



WR CHESS

WR Women's Chess Tour 2026

Rules & Regulations

1. Organizer

1.1 The Tour is organized by WR Chess

2. Purpose

2.1 The events aim to promote women's chess by creating a consistent, professional circuit on all continents.

2.2 It serves as a step toward establishing a yearly global Women's Chess Tour uniting all continents.

3. Structure of the Tour

3.1 The Tour shall consist of four continental tournaments and a Grand Final, as follows:

3.1.1 Asia and Oceania - June 5-8

3.1.2 The Americas - June 30-July 3

3.1.3 Africa - August 20-23

3.1.4 Europe - August 24-27

3.1.5 Grand Final - end of 2026

3.2 Schedule of each event:

3.2.1 Day 1 – Arrival of participants

3.2.2 Day 2 – Rapid tournament

3.2.3 Day 3 – Blitz tournament

3.2.4 Day 4 – Departure

4. Participants

4.1 Each continental tournament consists of 8 players:

4.1.1 4 invited players (wild cards)

4.1.2 1 top-rated player of the continent (according to the May 1, 2026 FIDE classical rating list)

4.1.3 1 top-rated rapid player of the continent (according to the May 1, 2026 FIDE rapid rating list)

4.1.4 1 top-rated blitz player of the continent (according to the May 1, 2026 FIDE blitz rating list)

4.1.5 1 winner of the qualifier (details to be announced)

4.2 If any player qualified under Articles 4.1.2–4.1.4 has already been invited or qualified by another path, the available spot shall be allocated to the qualifier.

4.3 Grand Final Qualification

4.3.1 The players finishing in 1st and 2nd place in the overall standings of each continental tournament shall qualify for the Grand Final 2026.

4.3.2 If a player qualified for the Grand Final 2026 withdraws, the qualification spot shall be awarded to the next highest-ranked player in the overall standings of the same continental tournament who has not already qualified.

4.4 Participation Restriction

4.4.1 Each player may participate in only one continental tournament of the Tour in 2026.

5. Tournament Format

5.1 Rapid

5.1.1 The tournament is played in a knockout format (8 players).

5.1.2 Each match consists of:

5.1.2.1 Two rapid games (15 minutes + 10 seconds increment from move one).

5.1.2.2 In case of a 1–1 tie, one Armageddon game is played.

5.2 Rapid Armageddon Rules

5.2.1 Players submit a secret bid indicating their preferred starting time.

5.2.2 The player with the lower bid receives Black and needs only a draw to win.

5.2.3 White receives 10 minutes and must win the game.

5.2.4 If bids are equal, the higher-rated player draws lots for color.

5.2.5 An increment of 1 second per move applies starting from move 61.

5.2.6 The maximum bid is 9 minutes and 59 seconds.

5.3 Rapid Schedule

5.3.1 Quarterfinals: 11:00

5.3.2 Semifinals: 15:00

5.3.3 Final: 18:00

5.4 Blitz

5.4.1 The tournament is played in a knockout format (8 players).

5.4.2 Each match consists of:

5.4.2.1 Four blitz games (3 minutes + 2 seconds increment from move one).

5.4.2.2 In case of a tie, one Armageddon game is played.

5.5 Blitz Armageddon Rules

5.5.1 Players submit a secret bid indicating their preferred starting time.

5.5.2 The player with the lower bid receives Black and needs only a draw to win.

5.5.3 White receives 5 minutes and must win the game.

5.5.4 If bids are equal, the higher-rated player draws lots for color.

5.5.5 An increment of 1 second per move applies starting from move 61.

5.5.6 The maximum bid is 4 minutes and 59 seconds.

5.6 Blitz Schedule

5.6.1 Quarterfinals: 11:00

5.6.2 Semifinals: 15:00

5.6.3 Final: 18:00

5.7 Overall Standings (per Tournament)

5.7.1 The final standings of each tournament shall be determined by the combined results of the Rapid and Blitz events.

5.7.2 Points shall be awarded in each event as follows:

5.7.2.1 1st place - 10 points

5.7.2.2 2nd place - 8 points

5.7.2.3 3rd–4th places - 5 points

5.7.2.4 5th–8th places - 2 points

5.7.3 Each player's total score shall be the sum of the points obtained in the Rapid and Blitz events.

5.7.4 The player with the highest total number of points shall be declared the overall winner of the tournament.

5.7.5 In case of a tie in total points, the player with the better result in the Rapid event shall be ranked higher.

5.7.6 If still tied, the player with the better result in the direct encounters (Rapid and Blitz games) shall be ranked higher.

5.7.7 If the players remain tied, an Armageddon Blitz game shall be played to determine the higher-ranked player.

6. Prize Fund

6.1 The total prize fund for the Tour is USD 200,000 (USD 40,000 per tournament).

6.2 Each tournament consists of two events: Rapid and Blitz.

6.3 The prize fund for each event is USD 20,000, distributed as follows:

- 6.3.1 1st place – \$7,000
 - 6.3.2 2nd place – \$4,000
 - 6.3.3 Semifinalists – \$2,500 each
 - 6.3.4 Quarterfinalists – \$1,000 each
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7. Playing Conditions

- 7.1 The FIDE Laws of Chess for Rapid and Blitz shall apply.
 - 7.2 Pairings shall be made as soon as all eight participants of an event are confirmed.
 - 7.3 Colors shall be determined by drawing of lots, unless otherwise specified.
 - 7.4 Games shall be played using FIDE-approved electronic clocks and boards.
 - 7.5 There is no default time; no penalty shall be imposed for late arrival.
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8. Arbiters & Appeals

- 8.1 The Chief Arbiter and panel of arbiters shall be appointed by the Organizer.
 - 8.2 An Appeals Committee of three members shall be appointed before the start of the event.
 - 8.3 All appeals must be submitted in writing within the time limit specified by the Chief Arbiter.
 - 8.4 Decisions of the Appeals Committee are final.
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9. Financial Conditions

- 9.1 Accommodation will be provided for all 8 players of each tournament.
 - 9.2 Travel expenses (round-trip economy class) will be covered by the Organizer.
 - 9.3 Visa-related expenses shall be borne by the players.
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10. Dress Code & Media Obligations

- 10.1 Players must maintain a professional appearance appropriate for a world-class event.
 - 10.2 Smart casual or business attire is recommended during games and official functions.
 - 10.3 Players agree to participate in official media activities, including:
 - 10.3.1 Interviews
 - 10.3.2 Photo sessions
 - 10.3.3 Promotional appearances
 - 10.4 Players must wear sponsor branding if provided, in accordance with Organizer guidelines
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11. Anti-Cheating Measures

11.1 The tournament will follow FIDE Anti-Cheating Regulations.

11.2 Players may be subject to screening, including electronic checks, before and during games.

11.3 The playing venue will be secured and monitored.

11.4 Players are not allowed to bring electronic devices into the playing area.

11.5 Any breach of fair play regulations may result in immediate disqualification.

12. Closing Ceremony

12.1 The closing ceremony shall take place immediately after the final game of each event.

13. Participation Confirmation

13.1 Invited players must confirm their participation by signing the tournament agreement no later than 1 month before the event.