2020 FISU WORLD UNIVERSITY CHAMPIONSHIP
MIND SPORTS ONLINE

MIND SPORTS 2020

FISU World University Championship

GENERAL TECHNICAL MEETING

SPEAKERS:

TOMASZ DELEGA – CHIEF ARBITER – REGULATIONS

MARCO BIAGIOLI – DEPUTY CHIEF ARBITER – REGISTRATION AND TEAM COMPOSITION

DAVID CORDOVER – TORNELO CEO – PRESENTATION OF THE PLAYING PLATFORM

- PRESENCE CHECK: NAME, COUNTRY, TEAM – IN THE CHAT SECTION
- **PLEASE HAVE YOUR MICROPHONES MUTED DURING THE GENERAL TECHNICAL MEETING**
- QUESTIONS: IN THE CHAT

(NAME OF THE FISU REPRESENTATIVE)

KATARZYNA DOMAŃSKA

– THE PRESIDENT OF THE ORGANIZING COMMITTEE

PARTICIPATING COUNTRIES: CHESS

- ARGENTINA - 5 TEAMS
- ARMENIA - 1 TEAM
- BELARUS - 1 TEAM
- BRAZIL - 5 TEAMS
- CHILE - 5 TEAMS
- CHINA (PEOPLE'S REPUBLIC OF) – 5 TEAMS
- COLOMBIA – 5 TEAMS

- COSTA RICA – 3 TEAMS
- CROATIA – 2 TEAMS
- CUBA – 2 TEAMS
- CZECH REPUBLIC – 1 TEAM
- FRANCE – 1 TEAM
- HONDURAS – 1 TEAM
- HUNGARY – 1 TEAM
- INDIA – 1 TEAM

PARTICIPATING COUNTRIES: CHESS

- KAZAKHSTAN – 4 TEAMS
- KYRGYZSTAN – 1 TEAM
- LIBYA – 1 TEAM
- MALAYSIA – 2 TEAMS
- MEXICO – 5 TEAMS
- MONGOLIA – 1 TEAM
- NEW ZEALAND - 1 TEAM
- POLAND – 4 TEAMS
- PORTUGAL - 1 TEAM

- SAUDI ARABIA – 2 TEAMS
- SERBIA – 1 TEAM
- SINGAPORE – 1 TEAM
- SPAIN – 4 TEAMS
- SRI LANKA – 5 TEAMS
- SWITZERLAND – 1 TEAM
- UKRAINE – 2 TEAMS
- URUGUAY – TEAMS

PARTICIPATING COUNTRIES: BRIDGE

- ARGENTINA – 1 TEAM
- AUSTRALIA – 1 TEAM
- BOTSWANA – 1 TEAM
- CHINA (PEOPLE'S REPUBLIC OF) – 5 TEAMS
- FRANCE – 1 TEAM
- GERMANY – 1 TEAM

- INDONESIA – 5 TEAMS
- ITALY – 2 TEAMS
- LATVIA – 1 TEAM
- POLAND – 5 TEAMS
- RUSSIAN FEDERATION – 1 TEAM
- SERBIA – 1 TEAM
- THAILAND – 1 TEAM

SCHEDULE

DAY 1 – 26 OCTOBER

3:00 PM CET – ROUND ONE

5:00 PM CET – ROUND TWO

7:00 PM CET – ROUND THREE

DAY 2 – 27 OCTOBER

3:00 PM CET – ROUND FOUR

5:00 PM CET – ROUND FIVE

7:00 PM CET – ROUND SIX

DAY 3 – 28 OCTOBER

3:00 PM CET – ROUND SEVEN

5:00 PM CET – ROUND EIGHT

7:00 PM CET – ROUND NINE

SCHEDULE
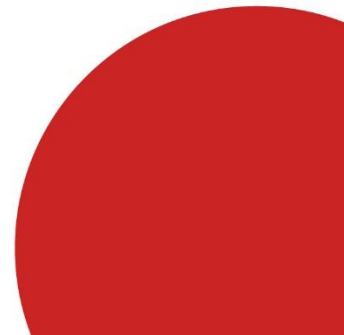
DAY 4 – 29 OCTOBER

3:00 PM CET – PLAY OFF – 1/8

5:00 PM CET – PLAY OFF – QUARTERFINALS

DAY 5 – 30 OCTOBER

3:00 PM CET – SEMIFINALS

5:00 PM CET – FINAL AND 3RD

PLACE MATCH

PLEASE NOTE THAT WE PLAY WITH THE INCREMENT (ROUND DURATION IS NOT FIXED). THEREFORE WE CAN HAVE SOME DELAY, ALSO BECAUSE OF THE DISCONNECTION OF THE PLAYERS OR PROBLEMS WITH THE ELECTRICITY. THE EXACT TIME FOR THE NEXT ROUND WILL ALWAYS BE ANNOUNCED BY CHIEF ARBITER.

REGULATIONS FOR THE TEAM COMPOSITION AND CAPTAIN ROLE

1. One team consists of four to six players. Each team will appoint four players per match. Each team must play each match with at least one woman and one man.

2. Each team must appoint one person as team captain. The captain makes the line-up of the players for each round and is the contact person for the tournament management.

3. Not later than 7 days before the start of round 1, the players in each team must be listed in a fixed board order by their captain. The order cannot be changed during the tournament.

REGULATIONS FOR THE TEAM COMPOSITION AND CAPTAIN ROLE

4. Before the start of a round, the captain of a team must deliver to the Chief Arbiter, a Round Team List of the team members who are to take part in the round in question. If this list is not delivered by the appointed time, the team may only use its top 4 players. (to be done by – chess-results/swiss manager on line system).
5. At the start of any round a participating team has to be present with at least three players. If less than three players are present at the start of any round the players present are not allowed to start their games.

SYSTEM OF PLAY

1. Elimination stage – one tournament for all teams, swiss system, by FIDE Chess Olympiad Regulations, 9 rounds (three rounds per one day).

2. Rate of play 15 minutes + 10 seconds increment per move, starting from move 1.

3. Draw restriction – The players cannot draw a game by agreement before black's 30th move.

SYSTEM OF PLAY

4. Tie-breaks for elimination stage:

4.1 The position of teams that finish with the same number of match points shall be determined by application of the following tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to the extent required:

a) the sum of Sonneborn-Berger points, which are calculated as follows: match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of game points achieved against this opponent; in case there is more than one team with the lowest number of match points the team with the lowest number of game points is excluded,

b) by the number of the game points scored,

c) by the sum of the match points of all the teams opponents, excluding the lowest one.

SYSTEM OF PLAY

4.2 For tie-break purposes a bye or an unplayed match – if the opponent team does not appear on time – are counted as a drawn match against a virtual opponent. At the start of the round this virtual opponent has the same number of match points and game points as the team present. Then the result of the unplayed match is added (1 matchpoint and 4 gamepoints in case of an unplayed win, 1 matchpoint and 2 gamepoints in case of a bye, 0 matchpoints and 0 gamepoints in case of an unplayed loss) and finally for each subsequent round 1 matchpoint and 2 gamepoints.

5. Final stage – play off for the best 16 teams (two rounds per day)

SYSTEM OF PLAY

5.1 Order of the teams in the knock-out system is determined by final standing of elimination stage. The pairing for the first round is 1–16, 2–15, 3–14, 4–13, 5–12, 6–11, 7–10 and 8–9

5.2 The draw of colors for Round 1 is done after the elimination stage. In Round 1 the higher rated teams of odd matches and lower rated teams of even matches have the same color.

5.3 In the Round 2, each winner of Round 1 has the color opposite to the colour that in his previous match the higher seeded team had. Thus, if the lower seeded team wins any match, he assumes automatically in the next round the colour position of his eliminated opponent.

5.4 For the Round 3 and the Final the same procedure is applied.

SYSTEM OF PLAY

5.5 In the Match for 3rd place a higher seeded team has the color opposite to the color he had in the Round 3.

5.6 If the scores are level after the match, then another match is played with reverse color with time control of 3 minutes for each player + 2 seconds increment per move, starting from move 1.

5.7 If the score is still level after the second match, a single armageddon game is played. The team captain decide who will represent the team in the armageddon game. The player who wins the drawing of lots may choose the color. The player with the white pieces receives 5 minutes, the player with the black pieces receives 4 minutes. In case of a draw the player with the black pieces is declared winner and whole match is won by his team.

PAIRING TREE FOR THE PLAY-OFF
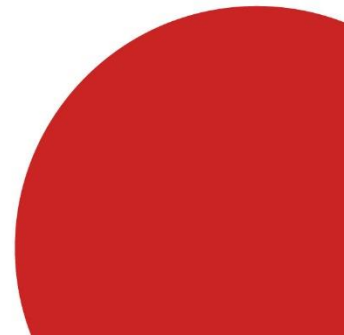
PLAYING PLATFORM – TORNELO – TORNELO.COM

1. Every player will receive an email with the invitation for Tornelo registration. To register, they need to set-up the password only.
2. If the player did not receive an email with the invitation, he may registered himself, according to the instruction.
3. There are no nicknames on Tornelo, the players will play under their real names.

PLAYING PLATFORM – TORNELO – TORNELO.COM

4. To start the clock, the white player must make a first move or the black player or arbiter can start the clock pressing the button "start the clock". Please note that we will start the players clock even if he/she is not connected to the game.

PLAYING PLATFORM – TORNELO – TORNELO.COM

5. On the Tornelo there is no automatic draw in case of three time repetition or 50 moves, so the players must claim it to the arbiter by pressing call arbiter button before making the move. And if they press the call arbiter button, they must be ready for communication with the arbiter by Tornelo chat. Call the arbiter button will stop the clock of both players, so can be used only in cases described in laws of chess – the player must have a valid reason to stop the clock. In case the player stopped the clock without any any valid reason, the will be penalized, starting from warning to the lost of the game.

6. On the Tornelo the players can not set premoves, and there is no touch piece rule.

7. 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.

8. In case of a country internet problem or electricity problem, the captain of the team should inform the Chief Arbiter immediately.

CONFERENCE PLATFORM – ZOOM.US

1. There will be five separate zoom calls for the players depending on the number of the boards they play (1–40, 41–80, 81–120, 121–160 and 160–200) and one separate call for team captains.

2. Players need to be connected to the zoom call for the concrete section of the chessboards, with their camera and with screen sharing enabled.

3. The button to join the zoom meeting the players can find on Tornelo playing server (green button in upper right corner of the screen).

CONFERENCE PLATFORM – ZOOM.US

4. To join the zoom meeting, the player should be correctly named on zoom application – the full name of the player followed by the name of the team.

5. Players can not use headphones and earphones.

6. Players should be able to read chat on zoom.

FAIR PLAY

1. THE PLAYER SHOULD PLAY FROM A SEPARATE ROOM, WHERE THERE IS NO OTHER PERSONS.

2. NO ANY ELECTRONIC DEVICE ALLOWED IN PLAYING HALL (ROOM OF THE PLAYER), EXCEPT THE PLAYER'S PC/LAPTOP.

3. NO ANY APPLICATION OPENED IS ALLOWED INSTEAD OF TORNELO AND ZOOM CALL.

FAIR PLAY

4. THE PLAYERS CAN NOT GO OUT FROM THE PLAYING ROOM WHILE PLAYING THE ROUND. EXTRAORDINARY CASES, HEALTH PROBLEMS SHOULD BE ANNOUNCED TO THE ARBITER. WHEN THEY FINISH THE GAME, THEY CAN LEAVE PLAYING ROOM.

5.THE ANTI-CHEATING ALGORITHM OF THE PLATFORM WILL BE USED.

6. ANY CLAIMS REGARDING THE CHEATING SHOULD BE SEND AFTER THE GAME BY TEAM CAPTAIN, BY CHAT IN PRIVATE MODE TO THE ARBITER (FAIR PLAY MANAGER).

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PLEASE ASK YOUR PLAYERS TO LOG IN INTO TORNELO IN ADVANCE, THE BEST EVEN TODAY AFTER THE TECHNICAL MEETING, TO BE SURE THAT THERE IS NO PROBLEM WITH THEIR ACCOUNT.

PLEASE ASK THE PLAYERS TO BE CONNECTED TO THE TORNELO AND ZOOM CALL AT LEAST 30 MINUTES BEFORE THE FIRST ROUND, TO HAVE THE TIME TO SOLVE ANY TECHNICAL PROBLEMS IF HAPPENED.

QUESTIONS &
ANSWERS

THANK YOU FOR YOUR ATTENTION!

GOOD LUCK!