

## EUROPEAN TEAM CHESS CHAMPIONSHIP 2013

### TOURNAMENT RULES

#### 1. Participation

- 1.1 A European Chess Union (abbreviated hereinafter to “ECU”) chess federation is a federation that belongs to one of the FIDE Zones 1.1 to 1.10.
- 1.2 All ECU Chess Federations shall have the right to participate in the European Team Championship.
- 1.3 Women competitions are exclusively for female players. Female players are allowed to participate in any competition.
- 1.4 All players participating in the European Team Championship must be entitled by birth, citizenship or naturalisation to represent their Federation.  
The rules of eligibility for participation in ECU events follow the FIDE Handbook Chapter C.05.
- 1.5 Each federation shall have the right to be represented by one team of four players and one reserve in the open competition and by one of four female players and one reserve in the women’s competition.
- 1.6 One month before the scheduled start of the European Team Championship, each participating federation shall send to the organising federation and to the ECU Tournament Director the basic team lists.

#### 2. Laws of chess

- 2.1 The general FIDE Laws of Chess shall be applied with their supplements and interpretations as accepted by the FIDE General Assembly.
- 2.2. In European Team Championship players may only agree to a draw after the 40th move has been made by black. Players violating this rule will be forfeited. If a player is offered a draw before the 40th move has been made by black, he should call an arbiter. His opponent shall be punished for distracting, according to the FIDE Laws of Chess

#### 3. Tournament systems

- 3.1 The European Team Championship shall be held on the Swiss system in 9 rounds, with one open section and one women's section, considered as separate competitions.
- 3.2 European Team Championship shall be played according to the “Swiss System for Team Competitions” (below).

#### 4. Rate of play

- 4.1 All ECU championships shall be played with electronic clocks approved by the FIDE General Assembly.

- 4.2 The rate of play shall be 90 min for 40 moves + 30 min for the rest of the game + 30 sec increment for every move played starting from the first move.
- 4.3 No games will be adjourned.

## 5. Scoring and tie-breaking system

- 5.1 The score in each game is 1 for a win,  $\frac{1}{2}$  for a draw and 0 for a lost game.
- 5.2 The sum of scores of each game in a match is referred to as the board points. The team which scores more board points in a match than its opponents receives two match points, the opponents receives no match points. In the case a match ends in such a way that the sum of the board points is equal to that of its opponents, each team receives one match point. However, if both teams score 0 board points, both teams will receive zero match points. The ranking will be made according to match points, the team obtaining the highest number of match points being declared the winner of the competition. In case of equality, 5.3 shall be applied.
- 5.3 The order of teams that finish with the same number of match points shall be determined by application of the following tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to (d) the extent required:
- (a) by the sum of Sonneborn-Berger points, which is calculated as follows: match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of board points scored against each opponent respectively. The highest number wins;
  - (b) by the number of board points won, the highest number wins;
  - (c) by the sum of the board points of all team's opponents, the highest number wins;
  - (d) by the sum of the board points of all opponents defeated plus one half of the board points of all the opponents with which a tied result was achieved, the highest number wins.

## 6. Titles and prizes

- 6.1 In the European Team Championship the title of "European (or European Women's) Team Champion 2013" is bestowed on the winning team. 6.1.1 Each winning team shall receive a trophy from the organising federation.
- 6.1.2 In addition,
- (a) the winning team in the open competition of the European Team Championship two years before the World Team Championship will represent Europe in that competition,
  - (b) the winning team in the women's competition of the European Team Championship two years before the World Women's Team Championship will represent Europe in that competition.
- If, however, one of these teams will qualify through the next year's Olympiad, the highest ranked not qualified in any other way, may represent Europe in the World Team Championship.
- 6.2 Each member of the winning team (players, reserves and captain) shall receive a gold medal. The members of the second and third placed teams shall each receive a silver and bronze medal respectively.

## **7. Individual prizes in team competitions**

7.1 The players who achieved the best performance rating on their respective boards shall receive gold medals. Silver and bronze medals shall be awarded to the second and third place winners.

7.2 For this purpose the players performance score is calculated if the player takes part in at least 70% of the rounds (for basic players) or 50% of the rounds (for reserve players).

The highest performance rating wins. In case of a tie it shall be broken by:

- (a) mutual results (if all played each other);
- (b) number of games, the highest number wins;
- (c) percentage score, the highest number wins;
- (d) final ranking of a team, the player in the highest ranked team wins.

For calculating of performance rating the maximum rating difference of two players shall be 400 points. In the case of unplayed games for all calculations the current FIDE Tournament Rules shall be applied.

## **8. Procedure of appeals**

8.1 Protests, including protests against decisions of the Chief Arbiter or his assistants, or the Tournament Director, must be submitted in written form to the Chairman of the appeals committee within one hour after completion of the playing session.

The protest must be accompanied with the sum of 100 € or the equivalent in local currency, as a deposit from the signatory. The deposit must be handed to the Chairman of the appeals committee. If the appeal is granted, the sum shall be returned immediately. If the appeal is refused, the deposit is forfeited to the European Chess Union.

8.2 In team competitions the appeal has to be lodged by the team captain or – if present and known before the start of the competition – by the chief of delegation.

8.3 The decisions of the Appeals Committee are final.

## **9. Team captains**

9.1 In team competitions each team must have a team captain.

9.1.1 The team captain may be one of the players or any of the reserves of the team, in which case he is referred to as a “playing captain”. If he is no player of the team he is referred to as a “non-playing captain”.

9.1.2 Each team is entitled to have only one team captain. The team captain may appoint a deputy to exercise his function but must inform the Chief Arbiter of this in writing. However, during the course of playing only one team captain will be allowed into the playing area.

9.2 The chief of delegation is not allowed to enter the playing area.

9.3 Team composition

9.3.1 The team captain must list the players of his team in a fixed board order, upon the time appointed by the Chief Arbiter before the start of the first round; this list is called the final players list. The board order cannot be altered during the tournament; hence reserves may play on the bottom boards only.

9.3.2 Before the start of a round, the team captain must deliver to the Chief Arbiter a list of the team members who are to take part in the round in question.

- 9.3.3 If this list is not delivered by the appointed time, the team may not use its reserve players. Every deviation from a board order 1,..., N (with N the number of boards in the competition) will result in the loss of the game(s) in question.
- 9.3.4 If the board order in which a team plays differs from the board order of its final players list, this will result in the loss of the game(s) in question.
- 9.3.5 The use of any player who does not figure in the final players list will cause the round to be forfeited N:0, in which N is the number of boards in the competition.
- 9.4 The basic duties and rights of a team captain are defined in the FIDE Tournament Rules.
- 9.4.1 In the exercise of his function the team captain has the right of access to the area reserved for the players, but it is his duty to ensure that the members of his team who are not involved in the current match or have finished their games do not enter or remain in this area.
- 9.4.2 During the games the captain must refrain from interfering in any way. He is, however, entitled to advise his players on the offering or accepting of draws or resigning of games, provided that he makes no comment on the actual position on the chess board, and confines himself to giving brief information which can in no way be regarded as an opinion about the progress of the game. The exchange of information should be done in the presence of the Arbiter.
- 9.4.3 At the end of the playing session, the captain is responsible both for reporting the result to the arbiters and for delivering to them legibly written score sheets of the finished games.

## **10. Dress Code for the participants**

- 10.1 All participants as well as the officials (arbiters, captains and others being in the playing area) must comply with the Dress Code of the ECU.  
Participants will present themselves in a neat and clean appearance.

### **10.2 Dress rules for the players during the games**

In general, players are required to follow the code of casual dressing which means:

- for men dress trousers or jeans, a long-sleeve or shirt-sleeve dress shirt, alternatively T-shirt or polo, loafers or dressy slip-ons, socks, shoes or sneakers (no beach-wear slippers, etc.) and, if appropriate, a sport coat or blazer. The trousers, the jeans as well as the shirts and polo's worn should be crisp and show no excessive wear, no holes and shall be free of body odor.
- for women blouses, turtleneck, T-shirts or polo's, trousers, jeans or slacks, skirts, dresses, and appropriate footwear (boots, flats, mid-heel or high-heel shoes, sneakers with sock) or any other appropriate clothing modification.
- a jacket, vest or sweater, a scarf, as well as jewelry (earrings, necklace, etc.) coordinated to the outfit may be worn.
- the pieces of the clothing should be clean and crisp, show no excessive wear or holes.
- with respect to shirts, the second from the top button may also be opened in addition to the very top button.
- glasses, neck ties can be worn during the games, but no caps or hats, except for religious reasons

- in general, this category of appearance demands a pulled-together, harmonious, complete look with colors, fabrics, shoes, and accessories, for both men and women.
- national costumes which fit into the generally accepted dress code and are not offensive or indecent to others can be worn

### **10.3 Dress rules for the winning players or the winning teams during prize-giving ceremonies**

- the rules set for these events are valid for a player or any member of a team, including the captain and the delegation chief who is rewarded by a prize in the chess event and thus he/she appears and receives the award in front of the other players and the audience
- such a person shall follow the dress code of business casual (or by another name elegant casual) which means long trousers, shirt, jacket, with or without tie (no t-shirts, no polo, no jeans, no sports shoes or sneakers or slippers, no hats or caps -except for religious reasons-) and the equivalent style of dress for the women players.
- national costumes which are not offensive or indecent to others may be worn.
- it is recommended that teams should be uniformly dressed even if a team uniform is not available.
- a special set of rules is established for the European Individual Championship award ceremonies where the dress code is informal which means a suit with tie, appropriate shoes and the equivalent style of dress for the women player. National costume may be worn in the event.

10.4 The Tournament Director or the Chief Arbiter will have the right to give official warning to any player not properly attired. The first warning will be a verbal one. When a player is a member of a team, his/her captain will also be informed. The second time a player will be in breach with the Dress Code he/she will receive a second warning. This warning will be confirmed to the player in writing the same day. When a player is a member of a team, his/her captain will receive a copy of this warning the same day. The player received the written warning will present him/herself to the tournament officials, if it is a team player accompanied by the captain, one hour before the start of the next round. If a player is then still in breach of the Dress Code he/she can be send back to dress appropriately. If he/she does not cooperate, he/she will be denied access to the playing area.

10.5 A player not dressed according to the Code can be refused to attend the opening or closing ceremony.

The Tournament Director can likewise act towards arbiters, captains or others being present in the playing area.

Spectators not properly attired will have to leave the playing area.

## **11. Other matters**

11.1 All players, team captains and organisers are to take part in the opening and closing ceremony.

11.1.1 If one of the prize winners (player, member or captain of a team) is absent during the closing ceremony, then:

his (their) money prize will be reduced by 20 % with a minimum of 100 €  
any other prize (medal, trophy, ...) will not be awarded as long as a penalty of 100 €  
per player (or captain) has not been paid.

The money will be forfeited to ECU.

- 11.2 The fact of beginning the game in the first round of a championship implies acceptance of the General Tournament Rules and the Specific Rules for this championship.
- 11.3 Teams who are not represented at the technical meeting - one day before the start of the competition – will not be paired for the first round. Exceptions of this rule can be accepted by the chief arbiter of the tournament.
- 11.4 If a team wants to withdraw from the tournament before the last round the approval of the Chief Arbiter is necessary.
  - 11.4.1 The Chief Arbiter may accept the withdrawal if it is based on an acceptable written certificate of a doctor or in case of an acceptable “force majeure”.
- 11.5 The organising federation shall hold in reserve a second men's team and a second women's team (“B” Teams), which shall take part in the respective competition if, and only if, it is required to make even the number of teams in the first round.
- 11.6 Once a “B” team has played the first round it shall remain in the competition even if the number of participating teams is uneven.
- 11.7 Players that verbally offend other players and/or officials, or act unethical or are perceived, by the tournament officials, to be under the influence of alcohol or drugs may be removed from the tournament hall and suspended from participation. The threshold of alcohol above 0.10 g/L (hematological values) will be treated as a rule violation.

## **Swiss Pairing Rules for European Team Championship**

### **1. Basic Pairing System**

- 1.1 The basic pairing system shall be the Controlled Swiss System Pairings using Match Points and Sonneborn – Berger points (as the first tie-break procedure) for both Pairing and Scoring.

### **2. Odd Number of Participating Teams**

- 2.1 The organising federation shall be entitled to enter an additional team. If there is an odd number of participating teams the organising federation has the right to enter a second additional team. If this second additional team is paired and plays round 1 it shall remain in the tournament to the conclusion even when a team or teams dropping out or a new team or teams arriving subsequently would result in an odd number of teams still in competition.

### **3. Ranking of Teams for Pairing Purposes**

- 3.1 Obtain a list of all teams participating and full names of all players of each team. All teams have to finalize their players' lists before the captain's meeting at the start of the tournament.
- 3.2 Record the FIDE rating of each team member having such a rating.
- 3.3 Assign an arbitrary rating to team members who have no FIDE rating. This arbitrary rating shall be equal to the rating of the lowest FIDE rated player rounded down to the nearest 100.
- 3.4 Rank all teams in order of the average of their highest FIDE-rated players. For this purpose the average is taken for the number of players equal to the number of boards

in the competition. The team with the highest average rating shall be assigned Pairing Number 1, the second highest, Pairing Number 2, etc. If the average rating of two or more teams is the same, take into consideration the rating(s) of the other (two) player(s). If it is still the same, rank those teams alphabetically.

#### 4. Byes

- 4.1 If there is an odd number of teams a bye should be given to one team which arbitrarily would be credited with a number of points equal to half the number of boards.
- 4.2 The team given the bye in the first round would be that team which had the highest ranking number.
- 4.3 The team given the bye in subsequent rounds would be the last ranked team which has not been given a bye in previous rounds. No team shall receive more than one bye.
- 4.4 The team having the bye is credited one match point.

#### 5. General Pairing Regulations

- 5.1 Assign a pairing number to each team as per Section 3.
- 5.2 The difference of the scores of two teams paired against each other should be 0 or, if this is not possible, as small as possible.
- 5.3 No team shall play the same opponent more than once.
- 5.4 A team having scored without playing will not receive a bye. This is the case when a team has received a bye due to an odd number of teams or when one of the opponent teams did not appear on time
- 5.5 Pairings shall be made from the top group down to, but not including, the middle group; then from the bottom group up to, but not including, the middle group, and finally the middle group. The middle group shall be defined as that group in which the median team in the standings is located. If there is an even number of teams being paired, the lower of the two middle teams shall be considered as the median team.

Example: Suppose there are 88 teams:

	Place	
	...	
	43	10 points
	44	10 points
Median team	45	9 points
	46	9 points
	...	

Therefore, the 9 point group is the middle group.

#### 6. Detailed Pairings Procedure

- 6.1 For the pairings of the first round, assume that there are  $2N$  teams, ranked according to section 3. The first team is paired with the  $N+1$  team; the second team is paired with  $N+2$ ; ... team  $N$  is paired with team  $2N$ .  
For the pairings of the first round in the case of accelerating pairings, assume that there are  $4N$  teams, ranked according to section 3. The first team is paired with  $N+1$  team; the second team is paired with  $N+2$ ; ; ... team  $N$  is paired with team  $2N$ . Team  $2N+1$  is paired with team  $3N+1$ ; team  $2N+2$  is paired with team  $3N+2$ ; ... team  $3N$  is paired with team  $4N$ .
- 6.2 For accelerating pairings, in the second round, 'imaginary' two match points shall be added to the score of each of the teams in the top half of the initial ranking list. These two imaginary points shall then be deducted before making the pairings of the third round.

- 6.3 After the 1st round, teams in a score-group (including 'floaters' from another score-group) shall be arranged in the order of the tie-break rules of the specific tournament. Teams, whose tie is not broken by the procedure, shall be arranged in the order of their initial pairing numbers. The first team shall be number 1 in the group.
- 6.4 In each median score-group or higher, priority shall be given to pairing the highest team (according to rule 6.3) with the lowest team in that group that it has not already played. The second highest team shall be paired with the second lowest team, etc.
- 6.5 To illustrate the procedure, suppose there are six teams in a score-group, ordered 1 through 6 as described in rule 6.3. There will be 15 combinations of pairing within the group, in the following descending order of priority.
- (1) 1 x 6, 2 x 5, 3 x 4
  - (2) 1 x 6, 2 x 4, 3 x 5
  - (3) 1 x 6, 2 x 3, 4 x 5
  - (4) 1 x 5, 2 x 6, 3 x 4
  - (5) 1 x 5, 2 x 4, 3 x 6
  - (6) 1 x 5, 2 x 3, 4 x 6
  - (7) 1 x 4, 2 x 6, 3 x 5
  - (8) 1 x 4, 2 x 5, 3 x 6
  - (9) 1 x 4, 2 x 3, 5 x 6
  - (10) 1 x 3, 2 x 6, 4 x 5
  - (11) 1 x 3, 2 x 5, 4 x 6
  - (12) 1 x 3, 2 x 4, 5 x 6
  - (13) 1 x 2, 3 x 6, 4 x 5
  - (14) 1 x 2, 3 x 5, 4 x 6
  - (15) 1 x 2, 3 x 4, 5 x 6
- 6.6 If there is an uneven number of teams in a group, the same procedure is followed and the remaining team is floated to the next score-group (provided it is not a floater from another score-group) and is paired with the first team of this group it has not played yet.
- 6.7 To illustrate the procedure, suppose there are 5 teams in a group. There will be 15 combinations of pairing within the group, in the following descending order of priority:
- (1) 1 x 5, 2 x 4, 3-floater
  - (2) 1 x 5, 2 x 3, 4-floater
  - (3) 1 x 5, 3 x 4, 2-floater
  - (4) 1 x 4, 2 x 5, 3-floater
  - (5) 1 x 4, 2 x 3, 5-floater
  - (6) 1 x 4, 3 x 5, 2-floater
  - (7) 1 x 3, 2 x 5, 4-floater
  - (8) 1 x 3, 2 x 4, 5-floater
  - (9) 1 x 3, 4 x 5, 2-floater
  - (10) 1 x 2, 3 x 5, 4-floater
  - (11) 1 x 2, 3 x 4, 5-floater
  - (12) 1 x 2, 4 x 5, 3-floater
  - (13) 2 x 5, 3 x 4, 1-floater
  - (14) 2 x 4, 3 x 5, 1-floater
  - (15) 2 x 3, 4 x 5, 1-floater

[If, for example, No. 2 is a floater from an upper score-group, pairings (3), (6) & (9) are not valid].

- 6.8 If the group from which the floater has been dropped is such that a complete pairing of all remaining teams in the group cannot be made, or if the floater has already played every team in the next group, then the floater shall be moved back to its original group, trying the next possible pairing according to the order of priority. If a complete pairing of all teams in two adjacent groups cannot be made, then these two groups shall be considered as one group, and rules 6.2 – 6.6 shall accordingly apply.
- 6.8.1 In the case the median score group contains floaters coming from higher score groups and floaters coming from lower score groups they shall not be paired each other.
- 6.9 In any group below the median group priority shall be given to pairing the lowest team (i.e. the team with the lowest board points) in the group and the same pattern of pairing shall apply as outlined in rules 6.3 – 6.7 but in reverse order.

## 7. Colour allocation

- 7.1 Team pairings are made without regard of colour. (This has the advantage of providing more accurate team pairings with fewer rules being necessary relating to selection of opponents and dropping of one team from an odd numbered group of teams with the same score).
- 7.2 In the first round the colour assigned to board 1 of the team ranked number 1 shall be selected by lot. All other odd numbers in the top half of the ranking list shall receive the same colour in the first round on board 1 as the team ranked number 1.
- 7.3.1 No team's board 1 colour difference will become  $>+2$  or  $<-2$ .
- 7.3.2 No team's board 1 will receive the same colour three times in row.
- 7.4.1 If in a score group a complete pairing is only possible without applying rule 7.3.1 or 7.3.2, such a pairing will then be made.
- 7.4.2 If in an odd score group a complete pairing is only possible by choosing another floater, another floater will be chosen.
- 7.5 After the team pairings have been made, colours shall be assigned based on giving priority to:
- 7.5.1 equalisation of colours on board 1 (regardless of who has played or is playing board 1 and regardless of what colours the particular player assigned to board 1 has had), and
- 7.5.2 Alternation of colours on board 1. The colours on the remaining board shall alternate with the player on board 3 having the same colour as the player on board 1.
- 7.6 If both teams have had white the same number of times on board 1 and have had opposite colours on board 1 in the immediately preceding round the colours shall be assigned to board 1 to provide alternation for each team from the colour it had in the previous round.
- 7.7 If both teams have had white the same number of times on board 1 the colours shall be assigned to board 1 to provide the lowest sequence of the same colour for both teams.
- 7.8 If both teams have had white the same number of times on board 1 and have had exactly the same sequence of colours, then priority shall be given to:
- (a) balancing the colour on board 1 of the team with the higher ranked team, or
- (b) alternation of colour on board 1 of the higher ranked team from the last round.
- 7.9 If both teams have had white the same number of times on board 1 and have had exactly the same sequence of colours, and each team has had the same number of whites and blacks on board 1, then the colour on board 1 of the higher ranked team shall be alternated from the last round.
- 7.10 The teams ranked first in the pairing list will have the white pieces on the odd-numbered boards, the black pieces on the even-numbered boards.

**8. Miscellaneous**

- 8.1 The pairings are to be made by the Chief Arbiter. Alternatively pairings can be made by a Pairings Officer or Pairings Committee. The Pairings Committee should consist of up to three members, each from a different ECU federation.
- 8.2 In the cases in which there is a Pairings Officer or Pairings Committee, the Tournament Director or his officially designated appointee shall provide the Pairings Officer or the Chairman of the Pairings Committee with a signed summary of results as they are available. This should ensure that accurate results of the previous round's play are used in making the pairings for the subsequent round.
- 8.3 Pairings shall be made by computer if a computer is available and if the computer program has been tested and approved by the Chairman of the Pairings Committee. Computer terminals should be in a room near the playing hall and fully dedicated to the use of the Pairings Committee as and when required. If a computer is used for preparing the daily bulletins of the game scores, a separate terminal in a separate room should be provided for those preparing the bulletin.

The computer pairings do not have to be 100% in agreement with handmade pairings to be acceptable although if there is no difference between the outcome of the pairings made by the computer and those made (by hand) by the Pairings Committee the final decision lies with the Chairman of the Pairings Committee.
- 8.4 Pairings by team including allocation of colours shall be posted as soon as possible after the Pairings Officer or Committee has finished of making the pairings.
- 8.4.1 The match order in the pairing list will be made according to the actual ranking.
- 8.5 Pairings by players shall be posted not later than two hours before the start of the round in the tournament hall.
- 8.6 No protest against the pairing shall be allowed.