



Regulations for the FIDE Online Olympiad

20 August – 15 September 2021

1. Scope

1. 1. Governing Body of the FIDE Online Olympiad 2021 (hereinafter referred to as OLONLINE) is the International Chess Federation (FIDE).

1. 2. FIDE Global Strategy Commission (hereinafter referred to as GSC) is in charge for preparing regulations, communicating with the hosting Internet platform – Chess.com and the participating federations.

1. 3. The body responsible for adopting and changing these Regulations is the FIDE Council, upon recommendation by GSC.

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

2. 1. OLONLINE is a team event. National teams of all federations affiliated to FIDE have the right to participate in OLONLINE. The Shenzhen Organiser is entitled to enter an additional team.

2. 2. Stage 1. DIVISIONS

a) The registered teams (see Article 3.1) shall be ranked according to teams' federations performance (FP) calculated by formula:

$$FP = (BO + BW + OO) / n,$$

where:

BO – federation's place in the open section of the FIDE Olympiad 2018 in Batumi,

BW – federation's place in the women's section of the FIDE Olympiad 2018 in Batumi,

OO – federation's place in the FIDE Online Olympiad 2020 (Teams finishing in the same position in different pools of the same DIVISION are deemed to be tied),

n – number the events mentioned above in which the federation took part.

The lesser FP is, the higher a team is placed in the Federations Performance Ranking (hereinafter referred to as FPR).

All the teams shall be divided into 4 divisions from DIVISION 4 to TOP DIVISION according to FPR.

Any team may request to be placed in a lower DIVISION. Such a request needs to be approved by GSC.

Shenzhen team shall be seeded into DIVISION 2.

b) DIVISION 4 shall be composed of 60 registered teams (see Article 3.1) placed in the bottom part of FPR.

The teams shall be divided into 5 pools (from A to E), 12 teams each, of approximately equal strength determined as the average rapid rating of six main players (as per Article 2.5) according to August 2021 FRL (hereinafter referred to as "equal strength"). Each pool shall play a round robin of 9 rounds.

The top three teams of each pool shall qualify for DIVISION 3.

c) DIVISION 3 shall be composed of 35 seeded registered teams (see Article 3.1) ranked higher than teams of DIVISION 4 in FPR and 15 teams qualified from DIVISION 4.

50 teams shall be divided into 5 pools (from A to E), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 4 shall preferably be placed in different pools. Pool winners of DIVISION 4 cannot be placed in the same pool. Each pool shall play a round robin of 9 rounds.

The top three first teams of each pool shall qualify for DIVISION 2.

d) DIVISION 2 shall be composed of 35 seeded registered teams (see Article 3.1) ranked higher than teams of DIVISION 3 in FPR and 15 teams qualified from DIVISION 3.

50 teams shall be divided into 5 pools (from A to E), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 3 shall preferably be placed in different pools. Pool winners of DIVISION 3 cannot be placed in the same pool. Each pool shall play a round robin of 9 rounds.

The top three first teams of each pool shall qualify for TOP DIVISION.

e) TOP DIVISION shall be composed of 25 seeded registered teams (see Article 3.1) placed on the top of FPR and 15 teams qualified from DIVISION 2.

40 teams shall be divided into 4 pools (from A to D), 10 teams each, of approximately equal strength. Teams qualified from the same pool of DIVISION 2 shall preferably be placed in different pools. Each pool shall play a round robin of 9 rounds.

The top two teams of each pool shall qualify for Stage 2 – PLAY-OFF (see Article 2.3).

f) Scoring system: match points. A win scores 2 points. A draw scores 1 point. A loss scores 0 points.

g) The tie-break system is described in Annex II “Tie-break Rules”, Article 1.

2. 3. Stage 2. PLAY-OFF

a) Eight teams qualified from Stage 1 play a knock-out tournament.

b) Each duel consists of two matches. In the first match, the first-named team in a duel has white on the odd-numbered boards and black on the even-numbered boards in the first match; and white on the even-numbered boards and black on the odd-numbered boards in the second match.

c) The pairings shall be done as follows:

Quarter finals

Duel I: Winner of Top DIVISION pool A vs Runner-up of Top DIVISION pool D
Duel II: Runner-up of Top DIVISION pool C vs Winner of Top DIVISION pool B
Duel III: Winner of Top DIVISION pool C vs Runner-up of Top DIVISION pool B
Duel IV: Runner-up of Top DIVISION pool A vs Winner of Top DIVISION pool D

Semi-finals

Duel V: Winner of Duel II vs Winner of Duel I
Duel VI: Winner of Duel IV vs Winner of Duel III

Final

Duel VII: Winner of Duel V vs Winner of Duel VI

d) The tie-break system is described in Annex II “Tie-break Rules”, Article 2.

2. 4. All matches are played on six boards divided into four categories: A (open) - boards 1 and 2, B (women) - boards 3 and 4, C (open U-20) – board 5, D (girl U-20) – board 6.

2. 5. Each team consists of six main players, including:

- at least 2 women
- at least 1 player U-20 (born in 2001 or later),
- at least 1 girl U-20 (born in 2001 or later)

Each team has a team captain.

Each team may have up to six reserves: 2 players in each of categories A and B and 1 player in each of categories C and D according to Article 2.4.

2. 6. Each team captain shall decide on his/her team composition for each match. In case of a substitution in category(-es) A or/and B, the remaining main player(s) play(s) on board 1 and/or 3, the reserve player(s) shall go to board 2 and/or 4 respectively. If both main players are substituted in category(-es) A or/and B, then reserve 1 in each category shall take the higher board (1 or/and 3).

2. 7. Team compositions for each match are required to be submitted by Chess-Results.com not later than 10 minutes before the beginning of the match.

2. 8. Time control: 15 minutes + 5 seconds increment per move, starting from move 1.

3. Registration

3. 1. Each federation (or another body authorized by GSC) intending to participate in OLONLINE shall confirm its participation providing the players' list with the exact main boards and reserves order in all categories (see Article 2.5) to the FIDE Secretariat (office@fide.com) by 31 July.

Federations are allowed to change their submitted players' list until 12 am UTC, 7 days before they are scheduled to play for the first time, after which their team composition shall be fixed. This means the deadlines are as follows:

- DIVISION 4 – Friday, 13 August 12 am UTC
- DIVISION 3 – Friday, 20 August 12 am UTC
- DIVISION 2 – Thursday, 26 August 12 am UTC
- Top DIVISION – Wednesday, 1 September 12 am UTC

Providing the players' list, each federation ensures that all players are aware of these Regulations and acknowledge Fair-Play rules (see Chapter 6).

3. 2. The list of the registered teams (see Article 3.1) ranged according to FPR (see Article 2.2.a) shall be published by 3 August.

3. 3. DIVISION 4 composition shall be announced by 14 August.

3. 4. If a team withdraws after the composition of the divisions is announced, there shall be no changes to the composition of the division. A federation which fails to provide a satisfactory reason for its team withdrawal may be sanctioned by the FIDE Council.

3. 5. Each pool shall be played within three days. The exact times for each pool tournament in each DIVISION and for each Duel shall be announced two days prior to the beginning, teams' time zones shall be taken into consideration. Playing sessions shall preferably start between 10 am and 8 pm local time.

4. Schedule

DATES	EVENT	NUMBER OF TEAMS	SYSTEM
STAGE 1. DIVISIONS			
20 – 22 August	DIVISION 4	60	5 pools, 12 teams each. RR, 11 r. 3 best teams of each pool advance to DIVISION 3
27 – 29 August	DIVISION 3	50 (35 seeded + 15 qualified from DIVISION 4)	5 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to DIVISION 2
2 – 4 September	DIVISION 2	50 (35 seeded + 15 qualified from DIVISION 3)	5 pools, 10 teams each. RR, 9 r. 3 best teams of each pool advance to TOP DIVISION
8 – 10 September	TOP DIVISION	40 (25 seeded + 15 qualified from DIVISION 2)	4 pools, 10 teams each. RR, 9 r. 2 best teams of each pool advance to STAGE 2.

STAGE 2. PLAY-OFF			
13 September	QUARTER-FINALS	8 (qualified from TOP DIVISION)	KO duel of two matches + TB
14 September	SEMI-FINALS	4 (qualified from QUARTER-FINALS)	KO duel of two matches + TB
15 September	FINAL	2 (qualified from SEMI-FINALS)	KO duel of two matches + TB

5. Technical Issues

5. 1. GSC shall nominate the Chief Arbiter and the Deputy Chief Arbiter.
5. 2. The technical Meetings shall be held one day before the beginning of each division via Zoom conference calls.
5. 3. The team captains of participating teams are obliged to attend the relevant Technical Meeting.
5. 4. Default time for all the games is 15 minutes.
5. 5. The technical notice describing the mode of communication between the players, the Chief Arbiter and Chess.com technical support as well as other technical issues may be developed by Chess.com in consultation with GSC and amended to these Regulations as Annex III if necessary.
5. 6. In order to organise a professional video streaming (including TV broadcast), any team is encouraged to have all the players together in the same venue, if the epidemiological situation in the country allows it.
5. 7. Commentators team shall be connected to broadcasting streaming.

6. Fair-Play Measures

6. 1. The fair-play measures are based on resources of Chess.com and follow FIDE's fair-play guidelines.
6. 2. GSC in consultation with Chess.com establishes a fair-play panel (hereinafter referred to as FPP). The FPP consists of the Chief Arbiter and the following fair-play experts: FIDE Fair-Play Commission members, the fair-play experts of Chess.com, computer scientists and statisticians, chess grandmasters.
6. 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.
6. 4. The following supervision requirements shall apply
 - for DIVISION 4: One camera per player, or one panoramic camera, if several players play from the same venue;
 - for DIVISIONS 3 and 2: One camera per player,
 - for DIVISION TOP and Stage 2: Two cameras per player (front on and side).
6. 5. Tablets and mobile phones are not allowed as playing devices.
6. 6. 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 current or/and previous pool(s) or duel(s). Then, his/her teams' results in the respective pool(s) 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 another pool or duel and started playing there, the disqualified team cannot be replaced by any other). All the results of the disqualified team in OLONLINE are annulled.

6. 7. 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 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.

6. 8. 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.

7. Connection issues

7. 1. During a game, if a player disconnects from the playing zone, his/her clock shall continue running. Any claim shall be made by the player or his/her captain within 5 min of the end of the game. Disconnection Resolution Officer (DRO) appointed by GSC shall determine whether the issue comes from the Chess.com play server or not and report to the Chief Arbiter as quickly as possible.

7. 2. If the connection issue does not come from Chess.com server (whatever disconnection's nature is), the responsibility is entirely on the player, including losing on time.

7. 3. If the connection issue comes from Chess.com server, the Chief Arbiter, in consultation with the experts - grandmasters appointed by GSC, is entitled to take any decision including but not limited to:

- to resume the game from the position immediately before the disconnection;
- to restart the game from the initial position with the same time limit;
- to restart the game from the initial position with a shorten time control;
- to restart the game from the initial position with only two possible results, e.g., white wins or draw (Black wins = draw).

8. Appeals Committee

8. 1. GSC shall 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 and shall be substituted by a Reserve.

8. 3. Appeals committee has the right to make decisions on all disputes, except fair-play issues (Chapter 6).

8. 4. All appeals and protests shall 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. Each Federation issuing a protest may be charged of two hundred (200) USD by FIDE if the protest is rejected.

8. 6. The Appeal Committee shall endeavour to make a decision as quickly as possible.

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

Annex I. FIDE Online Chess Regulations

<https://handbook.fide.com/files/handbook/OnlineChessRegulations.pdf>

Annex II. Tie-Break Rules

1. Stage 1. DIVISIONS

At the end of each division tournament*, team ranking is decided by using:

- (a) Match point totals (2 for a win, 1 for a draw, 0 for a loss)
- (b) Game point totals (1 for each game won, ½ for each game drawn, 0 for each game lost)
- (c) Match point totals in the results between the teams which remain tied
- (d) Game point totals in the results between the teams which remain tied
- (e) Sonneborn-Berger (Matchpoints)
- (f) Sonneborn-Berger (Gamepoints)
- (g) Drawing of lots, if there remain teams tied in positions that qualify for Stage 2.

2. Stage 2. PLAY-OFF

2. 1. In the event of a drawn duel (each team wins one of the two matches, or both matches are drawn), board points shall not be used as the tie-break. The tie shall be broken with a blitz match.

2. 2. After the draw of colours, one match shall be played with the time control: 3 minutes + 2 seconds increment per move, starting from move 1. Team compositions shall be submitted by Chess-Results not later than 10 minutes before the start.

2. 3. If the blitz match is drawn, an Armageddon game shall be played. A drawing of lots shall be done automatically by Chess.com to determine in which of the four categories (see Article 2.4) the Armageddon game shall be played. The captain of each team shall nominate one player, from the respective category. Once one player for each team has been nominated, there shall be 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.