

Regulations for the 2019 FIDE World Fischer Random Chess Championship

1. Introduction

- 1.1. These Regulations are developed by the Organizer, Dund AS, and are approved by FIDE.
- 1.2. Points not specifically covered under in these regulations will be governed by the FIDE Competition Rules (https://www.fide.com/FIDE/handbook/Competition_Rules.pdf) and the FIDE Guidelines for Organizers. Where existing regulations differ from the 2019 FIDE World Fischer Random Chess Championship regulations, the regulations for the 2019 FIDE World Fischer Random Chess Championship take precedence.
- 1.3. If during the event the start position of classical chess is selected, the draw for the initial set-up of the pieces will be done again.
- 1.4. In accordance with the Appendices (A&B) in the FIDE Laws of chess in the FIDE Handbook, the rapid and blitz regulations A.1-A3.2 and B.1-B3.2 will apply. Please see: <https://www.fide.com/fide/handbook.html?id=208&view=article>
- 1.5. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the FIDE President for final decision.

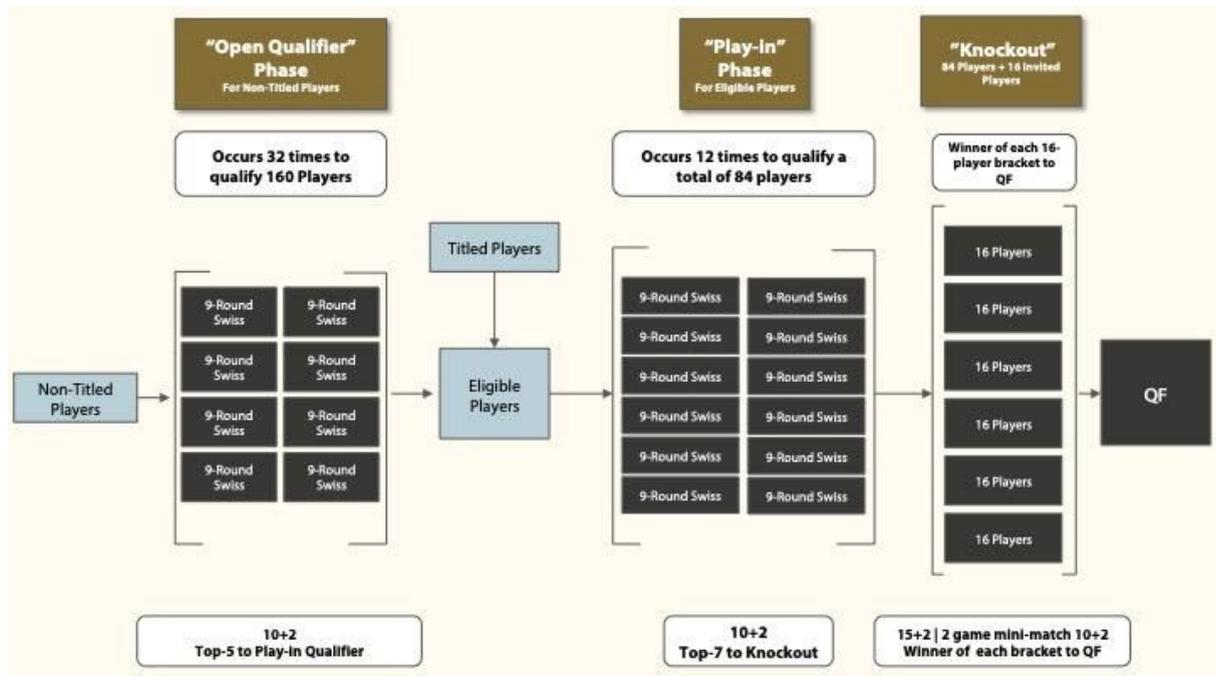
2. Schedule

2/20/19		6/30/19	2x Titled Play-In Qualifier
2/27/19		7/7/19	2x Titled Play-In Qualifier
3/5/19		7/14/19	2x Titled Play-In Qualifier
3/12/19		7/21/19	2x Titled Play-In Qualifier
3/19/19		7/28/19	2x Titled Play-In Qualifier
3/26/19		8/4/19	2x Titled Play-In Qualifier
4/3/19		8/11/19	Knockout Qualifier Group 1
4/10/19	Announcement of Event	8/18/19	Knockout Qualifier Group 2
4/14/19		8/25/19	Knockout Qualifier Group 3
4/21/19		9/1/19	Knockout Qualifier Group 4
4/28/19	4x Non-Titled Open Qualifier	9/8/19	Knockout Qualifier Group 5
5/5/19	4x Non-Titled Open Qualifier	9/15/19	Knockout Qualifier Group 6
5/12/19	4x Non-Titled Open Qualifier	9/22/19	
5/19/19	4x Non-Titled Open Qualifier	9/29/19	
5/26/19	4x Non-Titled Open Qualifier	10/6/19	Quarterfinals (10/4 – 10/6)
6/2/19	4x Non-Titled Open Qualifier	10/13/19	
6/9/19	4x Non-Titled Open Qualifier	10/20/19	
6/16/19	4x Non-Titled Open Qualifier	10/27/19	Semifinals + Finals (10/27- 11/02)
6/23/19		11.03.19	

3. Format, System and Time Control

3.1. The WFRCC Cycle is a biennial event, and will consist of the following:

- Online Qualification
- Physical Final play



3.2. The online part of the Cycle is divided into three stages:

- Open Qualifier: Open for all, non-titled players
- Play-In: Open for qualified players from "Open Qualifier", as well as all titled players
- Tiebreaks in the Open/Swiss events will be determined by: the total score of all one's opponents; then result head-to-head; then amount of victories of each player; then final placing of respective final round opponents.
- Knockout: Open for 84 winners from Play-In, as well as 12 invited players

3.3. Open Qualifier:

- 9-Round Swiss format, 10 minutes+2 seconds time control.
- 32 Tournaments will be held in total.
- The five best players from each event will qualify for the Play-In phase.
- Each player can participate in as many Open Qualifiers as they wish.
- If a player qualifies for the next stage, he still has an option to participate in further Open Qualifier events., His results in such further events will not be taken into consideration for the qualification purposes

3.3.1. Entry fee will be USD 5 for participation in two events. Players can also choose to pre-pay USD 20, and be eligible for as many events as they wish

3.3.2. No fee refund is available unless otherwise provided in these Regulations

3.3.3. The Open Qualifier will be hosted from April 28 to June 16.

3.4. **Play-In:**

- 9-Round Swiss format, 10 minutes+2 seconds time control.
- 12 Tournaments will be held in total.
- The seven best players from each event will qualify for the Knockout phase.
- Each player can participate in as many Play-In events as they wish.
- If a player qualifies for the next stage, he still has an option to participate in further Play-In events., His results in such further events will not be taken into consideration for the qualification purposes

3.4.1. Entry fee will be USD 5 for participation in two events. Players can also choose to pre-pay USD 20, and be eligible for as many events as they wish.

3.4.2. No fee refund is available unless otherwise provided in these Regulations.

3.4.3. The Play-In will be hosted from 30 June to 4 Aug.

3.5. **Knockout:**

- 12 players invited, two invitees in each bracket. Same format as World Cup.
- 6 brackets of 16 players. Two game mini-match with 15 minutes + 2 seconds time control.
 - Tie-break 1: Two games with 10 minutes + 2 seconds time control.
 - Tie-break 2: Two games with 3 minutes + 2 seconds time control.
 - Final tie-break: Armageddon – 5/4 minutes, no increment, black advances if game drawn.
- The winner of each bracket will advance to the Quarterfinals.
- The Knockout will be hosted from Aug 11 to Sep 15. One bracket of Knockout per day, so only one day of commitment for players.
- Bracket and other draws shall be announced in advance and certain days may be subject to change upon players request if a reasonable excuse is provided. A decision to change the draw shall be made by the Organization Committee.

3.6. **Online Prize Money at the Knockout stage:**

- USD 2000 per 16-player bracket (USD 16,000 total)
- 1st: Quarterfinals (minimum USD 10k)
- 2nd: USD 500
- 3rd-4th: USD 200 each
- 5th-8th: USD 125 each
- 9th-16th: USD 75 each (must play their match)

3.7. Quarterfinals:

The Quarterfinals will be a three-day event. Hikaru Nakamura as former FR champion, and Fabiano Caruana, as previous classical chess title challenger, join the six qualifiers at this stage.

3.7.1. Day One, mini-matches with all eight players consisting of:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment. Games count three points for a win (draws = 1.5 points).
- Two Fast Rapid games, 15 minutes plus 2 seconds increment. These games count two points for a win (draws = 1 point).
- Two Blitz Games, 3 minutes plus 2 seconds increment. These games one point for a win, 0.5 for a draw.
- Tiebreaker: Armageddon – 5/4 minutes, no increment, black advances if game drawn.
- The four winners go directly to Day 3. The four losers will have to play for the two last seats on Day 2.

3.7.2. Day Two, losers bracket, play to determine the last two finalists. Mini-matches with the four losing players consisting of:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment. Games count three points for a win (draws = 1.5 points).
- Two Fast Rapid games, 15 minutes plus 2 seconds increment. These games count two points for a win (draws = 1 point).
- Two Blitz Games, 3 minutes plus 2 seconds increment. These games one point for a win, 0.5 for a draw.
- Tiebreaker: Armageddon – 5/4 minutes, no increment, black advances if game drawn.
- The two winners advance to join the winners from Day One who will play on Day Three

3.7.3. Day Three, mini-matches with six players (winners of Day One and Two) consisting of:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment. Games count three points for a win (draws = 1.5 points).
- Two Fast Rapid games, 15 minutes plus 2 seconds increment. These games count two points for a win (draws = 1 point).
- Two Blitz Games, 3 minutes plus 2 seconds increment. These games one point for a win, 0.5 for a draw.
- Tiebreaker: Armageddon – 5/4 minutes, no increment, black advances if game drawn.
- The three winners advance to the Semifinals.

3.8. Semifinals and Finals:

Three winners from Quarterfinals and current champion, Magnus Carlsen. The scoring for the games at the various time controls is the same as in the Quarterfinals, with wins worth 3-2-1 points at Slow Rapid-Fast Rapid-Blitz.

3.8.1. Day One:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment.

3.8.2. Day Two:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment.

3.8.3. Day Three:

- Four Fast Rapid games, 15 minutes plus 2 seconds increment.
- Four Blitz Games, 3 minutes plus 2 seconds increment
- Tiebreaker: Armageddon – 5/4 minutes, no increment, black advances if game drawn.

3.8.4. Day Four:

Rest day/Commercial activities

3.8.5. Day Five:

- The two winners from each mini-match meet on Board 1, playing for Gold and Silver.
- The two losers meet on board 2, playing for Bronze.
- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment.

3.8.6. Day Six:

- Two Slow Rapid games, 45 minutes for 40 first moves, 15 minutes for rest of game. No increment.

3.8.7. Day Seven:

- Four Rapid games, 15 minutes plus 2-seconds increment.
- Four Blitz Games, 3 minutes plus 2 seconds increment.
- Tiebreaker: Armageddon - 5/4 minutes, no increment, black wins if game drawn.
- Closing Ceremony

4. Prize Fund, Finals:

Winner	USD 125,000
2nd place	USD 75,000
3rd place	USD 50,000
4th place	USD 40,000
QF	USD 10,000

5. Technical matters

5.1. Anti-cheating/Fair Play:

Throughout the qualification process for the 2019 Fischer Random 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.

The anti-cheating measures are based on Chess.com' resources

Chess.com's fair-play system is thorough, complex and rigorously verified by more than eight years of data from millions of games played by our own members online. The system gathers and reviews different types of data and other information pulled automatically (and manually) from all member games across multiple variants including Fischer Random Chess.

Anti-cheating measures at Open Qualifier, Play-in and Knockout Stages are subject to Chess.com officers decision. These officers are allowed to apply any measures they consider necessary and sufficient to ensure Fair Play during the Tournament. For the online stages, bans are imposed in accordance to the statistic analysis made by the software developed by Chess.com. Neither FIDE, nor Chess.com nor the Organizer claim or acknowledge that such bans are an evidence of unfair play. These bans are not considered by FIDE as a reason for any sanctions in further FIDE events. All the players agree that they have no right to appeal the above mentioned bans either through arbitration, consultation or in a court of law within any jurisdiction.

FIDE may decide to appoint an officer for anti-cheating procedures during the live events of the WFRCC.

Any banned player is disqualified from the current and further events of the WFRCC.

If a player is banned during a play his opponent is declared a winner.
All the results of the games played before the player was banned shall remain unchanged.

5.2. Server failure/downtime:

In the event of a server failure or malfunction during the course of either an open qualifier or play-in qualifier, Chess.com will take action accordingly:

5.2.1. In the event that the tournament has completed 4 or fewer rounds, players will be refunded their entry fee and the tournament results will be nullified. Players will be allowed to repurchase entry for another qualifying event of their choosing. If no more qualifiers are scheduled, Chess.com will schedule a new qualifier for each incomplete qualifier in order to accommodate the players affected.

5.2.2. In the event that the tournament has completed 5 or more rounds, players will complete the remaining rounds 24 hours from the time of server failure or malfunction, and results will be adjusted based on the results from rounds that have been completed both before the malfunction, and upon completion of the tournament after rescheduling. Chess.com's Swiss pairing algorithm ensures that players will be properly paired in the event of this scenario.

6. Participation in WFRCC

6.1. The following players are eligible to participate in WFRCC:

6.1.1. Anyone, regardless of rating, can enter the WFRCC during the Open Qualifier period.

6.1.2. Anyone with a FIDE title, plus the 160 qualified non-titled players from the Open Qualifier can participate in the WFRCC during the Play-In phase. In order to participate in the Open Qualifier all the players are required to disclose their identity (their actual name and surname) sending the copy of the valid national ID or similar document to the Organizer.

6.1.3. The 84 qualified players and 12 players invited by the organizers can participate in the Knockout phase of the WFRCC.

6.1.4. The six players winning each their bracket in the Knockout Phase are qualified to the Quarterfinals, where they will be joined by seeded players Hikaru Nakamura and Fabiano Caruana.

6.1.5. The three winners from the matches in the Quarterfinals will enter the Semifinals, and Finals. The reigning World Fischer Random World Champion is seeded into the Championship at the Semifinal stage.

6.2. In the event of a player withdrawing or not showing up:

6.2.1. If a qualified player does not show up to the Quarterfinals or Semifinals, the Organization Committee may decide on invitation of any other player to take his place.

7. Registration to WFRCC

- 7.1. **Any player, regardless of rating, can enter the Open Qualifier part of the WFRCC.** Entry fee will be USD 5 for participation in two events.
Player can also choose to pre-pay USD 20, and be eligible for as many events as they wish.
- 7.2. **Any titled player can enter the Play-In part of the WFRCC.** All non-titled players who have qualified from the Open Qualifiers can also choose to participate in this part of the WFRCC. Entry fee will be USD 5 for participation in two events.
Player can also choose to pre-pay USD 20, and be eligible for as many events as they wish.
The player's entry fee is to be paid to the Organizer when registering for participation in the online part of the Cycle.
- 7.3. **Confirmation of Participation**
- 7.3.1. Players entering through Online Qualification: By signing up and paying the admission fee, each player does also approve of the regulations for the Cycle, both online and physical events, including the anti-cheating rules specified herein.
- 7.3.2. Players invited by the Organizers: The list of invited players and the reserves will be published on the home page of the event. All invited players will receive personal contracts, and should sign their respective contract and send it to the Organizers within two weeks after receiving their copy from the Organizers. Player's consent to participation confirms acceptance of the regulations for the Cycle, both online and physical events, including the anti-cheating rules specified herein.

8. WFRCC Regulations - Quarterfinals

8.1. Accommodation on Chess.com

- 8.1.1. For security and administrative reasons, all participants for the quarterfinals in Norway are expected to ensure a stable location of play and internet connection

8.2. Playing venue

- 8.2.1. Playing Venue for the Quarterfinals is on the Live Chess server at <https://www.chess.com/live>

- 8.2.2. The Organizer shall ensure the playing location and its environs meet the requirements of the FIDE Regulations for the organization of Top-level Tournaments (FIDE Handbook C.01).

8.3. Schedule of the WFRCC Online quarterfinal on Chess.com

8.3.1. Daily schedule

- Play will begin at precisely 7 a.m. PDT
- Slow rapid game 1 start time: 7 a.m. PDT
- Slow rapid game 2 start time: 9:15 a.m. PDT
- Fast rapid game 1 start time: 11:45 p.m. PDT
- Fast rapid game 2 start time: 12:30 p.m. PDT
- Blitz game 1 start time: 1:30 p.m. PDT
- Blitz game 2 start time: 1:45 p.m. PDT
- Armageddon start time: 2:15 p.m. PDT (if needed)

8.3.2. In case one or both players are not present at the announced start of the game, the arbiters will start the clock and the game. Default time will be two (2) minutes for all games.

8.4. Pairings and draw for colors and positions

8.4.1. Pairings

- Pairings are done by drawing of lots during the Opening Ceremony on October 3. Players shall be notified of pairings via email and a public announcement on Chess.com

8.4.2. Drawing of colors

- Drawing of colors is made during the Opening Ceremony on October 3. Players shall be notified of colors via email and a public announcement on Chess.com

8.4.3. Drawing of positions

- Set up of the pieces will be decided by a drawing made by Fischer Random Generator software with all players present 15 minutes before the start of the first game of each time control. This setup then will be used for both games. The players will attend this drawing, and will then be given time before the start of play to confer with a second.

8.5. Server Failure/Downtime

8.5.1. In the event of a server failure or malfunction during the course of either an open qualifier or play-in qualifier, Chess.com will take action accordingly:

- 8.5.1.1. Chess.com staff shall recreate the existing position via match command and will adjust each player's time to accurately reflect their time when the server failure/downtime occurred. Players will then continue the game from the position and will complete the games as originally scheduled. Following games scheduled for each day shall have their start times adjusted to accommodate for the server failure/downtime.

8.6. Player Conduct

8.6.1. Each player will be required to play on video Zoom call during this stage with their face in full view with adequate lighting. Each player will also be subject to monitoring by a FIDE Arbiter of Dund AS's choosing who will be required to be present at the player's location of play.

- 8.6.2. The players must be available for post-match press conferences. The post-match press conferences will be conducted in the form of a video interview after each match for a duration not exceeding 15 minutes.
- 8.6.3. Players shall be permitted to listen to music of their choice via headphones or speakers during the course of play permitted that the FIDE arbiters on site have checked the content of the playlist/music service and ensured that only music is being played with no outside assistance available.
- 8.6.4. Players shall not be permitted to watch the live broadcast during the course of play or during breaks on FRChess.com/Stream, Twitch.tv/Chess or any other place the broadcast is shown.
- 8.6.5. Players shall be permitted to use a designated restroom which is not shared with any other person(s), permitted that it has been checked by a FIDE arbiter before the beginning of the day's play.
- 8.6.6. Players shall be permitted to observe other games taking place in the FIDE World Fischer Random Chess Championship Quarterfinals, permitted the "Evaluation" and "Lines" options at Chess.com/live are toggled to the off position.
- 8.6.7. Players must have their camera in the "on" position at all times during the course of play for each day.

8.7. Conditions of victory

- 8.7.1. The player with the most cumulative points is declared winner of their mini-match

9. WFRCC Regulations - Semifinals & Finals

9.1. Accommodation in Norway

- 9.1.1. For security and administrative reasons, all participants for the finals in Norway are expected to stay in the officially designated hotel(s)
- 9.1.2. Each player will receive two free single rooms for their hotel accommodation, including full board from October 26nd to the day after finishing the Championship.

9.2. Playing venue

- 9.2.1. Playing Venue for the Semifinals and the Finals is at the Henie-Onstad Kunstsenter in Bærum, Norway.
- 9.2.2. Playing Venue for the Quarterfinals is on the Live Chess server at Chess.com/live
- 9.2.3. The Organizer shall ensure the playing hall and its environs meet the requirements of the FIDE Regulations for the organization of Top-level Tournaments (FIDE Handbook C.01).
- 9.2.4. The Organizer provides, free of charge, coffee, tea and soft drinks for the players, the principals, VIPs and accredited media.

9.3. **Schedule of the WFRCC Semifinals & Finals event in Norway**

9.3.1. Pairings and draw for colors and positions

- Pairings are done by drawing of lots during the Opening Ceremony
- Drawing of colors: Is made during the Opening Ceremony.
- Drawing of positions: For the slow rapid games, set up of the pieces will be decided by a drawing made by Fischer Random Generator software with all players present 15 minutes before the start of each time control. This setup then will be used for both games in each time control. The players will attend this drawing, and will then be given time before the start of play to confer with a second.

9.4. **Play will start exactly 17:00 (CET) on day one and 17:30 (CET) for all remaining days of play**

9.4.1. For the slow rapid games, set up of the pieces will be decided by a drawing made by software Fischer Random generator, and presented to the players 15 minutes before the start of the game. This setup then will be used for both games of that evening. In between the slow rapid games on the same evening, players will have at least 30 minutes break.

9.4.2. For the fast rapid games, drawing of color, followed by setup of the pieces for games 1-2 will be decided by a drawing made by software Fischer Random generator, and will be presented to the players 15 minutes before the start of game 1. Set up of the pieces for games 3-4 will be decided by a drawing made by computer and presented to both players 10 minutes before the start of game 3.

9.4.3. Consequently, there will be at least 10 minutes break between game 2 and 3 of fast rapid. The exact start time for game 3 will be announced by the arbiter immediately after the finish of game 2. In between the fast rapid games and blitz games, players will receive at least 30 minutes break.

9.4.4. For the blitz games, set up of the pieces for games 1-2 will be decided by a drawing made by software Fischer Random generator and will be presented to the players 5 minutes before the start of game 1. Set up of the pieces for games 3-4 will be decided by a drawing made by computer and presented to both players 5 minutes before the start of game 3.

9.4.5. Consequently, there will be at least 5 minutes break between game 2 and 3 of blitz. The exact start time for game 3 will be announced by the arbiter immediately after the finish of game 2.

9.4.6. In case of an Armageddon game, there will also be a five (5) minute break before this game. In case of an Armageddon game, the exact start time will be announced by the arbiter immediately after the finish of the last game. For Armageddon, set up of the pieces will be decided by a drawing made by computer and presented to both players five (5) minutes before the start of the Armageddon game.

9.4.7. In case one or both players are not present at the announced start of the game, the arbiters will start the clock and the game. Default time will be two (2) minutes for all games.

9.5. Conditions of victory

9.5.1. The player with the most points is declared the FIDE World Fischer Random Champion.

10. Playing Conditions in Norway

10.1. The anti-cheating measures are based on resources from Chess.com and will follow the anti-cheating guidelines from FIDE.

10.2. The games of the Semifinals and the Finals will be played in the exhibition area of Henie-Onstad Kunstsenter.

10.3. A player may only communicate with an arbiter or a steward.

10.4. The players are not permitted to bring into a playing area a telephone, technical or other equipment extraneous to play, which may in any way disturb or upset their opponents. The Chief Arbiter shall decide what constitutes extraneous equipment disturbing the opponent.

10.5. The audience will be allowed close to the players (not closer than two meters). The Organizer will provide players with voluntary noise cancelling equipment to prevent players being disturbed by the audience.

10.6. Player will wear a heart rate sensor at every game. The sensor is to be placed on the skin just below the elbow. The heart rate can be presented in graphics in the TV broadcast from the event, and the commentators can use the development in heart rate to increase the suspense for the audience. The heart rate sensors will be randomly picked by the players before the first game each day, worn for all games that day, and returned to organizer after last game of the day.

10.7. The players are urged to enter confessional-booths in order to give a short, on-camera, statement on the game so far, but this will be voluntary.

10.8. The anti-doping test procedure is to be regulated by the contract between FIDE and the Organizer.

11. Players conduct

11.1. Dress code: smart-casual (for men: neat shirt and formal suit - for women: neat shirt/blouse and formal suit (with slacks or skirt), or dress). The dress code is strictly observed: no players with t-shirts, sneakers, jeans, baseball caps, shorts or inappropriate dress are allowed in a playing zone. Any requests to wear national or traditional dress must be approved by the Chief Arbiter. Players agrees to wear relevant outfits if such are provided by the organizer. If such outfits are provided, the organizer is to make sure each player's personal sponsor's logos are included on the outfits.

- 11.2. The players are expected to attend the Technical Meeting. If necessary, the Chief Arbiter may call other Technical Meetings.
- 11.3. All players are expected to be present at all official events, including official receptions, the opening and the closing ceremonies.
- 11.4. All players going to Norway agree to make themselves available for interviews with media and/or organizer in the build up to the match. Such an event shall be scheduled at a mutually convenient time and place.
- 11.5. The players are expected to co-operate with the media. The players are required to make themselves available for short interviews immediately after each game.
- 11.6. The players are obliged to attend the closing ceremony.
- 11.7. The players are requested to note the requirements of FIDE Regulations C.01 (Article 8.1) (<https://www.fide.com/component/handbook/?id=15&view=category>) in respect of their dignified appearance at all times during the event.
- 11.8. If a player fails to appear at any approved function of the tournament such as official receptions, press conferences or interviews, or behaves in a manner contrary to the spirit of sporting behavior or the FIDE Code of Ethics, the player shall be penalized as follows: 5% of prize money shall be forfeited to the Organizer and a further 5% to FIDE for each breach. In cases of serious misconduct, the player may be disqualified from the event.

12. Principals

- 12.1. Chief Arbiter;
- 12.2. Two (2) Deputy Chief Arbiters;
- 12.3. Chairman of the Appeals Committee and two (2) other members.

13. Arbiters

- 13.1. The Chief Arbiter and two (2) Deputy Chief Arbiters are nominated by the Organizer.
- 13.2. During play either the Chief Arbiter or their Deputy must be present in a playing area.

14. Appeals Committee

- 14.1. The Appeal Committee will have three members, out of whom one Norwegian and two from other federations. In case of disputes between the players during the slow rapid chess games, the game will be completed in accordance with the decision of the Chief Arbiter. Both players will have the possibility to send a written appeal until two hours after the end of the last game that evening. In case of a dispute between the players during the fast rapid chess games, the game will continue in accordance with the decision of the arbiters. If dissatisfied, both players can deliver a short, written protest after the game is finished, and then the Appeal Committee will make their decision as soon as possible.

- 14.2. The Committee may decide on the following matters:
- an appeal against a decision by an arbiter
 - all other matters which the Committee considers relevant.
- 14.3. The Committee endeavors to find binding solutions that are within the true spirit of the FIDE motto, Gens Una Sumus. The Committee endeavors to make a decision within 45 minutes after submission of a protest. The written decision of the Appeals Committee arising from any dispute in respect to these regulations is final.

15. Organization Committee

- 15.1. The Organization Committee consists of two members, one appointed by the FIDE President and one appointed by the Organizer.
- 15.2. The Committee decide on the following matters:
- Any players replacements when it is necessary
 - Draw procedures and any changes in brackets
 - all other matters which the Committee considers relevant.

16. Media and public creations

- 16.1. The Organizer is responsible for managing, updating and reviewing the official web domain, which is used for the event. All live images, live broadcasting, pictures and all the other content for the full event details are carried on the official domain.
- 16.2. The Organizer warrants that the official domain for the event is managed in a professional way and furthermore that it is capable of handling the traffic and publicity that is required for such an event.
- 16.3. **Photography and Television**
- 16.3.1. Flash may be used only during the first five (5) minutes of play during slow rapid games and the first two (2) minutes during fast rapid games.
- 16.3.2. Television cameras must be unobtrusive.

17. Ceremonies

- 17.1. The Opening Ceremony takes place the day prior to the first round of the Semifinals.
- 17.2. The Closing Ceremony takes place on the day of the last round. Trophies for the top three winners are provided by the Organizer.

18. Personnel

- 18.1. The Organizer will provide sufficient personnel to assist in the playing hall, press room, VIP room, and at ceremonies.