



Asian Rapid Chess Team Championship 2024

organised by the
The Hong Kong China Chess Federation Limited

REGULATIONS

1. Scope

- 1.1 The Hong Kong China Chess Federation Limited (HKCFL) is honoured to invite chess players from all member federations of the Asian Chess Federation to participate in the Asian Rapid Chess Team Championship 2024 (FIDE rated) from the 21st August 2024 (arrival) to the 25th August 2024 (departure).
- 1.2 The governing body is the Asian Chess Federation (ACF).
- 1.3 The Hong Kong China Chess Federation (hereinafter referred to as the Organiser) is in charge of preparing Regulations, and all matters regarding the organization of this event.
- 1.4 The body responsible for adopting and changing these Regulations is the ACF management.
- 1.5 At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the ACF President for the final decision.

2. Concept

- 2.1 The Event is open to any team composed in accordance with the following requirements:
 - A. At least six and not more than nine players, including at least:
 - a. one female player,
 - b. one player, other than in Article 2.1.A.a, who never achieved FIDE Standard, Rapid or Blitz Rating of 2000 Elo points (or unrated) up to and including the August 2024 rating lists (hereinafter referred to as recreational player).
 - B. A captain, who may also be one of the players.
- 2.2 At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the ACF President for the final decision.

3. Registration

- 3.1 By 12pm Hong Kong time on 1st June 2024, each team shall apply for participation by filling in a registration on the Event's website <https://2024.AsianRapidTeam.com/>. Each registration form shall contain the following details:
- Team's name, which shall not be in contradiction with the FIDE Charter;
 - Full name of the Captain;
 - Full names of at least six team members and their FIDE ID (if any) in accordance with the requirements set in Article 2.1.A;
 - All required information related to visas enabling the Organiser to provide official invitations.
- 3.2 Teams are only required to register six players meeting the requirements of Article 2.1.A by the registration deadline of 1st June 2024 (see Article 3.1.c). Missing players (totalling up to nine) may be added at any time until 10:00 am Hong Kong time on 22 August 2024.
- 3.3 Any replacement of team's members (see Articles 3.1 – 3.2) shall be allowed only for reasons deemed admissible by ACF.
- 3.4 By 1st June 2024, each team shall pay to the Organiser the entrance fee of HKD3000. In case a team is not granted participation by ACF (see Article 3.6), this fee shall be refunded.
- 3.5 The deadlines in Articles 3.1, 3.2 and 3.4 may be altered upon approval of the ACF President.
- 3.6 The playing venue capacity is limited. Only the 80 valid applications* shall be granted participation, including in order of priority:
- 20 teams with the highest average ratings**;
 - 60 teams with the earliest registrations.
- **For the purpose of this rule, the team's average rating shall be calculated as the average rating of the team's six highest rated registered players (see Article 3.1.c) in August 2024 FIDE rapid rating list, including at least one female player and at least one recreational player (see Article 2.1.A). If a player has no FIDE rapid rating, then in order of priority:
- his/her standard rating shall be used;
 - his/her blitz rating shall be used;
 - he/she shall count as 1400 Elo.
- 3.7 The list of the teams granted participation shall be published on 20th June. If any of selected teams withdraws, it shall be replaced by the first non-qualified team with the earliest registration.

4. Technical Regulations

4.1 System

- 4.1.1 The system is Swiss, 11 rounds.
- 4.1.2 The pairing system is described in “FIDE Olympiad Pairing Rules” (FIDE Handbook D.02.02, see Appendix 1.b). The August FIDE rapid rating list shall be used to determine the starting ranking based on teams’ average ratings. If a player has no FIDE rapid rating, then in order of priority:
 - his/her standard rating shall be used;
 - his/her blitz rating shall be used;
 - he/she shall count as 1400 Elo.
- 4.1.3 The first named team in a pairing shall have the white pieces on the odd-numbered boards, the black pieces on the even-numbered boards.

4.2 Teams’ Line-up

- 4.2.1 Each team’s fixed board order shall be confirmed by the team’s captain at the Technical Meeting (see Article 4.6).

Each player shall be assigned a number from 1 (can play on board 1 only, see Art. 4.2.2) to 9 (can play on board 5 only, see Art. 4.2.2). There is no requirement to assign board numbers in rating order. But if any two players are rated more than 100 points apart (see Article 4.1.2 for details), the higher rated player shall be assigned to a lower number.

This creates a board order, which cannot be changed and remains fixed throughout the tournament.
- 4.2.2 Each match is played on six boards. In each match, each team shall have at least:
 - a. one female player,
 - b. one recreational player (see Article 2.1.A.b);
- 4.2.3 Each team’s composition shall be announced by the team’s captain not later than thirty minutes prior to the start of each round. A team’s captain shall have at least 10 minutes after the publication of team pairings to submit their team’s composition. A team captain who fails to submit their team composition or submits an invalid one in a round shall be deemed to have chosen in that round the players assigned to the highest boards (see Article 4.2.1) including at least one female player and at least one recreational player (see Article 2.1.A).

4.3 Beginning of Play and Time Control

- 4.3.1 The playing session shall start by the announcement of the Chief Arbiter.
- 4.3.2 There is no default time. No penalty shall be imposed on a player if he/she is late for any of his/her games.
- 4.3.3 The games shall be played using the electronic clocks and boards approved by FIDE.
- 4.3.4 The time control shall be: 15 minutes for the first with an increment of 10 seconds per move starting from move 1.

4.4 Conditions of victory

- 4.4.1 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 highest number of match points in the relevant final standings shall be declared ACF Rapid Team Champion.
- 4.4.2 The tie-break system is described in Appendix 2.I.

4.5 Awards

- 4.5.1 The winning team shall receive a Cup.
- 4.5.2 Every member of the winning team (players and captain) shall receive a gold medal (provided he/she played at least one game). Similarly, the team finishing second shall receive silver medals and the team in third place shall receive bronze medals. All team medals shall be provided by the Organiser. Their design shall be approved by ACF.
- 4.5.3 Players assigned to the same board number (from 1 to 9) in their respective team lists compete for individual board prizes namely: gold, silver and bronze medals. Medals' design shall be approved by ACF. A player needs to play at least nine games to be eligible for a board prize. The board medals shall be awarded according to players' performance ratings (TPR). The tie-break system is described in Appendix 2.II.
- 4.5.4 Money prizes shall be distributed as follows:

Place	Team Prize, HKD
1 st place	100,000
2 nd place	60,000
3 rd place	40,000
4 th place	25,000
5 th place	10,000
1 st place U2200 section*	7,500
1 st place U1800 section**	7,500
TOTAL	250,000

*In the FIDE August rating lists (Rapid), **U2200 the team's average rating shall NOT be higher than 2199 Elo. For **U1800 section the team's average rating shall NOT be higher than 1799 Elo.

For the purpose of this rule, each team's average rating shall be calculated as the average rating of the team's six highest rated players in the respective August 2024 FIDE rating list (standard, rapid and blitz), including at least one female player and at least one recreational player (see Article 2.1.A). If any player has no FIDE rating in any of the rating lists, then he/she shall count as 1400 Elo for the respective calculation.

- 4.5.5 In case of tie, the prize money shall be distributed according to the tie-break system (see Appendix 2.II).
- 4.5.6 The prize money shall be paid by in cash Hong Kong dollars.

***4.5.7 Each team/individual can only qualify for one prize viz: the higher value.

4.6 Schedule

Date	Time	Event
21 August	Arrivals	
22 August	10:30 am	Technical Meeting
	1:00 pm	Opening Ceremony
	1:30 pm	Round 1
	3:30 pm	Round 2
	5:30 pm	Round 3
	7:30 pm	Round 4
23 August	1:30 pm	Round 5
	3:30 pm	Round 6
	5:30 pm	Round 7
	7:30 pm	Round 8
24 August	1:30 pm	Round 9
	3:30 pm	Round 10
	5:30 pm	Round 11
	6:30 pm	Closing Ceremony
25 August	10:00 am	11 rounds Blitz tournament with cash prizes
	Before 12 noon	Departure

Once the Event begins, the schedule may be modified only upon approval of the ACF President.

4.7 Travel and Accommodation

Teams' travel and accommodation expenses shall be at their own expense.

4.8 Playing Venue

- 4.8.1 The Organiser shall ensure the playing venue and its environs meet the requirements of the FIDE Regulations for the organisation of Top-Level Tournaments (FIDE Handbook C.01, see Appendix 1.c), amended by ACF if needed.
- 4.8.2 The playing venue shall be decorated with the ACF flag, FIDE flag and the flag of the host federation.
- 4.8.3 The Organiser shall provide a special VIP-zone according to requirements to be specified in the contract.

4.9 Drawing of Colours

The draw for colours shall be conducted during the Technical Meeting (see Article 4.6).

4.10 Playing Conditions

- 4.10.1 The Anti-Cheating Protection Measures for Level 1 events shall be applied (FIDE Handbook, A10, see Appendix 1.d).
- 4.10.2 Except with the permission of the Chief Arbiter, only the players, the captains, the FIDE Principals, accredited media and stewards shall be allowed in the playing area. The Organiser shall provide easily visible passes for the players,

the captains, FIDE Principals and accredited media.

- 4.10.3 During a playing session, the players and the captains are forbidden to have any electronic device not specifically approved by the Chief Arbiter in the playing area. In case of this rule violation by a player, he/she shall lose the current game. In case of this rule violation by a non-playing captain, he/she shall not be allowed to the playing area until the end of the Event. The Chief Arbiter, in liaison with the Fair Play Officer, may impose further sanctions if in their opinion, the specific circumstances of the case warrant them.
- 4.10.4 The players and the captains are not permitted to bring into the playing area technical and other equipment extraneous to play, which may in any way disturb or upset their opponents. The Chief Arbiter decides what constitutes extraneous equipment disturbing the opponent.
- 4.10.5 While his/her game is in progress, a player may leave the playing area only with the permission of the Chief Arbiter and only if he/she is accompanied by one of the arbiters.
- 4.10.6 During a playing session, the players and the captains are not permitted to return to the playing area once they have left it, except if the permission of the Chief Arbiter has been given.
- 4.10.7 During team events, if any player or captain is found in breach of the FIDE Fair Play Regulations, and the FPO is comfortably satisfied that the breach has constituted an attempt at cheating, the player/captain in question and their team shall be disqualified from the event and reported to FPL for further investigation. Minor or less serious breaches of fair play regulations are subject to sanctions that range from a simple warning to a forfeit of the game/match.
- 4.10.8 The tournament physician(s) shall be available for the participants for the duration of the Event.
- 4.10.9 The Organiser shall fulfil the requirements of the medical protocol as per standards of the FIDE Medical Commission and host country requirements.

4.11 Players and Captains conduct

- 4.11.1 Team captains' rights and duties are described in the Captains and Heads of Delegation guidelines (see FIDE Handbook, C10, Articles 3 – 5, see Appendix 1.e).
- 4.11.2 No players with flip flops, shorts, hoodies, baseball caps or inappropriate (e.g. dirty, ripped) cloth are allowed in the playing area.
- 4.11.3 The players and the captains are invited to be present at all official functions approved by the Organiser during the Event including official receptions and the Opening and the Closing Ceremonies.
- 4.11.4 The team captains are required to attend the Technical Meeting (see Article 4.6). If necessary, the Chief Arbiter may call other Technical Meetings.
- 4.11.5 The players are expected to co-operate with the media. The players are required to make themselves available for short interviews immediately after each round.
- 4.11.6 The players and the captains are required to be available for the daily press conference.
- 4.11.7 The top 3 teams are required to attend the Closing Ceremony, the final press conference and to provide exclusive interviews for the Event and ACF website,

if requested by the Press Officer.

- 4.11.8 The players and the captains shall strictly abide by all medical regulations approved by ACF and/or the Organiser. The players and the captains shall be aware that the regulations are subject to change and at short notice. ACF shall inform teams about any changes as quickly as possible.
- 4.11.9 If a player or a captain fails to fulfil his/her duties listed in Articles 4.11.3 – 4.11.8, he/she may be penalised according to a decision of ACF Council. In cases of serious misconduct, the player may be disqualified from the event.
- 4.11.10 If a player or a captain undermines the reputation of ACF, the Organiser and sponsors, other players and captains, hosting country or city or conducts him-/herself in a manner contrary to the spirit of sportsmanship, he/she shall be penalised in accordance with the FIDE Ethics & Disciplinary Code (FIDE Handbook A.08, see Appendix 1.f).

4.12 Principals

ACF President;
ACF Council Member;
Chief Arbiter;
Deputy Chief Arbiter;
2 Pairing Officers;
2 Fair-Play Officers;
ACF Technical Delegate - Chairman of the Appeals Committee; plus 2 Members
Press Officer;

4.13 Arbiters

- 4.13.1 The Chief Arbiter and the Deputy Chief Arbiters shall be appointed by ACF.
- 4.13.2 During play either the Chief Arbiter or his/her Deputy shall be present in a playing area.
- 4.13.3 The Match Arbiters shall be appointed by ACF in consultation with the Organiser. There shall be at least 15 Match Arbiters. At least 25% of the Match Arbiters shall be female.
- 4.13.4 Within one week after the end of the event the Chief Arbiter shall submit a report in English to ACF. If there were any difficulties, conflicts or incidents, they shall be described together with the measures taken to deal with them.

4.14 Appeals Committee

- 4.14.1 The Appeals Committee shall be appointed and act in accordance with FIDE Handbook, C11 (see Appendix 1.g).
- 4.14.2 Each protest shall be accompanied by a deposit fee of five hundred (500) USD or the equivalent in local currency. If the protest is accepted, the fee shall be returned. If the protest is rejected, the fee may be forfeited to the Organiser.
- 4.14.3 The Chairman of the Appeal Committee shall also fulfil duties of ACF

Technical Delegate (see Article 4.15).

4.15 ACF Technical Delegate

- 4.15.1 The ACF Technical Delegate is above the Organising Committee in all issues involving:
- a) fairness concerning treatment of all teams in respect of organisational issues;
 - b) equal playing conditions;
 - c) fair-play measures;
- 4.15.2 The ACF Technical Delegate can request, at the Organiser's expense, any additional arrangement he/she finds necessary in order to secure fair and equal conditions for the teams.
- 4.15.3 The Organiser shall implement the decisions of the ACF Technical Delegate in all issues involving the above aspects before and during the Event.
- 4.15.4 The ACF Technical Delegate acting in that capacity can be appealed only to the ACF President.

4.16 Ceremonies

- 4.16.1 The Opening Ceremony shall take place on the day of the first round.
- 4.16.2 The programme of the Opening Ceremony shall be approved by the ACF Technical Delegate, such approval shall not be unreasonably withheld. Cultural program and speeches totalling up to 30 minutes are welcome. The ACF Anthem and the Anthem of the hosting country shall be played.
- 4.16.3 The Closing Ceremony shall take place on the day of the last round. ACF trophy and ACF medals shall be provided by the Organiser. ACF Anthem, FIDE Anthem and the Anthem of the hosting country shall be played.

5. Media

5.1 Website

The Organiser is responsible for managing, updating and reviewing the official web domain which is used for the event: <https://2024.AsianRapidTeam.com/>.

5.2 Communications

- 5.2.1 All official written communications, in print or online form, as well as activities shall identify ACF as the governing body of the Event.
- 5.2.2 All official communications shall use the official name for the event, in full: Asian Rapid Chess Team Championship 2024.
- 5.2.3 All pre-tournament public communications regarding the Event (e.g. joint press releases from ACF and the Organiser) shall be co-written and scheduled in

coordination with the ACF Executive Director.

5.3 Press Officer designated by the Organiser

- 5.3.1 The Organiser shall appoint the Press Officer for the Event.
- 5.3.2 All content shown at <https://2024.AsianRapidTeam.com/> shall be reviewed and approved by the ACF Executive Director.
- 5.3.3 The Press Officer shall report to the ACF Executive Director.
- 5.3.4 The Press Officer shall be a member of the panel at any Press Conferences conducted during the Event.

5.4 Photography and video

- 5.4.1 Only photographers and camera crew expressly authorised by the Press Officer or the ACF Executive Director may work in the playing venue.
- 5.4.2 The Organiser shall provide ACF with a copy of all the video footage filmed during the event. This includes a recording of the broadcast, interviews, press conferences, and Opening and Closing Ceremonies. This footage shall be provided in a physical support: DVD, flash drive, hard drive, etc. ACF can make use of these materials as specified in Chapter 7.

6. Financial issues

6.1 Personnel and arbiters

The Organiser shall provide sufficient personnel to assist in the playing venue, press room, VIP room, and at Ceremonies according to the agreement made with ACF.

6.2 Broadcast

The Organiser shall produce a high-quality live video and games broadcast of the Event with commentaries in English by at least two commentators. Commentaries in other languages may be arranged by the Organiser upon recommendations of ACF. All expenses related to the broadcast shall be covered by the Organiser. The Organiser is required to deliver broadcast feed(s) to ACF and its broadcasting partners as per ACF's obligations with ACF's broadcasting partners.

6.3 Medical care

- 6.3.1 The Organiser shall cover the costs of treating acute illnesses including the cost of medicines, but not chronic ailments of the players and FIDE principals.
- 6.3.2 The Organiser shall cover the costs related to the medical protocol (see Article 4.10.8).

6.4 Anti-doping control

If required by ACF, the Organiser shall cover the costs related to anti-doping testing accordance with the requirements of the anti- doping protocol.

6.5 Fair-play measures

The Organiser shall cover the costs associated with implementing the fair play regulations up to three thousand (3,000) USD, excluding all the expenses for the Fair-Play Officers.

APPENDIX 1

Useful Links

- a) FIDE Laws of Chess taking effect from 1 January 2023 – <https://handbook.fide.com/chapter/E012023>
- b) FIDE Olympiad Pairing Rules – <https://handbook.fide.com/chapter/OlympiadPairingRules2022>
- c) Basic Guidelines for playing venues of FIDE Top-Level Tournaments – <https://handbook.fide.com/chapter/C01>
- d) FIDE Anti-Cheating Regulations – <https://handbook.fide.com/files/handbook/ACCProtectionMeasures.pdf>
- e) Captains and Heads of Delegation – <https://handbook.fide.com/chapter/CaptainsHeadsDelegation>
- f) Ethics & Disciplinary Code – <https://handbook.fide.com/chapter/EthicsAndDisciplinaryCode2022>
- g) FIDE Appeals Committee Procedural Rules – <https://handbook.fide.com/chapter/AppealsCommitteeProceduralRules>
- h) FIDE Media Regulations – <https://handbook.fide.com/chapter/C09>

APPENDIX 2

TIE-BREAK PROCEDURES

I. Team standings

The position of teams that finish with the same number of matchpoints shall be determined by application of the following tie-breaking procedure in order of priority:

TB1 – sum of IS(11) for the 11 best team opponents (excluding either the round where the team had a pairing-allocated bye, or if the team did not have a pairing-allocated bye, the team opponent which scored the lowest number of matchpoints). If there is a tie for the lowest number of matchpoints, then the lowest IS_i shall be excluded.

Each IS_i is determined as
GP_i x FMP_i, where:

GP_i is the number of gamepoints scored in a match against opponent “i”, FMP_i is the final number of matchpoints scored by opponent “i”.

TB2 – number of gamepoints scored

TB3 – sum of the matchpoints of 11 teams opponents, excluding the team opponent with the lowest number of matchpoints

Any ties unbroken after the application of TB3 shall remain tied, and the tied teams shall be assigned the top ranking of that set of teams.

II. Individual standings (see [Article 4.6.3.2](#))

If two or more players have equal TPRs, the tie shall be broken as follows:

TB1 – Greater number of games played,

TB2 – Drawing of lots.

III. Unplayed Matches in Tie-Break Calculations (see [Appendix 2.I](#))

An Unplayed Match is a match where a team has been included in a round’s pairings, and all games were scored as defaults. This does not include a pairing-allocated bye.

If a team is unpaired for a round, excluding when they have been awarded a pairing-allocated bye, for tie-break purposes only they shall score 1 matchpoint for each round in which they are unpaired.

Calculation of

GP Unplayed

win: GP(uw) =

6 Unplayed

loss: GP(ul) = 0

Calculation of FMP

Unplayed win: $FMP(uw) = FMP + UR$

Unplayed win, but opponent plays no further matches: $FMP(uwx) =$
 $CMP + UR$ Unplayed loss: $FMP(ul) = FMP + UR$

Calculation of IS

Unplayed win: $IS(uw) = GP(uw) \times FMP(uw)$

Unplayed win, but opponent plays no further matches: $IS(uwx) = GP(uw) \times$
 $FMP(uwx)$ Unplayed loss: $IS(ul) = GP(ul) \times FMP(ul)$

where:

FMP (final matchpoints) is the final number of matchpoints scored by the opponent,

CMP (current matchpoints) is the number of team's matchpoints before the unplayed match by the opponent,

UR (unpaired rounds) is the number of rounds in which the opponent was unpaired, excluding pairing-allocated byes.