

# **CHESS FOR FREEDOM**

## **The 2<sup>nd</sup> Continental On-line Chess Championships for Prisoners**

**African Continent - May 12, 2026**

**American Continent - May 14, 2026**

**European Continent - May 19, 2026**

**Asian Continent - May 21, 2026**

### **REGULATIONS**

#### **1. SCOPE**

1.1. The goal of the Continental On-line Chess Championship for Prisoners is to popularize chess as an efficient tool for re-integration of inmates.

1.2. The Governmental Body of the Continental 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 Continental Online Chess Championship for Prisoners is organized by FIDE as part of the Chess for Freedom program.

1.5. The tournament Organizer: Mikhail Korenman, Cook County (Chicago, USA) Sheriff's Office, FIDE IO. Tournament Director: Nebojsa Baralic, FIDE IA

1.6. The body responsible for adopting and changing these Regulations is the FIDE Management Board upon recommendation of FIDE Social Commission and the Tournament Organizer.

#### **2. EVENTS**

The Continental Online Chess Championships for Prisoners consist of four team events; one for each continent.

**2.1. Dates:** May, 2026 by separate schedule for each continent

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

2.2.a. Each country can have up to three (s) teams for the event. One team shall be represented from a male correctional facility; one team from female correctional facility and have all four female team players; and one team representing juvenoid correctional facility (Under age of 20).

An extra team(s) will be granted to participate from countries that run national championships among the prisoners.

No two teams from the same correctional facility from the same country shall be placed in the tournament.

2.2.b. The team consists of four (4) players with unlimited number of substitutes. It is only individuals in custody (no staff) who are eligible to represent the team as players. The team can be composed of players representing several institutions in one country. Web cameras will be required in all rooms for such combined team.

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.

2.2.d. The teams are not required but encourage to wear the team uniforms for the competitions.

### **2.3. Format:**

2.3.a. Format of the tournament depends on the number of teams.

- If there are 10 teams or fewer, a round robin will be played.

- if the number of teams is 11-20, the Swiss system will be played in 7 rounds

- if the number of teams is more than 20, the Swiss system will be played in 9 rounds

2.3.b. All rounds shall be played in one day, according to the continental schedule.

2.3.c. All teams from the same continent will be placed in one group.

2.3.d. In case that one of the groups may have less than 10 teams, tournament organizers may open the field for additional team (if available) from participating countries. No two teams from the same correctional facility from the same country shall be placed in one tournament.

2.3.e. Standard tie break system for team tournaments will be used for the event.

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

### **2.5. Pairings**

2.5.a. The pairings shall be made available a week prior of the events

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

### **2.6. Schedule**

TBD

**2.7. Awards** The winning team shall be announced the Winner of the Continental Online Chess Championship. Special team certificates should be awarded to top three winning teams and certificates of participation to all teams and individual players.

Winning teams will be promoted on FIDE media following the protocols of institutions. All teams are encouraged to send photo/video materials and information on their program for promotional and awareness raising purpose to [media@fide.com](mailto:media@fide.com)

**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. In each tournament, matches are scored by match points. A win scores 2 points. A draw scores 1 point. A loss scores 0 points. A team with the most number of match points in the final standings is declared Continental Champion (or two teams will be qualified for the Final Match). The tie-break system is described in Annex 2.I.

2.8.b. Round Robin: If the two or more teams score the same number of match points (MP), the tie shall be broken as follows:

- Total number of game points (GP)
- Extended Direct encounter for Teams (EDE)
- Extended Sonneborn Berger (ESB) for Teams, variant EGMSB Cut-1 (EGMSB/C1)
- Drawing of lots

2.8.c. Swiss system: If the two or more teams score the same number of match points (MP), the tie shall be broken as follows:

- Total number of game points (GP)
- Extended Direct encounter for Teams (EDE)
- Extended Sonneborn Berger (ESB) for Teams, variant EGMSB Cut-1 (EGMSB/C1)
- Buchholz Cut-1 (BH:MP/C1)
- Drawing of lots

## **2.9. Registration**

2.9.a. Each correction facility shall complete the on-line registration form [2nd Continental Online Chess Championship for Prisoners - Google Forms](#) and submit an email confirmation of team participation to the Tournament Organizer ([mikhail.korenman@ccsheriff.org](mailto:mikhail.korenman@ccsheriff.org))

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 May 1, 2026

2.9.d. There is no entry fee

### **3. TECHNICAL ISSUES**

3.1. Social Commission, in consultation with the Tournament Organizer, shall nominate the Chief Arbiter, the Deputy Chief Arbiter, assistant arbiters, and Fair-Play Officer.

3.2. The technical meeting for the event shall take place on a week of May 5<sup>th</sup>, 2026 via Zoom conference call. The representatives from all participated teams are obligated to attend the meeting. The teams will not be paired for the tournament if the official representative will not attend the technical meeting or an individual consultation in special occasions.

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

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

4.1. Playing zone for the event is [www.chess.com](http://www.chess.com)

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

4.3. Tournament Organizer will work with chess.com on providing 4 (four) free accounts for each team. The accounts shall be used for playing at the tournament

4.4. Tournament Organizer will work with chess.com to provide all accounts without any 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 required for each individual player, but each site should require one video connection covering the playing site through Zoom communication. Each team shall provide to Tournament Organizer 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 A.

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. It is strongly recommended that all log ins to the chess.com accounts be done by the correctional institutions staff and not by the participants. 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.

5.8. The Fair Play officers and the chess.com representatives will be checking all matches to protect any suspicious activities (cheating). In case of any suspicious activity by any player of any team, the chess.com account of that player will be closed, the player will be terminated from the competition, and the entire team will be eliminated from the event. Chief Arbiter, based on Fair Play Officer and Chess.com recommendations of any suspicious activities, will make the final decision on team elimination from the event that cannot be overturned by the teams.

## **6. APPEALS COMMITTEE**

6.1. Social Commission, in consultation with Tournament Organizer, 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.