



1st Asian Nations Cup Under-14 Chess Team Championship

5-12 November 2016, Jiaxing City, Zhejiang Province, China

**To All FIDE Affiliated Chess Federation in Asia
Zone 3.1, 3.2, 3.3, 3.4, 3.5, 3.6 and 3.7**

Chinese Chess Association, on behalf of the Asian Chess Federation and FIDE, invites your Federation to participate in the 1st Asian Nations Cup Under-14 Team Championship, 5-12 November 2016 in Jiaxing City in Zhejiang Province, China.

Regulation:

1. Participation

- 1.1. All chess federations in Zones 3.1 to 3.7 shall have the right to participate in the Asian Nations Cup Under-14 Team Championship.
- 1.2. Team Composition: Each federation shall have the right to be represented by a team of four players and one reserve. The Captain may be a player or a reserve.
- 1.3. Each federation shall have the right to be represented by two teams but can only have one trophy per category.
- 1.4. The host country may have a third team and shall hold a fourth team in reserve but can have only one trophy per category.
- 1.5. The Chief of Delegation represents the federation and takes full responsibility for the conduct of members of its delegation.
- 1.6. Eligibility: The players must be members of their Federation per detailed eligibility rules in FIDE Handbook Reg. B.04. Players should not have reached the age of 14 before 1st January 2016.

2. Schedule of the tournament

Nov. 5	Saturday	Arrival	
		Technical Meeting	20:00
Nov. 6	Sunday	Opening Ceremonies	09:00-11:00
		Rd 1	14:00-18:00
Nov. 7	Monday	Rd 2	08:00-12:00

	Rd 3	15:00-19:00
Nov. 8 Tuesday	Rd 4	08:00-12:00
Nov. 9 Wednesday	Free Day - Tour	
Nov. 10 Thursday	Rd 5	08:00-12:00
	Rd 6	15:00-19:00
Nov 11 Friday	Rd 7	08:00-12:00
	Blitz Championship	15:00-19:00
	Closing Ceremony	20:00
Nov. 12 Saturday	Departure	

3. Organization

Confirmation of Entry – By 5 September 2016, each federation accepting the invitation will send its entry to the organizing federation with copies to the Asian Chess Federation President and Zone President concerned. The Entry fee of US\$150.00 per team as stipulated in the Asian Chess Federation Financial Regulations shall be paid through the Chinese Chess Association.

- 3.1. Submission of team lists – By 5 October 2016 one month before the scheduled start of the Team Championships, each participating federation shall send to the organizing federation the overall team lists of 5 members (4 players and 1 reserve) and Head of Delegation.

4. Expenses

- 4.1. The travelling expenses of the teams are to be paid by their federations.
- 4.2. The organizing committee is responsible for the living expenses of the participating teams (assuming a maximum 6 persons per delegation) during the days of arrival, play and departure.
- 4.3. Extra persons shall pay \$70 per person per day with three meals in double room or US\$120 per person per day in single room at the Jiaying Kingford Hotel.
- 4.4. Registration fees: Each person, player or accompanying person, will pay US\$100 to the organizing committee.
- 4.5. Payments should be made to:
Account Name: WAN LI PING
Account Number: 6217 8562 0000 4662 149
Name of Bank: Bank of China, Jiaying Branch, Jianguo Road
Address: 609, Jianguo Road, Jiaying
SWIFT: BKCHCNBJ92F

5. Tournament Regulations

- 5.1. The Asian Chess Federation President represents the interests of the Continent and is empowered to take the final decision on all questions

relating to the Championship as a whole. A Technical Delegate shall be appointed by the Asian Chess Federation president.

- 5.2. The championships shall be played in a Swiss System of seven rounds, or Round Robin with eight or fewer teams. Teams from the same country with more than 50% score shall not play each other in the last round.
- 5.3. Every match shall be played over four boards.
- 5.4. The team captain shall present to the arbiter one hour before the start of a round the specific lists, in board order, of the 4 players who are to play in each round.
- 5.5. If any specific team list is not presented on time, the team in question must play the round using the top four players.
- 5.6. The order of the players, as indicated by the overall team list, cannot be altered, hence reserves may play on the bottom boards only.
- 5.7. If the board order in which a team plays differs from the board order of its overall list, the team's score for the round shall be reduced by one game point for every deviation from the correct sequence. (Example: for playing 1-2-4-3, two points are forfeited; the score shall not, however, be reduced below zero). The use of any player who does not figure in the overall list will cause the round to be forfeited 4-0.

6. Time Control

The time control is 90 minutes for whole game with an addition of 30 seconds per move starting from move one. The games shall be played on digital clocks.

7. Chief Arbiter

- 7.1. The Asian Chess Federation President, after consultation with the Chinese Chess Association, shall nominate the Chief Arbiter and other Arbiters.
- 7.2. The Chief Arbiter may, in consultation with the Asian Chess Federation, issue additional written regulations to inform the exact playing hours and take care of other details not covered by these regulations.
- 7.3. The Organizer in Jiaxing City shall be responsible for the Chief Arbiter's transportation and board and lodging, and shall pay him suitable amount of stipend.

8. Appeals Committee

- 8.1. Before the beginning of the tournament an Appeals Committee shall be selected.

- 8.2. The Asian Chess Federation President, after consultation with Chinese Chess Association, shall nominate the Chairman. The Committee shall be composed of five members and two reserves. The persons chosen for the Appeals Committee shall represent seven different federations.
- 8.3. No member of the committee shall have the right to vote on questions concerning his own federation. However, every member is entitled to participate in the discussions.
- 8.4. Protests, including protests against decisions of the Chief Arbiter or his assistants, must be submitted in writing to the Chairman of the Appeals Committee within 15 minutes after completion of the playing session.
- 8.5. A protest shall be submitted with an accompanying fee of \$200 or its equivalent in local currency. If the protest is upheld, the protest fee will be returned, otherwise it shall be forfeited to the organizing federation.

9. Scoring

- 9.1. The scores determining the finishing order are calculated as follows.
- 9.2. Each team's place in the order of classification will be decided by the number of match points it has scored. Winner will get 2 points, a draw will give each team 1 point, and a loss is scored as 0 points.
- 9.3. If any teams finish with equal match points, the tie shall be resolved as follows:
- a. by game points in total.
 - b. if a tie again results, the scores obtained by the tying teams against each other will decide, i.e. Direct Encounter.
 - c. if a tie again results, then the sum of Sonnenborn-Berger points will be used, calculated as follows:
 1. by the sum of the game points of all opponents defeated plus one half of the game points of all the opponents with which a tied result was achieved. If a tie still results, then
 2. match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of game points achieved against this opponent;
 - d. if a tie again results, it shall be decided by Direct Encounter board count (Berlin System) as follows:
 - win on Board 1 = 4 points
 - win on Board 2 = 3 points
 - win on Board 3 = 2 points
 - win on Board 4 = 1 point

In case of drawn games these points are shared. If the board-count results in no victory for either side then the board points of Board 4 are cancelled and so on upwards until the tie is broken.

if a tie still results between teams in contention for medals, these teams shall play one blitz match (with 3 mins + 2 sec increment) against each other. In the case of two teams, colors on top board will be reversed from previous encounter; in case of tie apply (d) above. In case of tie, one player from each team shall play a sudden death match.

9.4. The title of Asian Nations Cup Under-14 Team Champion 2016 is bestowed on the winning team.

9.5. Each winning team shall receive a trophy from the organizer in Jiaxing.

9.6. 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. The host team may receive only one trophy but shall be entitled to individual board medals.

9.7. Individual Chess Medals for Board Prizes

Players assigned to the same board number in their respective team lists shall be in competition for individual board prizes namely: gold, silver and bronze medals. For the purposes of this award, the players' performance rating shall be compared. If the performance rating is equal, the tie shall be broken in the following order:

- (a) the number of games;
- (b) Direct Encounter;
- (c) average rating of opponents, higher is better.
- (d) the greater number of wins.

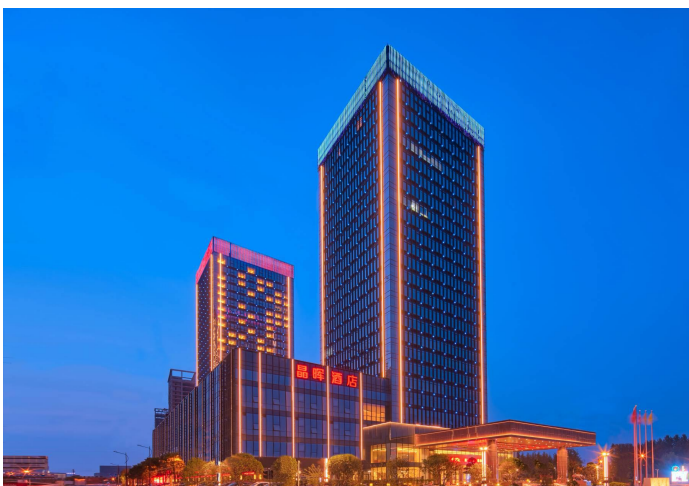
Only players who have played a minimum of 5 games (out of 7 rounds) shall be eligible for board prizes.

10. Dress Code

All Players are obliged to wear uniforms that represent their national federation and/or the national flag. Shorts and slippers, sun glasses, sport caps and revealing attire are not allowed. Award winners should follow dress code at closing ceremony.

11. Hotel Information

All participants shall stay in official hotel “JIAXING KINGFORD HOTEL”.





12. Travel Information

Organizer will arrange shuttle bus from Shanghai Pudong international airport to Jiaxing Kingford Hotel and the way back. It will take 1 hour from Shanghai airport to the hotel.

13. Contact Information:

Chinese Chess Association
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