1st FIDE World University Online Chess Championships

Technical Meeting for Captains/Representative of Universities

by zoom call on 7 March 2021 4:00 pm UTC

Speakers:

Bartlomiej Macieja – Chief Tournament Director
Lukasz Turlej – FIDE VP / Chairman of Appeals Committee

Tomasz Delega – Chief Arbiter – general regulations
Jirina Prokopova – representative of Tornelo – presentation of playing zone
Tania Karali – Deputy Chief Arbiter – registration and rules on Tornelo
Bojana Bejatovic – Fair Play Panel – fair play rules

Coordinator of the event

Pavel Tregubov – Secretary of the FIDE Global Strategy Commission
Aleksander Mista - Deputy Chief Tournament Director

see also a recording from the Technical Meeting and Tornelo presentation
available on the tournament website https://worlduniversity.fide.com

1. Welcome and presentation

Chief Arbiter – IA Tomasz Delega (POL)
Deputy Chief Arbiter – IA Tania Karali (GRE)
Deputy Chief Arbiter – IA Tshepiso Lopang (BOT)

Fair Play Panel

Bojana Bejatovic (MKD)
David Cordover (AUS)
Alex Colovic (MKD)

Arbiters

IA Bailleul, Geert (BEL), IA Nebojsa Baralic (SRB), IA Shohreh Bayat (ENG), IA Marco Biagiolli (ITA), IA Yury Borsuk (BLR), IA Gerhard Bertagnolli (ITA), IA Melih Cicek (TUR), IA Tomas Danada (SVK), IA Aleksandra Dimitrijevic (SRB), IA Rastislav Diviak (SVK), IA Tamas Gyomber (HUN) IA Yajun Han (CHN), IA Stephen Kisuze (UGA), IA Peter Duke Kingoina (KEN), IA Almira Marzouk (TUN), IA Carolina Munoz Solis (CRC), IA Mehrdad Pahlevanzadeh (IRI), IA Javier Perez Llera (ESP), IA Marija Lukic (SRB), IA Jaroslaw Pietraszewski (POL), IA Elena Polovina (RUS), FA Luciano Rietter (BRA), IA Salome Siradze (GEO), IA Irina Semenova (UZB), IA Ana Srebrnic (SLO)

All participants should have their microphones switched off during the technical meeting, when they are not speaking.

Questions should be asked in the chat, which will be available for all participants.

2. Checking of the presence of the representatives of all teams

Please write on the zoom chat YOUR NAME and UNIVERSITY you represent

3. Events

The First FIDE World University Online Chess Championships consist of the following four events:

A. FIDE World University Individual Online Blitz Championship (13-14 March)
B. FIDE World University Individual Online Rapid Championship (20-21 March)
C. FIDE World University Team Online Blitz Cup (27 March)
D. FIDE World University Team Online Rapid Cup (28 March)

4. Registration process

4.1 The registration was closed on Friday, 5 March 2021 at 23:59 UTC.

4.2 The deadline for Student Eligibility Form submission has been extended till **Tuesday, 9 March 2021 at 23:59 UTC**. The form shall be sent to worlduniversity@fide.com. No eligibility form is required for officials.

4.3 To avoid serious trouble joining the championships, it is important that all officials and students click on the verification emails (one for blitz, one for rapid) received upon their team registration.

4.4 The status of universities and students can be checked on the tournament website: https://worlduniversity.fide.com

4.5 Due to enormous number of emails received in the last moment, the information may not be fully updated yet. The next big update is scheduled to be published on Monday, 8 March 2021.

4.6 After the verification process the players will be divided into two groups – the main one and the reserve one, separate for both tournaments, according to the timestamps of the registration.

4.7 The list of players for Biltz will be published on Wednesday 10 March by 23:59 UTC. The list of players for Rapid will be published on Monday 15 March till 23:59 UTC.

4.8 The final confirmation of participation should be made by the players (from both lists the main one and the reserve) on the Tornelo platform not later than four hours before start of the event, 13 March 10:00 am UTC for blitz and 20 March 9:00 am UTC for rapid. The procedure, how to do this, will be explained during the meeting later.

4.9 Players who don't confirm their participation by the deadline will be replaced by the first reserve players with confirmed participation.

Regulations

5. Blitz

5.1 Format: Swiss, 20 round, students from the same university shall not be paired against each other

5.2 Time control: 3 min + 2 sec per move starting from move 1

5.3 Schedule

Saturday 13 March 2:00 pm – 5:40 pm UTC – rounds 1-10 (break 20 minutes after round 5)
Sunday 14 March 2:00 pm – 5:40 pm UTC – rounds 11-20 (break 20 minutes after round 15)

UTC – universal time coordinated

Detailed schedule is published in Tournament Regulations

5.4 Default time – the player can start his game until his time elapsed**.**

6. Rapid

6.1 Format: Swiss, 12 round, students from the same university shall not be paired against each other
6.2 Time control: 10 min + 5 sec per move starting from move 1

6.3 Schedule

Saturday 20 March 1:00 pm – 5:30 pm UTC – rounds 1-6 (break 30 minutes after round 3)
Sunday 21 March 1:00 pm – 5:30 pm UTC – rounds 7-12 (break 30 minutes after round 9)

UTC – universal time coordinated

Detailed schedule is published in Tournament Regulations

Please remember that some countries changes time between day 1 and day 2 of blitz tournament and the same can be for other countries in case of rapid tournament.

6.4 Default time – the player can start his game until his time elapsed**.**

7. Individual Standing and Tie-breaks

If two or more players score the same number of points, the tie shall be decided by the following criteria, in order of priority:

a) Buchholz Cut 1,
b) Buchholz,
c) The greater number of games played with black,
d) The greater number of wins,
e) Drawing of lots.

The links for the results are:

  - Blitz - http://chess-results.com/tnr551422.aspx?lan=1
  - Rapid - http://chess-results.com/tnr551425.aspx?lan=1

8. Team classification

8.1 The University team may consist of up to seven students (up to six students, if all the teammates are of the same gender).

8.2 The top four team members' scores, including at least one man's score and one woman's score (the top three scores, if all the team members are of the same gender) shall count for team standings.

8.3 The Final Team Standings shall be determined by, in order of priority:

a) Sum of individual points of the team's top four scorers,

b) Highest individual place of the best team member.

8.4 The four best teams shall qualify accordingly for the FIDE World University Team Online Blitz Cup and FIDE World University Team Online Rapid Cup

9. Presentation of the playing platform (Jirina Prokopova – Tornelo)

10. Playing platform – Tornelo registration and rules (Tania Karali)

10.1 There are no nicknames on tornelo.com, the players will play under their real names.

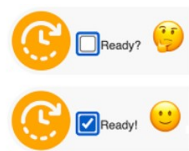10.2 The login of the players on tornelo.com is their email address

10.3 The links for the tournaments are:

- Blitz - https://tornelo.com/chess/orgs/fide/events/wuocc-blitz
- Rapid - https://tornelo.com/chess/orgs/fide/events/wuocc-rapid

10.4 Every player not registered yet on Tornelo will receive an email with the invitation for Tornelo registration. To register, they need to set-up the password only.
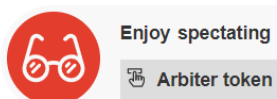
10.5 If the player did not receive an email with the invitation, he may registered himself, according to the instruction and click on the tournament link above.

10.6 The players with the registered email addresses will be able to join simply, clicking "I am ready to play"

10.7 The players with no email address registered, after entering to the lobby will see:

Players who see this message need to sign in, go to the tournament link (see above) and contact DCA Tania Karali at +306975300614 (WhatsApp)

10.8 Players are required to follow the registration process described in steps 9.4 - 9.7 until 4 hours before the start of each event, Saturday March 13th 10:00 am UTC for Blitz and Saturday March 20th 9:00 am UTC for Rapid. **Players who fail to meet these deadlines will be removed from the lists and replaced by reserve players**. Reserve players should also follow steps 9.4 - 9.7 within the aforementioned deadlines, so that they will be ready to join the tournament in time.

10.9 The clock can be started by black player or white player, after his move. Please note that arbiters will start the players clock even if he/she is not connected to the game. The procedure is:
10.9.1 The pairings are published (players can see them, but cannot join the game)
10.9.2. The Chief Arbiter gives the signal and the "Play now" button appears (only then can players join)
10.9.3 One or both players join the game and they start the clock
10.9.4 The arbiters manually start clocks for games that are not joined by any of the two players

10.10 Three-fold repetition, 50 moves rules and insufficient material positions are declared as a draw automatically.

10.11 On the Tornelo the players can not set premoves, there are no auto promotion and smart moves available. There is no touch piece rule.

10.12 The platform Tornelo has a "call the arbiter" button available for the players. The button stops the clock and its only purpose is to call the arbiter in some urgent cases. Misuse of the button after the first warning could result in the forfeit of the game.

10.13 In case of disconnection, the player is allowed to reconnect until their remaining time has elapsed. The disconnected player should stay on his playing position and can speak only with arbiters.

10.14 We recommend Google Chrome as the best web browser to use with Tornelo

11. Conference platform – zoom.us and jit.si

11.1 There will be 24 separate zoom calls for the players and one jit.si call for the players restricted on zoom. Players will be grouped by the country and then by the name.

11.2 Zoom call links will be integrated on Tornelo

11.3 To join the zoom meeting, the player should be correctly named on zoom application – the full name of the player. The same for jit.si

11.4 Players should be able to read chat on zoom.

11.5 There will be also one zoom call, where the representatives of the universities can join.

12. Fair Play Measures (Bojana Bejatovic)

12.1. The fair play measures are based on resources of HIP and approved external tools, and follow the FIDE Online Chess Regulations, Articles 12 – 14 and App. I (see Appendix 1).

12.2. It is every player's individual responsibility to have a working camera and a working microphone during playing sessions.

12.3. Players are required to be on a video call via Zoom and remain visible in their cameras during their games. The room lighting should be sufficient to allow broadcasting and movement of a player's eyes. Players are required to move their camera to show the arbiters their playing area upon request. The entire Zoom monitoring sessions, including video and audio, shall be recorded.

12.4. Players shall not use virtual background.

12.5. Players are required to share their screen 1 (with Taskbar visible) with the Zoom call.

12.6. Players are required to follow arbiters' instructions on keeping their microphones on or off. Arbiters may turn a player's microphone on or off for the purpose of ensuring fair play.

12.7. No other software shall be running besides: a) Operating System, b) Antivirus, c) Zoom, d) Web browser that is connecting to HIP, e) Software needed to make the camera work, f) Software needed to make the microphone work. During the game, the players me be required to show their Task manager - using CTRL + Shift + ESC or CMD + ALT + ESC on MAC keyboard.

12.8. Headphones, earphones and any kind of audio device or electronic devices not used for playing is not allowed during the rounds.

12.9. Hats, caps, hoodies and any other unnecessary items covering the head are not allowed.

12.10. Outside assistance of any kind is strictly prohibited.

12.11. No spectators shall be allowed in the playing area.

12.12. Players violating the requirements of Articles 13.2 – 13.11 may receive a warning or be forfeited for the current game by an arbiter.

12.13. GSC in consultation with the Tournament Director and HIP shall establish a Fair Play Panel (hereinafter referred to as FPP). FPP shall consist of the Chief Arbiter and the following fair play experts: FIDE Fair Play Commission members, fair play experts of HIP, computer scientists and statisticians, chess grandmasters.

12.14. Based upon the results of the anti-cheating algorithm or/and other evidence deemed sufficient by FPP to establish a cheating incident, FPP is entitled to disqualify any player for a suspected fair play violation during the course or after the conclusion of any of the Championships event.

12.15. In the events 3.A and 3.B, the disqualified player may be declared lost in one or several games he/she played in the current or/and previous rounds of the event.

12.16. In the events 3.C and 3.D, the team of the disqualified player shall be disqualified as well.

12.17. The decision of FPP to disqualify a player for a suspected fair play violation is final and is not subject to any appeal, review or other challenge.

12.18. If a player is disqualified, his/her opponents' scores and tie-breaks may be revised in the situation described in Article 13.15. The relative procedure shall be developed by the Chief Arbiter, in consultation with GSC and the Tournament Director, and announced before the start of the Championships.

12.19. Upon the completion of the last round of each event, FPP shall be given up to 72 hours to analyse the fair play data and to confirm the final standings. This time can be extended, if deemed necessary.

12.20. Neither FIDE, nor the Hosting Internet Platform claims that the determination of a suspected fair play violation is proof of actual cheating or an admission of guilt of by the disqualified player. Such a determination shall not affect the ordinary status of the player for over-the-board competitions within the jurisdiction of FIDE or its members, unless FPP decides in the case of a clear or gross violation, or repeated violations, to refer the matter to the FIDE Ethics and Disciplinary Commission which may exclude the player from all official chess participation for a period up to 15 years.

12.21. Fair play violations may be reported to players' universities.

12.22. By entering the event, each player accepts the above-mentioned fair play measures as a condition of entry in a voluntary sports event and agrees that his/her participation takes place subject to these fair play measures. Each player acknowledges and agrees that he/she consents to the transfer of all his/her personal data by HIP to the tournament staff and FIDE, including his/her real name, games played, evidence of non-compliance with the fair play rules, including audio or/and video recording of games (if any).

13. Results revision (Bojana Bejatovic)

13.1 The following procedure will apply:

13.1.1 The disqualified player may be declared lost in one or several games he/she played in the current or/and previous rounds of the event. The result of the player in those games shall be converted to loss by forfeit.

13.1.2 The opponents of the previous rounds shall be granted half a point by forfeit additional to the original result. Thus, an opponent who lost to a disqualified player shall receive a half point bye, whereas an opponent who made a draw shall receive a full point bye. Wins against disqualified players will be converted to wins by forfeit.

14. Appeals

14.1 The Appeals Committee is entitled to make decisions on all disputes but fair play issues

14.2 All appeals and protests shall be submitted in writing to the Appeals Committee no later than 15 minutes after the completion of the relevant game or after the alleged infringement occurred.

14.3 The Chairman of Appeals Committee is Lukasz Turlej l.turlej@fide.com

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15. Others

15.1 Players wishing to cancel/withdraw before the tournament shall do it on Tornelo platform as soon as possible, by unticking the box "Ready". It is very important to do so, as it allows other students to join the tournament (limited tournament capacity).

15.2 Players wishing to withdraw during the tournament shall do it on Tornelo platform before the pairings for the next round have been published. It is very important to do so, to avoid forfeits (other students are deprived of opportunity to play a game).

15.3 Players can take as many zero-point byes (can skip some rounds) as they wish, but they shall do it themselves on Tornelo platform before the pairings for the next round have been published. It is very important to do so, to avoid forfeits (other students are deprived of opportunity to play a game).

16. Reminders

16.1 The deadline for Student Eligibility Form submission has been extended till Tuesday, 9 March 2021 at 23:59 UTC. The form shall be sent to worlduniversity@fide.com

16.2 To avoid serious trouble joining the championships, it is important that all officials and students click on the verification emails (one for blitz, one for rapid) received upon their team registration.

16.3 The status of universities and students can be checked on the tournament website: https://worlduniversity.fide.com. The next big update is scheduled to be published on Monday, 8 March 2021.

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16.7 Players who don't confirm their participation by the deadline will be replaced by the first reserve players with confirmed participation.

16.8 Please ask the players to be connected to the Tornelo and Zoom call at least 60 minutes before the first round, to have a time to solve any technical problems if happened.

17. Drawing of lots for colours for the first round

The highest rated player for both tournament is Vladimir Fedoseev – FIDE rating 2687. I would like to ask representative of UTRGV for drawing of lots of colours for both tournaments.

Blitz, Rapid

18. Questions?