



FIRST FIDE WORLD UNIVERSITY ONLINE CHESS CHAMPIONSHIPS

13-14, 20-21, 27-28 March 2021

1. SCOPE

- 1.1. The Governing Body of the First FIDE World University Online Chess Championships is the International Chess Federation (FIDE).
- 1.2. In this document, the word “university” means a university or a similar institute whose status is recognised by the appropriate national academic authority of their country.
- 1.3. The First FIDE World University Online Chess Championships are organised by The University of Texas Rio Grande Valley (chess@utrgv.edu) in consultation with the FIDE Global Strategy Commission (hereinafter referred to as “GSC”).
Tournament Director: GM Bartłomiej Macieja
Tournament Deputy Director: GM Aleksander Mista
- 1.4. The body responsible for adopting and changing these Regulations is the FIDE Council, upon recommendation of GSC and the Tournament Director.
- 1.5. At any time, any circumstance or unforeseen situation not covered in these Regulations shall be referred to the FIDE President for the final decision.

2. 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)

2.A. FIDE World University Individual Online Blitz Championship

2.A.1. **Dates:** 13-14 March.

2.A.2. **Eligibility:** open to students who meet the following four requirements:

- a) Have their secondary education completed,
- b) Are currently officially registered as proceeding towards a degree or diploma at a university,
- c) Were born in 1995 or later,
- d) Are not banned by the Hosting Internet Platform (hereinafter referred to as HIP).

2.A.3. **Format:** Swiss, 20 rounds. The tie-break system is described in Appendix 2, Article 1.

2.A.4. **Time control:** 3 min + 2 sec per move starting from move 1.

2.A.5. **Pairings**

- a) The pairings shall be made according to the HIP built-in pairing system for Swiss events.
- b) FIDE standard ratings of March 2021 shall be used for pairing purposes. Players with no standard FIDE rating shall be considered unrated.
- c) Students from the same university shall not be paired against each other.

2.A.6. **Schedule**

Day	Time, UTC	Round
Day 1, 13 March	2:00 PM	Round 1
	2:20 PM	Round 2
	2:40 PM	Round 3
	3:00 PM	Round 4
	3:20 PM	Round 5
	Break	
	4:00 PM	Round 6
	4:20 PM	Round 7
	4:40 PM	Round 8
	5:00 PM	Round 9
	5:20 PM	Round 10
Day 2, 14 March	2:00 PM	Round 11
	2:20 PM	Round 12
	2:40 PM	Round 13
	3:00 PM	Round 14
	3:20 PM	Round 15
	Break	
	4:00 PM	Round 16
	4:20 PM	Round 17
	4:40 PM	Round 18
	5:00 PM	Round 19
	5:20 PM	Round 20

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2.A.7. Awards

- a) The winner shall be announced the World University Online Blitz Champion 2021. He/She shall be awarded a trophy.
- b) The highest placed woman shall be announced the World University Online Blitz Women's Champion 2021. She shall be awarded a trophy.
- c) Medals shall be awarded to:
 - I. The first, the second, and the third-place finishers,
 - II. The first, the second, and the third-place women's finishers.

2.A.8. Team Standings and qualification for the World University Team Online Blitz Cup

- a) During the registration (see Article 2.A.9), each university may specify a team among the players representing this university. This team may consist of up to seven students (up to six students, if all the teammates are of the same gender).
- b) 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.
- c) The Final Team Standings shall be determined by, in order of priority:
 - I. Sum of individual points of the team's top four scorers,
 - II. Highest individual place of the best team member.
- d) The four best teams shall qualify for the FIDE World University Team Online Blitz Cup (see Chapter 2.C)

2.A.9. Registration

- a) Students shall be registered by their university representatives.
- b) Each university shall provide the list of players through a dedicated online registration form (https://worlduniversity.fide.com/registration_blitz.phtml). In accordance with Article 2.A.8.a, each university may specify team members among the registered players.
- c) The registration deadline is 5 March 11:59 PM UTC.
- d) The tournament capacity is 1000 players.
- e) The Tournament Director may refuse to accept players registered after the deadline or/and when the tournament capacity has been reached.
- f) There is no entry fee.

2.B. FIDE World University Individual Online Rapid Championship

2.B.1. **Dates:** 20-21 March.

2.B.2. **Eligibility:** open to students who meet the following four requirements:

- a) Have their secondary education completed,
- b) Are currently officially registered as proceeding towards a degree or diploma at a university,
- c) Were born in 1995 or later,
- d) Are not banned by the Hosting Internet Platform (hereinafter referred to as HIP).

2.B.3. **Format:** Swiss, 12 rounds. The tie-break system is described in Appendix 2, Article 1.

2.B.4. **Time control:** 10 min + 5 sec per move starting from move 1.

2.B.5. **Pairings**

- a) The pairings shall be made according to the HIP built-in pairing system for Swiss events.
- b) FIDE standard ratings of March 2021 shall be used for pairing purposes. Players with no standard FIDE rating shall be considered unrated.
- c) Students from the same university shall not be paired against each other.

2.B.6. **Schedule**

Day	Time, UTC	Round
Day 1, 20 March	1:00 PM	Round 1
	1:45 PM	Round 2
	2:30 PM	Round 3
	Break	
	3:30 PM	Round 4
	4:15 PM	Round 5
	5:00 PM	Round 6
Day 2, 21 March	1:00 PM	Round 7
	1:45 PM	Round 8
	2:30 PM	Round 9
	Break	
	3:30 PM	Round 10
	4:15 PM	Round 11
	5:00 PM	Round 12

2.B.7. **Awards**

- a) The winner shall be announced the World University Online Rapid Champion 2021. He/She shall be awarded a trophy.
- b) The highest placed woman shall be announced the World University Online Rapid Women's Champion 2021. She shall be awarded a trophy.
- c) Medals shall be awarded to:
 - I. The first, the second, and the third-place finishers,
 - II. The first, the second, and the third-place women's finishers.

2.B.8. **Team Standings and qualification for the World University Team Rapid Cup**

- a) During the registration (see Article 2.B.9), each university may specify a team among the players representing this university. This team may consist of up to seven students (up to six students, if all the teammates are of the same gender).
- b) 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.
- c) The Final Team Standings shall be determined by, in order of priority:
 - I. Sum of individual points of the team's top four scorers,

- II. Highest individual place of the best team member.
- d) The four best teams shall qualify for the FIDE World University Team Online Rapid Cup (see Chapter 2.D).

2.B.9. Registration

- a) Students shall be registered by their university representatives.
- b) Each university shall provide the list of players through a dedicated online registration form (https://worlduniversity.fide.com/registration_rapid.phtml). In accordance with Article 2.B.8.a, each university may specify team members among the registered players.
- c) The registration deadline is 5 March 11:59 PM UTC.
- d) The tournament capacity is 1000 players.
- e) The Tournament Director may refuse to accept players registered after the deadline or/and when the tournament capacity has been reached.
- f) There is no entry fee.

2.C. FIDE World University Team Online Blitz Cup

2.C.1. **Date:** 27 March.

2.C.2. **Qualification:** The four best teams according to the final team's standings of the World University Individual Online Blitz Championship (see Article 2.A.8.c).

2.C.3. **Format:** Knockout duels of four matches each. The tie-break system is described in Appendix 2, Article 2.

2.C.4. **Time control:** 3 min + 2 sec per move starting from move 1.

2.C.5. Team composition

- a) Each match is played on four boards.
- b) Each team consists of up to seven players (up to six, if all the teammates are of the same gender) registered for the World University Individual Online Blitz Championship, as described in Article 2.A.8.a.
- c) Each team shall appoint a captain. The captain can be either a member of the team, or another person. Each team captain decides on his/her team board order from Board 1 to Board 7 by 25 March. The announced board order cannot be modified later on.
- d) Each captain announces his/her team composition for each match no later than 10 minutes prior to the beginning of the respective match. In each match, each team shall have at least one male player and at least one female player. If all the team members are of the same gender, the match is played on Boards 1-3, board 4 is forfeited.

2.C.6. Confirmation of participation

Each qualified team (see Article 2.C.2) shall officially confirm its participation to the Tournament Director (chess@utrgv.edu) by 22 March. In the case any team fails to confirm its participation, it shall be substituted by the next non-qualified team in the final team's standings of the World University Individual Online Blitz Championship (see Article 2.A.8.c).

2.C.7. Pairings

- a) For pairing purposes, the four confirmed teams (see Article 2.C.6) shall be ranked according to the final standings of the World University Individual Online Blitz Championship (see Article 2.A.8.c). The semi-finals pairings shall be done as follows:

T 1 (the highest ranked team) vs T 4
T 2 vs T 3.

- b) In the first match, the first-named team in a duel has white on the odd-numbered boards and black on the even-numbered boards in the first and third matches; and white on the even-numbered boards and black on the odd-numbered boards in the second and fourth matches.

2.C.8. **Schedule:** The playing schedule of each duel depends on time zones of the qualified teams. It shall be announced by 23 March.

2.C.9. **Awards:** The winning team shall be announced the World University Team Online Blitz Cup Winner 2021 and shall be awarded a trophy.

2.D. FIDE World University Team Online Rapid Cup

2.D.1. **Date:** 28 March.

2.D.2. **Qualification:** The four best teams according to the final team standings of the World University Individual Online Rapid Championship (see Article 2.B.8.c).

2.D.3. **Format:** Knockout duels of two matches each. The tie-break system is described in Appendix 2, Article 2.

2.D.4. **Time control:** 10 min + 5 sec per move starting from move 1.

2.D.5. Team composition

- a) Each match is played on four boards.
- b) Each team consists of up to seven players (up to six, if all the teammates are of the same gender) registered for the World University Individual Online Rapid Championship, as described in Article 2.B.8.a.
- c) Each team shall appoint a captain. The captain can be either a member of the team, or another person. Each team captain decides on his/her team board order from Board 1 to Board 7 by 25 March. The announced board order cannot be modified later on.
- d) Each captain announces his/her team composition for each match no later than 10 minutes prior to the beginning of the respective match. In each match, each team shall have at least one male player and at least one female player. If all the team members are of the same gender, the match is played on Boards 1-3, board 4 is forfeited.

2.D.6. Confirmation of participation

Each qualified team (see Article 2.D.2) shall officially confirm its participation to the Tournament Director (chess@utrgv.edu) by 22 March. In the case any team fails to confirm its participation,

it shall be substituted by the next non-qualified team in the final team's standings of the World University Individual Online Rapid Championship (see Article 2.B.8.c).

2.D.7. **Pairings**

- a) For pairing purposes, the four confirmed teams (see Article 2.D.6) shall be ranked according to the final standings of the World University Individual Online Rapid Championship (see Article 2.B.8.c). The semi-finals pairings shall be done as follows:

T 1 (the highest ranked team) vs T 4
T 2 vs T 3.

- b) In the first match, the first-named team in a duel has white on the odd-numbered boards and black on the even-numbered boards in the first match; and white on the even-numbered boards and black on the odd-numbered boards in the second match.

2.D.8. **Schedule:** The playing schedule of each duel depends on time zones of the qualified teams. It shall be announced by 23 March.

2.D.9. **Awards:** The winning team shall be announced the World University Team Online Rapid Cup Winner 2021 and shall be awarded a trophy.

3. **TECHNICAL ISSUES**

- 3.1. GSC, in consultation with the Tournament Director, shall nominate the Chief Arbiter, the Deputy Chief Arbiter, assistant arbiters.
- 3.2. The Technical Meeting for the events 2.A and 2.B (see Chapter 2) shall take place on 7 March 4 PM UTC via a Zoom conference call. The representatives of the participating universities are obliged to attend the Meeting.
- 3.3. The Technical Meeting for the events 2.C and 2.D (see Chapter 2) shall take place on 19 March (time is to be announced by the Chief Arbiter) via a Zoom conference call. The captains of the participating teams are obliged to attend the Meeting.
- 3.4. The technical notice describing the mode of communication between the players, the Chief Arbiter and the HIP technical support as well as other technical issues may be developed by HIP in consultation with GSC and the Tournament Director and amended to these Regulations as Appendix 3, if necessary.
- 3.5. None of the events of the First FIDE World University Online Chess Championships shall be rated.

4. **CONNECTION TO THE PLAYING ZONE**

- 4.1. It is every player's individual responsibility to have:
- Working playing device,
 - Stable Internet connection,
 - Account created and verified on HIP,
 - Knowledge and experience how to play on HIP.
- 4.2. During a game, if a player disconnects from the playing zone, his/her clock shall continue running.
- 4.3. If the player can reconnect to the game before his/her remaining thinking time elapsed, he/she shall continue playing with the thinking time remaining on his/her clock. If the player got also disconnected from a video call, the arbiter shall decide whether further sanctions are appropriate (see Articles 5.3 and 5.12).

- 4.4. If the player cannot reconnect to the game before his/her remaining thinking time is elapsed, then that player shall lose the game. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

5. FAIR PLAY MEASURES

- 5.1. 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).
- 5.2. It is every player's individual responsibility to have a working camera and a working microphone during playing sessions.
- 5.3. 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.
- 5.4. Players shall not use virtual background.
- 5.5. Players are required to share their screen 1 (with Taskbar visible) with the Zoom call.
- 5.6. 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.
- 5.7. 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 may be required to show their Task manager - using CTRL + Shift + ESC or CMD + ALT + ESC on MAC keyboard.
- 5.8. Headphones, earphones and any kind of audio device or electronic devices not used for playing is not allowed during the rounds.
- 5.9. Hats, caps, hoodies and any other unnecessary items covering the head are not allowed.
- 5.10. Outside assistance of any kind is strictly prohibited.
- 5.11. No spectators shall be allowed in the playing area.
- 5.12. Players violating the requirements of Articles 5.2 – 5.11 may receive a warning or be forfeited for the current game by an arbiter.
- 5.13. 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.
- 5.14. 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.
- 5.15. In the events 2.A and 2.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.
- 5.16. In the events 2.C and 2.D, the team of the disqualified player shall be disqualified as well.
- 5.17. 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.
- 5.18. If a player is disqualified, his/her opponents' scores and tie-breaks may be revised in the situation described in Article 5.15. 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.

- 5.19. 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.
- 5.20. 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.
- 5.21. Fair play violations may be reported to players' universities.
- 5.22. 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).

6. APPEALS COMMITTEE

- 6.1. GSC, in consultation with the Tournament Director, shall appoint the Chairman, the two other members of the Appeals Committee, the first and the second reserve members, all from different Federations.
- 6.2. A member of the Appeals Committee cannot sit in judgement in a dispute involving one player from his/her Federation or university, they should be replaced by one of the reserve members.
- 6.3. The Appeals Committee is entitled to make decisions on all disputes but fair play issues (Chapter 5).
- 6.4. 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.
- 6.5. The Appeals Committee shall endeavour to make a decision as quickly as possible.
- 6.6. The written decision of the Appeals Committee arising from any dispute in respect of these Regulations is final.

Appendix 1. FIDE Online Chess Regulations

<https://handbook.fide.com/files/handbook/OnlineChessRegulations.pdf>

Appendix 2. Tie-Break Rules

1. FIDE World University Individual Online Rapid & Blitz Championships

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.

2. FIDE World University Team Online Rapid & Blitz Cups

- 2.1. In the event of a drawn duel (each team wins one of the two matches, or both matches are drawn), board points shall not be used as the tie-break. The tie shall be broken with a blitz match.
- 2.2. After the draw of colours, one match shall be played with the time control: 3 minutes + 2 seconds increment per move, starting from move 1.
- 2.3. If the blitz match is drawn, an Armageddon game shall be played. The captain of each team shall nominate one player.
- 2.4. Once both players have been selected, the draw of lots shall take place to determine which player will choose the colour in the Armageddon game.
- 2.5. The time control for the Armageddon game shall be 5 minutes for white, and 4 minutes for black, with no increment.
- 2.6. If the player with the white pieces wins the game, his/her team wins the duel. If the player with the black pieces wins or draws the game, his/her team wins the duel.