

# Regulations for the FIDE World Rapid & Blitz Team Championships 2024

## **Annex: World Blitz Team Championship – Pool System and Stage 2 Pairings**

### 1. Reference regulations:

<https://handbook.fide.com/files/handbook/WRTC2024Regulations.pdf>

#### *Article 4.1.2.1.1*

**4.1.2.1.1.** All teams shall be divided by GSC into pools of approximately the same strength. The number of pools and teams in each pool shall depend on the total number of participating teams. Each pool shall play a round robin tournament, not more than 7 rounds. 16 teams shall qualify for Stage 2.

*E.g. If the total number of teams is between 56 and 64 the following system shall apply: 8 pools by 7 or 8 teams each. 2 teams from each pool qualify for Stage 2.*

The definitive pools system shall be published once the registration is over (after 1 July).

### 2. Requirements and assumptions

- a. The expected final number of teams is not over 40.
- b. To respect the maximum number of rounds listed in the regulations (7), 5 pools of 8 teams will be formed.
- c. To calculate the average team ratings, the same logic as Art. 4.1.1.4 shall apply, but swapping rapid and blitz ratings.

### 3. Process to compose the 5 pools

#### a. Splitting the initial list of teams:

Teams will be sorted by descending average rating (see 2.c) and cut in 8 hats of 5 teams:

1-5 are the top seeds (Hat A)

Hat B: 6-10,

Hat C: 11-15,

Hat D: 16-20,

Hat E: 21-25

Hat F: 26-30

Hat G: 31-35

Hat H: 36-40 (if less than 40 teams are registered, empty team names will be included in the hat to materialize groups of 7 teams)

- b. The captains of each 5 top seeded teams will draw lots for their pool (opponents and pairing numbers)
- c. Starting with Team 1 (followed by teams 2, 3, 4 and 5), the captain of the team will draw lots for Pool 1:
  - i. First draw his pairing number (proposal is that this part of the process is automatically managed in the background by a software randomly drawing the numbers from 1 to 8 as the captain presents his own team and picks the 7 opponents. Alternatively, we may also have a dedicated hat with number from 1 to 8, where the captain would perform the task himself)
  - ii. Pick 1 opponent from Hat B and draw its pairing number; then, the same from Hats C, D, E, F, G, H
- d. Then, the captains from teams 2, 3, 4, 5 will do the same with the remaining opponents and their pool's pairing numbers.

As a result of this process, the 5 blitz pools will be known with the pairing numbers assigned to each team.

### 4. Selecting and sorting qualified teams

4.1. The best three teams of each pool qualify for Stage 2 in accordance with the following criteria in order of priority:

- a. Total number of Matchpoints
- b. Total number of Gamepoints
- c. Sonneborn-Berger (Matchpoints)
- d. Sonneborn-Berger (Gamepoints)

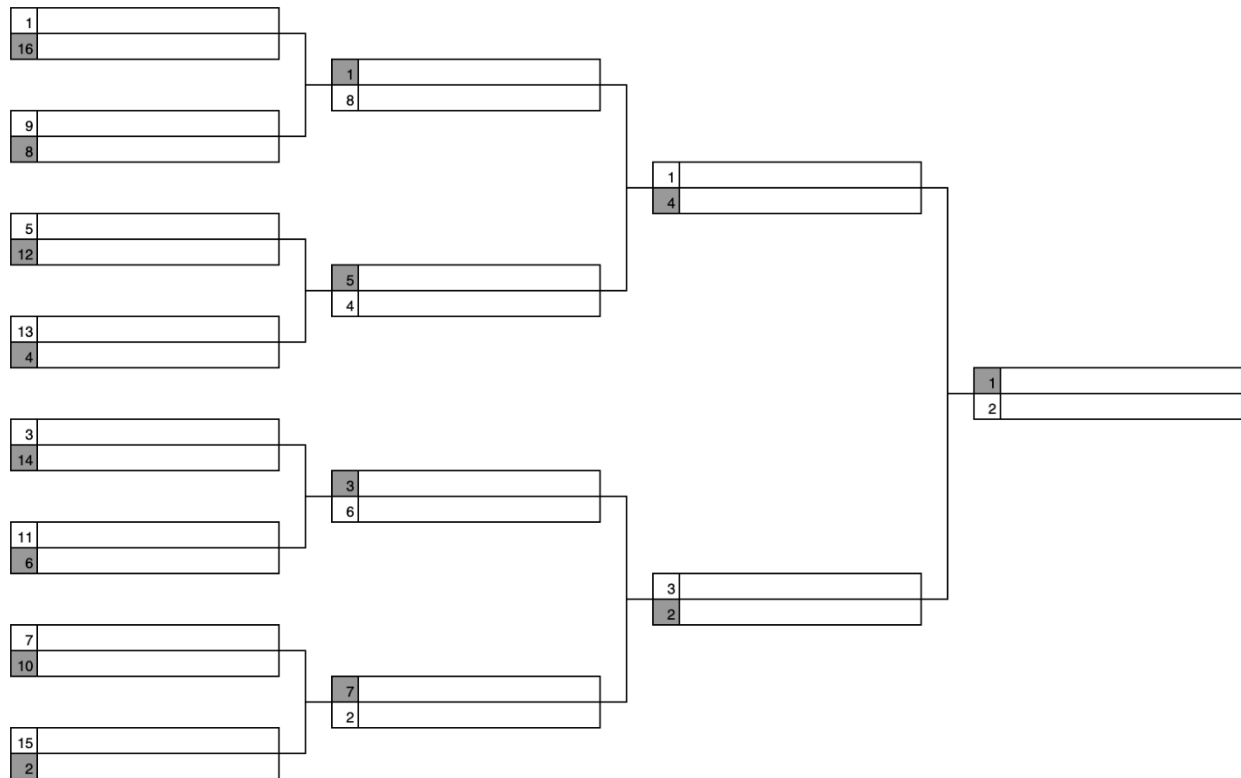
- e. Direct Encounter
- f. Direct Encounter (with Board Count)
- g. Direct Encounter (with Board Elimination)
- h. Drawing of lots.

4.2. The best team among all teams that finish on 4<sup>th</sup> places in accordance with the criteria described in Art. 4.1. also qualify for Stage 2.

Note: If pools have different numbers of teams, then in the pools of eight teams, all the results against the team that finished on eighth place shall be removed for calculations of the criteria a, b, c and d described in Art. 4.1.

## 5. Pairings for Stage 2. Play-off

For the purpose of pairings, a standard knockout bracket shall be composed:



- a. Allocation of pairing numbers in the bracket above:
  - i. Numbers from 1 to 5 shall be given to the pool winners ranked in accordance with the criteria described in Art. 4.2
  - ii. Numbers from 6 to 10 shall be given to the pool runner-up teams ranked in accordance with the criteria described in Art. 4.2
  - iii. Numbers from 11 to 15 shall be given to the teams that finished on third places in pools ranked in accordance with the criteria described in Art. 4.2
  - iv. Number 16 shall be given to the team that has qualified from the 4<sup>th</sup> place.
- b. The allocation of colours follows the same logic as in the FIDE World Cup:
  - In Round 1 the higher seeded teams of odd matches (matches of teams seeded 1, 3, 5 & 7) and lower seeded teams of even Matches (Matches of teams seeded 9, 11, 13 & 15) have the same colour.
  - In the first game of subsequent rounds, each winner of the previous round has the colour opposite to the colour that in his previous match the higher seeded team had in the first game. Thus, if the lower seeded team wins any match, it assumes automatically in the next round the colour position of his eliminated opponent.