



CHESS FOR FREEDOM

INTERCONTINENTAL ON-LINE CHESS CHAMPIONSHIP FOR PRISONERS

13-14 October, 2022

REGULATIONS

1. SCOPE

- 1.1.** The goal of the 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 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 Intercontinental Online Chess Championship for Prisoners is organized by FIDE and the Cook County (Chicago, IL, USA).
- 1.5.** The tournament Organizer: Mikhail Korenman, Cook County Sheriff’s Office, FIDE IO
Tournament Director: Nebojsa Baralic, FIDE IA, 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 Organizer.

2. EVENTS

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

- 2.1. Dates:** October 13-14, 2022
- 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 up to three (s) teams for the event. One team from the same country shall 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).

2.2.b. The team consists of four (4) players with unlimited number of substitutes. 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.b. 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. FIDE and/or tournament organizers (Cook County Sheriff's office, Chicago, IL, USA) have no responsibilities of disclosing the names of participants.

2.3. Format:

2.3.a. The main tournament will be a Round-robin team tournament; 7 rounds.

2.3.b. All rounds shall be played in one day, October 13, 2022.

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, 2022. The teams will be divided into groups according to their time zones.

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, unless the second team is a Female or Juvenile team.

2.3.f. The two top teams from each group will advance into the Championship Round (or FINAL GROUPS) that will occur at the second day of the event, October 14, 2022. 2 top teams from Group 1, 2, 3, 4, 5, 6, 7, 8 will advance into the Final Groups A and B.

2.3.g. The Championship Round will be a round-robin team tournament. Each final group shall play a round robin of 7 rounds. 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 time. A separate format will be arranged for Female/Juvenile Championships.

2.3.h. The top two teams of each Final Groups shall qualify for the Final Match.

2.3. i. FINAL MATCH

- The final 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.

- The drawing of colours for the final match will be organized immediately after the last game in Final Groups.

2.3.j. The tie-break system is described in Annex II "Tie-break Rules", Article 1.

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, 2022)

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

2.6. Schedule

DATES	TIME	EVENT	SYSTEM
6 October	TBA	Training day	Test matches for all times (it is not obligatory)
STAGE 1. GROUPS			
13 October	TBA	GROUP 1	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 2	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 3	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 4	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 5	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 6	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 7	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
13 October	TBA	GROUP 8	8 teams. RR, 7 rounds. 2 best teams advance to FINAL GROUP
STAGE 2. FINAL GROUPS			
14 October	TBA	FINAL GROUP A	8 teams. RR, 7 rounds. The best team advance to FINAL
14 October	TBA	FINAL GROUP B	8 teams. RR, 7 rounds. The best team advance to FINAL
STAGE 3. FINAL MATCH			
TBA	TBA	FINAL 2 teams qualified from FINAL GROUPS A and B	KO duel of two matches + TB

2.7. Team standings:

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

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

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

2.9. Registration

2.9.a. Each correction facility shall complete the on-line registration form <https://cutt.ly/WFww8hF> and submit an email confirmation of team participation to the Tournament Organizer (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 September 21, 2022.

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.

3.2. The technical meeting for the event shall take place on a week of September 15th 2022 via Zoom conference call. The representatives from all participated teams 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. Playing zone for the event is 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 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 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 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 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 teams' 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 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.

Annex I. FIDE Online Chess Regulations

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

Annex II. Tie-Break Rules

1. Stage 1. GROUPS and Stage 2. FINAL GROUPS

At the end of each group 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 / FINAL MATCH

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

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

The time control for blitz match: 3 minutes + 2 seconds increment per move, starting from move 1.

2.3. A drawing of lots for Armageddon match shall be done immediately after blitz matches. The captain of each team shall nominate one player. 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.

Annex III. Technical requirements

Access to the Internet	Internet access is needed inside correctional facilities. Can be wired or Wi-Fi. No limitation on a specific place where the computers shall be located. Prison/jail staff is required to be present following local facilities rules and regulations.
Number of computers	4 computers for prisoners to use for matches. 1 computer for staff communication.
Number of cameras	NO cameras required at the playing site. If available (only!) the cameras should not cover the faces of the players. It is encouraged (but not required) to have one camera on staff computer for during the tournament communications.
Requirements for the computer software	There will be NO software that will be required to install. www.chess.com will be a platform for the event. Each team will receive 5 accounts. 4 of them shall be used by players. One – for staff observations. ALL accounts will have security check and ALL communications besides playing the games will be turned off.
General requirements for the premises where the team will play	There are no specific regulations to the playing site. It is for each team determination. The site should be secured with local correctional facilities staff.
Internet disconnection	During a game, if player disconnects from the playing zone, the game clock shall continue running. If the player can reconnect to the game before remaining time elapsed, the game can be continued. If the player cannot reconnect to the game before the time is elapsed, then the player shall lose the game, However, the game is drawn if the position is such that the opponent can not checkmate the player’s King by any possible legal moves.
Communication with the teams	All communication with the teams shall be done through one designated person located at the local correctional facility. No direct communication with players.
Contacts	Mikhail Korenman, Chess Program Coordinator at Cook County Department of Corrections, FIDE International Chess Organizer and Member of FIDE Social Commission Email Mikhail.korenman@ccsheriff.org Tel.: 1-785-906-0402