

2026 NARODITSKY MEMORIAL - REGULATIONS

Posted March 16, 2026

1. For complete information related to the **2026 Naroditsky Memorial Rapid & Blitz** including venue, eligibility, prizes, schedule, and more, see the [event website](#). Details are subject to change, and all official information will be conveyed through the website and via the email address provided at registration.

2. Rules and Regulations

- [FIDE Laws of Chess](#)
 - Rapid & Blitz Chess Laws (insufficient supervision, A.5 and B.3) shall apply to all events/sections.
- [FIDE Anti-Cheating Regulations](#)
- [FIDE Ethics Code](#)
- [FIDE Appeals Committee Procedural Rules](#)
- [US Chess Safe Play Guidelines](#)
- [US Chess Code of Ethics](#)
- [CCC Terms and Conditions](#)
- Event Spectator Policy and more – see event website

The Chief Arbiter (CA) shall interpret these regulations and resolve cases not covered by them, consistent with the Laws of Chess and the applicable regulations. Any necessary deviation due to exceptional circumstances shall be announced by the CA.

3. Fair Play

- All players are required to arrive early to undergo fair play scans.
- Players are required to cooperate with requests by arbiters related to fair play. Failure to do so may result in expulsion from the event
- Players and spectators are subject to screening, search, and other fair play measures as determined by the CA.
- No unauthorized devices are permitted in the tournament area without approval of the CA. Devices must be checked in at the designated area.
- During play, players may use the restroom, but may not exit the tournament area for any other reason without the accompaniment of an arbiter.

4. **System of Play** – FIDE Dutch pairings used for all Swiss events.

5. **Draw Offers** - In the Sunday events (Blitz Finals and Creator Invitational), draw offers are not permitted before the completion of Black's 20th move. No draw offer restrictions are applied to other events and sections.

6. Ratings Used for Pairings and Prizes

- Masters: Highest July FIDE Rating (Classical, Rapid, Blitz).
- Challengers: Highest July US Chess Rating (Standard, Quick, Blitz).
- In general, players will have the same rating used in Rapid & Blitz.
- The Chief Arbiter may assign a higher rating to any player in clear cases of misclassification or underestimation.

7. Rating Submission - All events/sections are submitted for the relevant US Chess and FIDE rating categories.

- Rapid - US Chess Quick Rated, FIDE Rapid Rated
- Blitz - US Chess Blitz Rated, FIDE Blitz Rated
- Blitz playoffs played at 3+2 - US Chess Blitz Rated, FIDE Blitz Rated

8. Default Time – There is no default time. The forfeit time is the entire time allotted on the clock. No penalty shall be imposed on a player if they forfeit a game, but in general, they will be excluded from the remaining pairings unless they inform an arbiter that they would like to continue the event.

9. Eligibility – in addition to the eligibility and space requirements as listed on the website, players must be current members of US Chess and be in good standing with both US Chess and FIDE. members of US Chess and FIDE.

10. Prize Rules

- US Chess rules are used for prize distribution. Prizes are split evenly amongst eligible tied players.
- The ratings used for pairings (see item 6) are used for rating-based prizes.
- Masters sections award [US Chess Grand Prix](#) points and [FIDE Circuit](#) points.
- For prizes or conditions totaling \$2000+, you will be required to fill out a form with your US Tax ID # and information. Players receiving prize payments of \$600 or more will be required to provide appropriate tax documentation (Form W-9 for U.S. persons or Form W-8BEN for non-U.S. persons).
- Payments to non-resident aliens are subject to 30% U.S. tax withholding unless a reduced rate applies under an applicable tax treaty and proper documentation is provided.
- For non-resident aliens, the organizer must withhold 30% of any prizes and conditions.

11. Byes

- Up to 3 half-point byes are available per Swiss event. Requested byes must be made at registration or at least 90 minutes before round 1.

12. Tiebreaks - whenever necessary, the following mathematical tiebreaks are used in cases where playoffs are not indicated in the regulations:

- Mathematical tiebreaks are used for Masters section trophies if there is no 1st place playoff, all Challengers section trophies, and Blitz Finals Pairing Numbers.
- Average rating of opposition, cut one - based on ratings assigned for the event, no rounding, excludes unplayed games.
- Cumulative (Progressive)

13. Playoffs - the following ties are broken by an over-the-board playoff:

- Rapid Masters: 1st Place Ties
- Blitz Masters: Ties affecting qualification for the Blitz Finals (top 10)
- Blitz Finals: 1st Place Ties
- Playoffs will involve all tied players to determine the event champion, winner's bonus prize, and trophy allocation.
- 2-player tie: two-game match (3+2); if tied, Armageddon.
- 3-4 player tie: round robin (3+2); if tied, any tied players play Armageddon.
- 5+ player tie: Armageddon Knockout. Seedings determined by the final standings according to tiebreaks. Byes, if needed, go to the highest seeds.
- Armageddon (sudden death): Both sides will have 2 second increment. White shall have 3 minutes. Both players shall submit a confidential bid for Black's time (3 minutes or less). The lower bid receives Black and draw odds. If the bids are equal, the CA shall draw lots to decide which player plays Black.
- The CA reserves the right to adjust playoff rules in exceptional circumstances.

14. Blitz Masters Finals

- The ten players qualifying for the Blitz Masters Finals will be determined from the final standings of the Blitz Masters Swiss event.
- The list of qualified players will be confirmed and published on the official event website by 6:00 PM on Saturday.
- Players who qualify for the Blitz Masters Finals are expected to participate. A qualified player who does not wish to participate must notify the Chief Arbiter no later than 6:00 PM on Saturday.
- If a qualified player withdraws, the vacancy will be filled by the next player in the final standings of the Blitz Masters Swiss event. If multiple players are tied for the relevant position, the event's published mathematical tiebreaks shall determine the replacement player.
- The Blitz Masters Finals will be conducted as a 10-player round robin.
- Pairing numbers for the Blitz Masters Finals shall correspond to the players' final standings in the Blitz Masters Swiss event, with mathematical tiebreaks used to resolve tied standings. Players finishing 1st–5th receive 5 games with White and 4 games with Black; players finishing 6th–10th receive 5 games with Black and 4 games with White.

15. Drawing of Lots

- The drawing of lots for the Rapid Championship will take place during the VIP dinner on July 2. The top seed will draw for color for the Rapid Championship (both sections). The color drawn will determine the color of the higher-rated player on Board 1. Colors on the remaining boards will then alternate accordingly.
- For the Blitz Championship, the colors on Board 1 will be reversed from those used in the Rapid Championship, with colors on the remaining boards again alternating accordingly.
- There is no drawing of lots for the Blitz Masters Finals. Pairing numbers are decided by final placement in the Blitz Masters Championship (Swiss).
- The drawing of lots for the Creator Invitational will be Saturday evening.

16. Appeals

- Players may appeal against an arbiter's decision regarding a game.
- Event staff's decisions regarding spectators, security, safe play, and other aspects of the event not related to specific games are final and not appealable.
- Appeals against the decisions of an arbiter or deputy arbiter shall first be reviewed by the CA. If the player wishes to contest the CA's decision, the player may submit a further appeal to the Appeals Committee.
- Appeals shall be lodged by the affected player. No third party appeals are permitted.
- The appeals process must be initiated within two (2) minutes after completion of the relevant game. To initiate an appeal, the player must notify the Chief Arbiter or a Deputy Arbiter of their intention to appeal within this time limit.
- A formal written appeal must then be submitted as soon as practicable, accompanied by a \$200 appeal deposit.
- The appeal committee will consider the appeal and issue a decision as promptly as possible. The deposit will be returned if the appeal is upheld or if the Appeals Committee determines that the appeal was made in good faith.

17. Officials

- Chief Organizer: FM/IA/IO Peter Giannatos
- Organizer: Dr Walter High
- Chief Arbiter: IA/IO Grant Oen
- Appeals Committee: to be confirmed
- Many additional arbiters, staff, and security will be present