

Magnus Carlsen Invitational Regulations

1. Dates

April 18 - May 3, 2020

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 **8** players and **two stages** (preliminaries and Final-4). Players are seeded in accordance with their respective FIDE Rapid ratings.

Preliminaries

Round-Robin (7 rounds)

Each round consists of matches of **4 rapid games** (with alternating colors), plus an Armageddon game if the score is tied at 2-2.

Regardless of the interim score, all 4 rapid games will be played.

The colors for the first game of each match shall be determined in advance, in accordance with the standard **Round-Robin tables** (the player due to have White will have White in the 1st and 3rd games).

The colors for a possible Armageddon game will be determined by drawing of lots before that game; the highest-seeded player will be asked to choose his lot first, and the winner of the drawing of lots can choose his desired color.

The **drawing of lots** for the round-robin phase will be made several days in advance, during a live chess24 show (for full transparency), to which all players will be invited to participate (not compulsory).

The winner of each 4-game match receives **3 match points** (**0** for the loser).

In case of a **2-2 tie**, an **Armageddon** game is played (**5'** for White, **4'** for Black); the winner of this game (Black wins in case of a draw) receives **2** match points, the loser receives **1**.

The **standings** are determined by the **sum of match points**.

In case of **ties** in the sum of match points, the following **tie-break criteria** apply (rapid games only, Armageddon games do **not** count):

1. The total score of the tied players against each other in game points
2. The sum of all game points scored in the entire tournament.
3. Number of wins
4. Number of wins with Black
5. Buchholz tie-breaks (with match points)
6. Sonneborn-Berger tie-breaks (with match points)

In the unlikely event that a tie for one of the top 4 places remains **unresolved**, it shall be resolved by a 4-game Blitz match between the tied players (time control 5'+3", with an Armageddon game if required); if more than 2 players are involved, then a Blitz Round-Robin will be held.

Final-4

The Final-4 phase consists of two Semi-Finals and the Final.

Semi-final and Final matches.

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

In case of a **2-2** tie, a mini-match of **2** additional **blitz** games (time control: **5' + 3"** per move) shall be played; in case of **1-1**, a second mini-match under the same rules will follow.

In case the match remains **tied** after 2 blitz mini-matches, an **Armageddon** game shall be played (time control: White **5'** vs Black **4'**); the winner of this game (or Black, in case of a draw) will be the **winner** of the match.

In each match, the player who finished higher in the Preliminaries standings will choose his preferred color for the Armageddon game, if required.

The pairings for the **Semi-finals** are determined by the standings of the Preliminary phase: **1st vs 4th, 2nd vs 3rd**. The higher-ranked player in each match shall choose the color for the first game of the match.

4. Other Regulations

Draw offers are **not allowed** before 40 moves by both sides have been completed.

In case a player is **disconnected** from the playing server at no fault of his own, the game shall be **resumed** from the **current position** as soon as possible. The **clock times** will be adjusted accordingly, based on the information provided by the playing server.

The Chief Arbiter may decide otherwise in exceptional circumstances.

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

<https://support.chess24.com/hc/en-us/articles/219880887-Why-does-the-game-end-with-draw-although-a-mate-is-theoretically-possible->

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**.

Players may lodge an **appeal** against a decision by the Chief Arbiter 15' after the end of the game in question at the latest. The appeal shall be reviewed by the **Appeals Committee** as soon as possible and its decision shall be final.

The Appeals Committee will be announced in due time and before the start of the event.

5. Schedule

Each round of the **Preliminaries** will be played in **2** (two) days, with **2** matches taking place concurrently on each day, with the exception of the **last (7th) round**, when all 4 matches will be held concurrently, from **April 18 - 30, 2020**.

All rounds and matches will begin at **16:00 CEST**.

Rapid games of the same session will start **5 minutes** after the end of the previous game, regardless of whether a concurrent match is still in play.

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

The **Final-4** will be played under the same provisions, over **3** days (**May 1st**: semi-final 1, **May 2nd**: semi-final 2, **May 3rd**: Final).

The **exact schedule** of the Preliminary phase will be announced **after the drawing of lots**. Every effort will be made to ensure that players will have to play, in Rounds 1-6, on alternate days, but it is understood that this is technically impossible; the scheduling will mitigate this to the maximum possible degree.

6. Prizes

The total prize fund is **\$250,000**, distributed as follows:

1st place	\$70,000
2nd place	\$45,000
3rd place	\$30,000
4th place	\$30,000
5th place	\$22,500
6th place	\$20,000
7th place	\$17,500
8th place	\$15,000

In case of a tie for places **5-8**, prizes are given **according to tie-breaks** (of the Preliminary phase). If the players involved are still tied after the application of tie-breaks 1-6 above, the prizes will be shared equally between the tied players.

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**.

The Playing Procedure is described in full detail in a separate document.

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.

Please refer to the **Playing Procedure** document for details.

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 Obligations

As part of their participation in the event, all players must make themselves available for:

- One short **live interview** session (duration: **15** minutes) before the event
- Post-game **analysis and interviews** on the **live broadcast** after every match (only at the end of the match)
- One **Banter Blitz** session on chess24 (duration: **90** minutes) before the event
- Players shall make themselves available for **live commentary** during the Preliminary phase, on the days when they are free, for a minimum of **3** such days (at least **90** minutes per session). Alternatively, they can choose to offer a **Banter Blitz** session (**90** minutes) under the same conditions.
- Players who finish in **5th-8th** places shall make themselves available for **live commentary** during the **Final-4**, for at least **one** day/**90** minutes. Alternatively, they can choose to offer a **Banter Blitz** session (**90** minutes) under the same conditions.

- Players with contractual exclusivity obligations towards other content providers will be exempted from Banter Blitz sessions; the pre-event Banter Blitz session can be substituted by an additional commentary session (duration: 90 minutes).

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:

- Players must be dressed and behave appropriately throughout the session (dress code: business casual)
- 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 Playing Procedure document.

11. Tournament Officials

Tournament Director: IA Sotiris Logothetis

Chief Arbiter: IA Panagiotis Nikolopoulos

Deputy Arbiters: IA Michail Prevenios, IA Athanasios Serntedakis

Tournament Operations: Jose Huwaidi

The **Tournament Director** and the **Chief Arbiter** reserve the right to make adjustments to these **Regulations**, the **Anti-Cheating Measures** and the **Playing Procedures** if necessary, to resolve any issues that may arise, promote fair play, preserve the integrity of the event and ensure that it is held to the satisfaction of all parties involved.