

## **RULES & REGULATIONS FOR THE NATO CHESS CHAMPIONSHIPS**

(As approved by the International Military Chess Committee in Leopoldsburg, Belgium, on October 26, 2001, last version in Shrivenham, the UK, August 25, 2016)

### **1. Organisation**

1.1. The NATO Chess Championship (NCC), henceforth referred to as the Championship, is the principal tournament governed by the International Military Chess Committee (IMCC).

1.2. The Championship is held in the second half of each calendar year.

1.3. The Championship is organised each year by a Nation that is a member of NATO and has taken part in previous Championships on a regular basis.

1.4. In order to be able to organise a Championship, a Nation must present itself as a candidate to the IMCC. Nations requesting to host the Championship should make a proposal to the IMCC, ideally at least 2 years prior to the tournament.

1.5. After the appointment, the organising Nation shall form an Organising Committee (OC). One member of this committee shall act as its contact or spokesperson to the IMCC and to Nations willing to participate in that Championship.

1.6. Not later than 6 months before the start of the Championship, the OC must give the IMCC information about:

- a. the venue;
- b. the dates of the start and finish of the Championship and a rough outline of the intended program;
- c. arrangements for participating teams and (playing and non-playing) officials.

1.7. Not later than 5 months before the start of the Championship, the OC shall send invitations to all Nations mentioned in Paragraph 2.1., as well as known team captains and/or officials who were in any way involved in previous Championships.

1.8. Not later than 1 month before the start of the Championship every Nation, or appointed team captain for that Nation, must inform the OC of its acceptance of the invitation.

1.9. At the same time, if possible, the team captains of the Nations that have entered, must notify the following details to the OC:

- a. number of players and (playing and non-playing) officials;
- b. name, initials and (if possible) rank/function of each person;

- c. FIDE and/or national rating of each player (according to the most recent FIDE and/or national rating list); all players must have a FIDE ID (required from FIDE as of August 12, 2013 for every foreign player in the country the venue is held). Team captains/officials are to ensure that all of their players have a FIDE ID before arriving at the tournament; also the URL where on the internet the last official national ratings can be found.
- d. estimated time of arrival at the venue.

## **2. Participants**

2.1. The following Nations are allowed to enter in the Championship:

- a. NATO member States;
- b. States that are in the process of becoming NATO member States;
- c. States with which NATO has formed a special relationship (to be approved by both the IMCC and the OC).

2.2. The following persons are allowed to participate in the Championship:

- a. members of the armed forces of the participating Nations;
- b. persons who are not members of the armed forces but are employed, on a permanent basis, by the Ministries of Defence of the participating Nations.
- c. team captains/officials and regular players who have competed at NCCs 5 and 8 times respectively and received therefore lifetime membership. Up to 3 lifetime members per nation can compete at the NCCs providing the OC is able to host them. Lifetime members cannot represent their national teams (unless they fall under articles 2.2.a or 2.2.b) and they are not included within the 6 players and 2 officials per nation. Every hosting nation can decide individually if there is a capacity to invite lifetime members and veterans in addition to the 8 players under article 2.4.

2.3. A person who has resigned from the armed forces, or is not employed any more by the Ministry of Defence, of a participating Nation, and whose date of resignation lies no more than 1 year before the date of the first round of the Championship in question, is also allowed to participate, as a team member, in that tournament.

2.4. A participating Nation team consists of no more than 6 national and 2 NATO Team players, except in special cases where the IMCC and the OC accepts more NATO or additional players.

2.5. Other persons from participating Nations may, at their request and after approval by the IMCC, participate in the Championship both individually and as members of a "NATO team". In giving this approval, the IMCC is not bound by the rules stated in Paragraphs 2.2. and 2.3. These persons are not eligible to any prizes stated in Paragraph 4.4.

### **3. The NATO Chess Championship**

3.1. The NCC has a duration of no more than 5 workdays.

3.2. The Championship consists of 7 rounds. No more than 2 rounds are to be played on the same day.

3.3. The Championship consists of an Opening Ceremony, a Closing Ceremony and a Photo Session. During these events, participating players and/or officials who are members of armed forces are obliged to wear their daily uniforms. Other participating players and/or officials are obliged to wear corresponding attire. The OC may ask participating military and civilian players and/or officials to wear uniforms or corresponding attire on other occasions.

3.4. Before the start of a Championship a meeting will take place between the IMCC, the OC and the team captains. During this meeting, decisions will be taken on at least the following issues:

- a. forming of an Appeal Committee for the Championship, which will (in principle) consist of one player per each participating nation;
- b. approval of the Championship program and domestic regulations.

### **4. Tournament regulations**

4.1. The Championship is being played in accordance with the FIDE Laws of Chess approved by the last General Assembly to date.

4.2. The Championship is an individual, Swiss competition. The winner of the Championship will be named NATO Chess Champion.

4.3. The Championship is a team competition as well. The four best individual scores of a participating Nation will count for the team score. The nation of the winning team will be named NATO Chess Team Champion.

4.4. There will be prizes for the three best individual players and for the three best teams.

4.5. There may be other prizes, given by the OC.

4.6. The tournament pairings are done by a universally recognized computer pairing program, if possible endorsed by FIDE. The pairings will take place well before the start of each round in order to give the players time to prepare.

4.7. No player will meet a player of his own nationality. The players forming a “NATO team” or a “veteran team” will not play against each other, except in the last 3 rounds in cases in the bottom half of the pairings.

4.8. To derogate from FIDE Article 6.7 the regulations of the NCC allow an absence of 30 (thirty) minutes after the start of the round before the game will be declared lost for the absent player(s).

4.9. The time limit per game is that each player must make at least 40 moves in 2 hours, and then has extra 30 minutes each to complete the game. Article 5 in Appendix G of the FIDE Laws of Chess shall apply.

4.10. Each player is required to record the whole game (his own moves and those of his opponent), move after move, as clearly and legibly as possible in the algebraic notation. After the first time control both players are obliged to complete their score sheets. As soon as one of the players has only 5 minutes left to the last time control, the FIDE rules for Rapid Chess shall apply to him (and only to him), with no requirement for recording the moves.

4.11. Immediately after finishing the game, each player has to confirm its correctness by putting his signature on both original score sheets. The originals of both score sheets are to be handed over to the arbiters as soon as possible.

4.12. In case of equal results in the final ranking, the following rules come into effect:

Individual ranking:

- Buchholz;
- Median Buchholz;
- direct comparison;
- number of wins;
- number of wins with Black;
- decision by casting.

Team ranking:

- Buchholz;
- Median Buchholz;
- the results of the fifth or (after that) sixth player are considered (only if present in all the teams involved);
- decision by casting.

## **5. Responsibilities of the OC during the Championship**

5.1. The OC of a NATO Chess Championship is responsible for the course of that Championship.

5.2. The OC will take care of proper and sufficient food, lodging and other facilities in connection with the physical well being of the players and officials.

5.3. For each player and official, the OC will provide:

- a. at the beginning of the Championship, a booklet with all necessary information about the Championship;
- b. after each round, a tournament bulletin with, at least, all the games of that round and the various standings;
- c. at the end of the Championship, a tournament book with, at least, all games played and the final standings.

Note: the OC can decide to publish all information about articles 5.2 and 5.3 on the official NATO-website instead of a hard copy.

5.4. The OC shall do its utmost to promote the Championship, e.g.:

- a. provide press coverage;
- b. follow FIDE and national regulations where appropriate in order to make the results of the players count with their FIDE and/or national ratings;
- c. (if possible) publish the games of the Championship on the Internet;
- d. organize an individual blitz tournament (or another event such as simultaneous games) registered with FIDE.

## **6. Miscellaneous**

6.1. In case of events not covered by these regulations, the IMCC is authorized to give a ruling.