

FIDE WORLD CORPORATE CHESS CHAMPIONSHIP 2024

Approved by FIDE Council on 13/02/2024

1. Scope

- 1.1 The Governing Body of the second FIDE World Corporate Chess Championship 2024 (hereinafter referred to as FWCCC is the International Chess Federation (FIDE).
- 1.2 The body responsible for adopting and changing these Regulations is the FIDE Council.
- 1.3 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 FWCCC is open to teams representing any legally recognised company ("team"). For the purpose of these Regulations, a corporate as a legal entity is defined as company created by individuals or shareholders with the purpose of operating for profit. The Organiser 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 FWCCC. With the exception of Article 2.7. all players should be employees of the company (full or at a substantial part time) or a board members since at least 1st August, 2023. The decision of whether or not a player has a proper connection with the company is made by the Organiser. This decision is final and cannot be appealed. Following the Fide Council decision published on March 16th 2022 FIDE reserves the rights to deny corporate teams of Russia and Belarus from participation.
- 2.2 Each corporate legal entity may enter more than one team into the competition.
- 2.3 No player can play for more than one team in the competition, except as provided in Article 7.5.
- 2.4 Teams may enter more than one qualifier, unless that team has qualified from a previous qualifier.
- 2.5 The competition is organised in three stages:
 - 2.5.1 Online Qualifiers (played on Lichess)
 - 2.5.2 Online Knockout (played on Lichess)
 - 2.5.3 Finals
- 2.6 Each team must have:
 - 2.6.1 Four players only for any playing date
 - 2.6.2 At least one male player in every match in all stages

- 2.6.3 At least one female player in every match in all stages
- 2.6.4 In each team, only one player whose FIDE standard rating exceeded 2400 In January 2024 FRL.
- 2.6.5 One captain, who may be a player in the team or not.
- 2.7 Each team may optionally have a maximum of one invited player who does not have any direct relations with the company (see Article 2.1).
- 2.8 Noting the requirements of Article 2.3, teams may have a different composition for different stage in the competition.
- 2.9 Teams are expected to play all their online matches from the relevant company headquarters. Teams who do not expect to be able to do this shall contact the Organiser to discuss their playing arrangements.

3. Online Qualifiers (16th March – 14th April)

- 3.1 The Online Qualifiers will be played as Team Swiss System tournaments.
- 3.2 The deadline to enter a team and its players for each Online Qualifier is 96 hours prior to the start time of the Qualifier. (See Articles 3.4 and 7).
- 3.3 The Online Qualifiers will be played in two different formats:
 - 3.3.1 “Rapid”: Six rounds, played at a time limit of 10 minutes plus 2 seconds increment per move starting from move 1.
 - 3.3.2 “Blitz”: Eight rounds, played at a time limit of 5 minutes plus 2 seconds increment per move starting from move 1.
- 3.4 The following qualifiers will be organised:

| | Tmt. | Date | Times | Format |
|-------|-------------|----------------------|-----------------|---------------|
| 3.4.1 | A | Saturday, 16th March | 1400 – 1800 UTC | Blitz |
| 3.4.2 | B | Sunday, 17th March | 1400 – 1800 UTC | Rapid |
| 3.4.3 | C | Saturday, 23rd March | 0600 – 1000 UTC | Blitz |
| 3.4.4 | D | Sunday, 24th March | 2200 – 0200 UTC | Rapid |
| 3.4.5 | E | Saturday, 6th April | 1400 – 1800 UTC | Blitz |
| 3.4.6 | F | Sunday, 7th April | 0600 – 1000 UTC | Rapid |
| 3.4.7 | G | Saturday, 13th April | 2200 – 0200 UTC | Blitz |
| 3.4.8 | H | Sunday, 14th April | 1400 – 1800 UTC | Rapid |

- 3.5 The qualifier will be paired using the Swiss-Manager engine for pairing Team Swiss tournaments. A pairing-allocated bye will score 2 gamepoints. The starting list will be formed by a player’s FIDE Rapid rating for the Rapid tournaments; and FIDE Blitz rating for the Blitz tournaments. In the event of a player not having

that rating, their FIDE Standardplay rating will be used. In the event of a player having neither rating, they will be assumed to have a rating of 1400.

- 3.6 In each round, a match between two paired teams will consist of a 4-game match; one game between each team's assigned board 1, one game between each team's assigned board 2, one game between each team's assigned board 3, and one game between each team's assigned board 4. The first-named team in the match will have white in the games on board 1 and 3. The second-named team in the match will have white in the games on board 2 and 4.
- 3.7 The team's score shall be reckoned by gamepoints. Each team will score 1 gamepoint for each game won, and $\frac{1}{2}$ gamepoint for each game drawn, and 0 gamepoints for each game lost.
- 3.8 The top 8 teams in the final rankings of each qualifier will advance to the Online Knockout Stage (see Article 4).
- 3.9 In each qualifier, in the event of a tie between two or more teams, the following Tie-Breaks, calculated in accordance with the FIDE Tie-Break regulations (See Annex 1), shall be applied:
 - 3.9.1 Sonneborn-Berger (EGGSB)
 - 3.9.2 Buchholz
 - 3.9.3 Drawing of Lots
- 3.10 In the event of a qualifying team declining the invitation to the Online Knockout, the next highest-ranked team from that qualifier that did not qualify will be invited. This process will be repeated until such time as one of those teams accepts the invitation.
 - 3.10.1 If the team declines more than 72 hours prior to the start time of the Online Knockout, the eight qualifying teams will be seeded in accordance with their final ranking for the purpose of determining seeding for Article 4.4. For example, if the 5th place team in Qualifier A declines, then the team in 6th place will become A5, the team in 7th place will become A6, the team in 8th place will become A7, and the team in 9th place will become A8.
 - 3.10.2 If the team declines or withdraws after the deadline in Article 3.10.1, then the replacement team will substitute for the team that declined the invitation.

4. Online Knockout (20th April)

- 4.1 The Online Knockout will be played as eight Knockout tournaments with eight teams.
- 4.2 The deadline to register a team and its players is 72 hours prior to the start time of the Online Knockout. (See Article 4.4).

4.3 The Online Knockout will be played at a time limit of 10 minutes plus 2 seconds increment per move.

4.4 The following knockouts will be organised on Saturday, 20th April between 1400 – 1800 UTC:

Teams (e.g. A1 means: “1st place in Qualifier A”)

| | Tmt. | Seed> | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-------|-------------|-----------------|----------|----------|----------|----------|----------|----------|----------|----------|
| 4.4.1 | 1 | | A1 | B2 | C3 | D4 | E5 | F6 | G7 | H8 |
| 4.4.2 | 2 | | B1 | C2 | D3 | E4 | F5 | G6 | H7 | A8 |
| 4.4.3 | 3 | | C1 | D2 | E3 | F4 | G5 | H6 | A7 | B8 |
| 4.4.4 | 4 | | D1 | E2 | F3 | G4 | H5 | A6 | B7 | C8 |
| 4.4.5 | 5 | | E1 | F2 | G3 | H4 | A5 | B6 | C7 | D8 |
| 4.4.6 | 6 | | F1 | G2 | H3 | A4 | B5 | C6 | D7 | E8 |
| 4.4.7 | 7 | | G1 | H2 | A3 | B4 | C5 | D6 | E7 | F8 |
| 4.4.8 | 8 | | H1 | A2 | B3 | C4 | D5 | E6 | F7 | G8 |

4.5 The knockout will be paired with the following rounds:

4.5.1 Quarter Finals

- 1) Seed 1 v Seed 8
- 2) Seed 4 v Seed 5
- 3) Seed 2 v Seed 7
- 4) Seed 3 v Seed 6

4.5.2 Semi Finals

- 1) Winner Quarter Final 1 v Winner Quarter Final 2
- 2) Winner Quarter Final 3 v Winner Quarter Final 4

4.5.3 Final

- 1) Winner Semi Final 1 v Winner Semi Final 2

4.6 In each round, a match between two paired teams will consist of an 8-game match; two games between each team’s assigned board 1, two games between each team’s assigned board 2, two games between each team’s assigned board 3, and two games between each team’s assigned board 4. The first-named team in the match will have white in the games on board 1 and 3 in their first game, and on boards 2 and 4 in their second game. The second-named team in the match will have white in the games on board 2 and 4 in their first game, and on boards 2 and 4 in their second game.

4.7 The team’s score shall be reckoned by gamepoints. Each team will score 1 gamepoint for each game won, and ½ gamepoint for each game drawn, and 0 gamepoints for each game lost.

- 4.8 The winner of each knockout tournament will advance to the Finals (see Article 5).
- 4.9 In the event of a tie, the following Tie-Breaks, calculated in accordance with the FIDE Tie-Break regulations (See Annex 1), shall be applied:
 - 4.9.1 Board Count
 - 4.9.2 Board Elimination
 - 4.9.3 Higher seed (closer to 1)
- 4.10 In the event of a qualifying team declining the invitation to the Finals, replacement teams will be invited in the following order of priority:
 - 4.10.1 The team that lost the Final in the same Tournament will be invited
 - 4.10.2 The Organiser will choose a team from amongst the losers of the Finals in other Tournaments
 - 4.10.3 The Organiser will choose any team

5. Finals (14th – 17th June)

- 5.1 The Finals will be contested by the 8 winners of the Online Knockout Stage plus 4 invited teams – wild cards. The tournament will be played with two stages:
 - 5.1.1 Group Stage
 - 5.1.2 Playoff Stage
- 5.2 The deadline to register a team is 1st May, 2024. The players should be registered by 4th June, 2024.
- 5.3 The Finals will be played at a time limit of 10 minutes plus 5 seconds increment per move starting from move 1.
- 5.4 The following rounds will be played:

| | | | |
|-------|------------------------------|------------------------|--------------------|
| 5.4.1 | Group Stage Round 1-5 | Saturday, 15th June | 1400-17:30 EDT |
| 5.4.2 | Group Stage Round 6-10 | Sunday, 16th June | 14:00-17:30 EDT |
| 5.4.3 | Playoff Stage Semi Finals | Monday, 17th June | 1400-15:30 EDT |
| 5.4.4 | Playoff Stage Final | Monday, 17th June | 1600-17:30 EDT |
- 5.5 The allocation to groups and playoff matches will be as follows:
 - 5.5.1 The two groups of 6 will consist of 4 teams from the finals and 2 of the invited teams. It will be conducted in a random draw at a

technical meeting, held at a time to be advised by the Chief Arbiter on Friday, 14th June.

5.5.2 The Playoff Stage Semi Finals will be:

1. Winner Group A v Runner-Up Group B
2. Winner Group B v Runner-Up Group A

5.5.3 The Playoff Stage Final will be:

1. Winner Semi Final 1 v Winner Semi Final 2

5.6 In each round, a match between two paired teams will consist of an 8-game match; two games between each team's assigned board 1, two games between each team's assigned board 2, two games between each team's assigned board 3, and two games between each team's assigned board 4. The first-named team in the match will have white in the games on board 1 and 3 in their first game, and on boards 2 and 4 in their second game. The second-named team in the match will have white in the games on board 2 and 4 in their first game, and on boards 2 and 4 in their second game.

5.7 The team's score shall be reckoned by gamepoints. Each team will score 1 gamepoint for each game won, and $\frac{1}{2}$ gamepoint for each game drawn, and 0 gamepoints for each game lost.

5.8 In the event of a tie between two or more teams in the Group Stage (see Article 5.1.1), the following Tie-Breaks, calculated in accordance with the FIDE Tie-Break regulations (See Annex 1), shall be applied:

5.8.1 Sonneborn-Berger (EGGSB)

5.8.2 Direct Encounter

5.8.3 Within the Direct Encounter, Board Count

5.8.4 Within the Direct Encounter, Board Elimination

5.8.5 Drawing of lots

5.9 The top two teams in each group of the Group Stage will advance to the Playoff Stage.

5.10 In the event of a tie in the Playoff Stage (see Article 5.1.2):

5.10.1 There shall be a drawing of lots to determine a board from 1 to 4. The player from each team on this board will then participate in a sudden death blitz game. The time limit for this game will be 3 minutes plus 2 seconds per move starting from move 1. The player from the team who was white in their first game, will play white in this game.

5.10.2 If the sudden death blitz game is drawn, then the procedure in Article 5.10.1 is repeated, except that the colour of the player from each team alternates from the colour the team had in the preceding sudden death blitz game.

5.10.3 If the tie remains unbroken, the procedure in Article 5.10.2 is repeated until a sudden death blitz game has a winner.

6. Prizes

- 6.1 The winner of the Finals will be the FIDE World Corporate Champion 2024
- 6.2 Teams reaching the Knockout Stage of the Finals secure four seats each to participate in an online simultaneous chess game against one of the participants of the FIDE Candidates Tournament 2024.
- 6.3 All teams will be sent digital participation certificates.

7. Registration

- 7.1 Each company intending to participate in FWCCC must submit its registration at least 4 days prior to the first Qualifier in which the team intends to participate. The team entry fee is 500 Euros and 300 Euros to enter another qualifier. Money should be paid into the FIDE account before each qualifier. (See Annex 2 for payment details.)
- 7.2 The registration should be preferably requested by a company official duly authorised to implement similar operations on behalf of the relevant company, based on the company's internal policies. Organisers reserves the right to request evidence with regards to the role of the person requesting the registration of the teams.
- 7.3 For the avoidance of doubt, multiple 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 FWCCC; the relevant location shall be clearly included in the team's name communicated during the registration.
- 7.4 Each team must submit its team composition for each tournament in accordance with the deadlines specified in Articles 3.2, 4.2 and 5.2. Failure to meet these deadlines will result in a 100 Euro charge. A subsequent change of team composition may only be approved by the Chief Arbiter, and if approved the change will be subject to a 100 Euro charge. No change to the team composition may be made after the start of a tournament.
- 7.5 The team composition for each stage may be different. The team for later stages may include players who played for other teams from the same company in an earlier stage, as well as players who did not play previously in the competition.
- 7.6 By submitting a team composition, each team is confirming that all of their players are aware of these Regulations, other relevant FIDE regulations, and have understood and will comply with the Fair Play Rules (see Article 8).

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

8. Fair Play Measures

- 8.1 The Online Fair Play Measures are based on resources of the Hosting Internet Platform (HIP) and follow FIDE's Fair Play Regulations.
- 8.2 The Organiser, in consultation with the HIP, will establish a Fair Play Panel (FPP), chaired by a Chief Fair Play Officer, that consists of the FIDE Fair Play Officers and Experts, and the fair-play experts of the HIP. The Chief Fair Play Officer (CFO) shall be a FIDE Fair Play Officer, and FIDE Fair Play specialists shall constitute the majority of the FPP. In case of a tie in voting, the CFPO shall have a casting vote.
- 8.3 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. If necessary, the FPP may consult with the Chief Arbiter and external experts like statisticians, Grandmasters etc.
- 8.4 Based upon the results of the anti-cheating algorithms and/or other evidence deemed sufficient by the FPP to establish a fair play violation incident, the FPP has the right to impose sanctions on a player for a suspected fair-play violation during the course or after conclusion of the tournament.
- 8.5 FPP may impose one or several of the following sanctions towards the suspected player:
- 8.5.1 The player may be declared lost in one or several games he/she played in current or/and previous game(s). Then, his/her teams' results are changed accordingly;
 - 8.5.2 The player's team may be fined by certain number of gamepoints;
 - 8.5.3 The player's team may be disqualified;
 - 8.5.4 All the results of a disqualified team in FWCCC are annulled.
- 8.6 The decision of the FPP to disqualify a player or a team for a suspected fair-play violation is final and is not subject to any appeal, review or other challenge.
- 8.7 The results of all FWCCC online tournaments are provisional until the FPP have completed their analysis of the games and confirmed the results.
- 8.8 For the Finals Stage, the FIDE Fair Play Regulations will apply (see Annex 1).

9. Technical Issues

- 9.1 The Chief Arbiter will arrange Technical Meetings one day prior to the first tournament in each stage. During the online stages of the tournament, these will be held via Video Conference System (VCS).

- 9.2 Team captains must attend the Technical Meeting of the tournament for which they are due to play in.
- 9.3 The technical notice describing the mode of communication between the players, the Chief Arbiter and the HIP technical support as well as other technical issues may be developed by the HIP in consultation with Organiser.
- 9.4 During a game, if a player disconnects from the playing zone, his/her clock shall continue running.
- 9.5 Games must not be played on a tablet or mobile device, due to their incompatibility with the VCS. A laptop or desktop computer should be used.
- 9.6 The Chief Arbiter will provide technical instructions for joining a VCS in the Online Stages of FWCCC:
 - 9.6.1 In the Online Knockout Stage (Article 4), it is mandatory for all players to connect to a VCS. The Chief Arbiter will provide the technical instructions for joining this system.
 - 9.6.2 In the Online Qualifier Stage (Article 3), FPP may require players to join the VCS on a “random check” basis.
- 9.7 A player who fails to join the VCS, or having disconnected from the VCS continues to play their game without reconnecting to the VCS, may have one of the following sanctions imposed upon them by the Chief Arbiter:
 - 9.7.1 Warning
 - 9.7.2 Loss of the game
- 9.8 In respect of the application of Article 9.7, the Chief Arbiter’s sanction will be based upon technical factors (including the length of disconnection and whether or not there were repeated incidents), and whether or not the player was following the instructions of HIP or the arbiter. The decision shall not be a judgement on the Fair Play merits of the case. This notwithstanding, FPP may make an additional judgement on the disconnection and apply any of the sanctions listed in Article 8.5.
- 9.9 Neither FIDE, nor the HIP 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.

10. Appeals Committee

- 10.1 Appeals will be heard in accordance with the FIDE Appeals Committee Procedural Rules (See Annex 1).

10.2 All appeals must be accompanied by a deposit fee of 300 EUR, or the equivalent in local currency.

11. Financial Issues

11.1 The following stipends are to be paid (in USD):

| | |
|---------------------------|----------|
| Chief Arbiter | 3,000 |
| Deputy Chief Arbiter | 2,400 |
| Online Zoom Arbiter (x14) | 250 each |
| Fair Play Panel Lead | 2,000 |
| Total | 10,900 |

11.2 Only the Chief Arbiter and Deputy Chief Arbiter will be required to attend the Finals. Their stipend is included in the amount above. They shall be compensated by the Organiser for their travel expenses up to one thousand (1,000) euros if travelling from the same continent and up to one thousand three hundred (1,300) euros if travelling from another continent. Accommodation with full board in a single room shall be provided for them for 4 nights. All necessary transfers and transportation will be provided to them free of charge.

11.3 Organisers will pay for the flight and accommodation of 5 people per team for the Finals (see Article 5).

12. Ceremonies

12.1 The Opening Ceremony takes place the day prior to the first round of the Finals. All the players and officials are invited to take part in the Opening Ceremony.

12.2 The program of the Opening Ceremony shall be approved by the Organiser. A cultural program and speeches totalling up to 60 minutes are usually welcome. The building or hall where the ceremony is held is decorated with the FIDE flag, and the flag of the hosting nation. FIDE Anthem and the Anthem of the hosting nation are played.

12.3 The Closing Ceremony takes place on the day of the last round. The FIDE Anthem, and the Anthem of the hosting nation are played.

13. Commercial Issues

13.1 All activities of both FIDE and the Organiser identify FIDE being the Governing Body of FWCCC.

13.2 The commercial, radio and television and internet rights, including photo, video and film rights belong to FIDE.

13.3 No proposed sponsor must be in conflict with the regulations of FIDE or the IOC.

13.4 The FIDE logo is displayed below:



The FIDE logo is displayed in a dark blue colour on a white background. The text describing any event is not larger than twice the size of the word FIDE reproduced in the logo.

Annex 1 – FIDE Regulations

FIDE Online Chess Regulations:

https://rcc.fide.com/wp-content/uploads/2022/12/Annex_6.4-Fide-Online-Chess-Regulations.pdf

Appeals Committee Procedural Rules:

<https://handbook.fide.com/chapter/AppealsCommitteeProceduralRules>

Fair Play Commission Procedural Rules:

<https://fpl.fide.com/wp-content/uploads/2023/01/FPL-Procedural-Rules-Final-2022.pdf>

Anti-Cheating Regulations

<https://handbook.fide.com/chapter/AntiCheatingRegulations>

ACC Protection Measures:

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

Regulations for the Appointment of Arbiters in World Events:

<https://handbook.fide.com/chapter/B0604082023>

FIDE Laws of Chess:

<https://handbook.fide.com/chapter/E012023>

Captains and Heads of Delegation: <https://handbook.fide.com/chapter/CaptainsHeadsDelegation>

Tie-Break Regulations

<https://handbook.fide.com/chapter/TieBreakRegulations2023>

Annex 2 – FIDE Bank Details

Bank transfer

CaixaBank S.A

Av. Diagonal, 621-629 08028 - Barcelona

Swift CAIXESBBXXX

Account Name: Federation Internationale Des Echecs

Account in EUR: ES32 2100 0555 31 0700285124

Account in USD: ES69 2100 0555 38 7200659381

Important : You must write your name and [REFERENCE OF THE EVENT].

Paypal Transfer

Enter the email address payment@fide.com in the payment field.

Important: You must write your name and [REFERENCE OF THE EVENT].