



WORLD TITLE MATCH

28th of December – 12th of January

Rules and Regulations

1. The organization of the World Title Match has been allotted by the World Draughts Federation FMJD to the Royal Dutch Draughts Federation (KNDB).

2. Rights to play the match

The match will be held between

World Champion **Alexander Shvartsman (Russia)**

Previous World Champion **Roel Boomstra (Netherlands)**

The tournament will be supervised by main referee – ir. Vital Aniska (Belarus).

He will be guided by strict maintenance of the FMJD rules and regulations.

3. An Appeal Board has been composed by the EB of the FMJD.

Chairman: Johan Demasure (Belgium), members: Aare Harak (Estonia), Bartosz Socha (Poland). The protest must be accompanied with the sum of 100 euros, as a deposit from the signatory. The deposit must be handed to the main referee. If the appeal is granted, the sum shall be returned immediately. If the appeal is refused, the deposit is forfeited to the FMJD. The appeal has to be lodged by the player within 1 hour after the end of the game and before the next game. During rapid/blitz/superblitz games this is 15 minutes.

The decisions of the Appeal Board are final.

4. Both players have to be present in the Opening ceremony and at the Closing ceremony.

Program

The match will be played in several Dutch cities from December 28th 2018, opening till January 12th 2019. Details are up to KNDB. In case of disagreement between players – KNDB and FMJD-TD decides.

Format of the match

This format is the result of talks between the players and sponsors and approved by FMJD-TD:

Phase 1: 12 regular games

12 regular games will be played with a time schedule of 80 minutes plus 1 minute per move.

1. After 12 regular games the player who has the highest score wins the World Title, only if he won 3 games at least
2. If the match is decided before the 12th game is played, the players are obliged to finish all 12 games of phase 1
3. Tie break: when no player has won 3 games after 12 games of play, or after 12 games the score is tied at 12-12 and both players have won 3 or more games, there will be a tie break for the World Title which is described in phase 2
4. When the first 6 regular games all end in a draw, there will be a tie break for a first decision, the day after the 6th regular game. This tie break will be played till 1st victory. The winner of this tie break has a 8-6 lead in the match. Victory in tie break is counted same as a winning game. First 3 games will be played as a rapid game (20 minutes + 10 seconds per move) then 3 blitz (10' + 5'') and finally superblitz with 10' + 2''.

Phase 2: Tie break

When the match is not yet decided, a tie break will be played consisting of first a maximum of 3 rapid games with a time schedule of 20 minutes plus 10 seconds per move, if necessary, followed by 3 blitz games (10' + 5'') and finally superblitz with 10' + 2''.

Between the games of the tie break the players will have a short break.

The number of games won in phase 1 is the starting position of phase 2. So a player with 2 victories in phase 1 needs one more victory. A victory in phase 2 has the same value as a victory in phase 1.

The tie break ends when the first player reaches a third victory in all regular games and all tie break games.

This player is crowned as World Champion.

In the special case that the first phase of regular games ends with 12-12, but both players have won 3 or more games, the tie break ends with the first victory of one of the players (golden score).

Financial duties

- a. Prize money it is subject of separate contract between players and KNDB. KNDB is solo responsible for that.
- b. KNDB is solo responsible for all organisation costs including accommodation, travel and per-diem for chief referee.

Others

1. It is forbidden to smoke in the playing hall.
2. The player has to be at his board at the scheduled starting time of the game. The consequences will be an official warning and a fine of 100 euro to FMJD for a player who is not present for the first time and a second time the game will be declared lost for him.
3. After a game
 - a. the players have to be available for a press moment. starting 15 minutes after the end of the game. Maximum time for press is 45 minutes.
 - b. at least one of the players has to be available for giving comment on the game in the analyse room. In case of unclarity – this is a duty of the winner or player who had white colour in the main game.
4. In the case of lack of clarity in the FMJD regulations or in these regulations, or in unforeseen circumstances, the matter at hand will be decided by the main referee in consultation with the FMJD Tournament Director and, if necessary, with the Appeal Board.