



Regulations for the first FIDE Online World Corporate Chess Championship

February 19th – 21st, 2021

1. Scope

1. 1. Governing Body of the first FIDE Online World Corporate Chess Championship 2021 (hereinafter referred to as CorWorld) is the International Chess Federation (FIDE).
1. 2. FIDE Global Strategy Commission (hereinafter referred to as GSC) is in charge of preparing the Regulations, communicating with the Hosting Internet platform and the Participating teams.
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. CorWorld is open to teams representing any legally recognised company (“Participating team”). For the purpose of these Regulations, a company means any formal business entity for profit which may be a corporation, a partnership or individual proprietorship. FIDE has the right to decline an entry that does not meet these requirements, or grant exceptions on a case-by-case basis. No Chess Federation or Chess Association can be represented in CorWorld.

2. 2. Time control: 10 minutes + 2 seconds increment per move, starting from move 1.

2. 3. Team composition.

- a) Each team has four main players, including at least one male player and at least one female player.
- b) Each team may have one male reserve player and/or one female reserve player.
- c) In each team, only one player may be “invited” (not having direct relations with the company – see Article 2.1); all the other players have to be company’s employees on the regular basis (full or partial time) since at least July 1st 2020. The conclusion of whether or not a player has a proper connection with the company is made by GSC. This decision is final and cannot be challenged.
- d) In each team, only one player can have standard rating higher than 2500 in the FIDE rating list for November 2020.

2. 4. Each team must appoint a captain. The captain can be either a member of the team, or another person. Each team captain decides on his/her team board order, including reserves (boards from 1 to 4 and eventually boards 5 and 6). This board order cannot be changed after Participating team’s registration (see Article 3.1)

2. 5. Each Participating team captain announces his/her team composition for each match not later than 10 minutes prior to the beginning of the respective match. In case of substitutions, board order (see Article 2.4) remains unchanged. In each match, each team should have at least one male player and at least one female player.

2. 6. The participating teams are encouraged to play all their matches from the relevant company headquarters if the epidemiological situation in the country allows it. Alternatively, the participating teams are allowed by GSC to split their players across 2 or more different locations and to play their matches remotely.

The Participating teams are assisted by the Match Arbiters (see art. 6.1) to oversee the proper course of the competition in accordance with the tournament Regulations, and fulfil the duties specified by the Laws of Chess, General Regulations for Competitions, Anti-cheating Guidelines and so on.

2. 7. Stage 1. Pools

a) All the registered Participating teams (see Article 3.1) are divided into two pools (east & west) of close time zones as far as possible.

b) The Eastern pool is divided into six groups and the Western pool is divided into two groups of approximately equal strength according to team's four main players average standard rating in the FIDE rating list for November 2020. In the event participating players do not have a standard FIDE rating, their Chess.com rating shall be used. Players without either rating shall be considered unrated, and assigned a rating of 1000.

c) Teams are paired using a Swiss pairing system. 6 rounds shall be played (see Chapter 4). Eastern Pool matches begin at 7 am Pacific Time (3 pm UTC). Western Pool matches begin at 5:30 pm Pacific Time (1:30 am next day UTC).

d) Each pool match is played with one team having white on the odd-numbered boards and black on the even-numbered boards; and the other team has black on the odd-numbered boards and white on the even-numbered boards.

e) Scoring system: game points (1 for each game won, ½ for each game drawn, 0 for each game lost).

f) Any tie is decided as follows:

- Match point totals (2 for a win, 1 for a draw, 0 for a loss)
- Game point totals in the results between the teams which remain tied
- Match point totals in the results between the teams which remain tied
- Sonneborn-Berger (Gamepoints)
- Sonneborn-Berger (Matchpoints)
- Drawing of lots.

g) The top teams from each group (8 teams total) advance to Stage 2.

2. 8. Stage 2. Play-off

a) Eight teams qualified from Stage 1 participate in play-off duels.

For pairings purpose the teams are ranked from 1 to 8 according to their average rating (as described in Article 2.7.b.). The pairings are done as follows:

Quarter finals

Match 1: Team 1 vs Team 8

Match 2: Team 4 vs Team 5

Match 3: Team 3 vs Team 6

Match 4: Team 2 vs Team 7

Semi-finals

Match 5: Winner of Match 1 vs Winner of Match 2

Match 6: Winner of Match 3 vs Winner of Match 4

Final

Match 7: Winner of Match 5 vs Winner of Match 6

b) Quarter final and semi-final duels consist of one match. For each duel, the drawing for colour shall be made. One team has white on the odd-numbered boards and black on the even-numbered boards; the other team has black on the odd-numbered boards and white on the even-numbered boards.

The final duel consists of two matches. The drawing for colour shall be made. In the first match, one team has white on the odd-numbered boards and black on the even-numbered boards. For the second match, the colours on each board shall be reversed.

c) In the event of a drawn duel (for the final duel: if each team wins one of the two matches, gamepoints are not used as the tie-break), the tie is broken with a blitz match. After the drawing for colour, one match is played with the time control: 3 minutes + 2 seconds increment per move, starting from move 1.

If the blitz match is drawn, an Armageddon game is played. The captain of each Participating team nominates one player. Once one player for each Participating team has been nominated, there is 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.

3. Registration

3. 1. Each Participating team intending to participate in CorWorld confirms its participation providing the list of players with the exact boards order (see Article 2.4) through a dedicated online registration form (<https://worldcorporate.fide.com>) or by email (at the following email address: worldcorporate@fide.com) by February 6th 2021. In accordance with Article 2.3, FIDE reserves the right to request evidence of the actual employment. Later registration may be refused by GSC.

The registration must be requested by a company official duly authorized to implement similar operations on behalf of the relevant company, based on the company's internal policies. FIDE reserves the right to request evidence with regards to the role of the person requesting the registration of the Participating teams.

For the avoidance of any doubt, multiple Participating teams representing the same company but from different countries or regions (e.g. Company A - Switzerland, Company A - Japan, etc.) are allowed to register and participate in CorWorld; the relevant location shall be clearly included in the Participating team's name communicated during the registration.

3. 2. By submitting a players' list, each participating team is confirming that all of their players are aware of these Regulations, and have understood and will comply with the Fair Play rules (see Chapter 7).

3. 3. No registration fee is to be paid by the Participating teams to FIDE. However, companies, teams, fans and employees of the companies are encouraged to donate to a charitable cause such as supporting senior chess players and/or chess education programs for kids, which are two existing social programs run by FIDE. Such donations determine the team - winner of special package for the FIDE World Chess Championship 2021, as described in Article 5.3. Payment methods for donations will be provided by FIDE in due time.

3. 4. In case of questions or clarifications regarding the registration process and/or CorWorld organisation, Participating teams can contact FIDE at the following email address: worldcorporate@fide.com.

4. Schedule

DATES	EVENT	ROUND	TIME, UTC	
			Pool East	Pool West
February 19 th	POOL STAGE	Round 1	3 pm	1:30 am*
		Round 2	4:30 pm	3 am*
		Round 3	6 pm	4:30 am*
February 20 th		Round 4	3 pm	1:30 am*
		Round 5	4:30 pm	3 am*
		Round 6	6 pm	4:30 am*
February 21 st	PLAY-OFF STAGE	Quarter finals	3 pm	
		Semi-finals	4:30 pm	

		Final, Match 1	6 pm
		Final, Match 2	7 pm

* Next day

5. Title and Prizes

- 5. 1.** The winner team is declared World Corporate Chess Champion 2021.
- 5. 2.** The first 4 teams in the final CorWorld ranking secure four seats each to participate in an online simultaneous chess game against the winner of the FIDE Candidates Tournament 2021. Sixteen players from Participating teams not qualified for the CorWorld Play-Off Stage will be entitled to play an online simultaneous chess game against the FIDE Women's World Champion.
- 5. 3.** The team (4 players) which raises the most money for charity throughout the competition (see Article 3.3) is invited to the FIDE World Championship Match 2021, with accommodation expenses covered for 3 nights and VIP tickets provided to attend 3 rounds of the Match.

6. Technical Issues

- 6. 1.** GSC nominates the Chief Arbiter, the Deputy Chief Arbiter and Match Arbiters.
- 6. 2.** The technical Meetings are held one day before the beginning of each stage via Zoom conference calls.
- 6. 3.** The team captains of Participating teams must attend the relevant Technical Meeting.
- 6. 4.** The technical notice describing the mode of communication between the players, the Chief Arbiter and the Hosting Internet platform technical support as well as other technical issues may be developed by the Hosting Internet platform in consultation with GSC and amended to these Regulations as Annex 1 if necessary.
- 6. 5.** Commentators team should be connected to broadcasting streaming.

7. Fair-Play Measures

- 7. 1.** The fair-play measures are based on resources of the Hosting Internet platform and follow FIDE's fair-play guidelines. The anti-cheating algorithm is to be approved by GSC.
- 7. 2.** GSC in consultation with the Hosting Internet platform 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 the Hosting Internet platform, computer scientists and statisticians, chess grandmasters.
- 7. 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. Basing on technical resources of the Hosting Internet platform, FPP may decide on mandatory webcams and screen share to be used by all the players.
- 7. 4.** 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 pool or/and in the current or/and previous duel(s). Then, his/her teams' results in the respective pool 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 Stage 2 and started playing there, the disqualified team cannot be replaced by any other). All the results of the disqualified team in CorWorld are annulled.

The decision of FPP to disqualify a player for a suspected fair-play violation is final and is not subject to any appeal, review or other challenge.

7. 5. Neither FIDE, nor the Hosting Internet platform 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.

7. 6. 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.

8. Appeals Committee

8. 1. GSC appoints 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, they should be replaced by one of the reserve members.

8. 3. Appeals committee has the right to make decisions on all disputes, except fair-play issues (Chapter 7).

8. 4. All appeals and protests must 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 team issuing a protest may be charged of 300 euros by FIDE if the protest is rejected.

8. 6. The Appeal Committee endeavours 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 is final.