



**European  
School  
Games**

**2026**

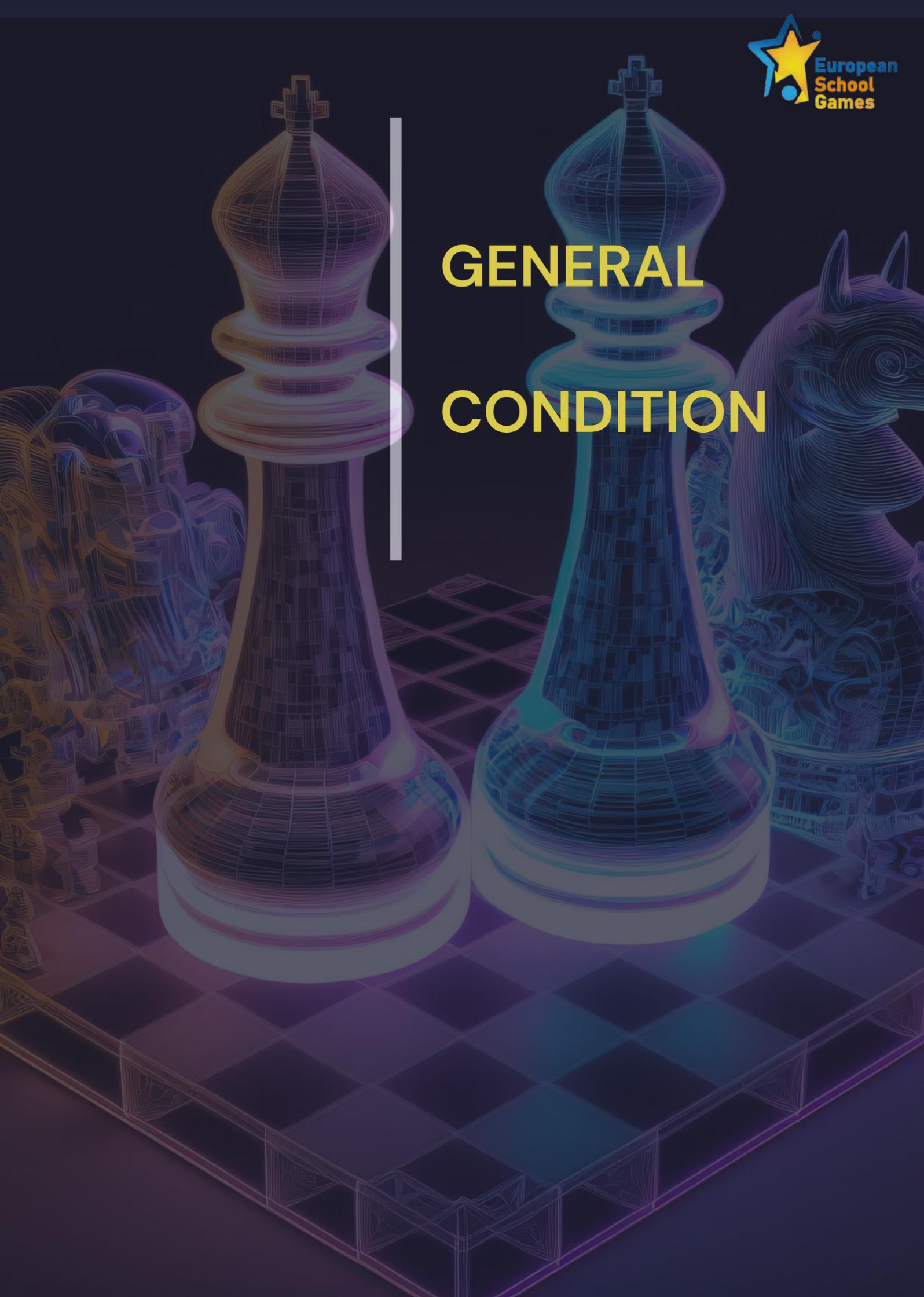


# CHESS

**RULES AND REGULATIONS**

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GENERAL  
CONDITION

*This document ensures that all competition-related aspects are managed fairly and mannered. The key objectives of these regulations are:*

- *Defining the general conditions for participation in ESG Chess events.*
- *Outlining the sports program details.*
- *Specifying the technical rules.*
- *Establishing delegation composition guidelines.*
- *Setting the procedures for draws.*
- *Defining the process for protests and appeals.*

*Any exception to these rules can be made by the Event Technical Chess Committee (ETCC)*

The competition will be conducted following FIDE technical regulations and overseen by the Event Technical Chess Committee (ETCC). Any variations from FIDE regulations will be outlined in the event bulletin. The competition will follow the latest version of the regulation published by FIDE.

Decisions regarding issues not covered in this document will be determined by the ETCC.

## COMPETITION CATEGORIES

- U18: Boys and Girls Categories
- U15: Boys and Girls Categories

*\*Girls may participate in the boys' category.*

## AGE ELIGIBILITY

- U18: Players born in 2008–2009–2010
- U15: Players born in 2011–2012–2013–2014–2015\*

*\*Younger players may be accepted upon approval by the ETFC*

**SPORT**

**PROGRAM**

**SPORT**

**RULES**

## Events: Boys and Girls Individual Competitions

- Individual Rapid Tournament (U15 & U18)
- Individual Blitz Tournament (U15 & U18)

The competition will follow the latest FIDE General Regulations for Competitions and Laws of Chess (Appendix A: Rapid Chess) and will be FIDE Rapid ELO rated, with specific adaptations for ESG Chess events.

### Tournament System:

- The competition will be played using the Swiss System.
- U18 category will have 9 rounds, while U15 category will have 11 rounds.
- If the number of participants is lower than expected, the number of rounds may be adjusted.

### Time Control:

- Rapid Tournament: 15 minutes per player with a 10-second increment per move starting from move 1.
- Blitz Tournament: 5 minutes per player with a 3-second increment per move starting from move 1.
- layers who arrive more than 10 minutes late for a Rapid game or 5 minutes late for a Blitz game automatically lose the game.

### Scoring System:

- Win: 1 point
- Draw:  $\frac{1}{2}$  point
- Loss: 0 points

### Tiebreak Criteria:

- Direct encounter (if all tied players have played against each other)
- Buchholz Cut 1
- Buchholz
- Number of Wins
- Average Rating of Opponents
- Sonneborn–Berger System (if necessary for ranking top positions)
- Playoff in case of a tie for first place

### Rapid Chess Regulations:

- The tournament follows FIDE Appendix A: Rapid Chess Rules.
- Players must record their moves if a digital board is not used.
- If a player makes an illegal move and presses the clock, their opponent gains an additional 2 minutes.
- The Default time is 10 minutes from the start of the round.

### Blitz Chess Regulations:

- The tournament follows FIDE Appendix B: Blitz Chess Rules.
- No requirement for recording moves.
- Two illegal moves lead to the immediate loss of the game.
- Default time is 5 minutes from the start of the round.

### Rules for Electronic Devices:

- Players are not allowed to carry electronic devices in the playing hall.
- Violation of this rule will result in immediate loss of the game.

### Fair Play and Anti-Cheating Rules:

- All players must undergo security checks before entering the playing hall.
- Any external assistance will result in immediate disqualification.
- Games may be analyzed using FIDE-approved Anti-Cheating Tools.

### Tournament Conduct:

- A Technical Meeting will be held before the tournament to clarify any specific regulations.
- Players and team officials must adhere to FIDE Fair Play principles.
- Any misconduct may result in penalties, including forfeiture of the game or expulsion from the tournament.

### Prizes and Awards:

- The Top 3 players in each tournament (boys and girls) will receive medals.



# DELEGATION COMPOSITION



Each delegation must include:

- Head of Delegation (HOD) (Mandatory)
- Players (Mandatory)
- Team Officials (Mandatory)
- Additional Adults (Optional)

### **Head of Delegation (HOD)**

- Each delegation must appoint a single head, who serves as the main liaison between the delegation and the Organizing Committee (OC).

### **Players**

- All participants must be students.
- Only accredited players from the official team list may compete.
- There is no limit to the number of players each delegation can register

### **Team Officials**

*Coaches:*

- *Each team must have at least one coach.*
- *Player cannot compete without a designated coach.*

### ***Other Team Officials:***

- *Roles may include doctors, trainers, physiotherapists, statisticians, and team managers.*
- *Not mandatory but must be specified during registration.*
- *Any unregistered persons will not be considered part of the official team.*

# **DRAW PROCEDURES**

# **PROTESTS & APPEALS**



# DRAW

- The draw will be conducted using FIDE-approved pairing software.
- Pairings will be made according to the Swiss System.
- The draw process will be overseen by the Event Technical Chess Committee (ETCC) to ensure neutrality.

Any unforeseen issues related to the draw will be resolved by the ETCC before the competition begins.

# PROTESTS AND APPEALS

**The decision of the Chief Arbiter is final and cannot be appealed.**





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JUNE  
2025

