



# INTERNATIONAL DRAUGHTS FEDERATION

## FMJD SECTION-64

[www.fmjd64.org](http://www.fmjd64.org)



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### Match for the title of world champion in draughts-64

**Nikolay Struchkov – Gavril Kolesov**

## Rules

**07.04. - 17.04.2014**

**St. Petersburg, Russia**

### 1. Management of competitions.

- 1.1. International Draughts Federation IDF - Section-64 FMJD, hereinafter referred to as International Draughts Federation and the Organizing Committee carries out general management of preparation and conducting of the match for the title of world champion 2014 in draughts-64.
- 1.2. Direct management of conducting of match rests on panel of judges approved by the International Draughts Federation.
- 1.3. Main referee - International Arbiter Vitaly Aniska (Belarus).

### 2. Time and venue.

Competitions are held from April 07 (arrival day) to April 17, 2014 in the premises of St. Petersburg State budget educational institution of additional education "SDYUSSHOR Chess and Draughts" at: Russia, St. Petersburg, Bolshaya Konyushennaya str. 25 (Chess Club named M.I. Chigorin).

### 3. Competitors.

- 3.1. **Nikolay Struchkov** - current world champion, world champion in 2013.
- 3.2. **Gavril Kolesov** - challenger, world champion in 2012.

### 4. System of competition, time control and determination of the winner.

- 4.1. Match is played in draughts-64 (Discipline Russian Draughts).
- 4.2. All games are played by the system of micro-matches from two games with the draw of moves and positions mandatory in both games of micro-match according to the official table of Section 64.
- 4.3. System of competition:
  - 4.3.1. Match is held in three sets.
  - 4.3.2. Winner is determined in each set.
  - 4.3.3. Winner of the match is the participant who won two sets. If a participant won the first two sets, he is declared the winner of the match. Third set is not played.
  - 4.3.4. In each set are held:
    - 4.3.4.1. Three micro-matches with the time control: 45 minutes for each participant before the end of the game plus 30 seconds per move. Intermission between games is five minutes. Recording of the game must be carried out before the end of the game.
    - 4.3.4.2. The draw of the color is made before the first set and valid for the entire match. Participant who has received white color in the first round starts with white color in the odd micro-matches. Accordingly, participant received in the first round black color, starts with white color in the even micro-matches.
    - 4.3.4.3. For the victory in each micro-match is given - 2 points, for a draw -1 point and for loss – 0 points.
    - 4.3.4.4. Result in the set is determined by the maximum amount of points scored by the participants in three micro-matches.

4.3.4.5. If a participant won the first two micro-matches in the set, he won the set. Third micro-match is not played.

4.3.4.6. In case of equality of points in the set, additional match consisting of three micro-matches with a short time control is held for determination of the winner. Time control: 5 minutes for each participant before the end of the game plus 5 seconds per move. The draw of color is made before additional match and valid on all additional match. If a participant won the first two games in additional match, he won additional match and set. Third game is not played.

4.3.4.7. If additional match not determined of the winner, micro-matches to the first victory are held with a time control 3 minutes for each participant before the end of the game plus 2 seconds per move.

4.3.4.8. The draw of color is made before micro-matches and valid on all micro-matches.

## **5. Special rules:**

- ♦ only players can fixed the drop of flag;
- ♦ king is designated staging of a men on the other men;
- ♦ Draw in the end of the game:
  - If one player proposes a draw and his opponent accepts the offer;
  - If the same position is repeated three (or more) times, and each time the same player having to move;
  - If a player has three kings (and more) against a single enemy king and his 15th move (counting from the time of establishing the correlation of forces) cannot capture enemy king;
  - If within 15 moves the players made moves only kings without moving of men and not making capture;
  - If the position in which the both players having kings have not changed the balance of pieces (i.e., there was no capture and man did not become a king) for:
    - To 4-and 5-pieces endings - 30 moves;
    - In 6, and 7-pieces endings - 60 moves.
  - If a player having three kings, two kings and one man, one king and two men against one enemy king located on the long diagonal, his 5th move will not be able to achieve a winning position.
  - If a player having two kings, one king and man, one king against enemy king to their 5th move will not be able to achieve a winning position.
- ♦ the player may offer a draw if every opponent made more than 20 moves; in games with short time control players can agree to a draw only when the number of pieces for each player is 6 or less;
- ♦ participants are required in the tournament hall to 5 minutes before the start of the round for the draw of moves;
- ♦ participant which came to the game late is booked. If participant came late more than time control of the first game of micro-match, he is losing in the micro-match;
- ♦ participants, coaches and spectators are required to turn off mobile phones in the playing hall, in the case of a call of mobile phone participant is losing in the micro-match, and coaches and spectators are removed from the playing hall for one day;
- ♦ protests are served in the panel of judges for half an hour after the end of the round, with a protest bail in the sum of 3,000 rubles. If the protest is upheld the deposit is returned;
- ♦ Participants are required to comply with the dress code: dark suit, light shirt and tie;
- ♦ Participants commented games in turn;
- ♦ Participants are required to attend the closing ceremony of a breach of the item they are deprived of official awards.

## **6. Rewarding**

1. The winner of the match awarded the title "World Champion 2014 in draughts-64". He awarded cup, medal, diploma and money prize.

6.2. The loser of the match awarded the title "Vice-Champion 2014 in draughts-64". He awarded medal, diploma and money prize.

6.3. The prize fund of the match is one million rubles. Match winner receives 60% of the prize fund and the loser - 40% of the prize fund.

## 7. Schedule

Date	Day of the week	Time	Event
April 7th	Monday	10.00-22.00	Arrival of participants, officials and guests
April 8th	Tuesday	11.00-12.00	Opening ceremony
		13.00-17.30	Round 1, Set 1
April 9th	Wednesday	10.00-14.30	Round 2, Set 1
April 10th	Thursday	10.00-14.30	Round 3, Set 1
		15.30-17.00	<b>Additional match</b>
		from 17.15	<b>Micro-matches to the first victory</b>
April 11th	Friday	10.00-14.30	Round 1, Set 2
April 12th	Saturday	10.00-14.30	Round 2, Set 2
April 13th	Sunday	10.00-14.30	Round 3, Set 2
		15.30-17.00	<b>Additional match</b>
		from 17.15	<b>Micro-matches to the first victory</b>
April 14th	Monday	10.00-14.30	Round 1, Set 3
April 15th	Tuesday	10.00-14.30	Round 2, Set 3
April 16th	Wednesday	10.00-14.30	Round 3, Set 3
		15.30-17.00	<b>Additional match</b>
		from 17.15	<b>Micro-matches to the first victory</b>
		18.00-18.30	Closing ceremony
		19.00	Banquet
April 17th	Thursday		Departure of participants, officials and guests

President  
of the International Draughts Federation IDF  
- FMJD Section-64



Vladimir Langin