



FIDE WORLD CUP **GOA 2025**

30 October – 27 November

Technical meeting

Principals



**Turlej Lukasz
(POL)**

FIDE Technical Delegate

l.turlej@fide.com



**Tregubov Pavel
(FRA)**

GSC Member

pavel.tregubov@fide.com



**Abhijit Kunte
(IND)**

Tournament Director

[+91 8888303377](tel:+918888303377)



**Rahal Michael
(ESP)**

Press Officer



**David Dorian-Ciprian
(ROU)**

Medical Commission Member





Venue plan

Accreditation cards

All players, coaches, arbiters, and officials must wear accreditation badges at all times.

Accreditation to be collected **at the registration desk** before Round 1.

No access to the playing area without accreditation.



Food at the Hotel

Breakfast:
7:30 to 10:15

Lunch:
12:30 to 15:00

Dinner:
19:30 to 22:30

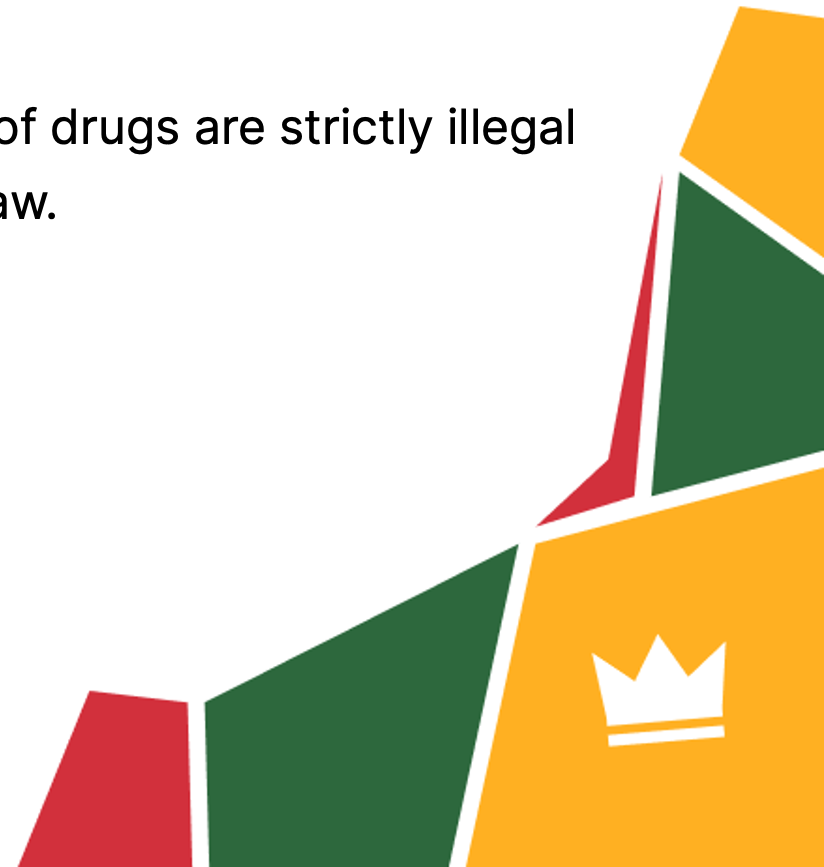


Goa Tour: Personal Safety

Carry photocopies of your passport or ID

Respect local laws, possession and use of drugs are strictly illegal and is punishable offense under Indian law.

Be respectful of local laws and residents



Goa Tour: Means of commute

Bikes or cars: Vaid license holder can rent the vehicles from licensed agencies.

Goa has strict traffic enforcement, please follow local traffic rules

Use registered taxis or app-based cabs (like **GoaMiles**).



Emergency Contacts

Police: 100

Ambulance: 108

Tourist Helpline (24×7): 1364

Coastal Security / Lifeguards: Call 100 or nearest beach tower



Arbiters team



Tsai Peter
(AUS)



Sorokina Anastasia
(AUS)

Chief Arbiter
a.sorokina@fide.com



Swapnil Bansod
(IND)

Deputy Chief Arbiter
swapnilbansod@gmail.com



Ashesh Keni
(IND)



Amaral Mauro
(BRA)



Arvind Mhamal
(IND)



Shulman Alon
(ISR)



Brustman Agnieszka
(POL)



Van den Bergh Gunther
(RSA)



Press Shaun
(PNG)



Format & System

Knock-out
tournament

8 rounds

All rounds shall be played
with 2-game matches

Round		Number of Players
Round 1		156 players
Round 2 (78 winners of Round 1 + 50 top seeds)		128 players
Round 3		64 players
Round 4		32 players
Round 5		16 players
Round 6		8 players
Round 7		4 players
Round 8	Final	2 players
	Match for 3 rd place	2 players

Day	Time	Event	
31 Oct		Technical meeting/Opening Ceremony	
1 Nov	15.00	Round 1	Game 1
2 Nov	15.00		Game 2
3 Nov	15.00		Tie-break
4 Nov	15.00	Round 2	Game 1
5 Nov	15.00		Game 2
6 Nov	15.00		Tie-break
7 Nov	15.00	Round 3	Game 1
8 Nov	15.00		Game 2
9 Nov	15.00		Tie-break
10 Nov		Free Day	
11 Nov	15.00	Round 4	Game 1
12 Nov	15.00		Game 2
13 Nov	15.00		Tie-break
14 Nov	15.00	Round 5	Game 1
15 Nov	15.00		Game 2
16 Nov	15.00		Tie-break
17 Nov	15.00	Round 6	Game 1
18 Nov	15.00		Game 2
19 Nov	15.00		Tie-break
20 Nov		Free Day	
21 Nov	15.00	Round 7	Game 1
22 Nov	15.00		Game 2
23 Nov	15.00		Tie-break
24 Nov	15.00	Final & Match for 3rd place	Game 1
25 Nov	15.00		Game 2
26 Nov	15.00		Tie-break
26 Nov		Closing Ceremony	
27 Nov		Departures	

Schedule

Pairings

Players are seeded according to the October FIDE rating list.

The reigning **World Champion** is seeded number one.

The players participating in **Round 1** are those seeded from number 51 to 206. Pairings shall follow the principle of top half vs. lower half reversed.

The players participating in **Round 2** shall be the winners of Round 1 and the 50 highest seeded players. Pairings shall follow the principle of top half vs. lower half reversed.

For **Rounds 3 to 7**, pairings shall follow the same procedure. Thus, **if the lower ranked player wins** any match, he/she shall **automatically assume the position of his/her eliminated opponent**.



Drawing of Colours

The draw of colours for Round 1 shall be made during the Opening Ceremony.

In **Round 1** the higher rated players of odd matches and lower rated players of even Matches shall have the same colour.

In the first game of **Round 2**, each winner of Round 1 shall have the colour opposite to the colour that in his/her previous match the higher seeded player had in the first game.

Thus, **if the lower seeded player wins** any match, he/she shall **automatically assume in the next round the colour position of his/her eliminated opponent**.

For **Rounds 3-7** and the **Final** the procedure is the same.

In the **Match for 3rd place** a higher seeded player shall have in the first game the colour opposite to the colour he/she had in the first game in Round 7.

Time Control and Default Time

The time control for each game shall be: **90 minutes** for the first **40 moves**, followed by **30 minutes for the rest** of the game with an increment of **30 seconds** per move starting from move 1.

The clock will set **without move counter** and the second time control will be added only after one clock becomes zero.

A player who arrives in the playing area **after the actual start time** of his/her game shall have **five hundred (500) USD** deducted from his/her prize money.

A player who arrives in the playing area **more than 15 minutes** after the actual start time of his/her game shall **lose his/her game** by default, but without financial penalty.



Conditions of Victory & Qualification

to the FIDE Candidates Tournament 2026

In any match, the first player to score more points than his/her opponent in the two standard games shall be the winner of the match.

If the scores are level a tie-break shall be played.

Three players who finish 1st, 2nd and 3rd shall qualify to the FIDE Candidates Tournament 2026.



Tie-breaks

If the score is level after the two regular games, after a new drawing of colours done immediately after Game 2, **two games** shall be played with time control of **15 minutes for each player + 10 seconds** increment per move, starting from move 1.

If the score is, then after a new drawing of colours, **2 games** shall be played with time control of **10 minutes for each player + 10 seconds** increment per move, starting from move 1.

If the score is level, then after a new drawing of colours, **2 games** shall be played with time control of **5 minutes for each player + 3 seconds** increment per move, starting from move 1.

If the score is level, then after a new drawing of colours, **2 games** shall be played with time control of **3 minutes for each player + 2 seconds** increment per move, starting from move 1.

If the score is level, then **one sudden death game** shall be played.

Tie-Break Schedule

1st Tie Break, 15'+10"

Match	Start time
Game 1	3:00 PM
Game 2	4:00 PM

2nd Tie Break, 10'+10"

Match	Start time
Game 1	5:00 PM
Game 2	5:50 PM

3rd Tie Break, 5'+3"

Match	Start time
Game 1	6:40 PM
Game 2	7:00 PM

4th Tie Break, 3'+2"

Match	Start time
Game 1	7:30 PM
Game 2	7:45 PM

Sudden Death Game

Match	Start time
Game 1	8:00 PM



Sudden Death Game

The sudden death game shall be the following:

White shall have **4 minutes + 2 seconds** increment per move, starting from move 1.

Both players shall submit a time bid – 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, Black starts with that amount of time; a drawing of lots shall determine the colours.

If the sudden death game is drawn, Black will win the match.



Draw by Mutual Agreement

The players cannot draw a game by mutual agreement **before black's 30th move.**

A claim for a draw before black's 30th move is permitted only through the Chief Arbiter or his/her Deputy in case of threefold repetition (Article 9.2 of the FIDE Laws of Chess, FIDE Handbook E.01 <https://handbook.fide.com/chapter/E012023>) or a stalemate.



Playing Conditions

Except with the permission of the Chief Arbiter, **only the players, the Principals and stewards are allowed in the playing area.** During a game a player may communicate with an arbiter or a steward.

While his/her game is in progress, **a player may leave** the playing venue only with **the permission of the Chief Arbiter** and only if he/she is accompanied by one of the arbiters. In case of this rule violation, the Chief Arbiter may declare the current game lost by the player.

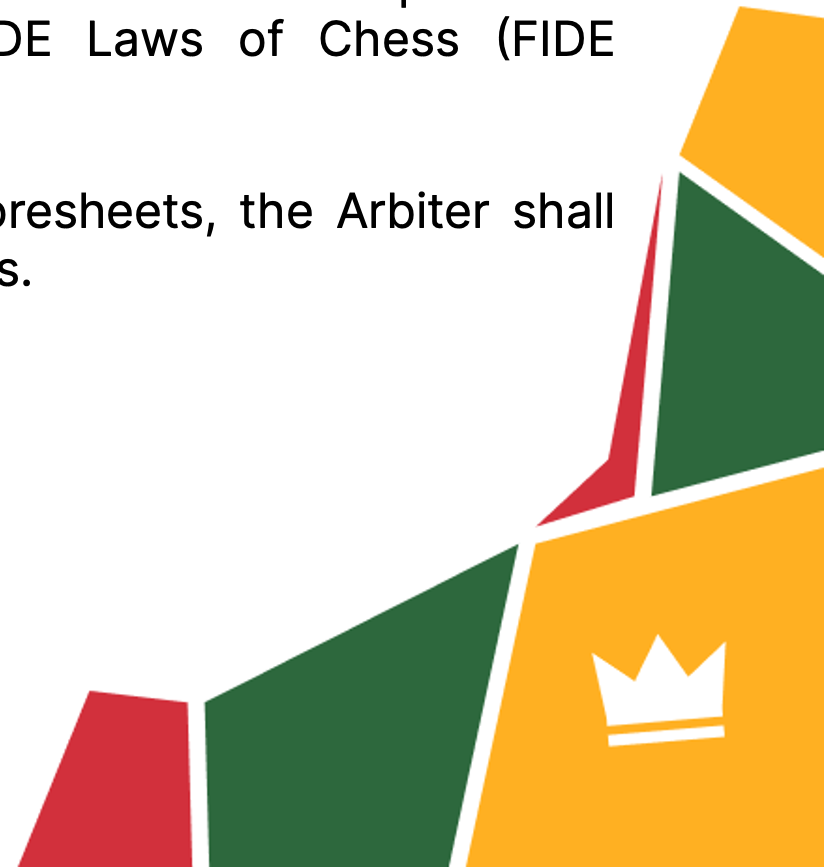


Scoresheets

At the end of each game the players' original scoresheets shall be submitted to the Chief Arbiter, who shall hand them to FIDE.

Refusal of either player to sign the scoresheets shall be penalised according to Article 12.9 of the FIDE Laws of Chess (FIDE Handbook E.01).

After the players have signed the scoresheets, the Arbiter shall countersign those to confirm the results.



Appeals Committee



**Dharmendra Kumar
(IND)**

Chief

dharmendrachess@gmail.com



**Freyd Laurent
(FRA)**

Member

laurent.freyd@gmail.com



**Turlej Lukasz
(POL)**

Member

I.turlej@fide.com



**Adeyemi, Olalekan Emmanuel
(NGR)**

Reserve member



**Marghetis, Aris
(CAN)**

Reserve member



Appeal Process

The appeal shall be submitted in accordance with the rules described in Article 3 "Appeal Process" of the Appeals Committee Procedural Rules.

(<https://handbook.fide.com/chapter/AppealsCommitteeProceduralRules> FIDE Handbook, C11):

3.4 Appeals must be submitted to the AC Chairman in writing within the following timeframes, either after the round or the particular infringement:

3.4.1 1 hour in a standardplay tournament

3.5 The appeal must be written in English.

3.6 The appeal fee must also be paid within the timeframes specified in article 3.4.

All appeals shall be accompanied by **a deposit fee of USD 500** (five hundred) or the equivalent in local currency.

Fair Play Team



**Gopakumar M S
(IND)**

Chief Fair Play Officer
gopakumarchess@gmail.com



**Caliskan Ismail
(TUR)**

Fair-Play Officer



**Nygren Albert
(SWE)**

Fair-Play Officer



Fair Play

The team comprises Fair Play Officers (FPOs), Fair Play Experts (FPEs), and volunteers/security personnel, working together under the leadership of Chief Fair Play Officer IA & FPO Gopakumar M S along with Event Fair Play Officers Nygren Albert and Caliskan Ismail.



Overview

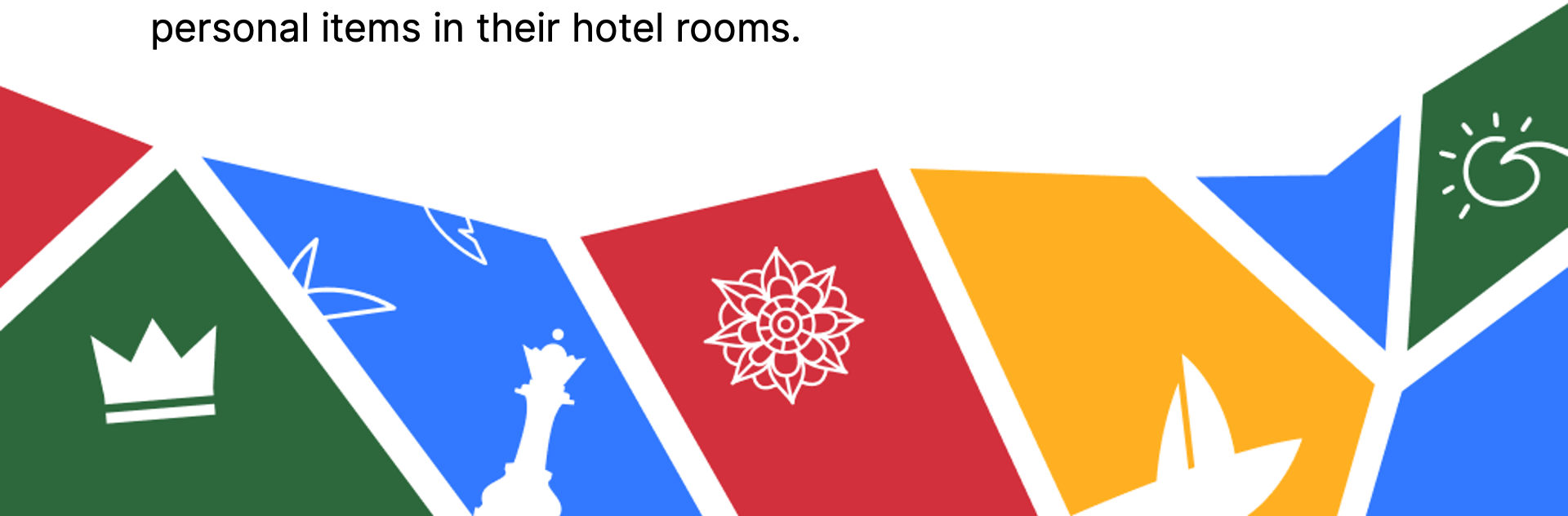
Throughout the event, the Fair Play Team will implement a range of **visible and invisible, on-site and remote** measures designed to uphold fair competition and protect the integrity of the event. These measures aim to create a secure and trustworthy atmosphere for all participants.



Accessing the Playing Area

Accreditation is **mandatory** for access to the playing hall. All players must **wear their accreditation visibly** at all times when not seated at their board.

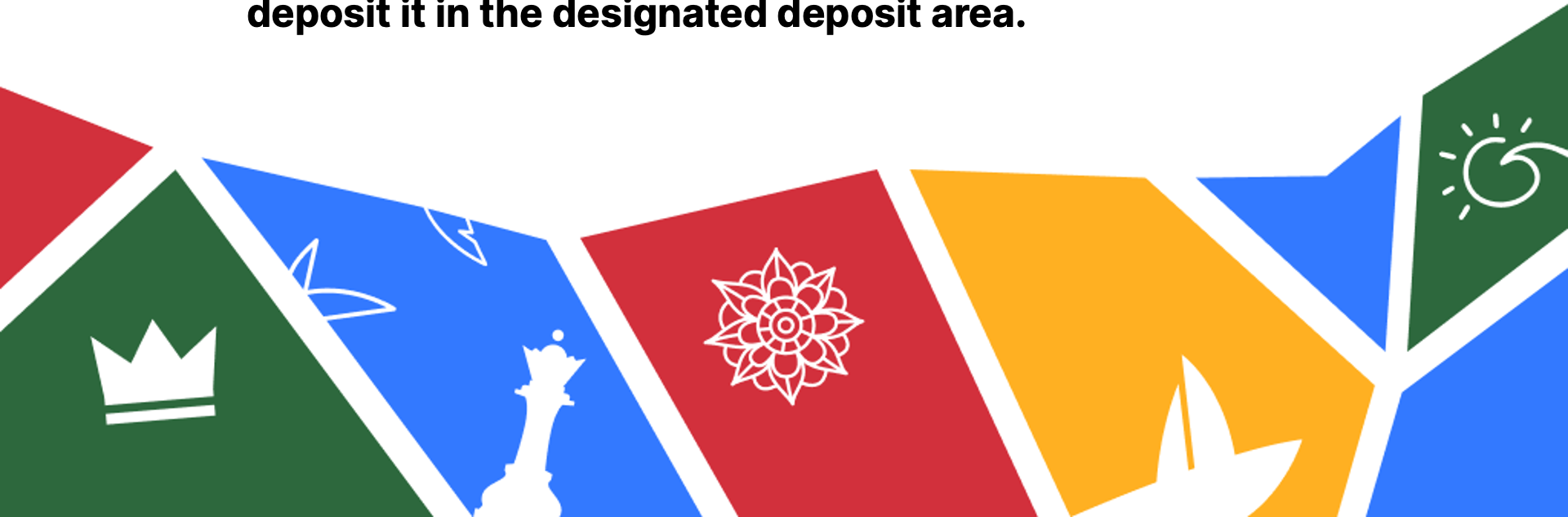
Players are **strongly advised** to leave wallets, backpacks, and other personal items in their hotel rooms.



Accessing the Playing Area

If carrying any necessary items, please use a **metal-free container** such as a small cloth pouch/bag.

If you possess any prohibited or restricted item, you must **deposit it in the designated deposit area.**

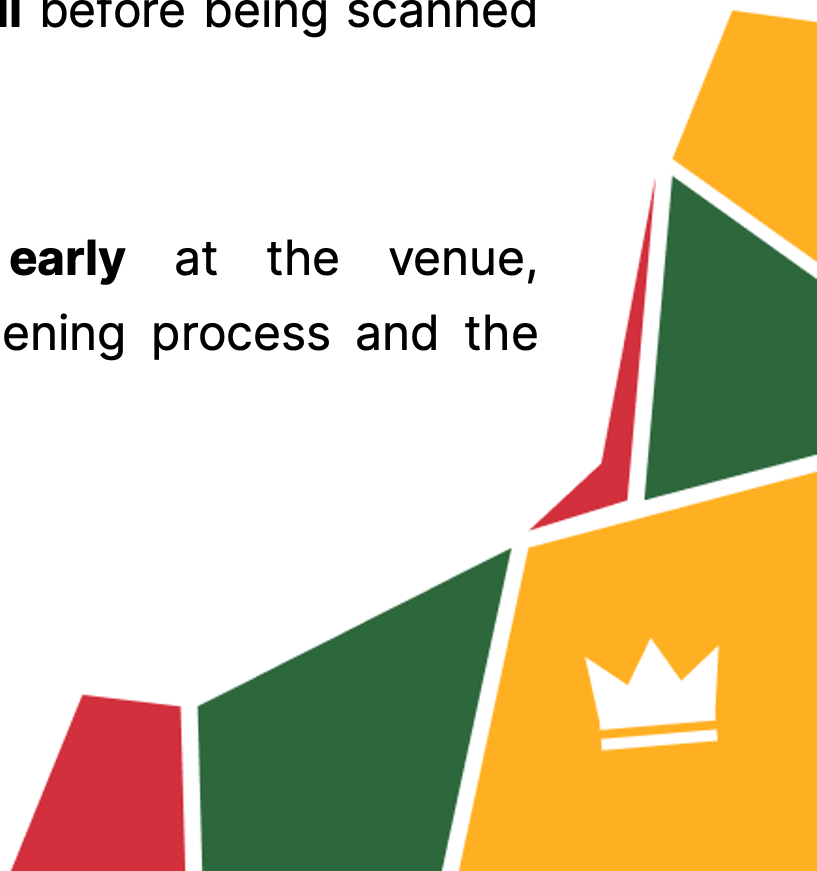


Pre-round scanning

All players will be scanned before each round.

Please **do not enter the playing hall** before being scanned by the FPT.

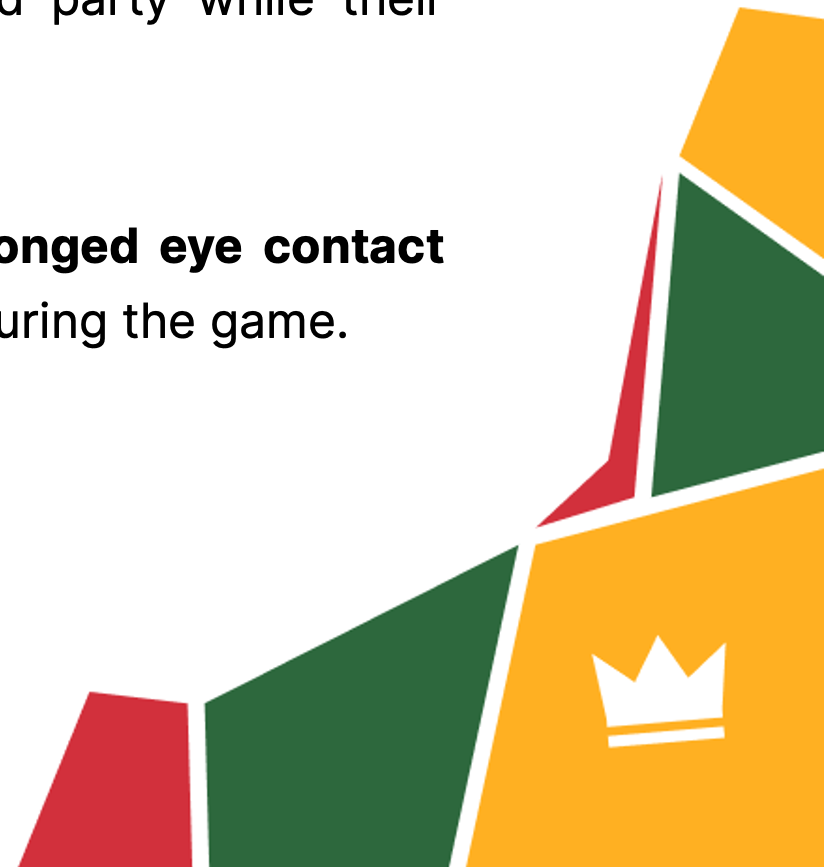
Players are advised to **arrive early** at the venue, considering both the fair play screening process and the event's default time.



Playing conduct during play

Players are **not permitted to communicate** with the general public or any third party while their game is in progress.

Please **avoid repeated or prolonged eye contact** with associates or spectators during the game.



Scans during the Round

Players may be subject to additional scans if they leave and re-enter the playing area during the round (except during clear time-trouble situations).



Post-game checks

Post-game checks will be conducted on **randomly selected** players in the **Fair Play Office**. During these checks, inspections may be **more detailed and comprehensive**. Players are requested to cooperate fully with the Fair Play Team, including removing shoes or other specific items if required.

The FPT employs a combination of **low and high-technology scanning devices** designed to detect any prohibited electronic or communication equipment. All devices used are **completely safe from a medical standpoint**.



Prohibited items

- Mobile phones, laptops, tablets, smart glasses, or any other electronic devices not specifically approved by the Chief Arbiter or Chief Fair Play Officer
- Watches of any kind
- Headphones, earphones, earplugs, or similar devices
- Electronic cigarettes or vapes
- Pens (personal pens are not permitted)
- Sunglasses
- Any printed or digital chess-related material
- Large or complex bags
- Sports Caps/Hat

Broadcast delay

To maintain fair play integrity, all live broadcasts will operate with a **15-minute delay**.

Game screening

All games are subject to **post-round statistical screening**.



Cooperation and Compliance

Full cooperation with the Fair Play Team is **mandatory**. Failure to comply with instructions or to cooperate during the game or pre/post-check may result in **serious disciplinary action**, including **forfeiture or expulsion from the event**, in accordance with the FIDE Fair Play Regulations.



Complaints

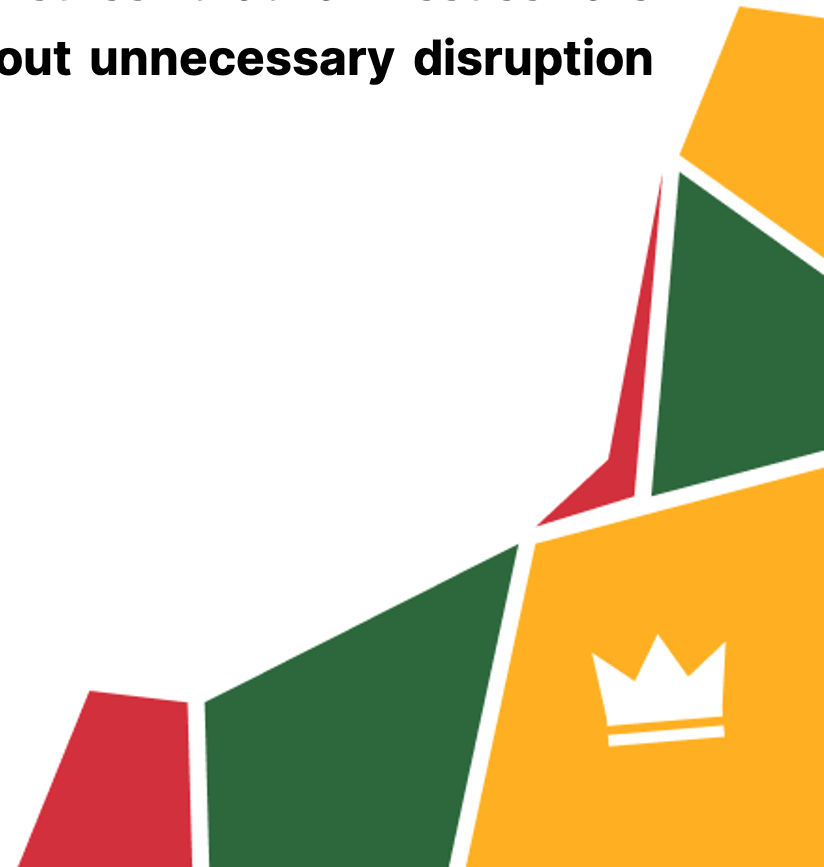
Any **fair play-related complaint** must be submitted **in writing** using the official complaint form, which can be obtained from a **Fair Play Officer** or accessed **online** through the FIDE FPL website.

Players are **strictly prohibited** from making their complaints or suspicions **public** through any medium. Public discussion of such matters is **contrary to the spirit of fair play** and may negatively affect both the player and the tournament's integrity.



Complaints

Players who have fair play concerns are encouraged to **communicate discreetly** with a Fair Play Officer. Sharing doubts or suspicions in a confidential and respectful manner ensures that all issues are handled **professionally, fairly, and without unnecessary disruption** to the event.



Final recommendation

The **Fair Play Team** is your ally in ensuring that the tournament remains a **safe, fair, and enjoyable** environment for all participants. Players are encouraged to maintain a **spirit of full cooperation** with the FPT and other event officials at all times.



Thank you!

