



FIDE World  
Rapid & Blitz  
Championships  
2024

# Technical Meeting

# Arbiter Team

Chief Arbiter

Alex Holowczak (ENG)

Deputy Chief Arbiter (Open)

Chris Bird (USA)

Deputy Chief Arbiter (Women)  
(CRC)

Carolina Munoz Solis

Pairings Arbiter (Open)

Nebojsa Baralic (SRB)

Pairings Arbiter (Women)

Ana Srebrnic (SLO)

Plus 24 other arbiters



# Rapid Format

Time limit: 15 minutes plus 10 seconds increment per move (no default time)

Open: 13-round Swiss over 3 days (5-4-4)

Women: 11-round Swiss over 3 days (4-4-3)

In the event of a tie for 1<sup>st</sup> place, there is a blitz playoff.

Extra time added between rounds to aid keeping with the schedule.



# Blitz Format **New!**



Time limit: 3 minutes plus 2 seconds increment per move  
(no default time)

Open: 13-round Swiss over 1 day

Women: 11-round Swiss over 1 day

The top 8 players after the application of tie-breaks qualify for a Knockout tournament on the following day.

The Knockout tournament is a series of best-of-4 matches.

# On-Site Registration

A registration desk will be open at the Open tournament venue (see later).

25 December: 1400 – 2200 local time

26 December: 0700 – 1000 local time

The only way to ensure you are paired in Round 1 of the Rapid tournament is to visit the registration desk, so that we know you have arrived.

# Separate Venues & Game Start Times



Different venues for the Open & Women's tournaments:

Open: 55 Wall Street

Women: 48 Wall Street

Rounds for Women's tournament will be scheduled to start 15 minutes after the start time for the Open tournament: Enables the broadcast to focus on both competitions more equally, especially for the Blitz.

If there is a delay at one venue, it will not affect play at the other.

# Draw Claims

Each venue will have one arbiter specifically assigned to investigate draw claims on the basis of the 50-move rule and repetition rule.

A player should:

1. Pause the clock and summon their sector arbiter
2. Once the sector arbiter is satisfied the player's claim is legal, they will refer it to the Draw Claim Arbiter (unless the claim is first agreed by the opponent)
3. The Draw Claim Arbiter will rule on the claim

# Draw Claims

In the event of the Draw Claim Arbiter being involved in a claim, for speed, the Deputy Chief Arbiter is also empowered to make decisions based on the Claim Tool.

In the event of the claim not being able to be handled by the Claim Tool for any reason (e.g. broadcast failure), the arbiters are empowered to make a decision based on any other evidence at their disposal (e.g. they have counted the correct number of moves themselves).



# Reporting Results

Each arbiter will be provided with a protocol for the boards in their sector.

When a game ends, players should:

1. Pause their clock, and put the Kings in the centre to denote the result – this is for the benefit of the broadcast – white win e4/d5, black win d4/e5, draw d4/d5 or e4/e5.
2. Verbally report the result to their sector arbiter – this is for the benefit of the pairings team. “Kings in the centre” can go wrong, and arbiters will be instructed not to consider the King placement as being the result of the game.

# Reporting Results

Players should not leave the playing area until they are satisfied that the result of their game is correctly recorded by the arbiter on their clipboard.

Results will be published on screens in the players' holding area several minutes before the pairings for the next round are published. Players should check the result is correct and inform the arbiter team about a wrong result as soon as one is discovered.

# Communication Methods

FIDE has set up the following means of communicating with players:

Email: [worldrapidandblitz@fide.com](mailto:worldrapidandblitz@fide.com)

WhatsApp Channel:

<https://chat.whatsapp.com/JF2LsNVQwnyF39aUepXW2x>

Telegram Channel: <https://t.me/+VkyhoByf58I5ZTYy>

# Bringing the Game into Disrepute

11.1 The players shall take no action that will bring the game of chess into disrepute.

After consultation with GSC, the following list of actions, which is not exhaustive, will be considered “disrepute”:

- Flagrant draw claims (50 moves and repetition)
- Deliberate illegal moves (e.g. not attempting to move at all and just pressing the clock)

# Bringing the Game into Disrepute



The primary factor in the arbiter's decision making when determining if these claims are disreputable will be whether or not they were done with the intention of wasting time – i.e. allowing the player to gain thinking time while the arbiters investigate the claim.

If an arbiter believes that any such action was taken by a player with the intention of preventing their time expiring, the player should expect to be penalised by losing the game.

The Appeals Committee has been made aware of this policy.

# Bringing the Game into Disrepute



# Appeals Committee

Chairman	Viswanathan Anand (IND)
Member	Mike Hoffpauir (USA)
Member	Tshepiso Lopang (BOT)

# Appeals Committee Rules

Deposit fee:

Open: 300 USD

Women: 150 USD

New rule: If  $\frac{3}{4}$  of the rounds or fewer have been played, the tournament will not be delayed while the appeal is heard. If more than  $\frac{3}{4}$  of the rounds have been played, then the Chief Arbiter will decide whether to delay the tournament while the appeal is heard.



# Tournament Regulations

Open:

[https://handbook.fide.com/files/handbook/wrbc\\_regulations\\_2024\\_open.pdf](https://handbook.fide.com/files/handbook/wrbc_regulations_2024_open.pdf)

Women:

[https://handbook.fide.com/files/handbook/wrbc\\_regulations\\_2024\\_women.pdf](https://handbook.fide.com/files/handbook/wrbc_regulations_2024_women.pdf)

Laws of Chess: <https://handbook.fide.com/chapter/E012023>

Appeals Committee Rules:

<https://handbook.fide.com/chapter/AppealsCommitteeProceduralRules>



# Drawing of Lots

In each of four tournaments, the highest rated player will have black in the first round.

