



2020 Asian Online Nations (Regions) Chess Cup

10-25 October 2020

**To All FIDE Affiliated Chess Federation in Asia
Zones 3.1, 3.2, 3.3, 3.4, 3.5, 3.6 and 3.7**

Asian Chess Federation invites your Federation to participate in the 2020 Asian Online Nations (Regions) Cup Chess Team Championship to be held in Chess.com platform 10-25 Oct. 2020.

Regulation:

1. Participation

1.1. All chess federations in Zones 3.1 to 3.7 shall have the right to participate in the Asian Online Nations (Regions) Cup.

1.2. Team Composition

Each federation shall have the right to be represented by a men's team of four players and one reserve and by a women's team of four players and one reserve.

1.3. Each team has a Captain who represents the federation and takes full responsibility for the conduct of members of its delegation.

1.4. Composition of Delegation

Two Captains (who may also be players or reserves)

Men's Team (4 players plus 1 reserve) = 5 (plus captain)

Women's Team (4 players plus 1 reserve) = 5 (plus captain)

Total 10 to 12 persons

1.5. Eligibility: The team members must be entitled by birth, citizenship or naturalization to represent their Federation per detailed eligibility rules in FIDE Handbook Reg. B.04.

2. Schedule of the tournament

Zoom opens 9:00am (UAE time GMT +4).

Friday	Oct 9	10:00	Technical Meeting (Captains and Arbiters only)
Saturday	Oct 10	10:00	Men Rd. 1

		11:00	Men Rd 2
		12:00	Men Rd 3
Sunday	Oct 11	10:00	Women Rd 1
		11:00	Women Rd 2
		12:00	Women Rd 3
Friday	Oct 16	10:00	Men Rd 4
		11:00	Men Rd 5
		12:00	Men Rd 6
Saturday	Oct 17	10:00	Women Rd 4
		11:00	Women Rd 5
		12:00	Women Rd 6
Sunday	Oct 18	10:00	Men Rd 7
		11:00	Men Rd 8
		12:00	Men Rd 9
Monday	Oct 19	10:00	Women Rd 7
		11:00	Women Rd 8
		12:00	Women Rd 9
Friday	Oct 23	10:00	M&W QF
		11:00	M&W QF
Saturday	Oct 24	10:00	M&W SF
		11:00	M&W SF
Sunday	Oct 25	10:00	M&W Finals
		11:00	M&W Finals

Games start 2 minutes after pairings are posted on signal from the Chief Arbiter

- 2.1. Confirmation of Entry – 25 September 2020, each federation accepting the invitation will confirm its entry to the Asian Chess Federation.
- 2.2. Submission of team lists – 4 October 2020, each participating federation shall send to the organizing federation the overall team lists of 5 men (4 players and 1 reserve) and captain for the men's competition and 5 women (4 players and 1 reserve) and captain for the women's competition.

3. Tournament Regulations

- 3.1. The preliminaries shall be held on the Swiss System in nine rounds, on the model of the Olympiads, with one section for the men's teams and one section for the women's teams, considered as separate competitions.
- 3.2. Every match in the open competition shall be played over four boards and each match in the women's competition shall be played over four boards.
- 3.3. Following the Olympiad system, the team captain shall present to the arbiter the specific lists, in board order, of the 4 men for the open competition and of the 4 women in the women's competition 10 minutes before the start of each round.
- 3.4. If any specific team list is not presented on time, the team in question must play the round using the top four players in the case of the men's team, and the top four players in the case of the women's team subject to decision of the Chief Arbiter.

- 3.5. The order of the players, as indicated by the overall team list, cannot be altered, hence reserves may play on the bottom boards only.
- 3.6. Team captains shall submit line-up by online form on chess-results.com.
- 3.7. All registered players should register their real name and ID photo in their Chess.com profile. Players should join the Chess.com ANC Clubs for their tournament. Players should login to Zoom with their real names with prefix of their country code (eg. IND Viswanathan Anand) 1 hour to 30 minutes before the start of the first round.
- 3.8. Chess.com Profile Requirements: It is important for you to set up your Chess.com profile in the right way, to aid with the broadcasting of the event and for Fair Play reasons. Go to <https://www.chess.com/settings>. Set your first name and last name to your real first and last name. For the country setting, please choose the country per your FIDE ID.
- 3.9. Zoom Requirements: Once you enter the Zoom call, please be sure to open the chat box. The icon is located on the middle of the Zoom toolbar, represented by the speech bubble icon. Next, activate your screen share. Please be sure to share your entire screen, not just the browser. We should be able to see your taskbar that shows which programs are open. We may also ask to see your computer's Task Manager for confirmation (in windows or activity monitor in Apple and Linux). Once all this is done, Zoom is ready and you should not need to interact with it aside from an occasional message from Arbiters between games to indicate start times. Please remain in Zoom audio at all times.
- 3.10. An additional side angle Zoom camera shall be required for the Knockout stage.
- 3.11. Regarding Chess.com: the main point of managing our settings is to reduce outside distractions such as chats, friend requests, and random challenges. To do this, go into the main Live Chess page: www.chess.com/live and click the wheel icon on the top right of the board. This will open your Settings. Then click the Alerts menu, and turn everything off, including "Game Chat". Then, click into the Play menu and turn "Allow Challenges" to Nobody. Click save and you're all set. Don't forget to click save!
- 3.12. Players may go to toilet between rounds and should be ready for the next round, return to their seat and wait for the Arbiter to start the round. Each round shall start around 2 minutes after posting of pairings on chess-results.com on signal by the Chief Arbiter. Please do not play unofficial games in between rounds during the tournament.

4. Fair Play

- 4.1. By signing in the tournament participants confirm to have read and accepted these regulations and specially the following
- 4.2. All participants agree to abide by all rules and site policies stated at Chess.com/legal
- 4.3. The anti-cheating measures are based on Chess.com's resources. Throughout the Asian Online Nations (Regions) Cup Chess Team Championship, Chess.com's dedicated team of fair play professionals, computer scientists and statisticians

will be working in coordination with their proprietary fair play detection technology to ensure that fair results are made for each game. You can find more information on Chess.com Fair Play and Cheat Detection Policy [here](#).

- 4.4. All participants shall comply and co-operate with Chess.com Fair Play and Anti-cheating detection team. Players may be removed from the Championship at any time by final decision of the Chief Arbiter or the Asian Chess Federation based on the consultation of fair play evaluation of Chess.com.
- 4.5. Based upon the results of the anti-cheating algorithm and/or other evidence deemed sufficient by the Chief Arbiter to establish a cheating incident, the Appeals Committee has the right to disqualify any player for a suspected fair-play violation during the course or after conclusion of the tournament. The Appeals Committee may additionally take one or several of the following decisions towards the disqualified player:
 - 4.5.1. The disqualified player may be declared lost in one or several games he/she played in the current or/and previous group or duel(s). Then, his/her teams' results in the respective group or duel(s) are changed accordingly;
 - 4.5.2. The disqualified player's team may be fined by certain number of match points in the current group or duel;
 - 4.5.3. The disqualified player's team may be disqualified (if such a decision is taken when this team has advanced to another duel and started playing there, the disqualified team cannot be replaced by any other). All the results of the disqualified team in the Asian Online Nations (Regions) Cup are annulled. The decision of the Appeals Committee to disqualify a player and his/her team for a suspected fair-play violation is final and is not subject to any appeal, review or other challenge.
- 4.6. Any fair play actions taken against participants are in accordance with fair play policy of Chess.com including but not limited to statistical analysis and manual review. The ACF does not claim or acknowledge that such actions are evidence of unfair play. These actions are not considered by ACF as a reason for any sanctions in further ACF live events. However, if any player is considered in violation of Chess.com's fair play policies, they will be disqualified from the Online events for two years. All the players agree that they have no right to appeal the aforementioned actions either through arbitration, consultation or in a court of law within any jurisdiction.
- 4.7. The Appeal Committee endeavors to make a decision as quickly as possible.
- 4.8. The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.
- 4.9. Participants have no right to appeal about pairings made during the Championship.
- 4.10. Asian Chess Federation or Chess.com have no responsibility for technical problems arising for players during the games.
- 4.11. By registering in the Championship, players will not have the right to claim any financial compensation or redress related to the Championship.
- 4.12. Asian Chess Federation has the right to change the schedule, update the regulations or decide for any matter that is not mentioned in the current regulations.

5. Time Control

5.1. The time control is 15 minutes + 5 second increments for the entire game.

6. Chief Arbiter

6.1. The Asian Chess Federation President shall nominate the Chief Arbiter and other Arbiters.

6.2. The Chief Arbiter may, in consultation with the Asian Chess Federation, and with the approval of the Asian Chess Federation President, issue additional written regulations to inform the exact playing hours and take care of other details not covered by these regulations.

7. Appeals Committee

7.1. Before the beginning of the tournament an Appeals Committee shall be selected.

7.2. The Asian Chess Federation President shall nominate the Chairman and two members and two reserves. The persons chosen for the Appeals Committee shall represent five different federations.

7.3. No member of the committee shall have the right to vote on questions concerning his own federation. However, every member is entitled to participate in the discussions.

7.4. Protests, including protests against decisions of the Chief Arbiter or his assistants, must be submitted in writing to the Chairman of the Appeals Committee within five (5) minutes after completion of the game to Appeals Committee Whatsapp group.

7.5. A protest shall have a fee of \$200. If the protest is upheld, the protest fee will not be charged, otherwise it shall be charged to the federation.

8. Scoring in Swiss Preliminaries

8.1. The scores determining the finishing order are calculated as follows.

Each team's place in the order of classification will be decided by the number of match points it has scored. Winner will get 2 points, a draw will give each team 1 point, and a loss is scored as 0 points.

8.2. If any teams finish with equal match points, the tie shall be resolved as follows:

- a. by game points in total.
- b. Match point totals in the results between the teams which remain tied
- c. Game point totals in the results between the teams which remain tied
- d. Sonneborn-Berger (Match points)
- e. Sonneborn-Berger (Game points)

- f. if a tie again results, it shall be decided by Direct Encounter board count (Berlin System) as follows:
- win on Board 1 = 4 points
 - win on Board 2 = 3 points
 - win on Board 3 = 2 points
 - win on Board 4 = 1 point

In case of drawn games these points are shared. If the board-count results in no victory for either side then the board points of Board 4 are cancelled and so on upwards until the tie is broken.

- g. if a tie still results between teams in contention for qualification, these teams shall play one blitz match (with 3 mins + 2 sec increment) against each other. In the case of two teams, colors on top board will be reversed from previous encounter; in case of tie apply the Berlin System above.
- h. In case of tie, one player from each team shall play an Armageddon match. The Armageddon match shall be between players who drew their blitz game, choosing from board 1 downwards. Colors shall be reversed from their blitz game. If no blitz game was drawn, then choose the players who played on board 1 with reversed colors. 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 tie. If the player with the black pieces wins or draws the game, his/her team wins the tie.

9. Quarterfinals, Semifinals and Finals

- 9.1. Each 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.

9.2. Quarterfinals Pairings

Pairings shall be based on rank in the Preliminaries as follows:

- Duel 1: 1 vs 8
- Duel 2: 7 vs 2
- Duel 3: 3 vs 6
- Duel 4: 5 vs 4

9.3. Semifinals Pairings

The winners of each Quarterfinal Duel shall advance to the Semifinals as follows:

- Duel 5: Winner Duel 1 vs. Winner Duel 4
- Duel 6: Winner Duel 3 vs. Winner Duel 2

9.4. Finals Pairings

The winners of each Semifinal Duel shall advance to the Finals as follows:

Duel 7: Winner Duel 5 vs. Winner Duel 6

9.5. Match point ties in a duel shall be decided in the following order:

- a. by game points in the duel (2 matches)
- b. by total Berlin System board points in the duel (2 matches)
- c. If the board-count results in no victory for either side then the board points of both board 4 games in 2 matches are cancelled and so on until the tie is broken.
- d. If still tied then play one blitz match (8.2g)
- e. If still tied apply the Berlin System to the blitz match in (d).
- f. If the board-count in (e) of the blitz match results in no victory for either side then the board points of Board 4 are cancelled and so on upwards until the tie is broken.
- g. If still tied, then an Armageddon match as in 8.2(h) above shall decide.

10. Awards

10.1. The title of Asian Men's (or Women's) Online Nations (Regions) Cup Chess Team Champion 2020 is bestowed on the winning teams.

10.2. Each member of the winning team (players, reserves and captain) shall receive a gold certificate. The members of the second and third placed teams shall each receive a silver and bronze certificate, respectively.

10.3. Individual Chess Certificates for Board Prizes

Players assigned to the same board number in their respective team lists shall be in competition for individual board prizes namely: gold, silver and bronze certificates. For the purposes of this award, the players' performance rating in the Preliminaries shall be compared. If the performance rating is equal, the tie shall be broken in the following order:

- (a) the number of games (more is better);
- (b) Direct Encounter;
- (c) average rating of opponents, higher is better.
- (d) the greater number of wins.

Only players who have played a minimum of 6 games shall be eligible for board prizes on boards 1 to 4 and five games for board 5.

11. Prizes

Cash prizes of \$20,000 shall be awarded as follows:

Open Teams

1 st place \$5,000	5 th place \$500
2 nd place \$3,000	6 th place \$500
3 rd place \$1,500	7 th place \$500
4 th place \$1,500	8 th place \$500

Women's Teams

1st place \$2,000 5th place \$500
2nd place \$1,200 6th place \$500
3rd place \$900 7th place \$500
4th place \$900 8th place \$500

Cash prizes are not shared and shall be decided by tie break.

12. Contact Persons

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Technical Delegate	Casto Abundo	casto.abundo@gmail.com	+971555154554
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