

# chess24 Legends of Chess - Regulations

## 1. Dates

**July 21 - August 5, 2020**

**Preliminaries:** 21-29 July

**Free Day:** 30 July

**Semi-Finals:** 31 July-2 August

**Final:** 3-5 August

## 2. Time Control

**15'** for the entire game + **10''** increment from move 1 (except tie-break games; see below)

## 3. System of Play

The event consists of **10** players and **two stages** (Preliminaries and Knock-Out).

### Preliminaries

The Preliminaries are a 10-player **round-robin** tournament (**9** rounds).

The pairings will be determined by drawing of lots.

Each round consists of **4-game matches** between each pair of opponents.

In case the score after the 4 rapid games is **2-2**, an **Armageddon** game shall be played (time control: White **5'** vs Black **4'** - **without increment**); the winner of this game (or Black, in case of a draw) will be the **winner** of the match.

In a match decided in the 4 rapid games, the winner gets **3** points, the loser **0**.

If the match is decided in Armageddon, the winner gets **2** points, the loser **1**.

The final standings are determined by the **total of match points** (as per above).

The **top 4 players** advance to the **Semi-Finals**.

The **standings** of the preliminaries will determine the **right to choose colors** in the Final matches and any Armageddon games needed (see below).

**Tie-Break** criteria:

- i)** direct encounter
- ii)** total of game points (only rapid games count)
- iii)** number of wins
- iv)** blitz tie-break

## **Knock-Out**

The Knock-Out phase of the event consists of the **Semi-Finals** and the **Final**.

The Semi-Final pairings are based on the Preliminaries standings: **1 vs 4, 2 vs 3**.

All stages are **best-of-3** series of matches: the players will play **3 matches** (one per day); a player who wins **2** matches is the winner of the stage.

Each match consists of **4 rapid games**.

In case of a **2-2** tie, a **2-game blitz match** will be played, with the same alteration of colours; time-control: 5 minutes + 3 seconds per move. If still tied, an **Armageddon** game shall be played (time control: White **5'** vs Black **4'** - **without increment**); the winner of this game (or Black, in case of a draw) will be the **winner** of the match.

If the outcome of a match or a series has been **decided**, it is not required to play out the remaining games/matches.

For each series of matches, the player finishing **higher** in the Preliminaries will have the right to choose colours in the first game of the first match, plus any Armageddon games required. Colours will alternate for subsequent matches (this does not apply to Armageddon games; right of choice remains with the higher-ranked player).

## **4. Other Regulations**

Draw offers are **not allowed** before **40** moves by both sides have been completed. This does not apply to Armageddon games.

In case a player is **disconnected** from the playing server, his clock will keep running. The player will have all his allotted time to reconnect and continue the game. If the player fails to reconnect before his flag falls, he shall lose the game. The Chief Arbiter may decide otherwise in exceptional circumstances.

Players must **not** leave their desk after a game ends, until the Arbiters **confirm** the completion of the game.

**FIDE rules and regulations** apply (where appropriate, taking into account the nature of online chess).

If any extraordinary cases should arise, the **Chief Arbiter** will make an appropriate ruling, always in accordance with the letter and spirit of the **FIDE Laws of Chess**. The decisions of the Chief Arbiter are **final**.

## 5. Schedule

The **Preliminaries** will be played over 9 days (**July 21-29**).

The **Semi-Finals** will be played over 3 days (**July 31-August 2**)

The **Final** will be played on **August 3-5**.

**July 30th** is a **free day**.

All sessions will begin at **16:00 CEST**.

The Chief Arbiter reserves the right to make adjustments to the schedule, to ensure a reasonable break for the players when required.

The **exact schedule** of the Preliminaries will be announced **after the drawing of lots**.

## 6. Prizes

The total prize fund is **\$150,000**, distributed as follows:

Winner	<b>\$45,000</b>
Final (loser)	<b>\$30,000</b>
Semi-finals	<b>\$17,500</b> each
5th place	<b>\$10,000</b>
6th place	<b>\$8,000</b>
7th place	<b>\$7,000</b>
8th place	<b>\$6,000</b>
9th place	<b>\$5,000</b>
10th place	<b>\$4,000</b>

## 7. Playing Conditions

All games will be played in the **chess24 Playzone** or any alternative platform provided by the organizers.

Players shall use a **web camera** that will be available on the **live broadcast** and to their **opponents, without audio** (in or out). **Audio** will be used only by the **Chief Arbiter** in case of an irregularity or for instructions before games, and by the live broadcast only after the end of a match (not between games) for **interviews**.

Players are not allowed to use **any device** during play, except the playing computer. Apart from a browser logged in to the chess24 Playzone, **no other software** must be open on the computer (see below - '**Anti-Cheating**'), except any software required by the Chief Arbiter and broadcast production for video and audio purposes, in accordance with the above. The designated software for these purposes is the **Zoom** video-meeting platform.

The Tournament Director will provide full instructions about the playing procedures in a separate document.

Players will not be disturbed during play and between games of a match in any way.

## 8. Anti-Cheating

All players must comply with the **anti-cheating procedures** implemented by the organizers.

These shall include:

- **Screen sharing** by the players during play; this will be strictly confidential and shall be made available **exclusively** to the Chief Arbiter and his Deputy.
- Additional **camera recordings** (**two** extra cameras at different angles), for **review purposes only**.
- Review of all games by the chess24 anti-cheating software.

All anti-cheating measures shall apply to **all players** equally, without any discrimination.

The organizers will provide the necessary equipment for the implementation of the anti-cheating measures.

A full description of the **Anti-Cheating Measures** is supplied in a separate document.

## **9. Player Media Obligations**

As part of their participation in the event, all players must make themselves available for short interviews after the playing sessions (only at the end of a session), Banter Blitz sessions (duration: 90 minutes), live commentary as well as other media obligations, as specified in the player contracts.

Players must also follow all guidelines specified in the player contracts with regard to the branding of their playing venue.

## **10. Player Conduct**

The event will be broadcast live on the internet, as well as on television channels and the websites of major media companies. The following rules of conduct are expected to be observed, as specifically covered in the player contracts:

- Players must follow the tournament dress code
- Players must refrain from any kind of impolite or offensive behaviour
- Players must make use of available and provided equipment (cameras, microphones, lights) to ensure a high level of stream quality
- Players must follow the procedures and guidelines described in the Regulations, Anti-Cheating Measures and any other documents provided by the Tournament Director and the Chief Arbiter.

## **11. Tournament Officials**

The Tournament Officials, Tournament Director, Chief Arbiter and Deputy Arbiters will be announced in due time and before the start of the tournament.