



WR Chess - Team USA vs Uzbekistan

Regulations

1. Event Overview

- 1.1. **Event Name:** WR Chess – Team USA vs Uzbekistan
- 1.2. **Dates:** July 27-28, 2026
- 1.3. **Location:** Miami, FL, USA (venue to be announced)

2. Format

- 2.1. The event shall consist of two segments:
 - 2.1.1 Stage 1: A rapid tournament paired as a Scheveningen Team Tournament played on four boards over four rounds.
 - 2.1.2 Stage 2: A blitz tournament paired as a Scheveningen Team Tournament played on four boards over eight rounds.

3. Schedule

- 3.1. The schedule is as follows:

Time	Event
Monday, July 27, 2026	
11:00 AM	Players meeting
1:00 PM	Rapid Round 1
2:00 PM	Rapid Round 2
3:00 PM	Rapid Round 3
4:00 PM	Rapid Round 4
Tuesday, July 28, 2026	
1:00 PM	Blitz Round 1
1:30 PM	Blitz Round 2
2:00 PM	Blitz Round 3
2:30 PM	Blitz Round 4
3:00 PM	Blitz Round 5
3:30 PM	Blitz Round 6
4:00 PM	Blitz Round 7
4:30 PM	Blitz Round 8



3.2. All rounds shall begin at the announced times unless otherwise decided by the Chief Arbiter.

4. Time Control

- 4.1. **Rapid:** 15 minutes per player with a 10-second increment from move one (G/15+10).
- 4.2. **Blitz:** 3 minutes per player with a 2-second increment from move one (G/3+2).

5. Pairing & Board Order

5.1. During dinner on July 26, 2026, a draw will take place to determine which team is designated as "Team A" and which as "Team B". The team with the higher average FIDE Standard Rating (second criterion: average FIDE Rapid Rating) shall conduct the draw, and the outcome shall be binding.

5.2. A second draw will be conducted within each team to assign the starting positions A1, A2, ... up to B4 to the players.

5.2.1. For each team, the following applies: Players shall be ranked by July FIDE Standard Rating (second criterion: alphabetical order) to determine the order to pick positions within the team.

5.2.2. Positions A1, A2, A3, and A4 correspond to the four players of "Team A",

5.2.3. Positions B1, B2, B3, and B4 correspond to the four players of "Team B".

5.3. Board order shall remain fixed for the entire event.

5.4. Colors assigned shall follow the appropriate Pairing Schedule.

5.5. Rapid Pairings Schedule:

Round 1	A1-B1	A2-B2	B3-A3	B4-A4
Round 2	B2-A1	B1-A2	A3-B4	A4-B3
Round 3	A1-B3	A2-B4	B1-A3	B2-A4
Round 4	B4-A1	B3-A2	A3-B2	A4-B1

5.6. Blitz Pairings Schedule:

Round 1	B1-A1	B2-A2	A3-B3	A4-B4
Round 2	A1-B1	A2-B2	B3-A3	B4-A4
Round 3	A2-B1	A1-B2	B3-A4	B4-A3
Round 4	B1-A2	B2-A1	A4-B3	A3-B4



Round 5	B1-A3	B2-A4	A1-B3	A2-B4
Round 6	A3-B1	A4-B2	B3-A1	B4-A2
Round 7	A4-B1	A3-B2	B3-A2	B4-A1
Round 8	B1-A4	B2-A3	A2-B3	A1-B4

6. Scoring

- 6.1. Standard game scoring (1–½–0) shall be used.
 - 6.2. Each round (consisting of 4 individual games) counts as one match.
 - 6.3. Team standings shall be determined by match points:
 - 6.3.1. Win = 2 match points
 - 6.3.2. Draw = 1 match point
 - 6.3.3. Loss = 0 match points
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7. Tiebreaks

- 7.1. If after all 12 rounds (4 rapid and 8 blitz) teams are tied on match points, the following tiebreak shall apply:
 - 7.1.1. Board Points (BP) – total game points scored
 - 7.2. If still tied, a single Armageddon game will be played to determine the winner:
 - 7.2.1. Each team nominates one of its players to play the Armageddon game.
 - 7.2.2. White shall have 4 minutes + 2 seconds increment per move, starting from move 1.
 - 7.2.3. Both players shall submit their time bids simultaneously and in writing, specifying how much starting time they are willing to play with as Black, also with a 2-second increment per move, starting from move 1. A bid cannot be more than 4 minutes. The player who submits the lowest time wins the bid and plays with Black. If the players make exactly the same bid, a drawing of lots shall determine the colors, and Black shall receive the bid time.
 - 7.2.4. If the Armageddon game is drawn, Black is declared the winner.
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8. Arrival & Default Time

- 8.1. Players are expected to be present at their boards at the start of each round. The default time is 0 minutes for both rapid and blitz time controls.



9. Electronic Devices

- 9.1. Players may not have electronic devices on their person during play.
 - 9.2. Any player found with an electronic device during a game shall forfeit that game.
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10. Illegal Moves & Displaced Pieces

- 10.1. FIDE Laws of Chess Appendix A.5 (Rapid) and Appendix B.3 (Blitz) shall apply (games played without adequate arbiter supervision).
 - 10.2. The same penalties shall apply for illegal moves in either rapid or blitz time controls:
 - 10.2.1. First illegal move: opponent receives an additional 1 minute
 - 10.2.2. Second illegal move by the same player: loss of the game
 - 10.3. The opponent must claim before their next move.
 - 10.4. Displaced pieces shall be restored by the player who displaced them on their own time.
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11. Arbiter Decisions & Appeals

- 11.1. The Chief Arbiter's decisions are final.
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12. Governing Rules

- 12.1. The event shall be FIDE rapid and blitz rated.
- 12.2. Except as otherwise specified in these Regulations, the FIDE Laws of Chess shall apply, including all anti-cheating regulations.