destination square of the move they intend to make; at the same time, they will speak the move aloud. If the move spoken differs from the move indicated on the board, then the arbiter shall say, "What do you mean?"
- g. If a player makes an illegal move, then the arbiter will say "Illegal move" and he will not push the clock. For example, if a player says "Rook takes d6" and the move is not a capture, then the arbiter will say "Illegal move", or if the player shows d1-d6 on the board and says "Queen d6", but the piece on d1 is actually a rook, then the arbiter will again say "Illegal move".