



# Queens' Online Chess Festival 2022

(05 June, 11-12 June, 18-19 June, 25-26 June)

## 1. Organiser

1.1 The Governing Body of the Queens' Online Chess Festival is the International Chess Federation (FIDE).

1.2 The Queens' Online Chess Festival is organised by FIDE Commission for Women's Chess in cooperation with FIDE Events Commission.

1.3 The Queens' Online Chess Festival is organised with support of Asian Chess Federation, African Chess Confederation, European Chess Union, and Confederation of Chess for Americas.

1.4 In the event of global internet problems or server issues, the Organiser reserves the right to amend the Regulations.

## 2. Events

a. The Queens' Chess Festival consists of the following Online Tournaments:

1. American Online Blitz Qualification, 05. 06.22
2. African Online Blitz Qualification, 11. 06.22
3. Asian Online Blitz Qualification, 12. 06.22
4. European Online Blitz Qualification, 19. 06.22
5. Queen's Online Final Individual Blitz, 25. 06.22
6. Queen's Online Final Team Blitz, 26. 06.22



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### 3. Participation

3.1 The tournament is open to all female players not banned by the hosting Internet platform (HIP).

3.2 Each participating National Federation shall appoint a team captain for coordination and communication with the organiser. If National Federation does not provide a team captain, the team cannot participate in the Finals.

3.3 Each National Federation can register four players free of charge.

3.4 Entry fee for additional players is 10 euros per person.

### 4. Registration

4.1 Registrations are made by the National Federations by filling in **this form**.

4.2 The players are registered and ranked by their FIDE standard rating (June 1 rating list). The tournaments will not be calculated for FIDE rating.

4.3 Entry fees will be added to the Federations' annual invoice.

a. The deadline for registration is: Friday, 27th May 2022 for America  
Friday, 3rd June 2022 for Africa and Asia  
Friday, 9th June 2022 for Europe

b. The Tournament Director may refuse to accept players registered after the deadline.

### 5. System of Play

5.1 Format for Qualifications: Swiss System, 9 or 11 rounds, depending on the number of participants.



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5.2 The Qualification pairings shall be made according to the HIP built-in pairing system for Swiss System events. FIDE standard ratings of June 1, 2022 shall be used for pairing purposes. Players with no standard FIDE rating shall be considered unrated.

5.3 Format for Queens' Finals: Round Robin, 11 rounds.

5.4 Time control: 3 min + 2 sec per move starting from move 1.

5.5 The tie-break system is described in respective sections.

5.6 Swiss Pairings will be made in accordance with the JaVaFo pairing software provided by FIDE, implemented by HIP

5.7 FIDE Online Chess Regulations apply for all tournaments and categories.

## 6. Schedule

### 6.1 General schedule in UTC

Round	America 05. 06.	Africa 11. 06.	Asia 12. 06.	Europe 19. 06.	Finals 25. - 26. 06.
Round 1	06:00 PM	11:00 AM	10:00 AM	12:00 PM	12:00 PM
Round 2	06:20 PM	11:20 AM	10:20 AM	12:20 PM	12:20 PM
Round 3	06:40 PM	11:40 AM	10:40 AM	12:40 PM	12:40 PM
Break					
Round 4	07:20 PM	12:20 PM	11:20 AM	01:20 PM	01:20 PM
Round 5	07:40 PM	12:40 PM	11:40 AM	01:40 PM	01:40 PM
Round 6	08:00 PM	01:00 PM	12:00 PM	02:00 PM	02:00 PM
Break					
Round 7	08:40 PM	01:40 PM	12:40 PM	02:40 PM	02:40 PM
Round 8	09:00 PM	02:00 PM	01:00 PM	03:00 PM	03:00 PM
Round 9	09:20 PM	02:20 PM	01:20 PM	03:20 PM	03:20 PM
Break					
Round 10	10:20 PM	03:20 PM	02:20 PM	04:20 PM	04:20 PM
Round 11	10:40 PM	03:40 PM	02:40 PM	04:40 PM	04:40 PM



6.2 The schedule is identical for all tournaments. However, for each tournament a specific time zone is used as indicated in the table below:

Tournament	Date	Target time zone start
American Online Blitz Qualification	05/06/2022	2 PM EDT, UTC -4
African Online Blitz Qualification	11/06/2022	2 PM EAT, UTC +3
Asian Online Blitz Qualification	12/06/2022	2 PM GST, UTC +4
European Online Blitz Qualification	19/06/2022	2 PM CEST, UTC +2
Queen's Online Final Individual Blitz	25/06/2022	2 PM CEST, UTC +2
Queen's Online Final Team Blitz	26/06/2022	2 PM CEST, UTC +2

6.3 The dates of Technical meeting, opening ceremony and test tournaments will be announced in due time.

## 7. Qualification

7.1 There shall be one qualification tournament per continent. Winners will be announced in the following categories:

Category A: 2000 and higher

Category B: 1800-1999

Category C: 1600-1799

Category D: < 1600, unrated

Titled players may choose to compete in a higher category, regardless of their rating.

7.2 First three winners in each category qualify for the Queens' Online Final Individual Blitz.

7.3 A team consisting of four players with the best result in each category shall be formed for each National Federation. The Final Team Standings shall be determined by game points.



7.4 Three best teams (countries) shall qualify for the Queens' Online Final Team Blitz.

7.5 If two or more players score the same number of points, the tie shall be decided by the following criteria, in order of priority:

- 1) Buchholz (according to HIP built-in system),
- 2) The greater number of wins,
- 3) The greater number of games played with black,
- 4) Drawing of lots.

## **8. Queens' Online Final Individual Blitz**

8.1 There shall be one tournament for each category (A, B, C, D), four tournaments total. In each tournament, 12 players will play 11 rounds, Round Robin.

8.2 Only players according to 7.2 are eligible to participate in the tournament. It is not possible to substitute any player.

8.3 If two or more players score the same number of points, the tie shall be decided by the criteria described in in order of priority:

- 1) Sonneborn–Berger (according to HIP built-in system),
- 2) The greater number of wins,
- 3) The greater number of games played with black,4) Drawing of lots.

## **9. Queens' Online Final Team Blitz**

9.1 There shall be one Round Robin tournament with 12 teams, 11 rounds.

9.2 The players qualified according to 7.5 will play on boards in accordance with their categories (Category A player on Board 1, Category B player on Board 2 and so on). There are no reserve members. A request to substitute a player may be submitted to the Organiser only in case of a medical emergency.



9.3 The first-named team in a pairing will be white on boards 1 and 3. The second-named team in a pairing will be white on boards 2 and 4.

9.4 The team captain chosen according to 3.2 is responsible for the team participation.

9.5 The Final Team Standings shall be determined by, in order of priority:

- 1.Game points
- 2.Highest ranked individual team member (Points, SB).

## 10. Fair Play Panel

10.1 The Fair Play panel is in charge of overseeing the Fair Play measures of the event and making decisions related to violation of the Fair Play rules.

10.2 The Fair Play Panel consists of three FPL experts members nominated by Fide.

10.3 The decisions of the Fair Play Panel can be appealed to the Appeals Committee before the start of the next round. Pending the AC's final decision, the player can continue to play.

10.4 All results and standings are provisional until the Fair Play Panel approves them.

10.5 The Fair Play Panel has the right to disqualify a player from the competition on the grounds of suspicion of Fair Play violation. No sanctions will be extended to other online or OTB events, nor is the decision a claim that cheating has been proven.

10.6 Disqualified players will be removed from all stages of the event and are not eligible for any prizes or titles. All points earned by such players will be awarded to their opponents.

10.7 If any one player from a team is disqualified due to a Fair Play Panel decision, all other team members may be removed from all stages of the event, and the team becomes ineligible for any prizes or titles.

## 11. Fair Play Measures

11.1 All players are required to be present in their assigned Zoom meeting at all times while their game is in progress.

11.2 The Zoom meetings will be recorded for internal Fair Play verification purposes. No recordings will be released to the public. To further protect participant privacy, recordings will be deleted 14 days after the end of the tournament unless an incident occurs, in which case the recordings may be kept for judicial purposes.





11.3 Players are required to write their real name in Zoom call in the following way: “CountryCode-BoardNumber-Surname” e.g. “CZE-1-Mencikova”.

11.4 Players are required to have their face and shoulders fully visible on camera at all times while they are playing, and in general to follow the arbiters’ or the FPP requirements regarding their visibility.

11.5 Players are required to share their screen at all times while they are playing. It is prohibited to have any applications running on the computer other than Zoom and a web browser with the HIP platform, unless they are approved by the Chief Arbiter (such as antivirus, VPN, etc.). The taskbar (or equivalent in non-Windows machines) must be visible at all times.

11.6 Players are required to have their microphones turned on at all times while they are playing. They are permitted to mute or turn off their speakers in order to not be disturbed during the game.

11.7 If players are asked, they must demonstrate a Task Manager check (or equivalent in other operating systems) before, or after immediately after their game.

11.8 Players are required to stay in the area which is visible on camera at all times while their game is in progress, unless the player has received permission from the Chief Arbiter.

11.9 Players must, on request, provide a virtual tour with a camera of the room they are playing in. A player who refuses this request will not be permitted to start their game, or if their game is either in progress or has finished, lose their game.

11.10 No other people are allowed to be present in the room where the player is playing, at any time while a game is in progress, without permission of the Chief Arbiter

11.11 Other than the device which is being used for playing games (and has a screen-share running), no electronic communication devices or chess playing aids are permitted in the room where the player is playing.

11.12 Players are not allowed to wear headphones or any other electronic device during play.

11.13 All games will be put through a fair play verification process involving statistical correlation analysis by the tools of HIP and the FIDE Screening Tool (Prof. Kenneth Regan).

11.14 By entering into the tournament each player accepts the abovementioned Fair-Play measures as a condition of entry in a voluntary sports event and agrees that his/her participation takes place subject to these Fair-Play measures.



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11.15 Team Captains must follow the same regulations as players if they are present in a Zoom meeting. Captains are required to write their real name in Zoom call in the following way: “CountryCode-C-Surname” e.g. “HUN-C-Polgar”.

## 12. Disconnections

12.1 Players are responsible for their own high-speed, stable internet connection. A stable connection is required in order to comply with regulations, maintain communication with Arbiters and participate in games on the HIP platform during the entire event.

12.2 In the case of disconnection a player may reconnect and return to the game, while there is still time on their clock, provided they are at all times compliant with Fair Play regulations unless there is a technical issue. For the avoidance of doubt, a player may not make a move on the chessboard until they have reconnected to the Zoom call, shared their screen and turned their webcam. If a player is unable to reconnect and re-establish compliance with Fair Play regulations before their flag falls, they will lose the game.

12.3 All disconnections will be treated in the same way unless the Chief Arbiter decides otherwise.

## 13. Appeals

13.1 The Organiser in cooperation with the Tournament Director, shall appoint the Chairman and the two other members of the Appeals Committee. At least one of these shall be an FPL member. The first and the second reserve members, all from different Federations will be chosen during the Technical meeting.

13.2 A member of the Appeals Committee cannot sit in judgement in a dispute involving one player from his/her Federation, they should be replaced by one of the reserve members.

13.3 All appeals and protests shall be submitted in writing to the Appeals Committee no later than 15 minutes after the completion of the relevant round or communication of a sanction by FPP. Contact email address will be provided at the Technical meeting.



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- 13.4 The Appeals Committee shall endeavour to make a decision at the end of each day. The tournament will continue during the decisionmaking process.
- 13.5 The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.
- 13.6 In case the appeal is rejected the complainant will be charged an amount of 200 USD.
- 13.7 For Queen's Online Final Team Blitz only team captains are entitled to submit appeals.

#### 14. Awards

- 14.1 Four winners of the Queens' Online Final Individual Blitz shall be declared Online Chess Queens in their respective categories.
- 14.2 The winner of the Queens' Online Final Team Blitz shall be declared The Queens' Team Champion 2022.
- 14.3 First three winners in all tournaments and in all categories will be entitled to training sessions with leading chess trainers. Details to be announced.

#### 15. Contact Information

General Director: IM/WGM Eva Repkova  
Tournament Director: IM/WGM Ilaha Kadimova  
Chief Arbiter: IA Tania Karali  
Email Address: [queensfestival@fide.com](mailto:queensfestival@fide.com)



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