



2020 FISU World University Championship  
Mind Sports online  
**Regulations**



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## **1. EVENT REGULATIONS**

### **1.1 General terms**

The programme and duration of the tournament will be fixed by FISU. The competition will last five days and will include:

- One Chess tournament (open teams)
- One Bridge tournament (open teams)

Each country may enter a maximum of five (5) teams per tournament.

#### **a) Chess**

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.

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

#### **b) Bridge**

One team consists of four to six players. Each team will appoint four players per match.

Each team must appoint one of their players as team captain. The captain will be the SPOC (Single Point of Contact) for the Tournament director in any communication and discussion.

### **1.2 Pre-competition procedure**

#### **1.2.1 Registration**

Registrations must be submitted into the FISU Online Accreditation System by the respective NUSFs.

No registration/participation fee is required for this event.

#### **Eligibility of the players**

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Only the following may participate as competitors in the 2020 FISU WUC Online Mind Sports:

- Be a national of the country they represent;
- Be at least 18 and no older than 25 years of age on the 31<sup>st</sup> December of the year of the event; for 2020, athletes must be born between the 01/01/1995 and the 31/12/2002;
- Students who are currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country;
- Former students of the institutions mentioned in a) who have obtained their academic degree or diploma in the calendar year preceding the event.

## Registration into the event

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The NUSF must send an individual entry form for each participant willing to take part in the event. The form is accessible through the FISU-OAS and must be accompanied by:

- A picture meeting the requirements specified in the form
- A valid passport or ID copy
- A document proving that he/she has satisfied the conditions normally required in his/her country for entrance to a university or similar institute, that can be:
  - A FISU Eligibility Form stamped and signed by the NUSF and university or similar institute or English certificate from the appropriate national academic authority certifying that the athlete is currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country.
  - A certificate of study showing the date of entry into that establishment.
  - A valid student card, including its validity date.

NUSFs must clearly allocate the players to their respective teams using the options display in the form.

FISU has the right to verify the eligibility of the athlete and validity of any document presented by any means of communication and request additional information or documents if necessary.

A participant who does not provide a student certificate and a valid passport copy will not be allowed to compete.

### 1.2.2 Competition timeline

**Competition dates:** 26-30 October 2020

Actions	
14 August 2020	Opening of the registration
11 October 2020	Closing of the registration
16 October 2020	Final Participants list confirmation
20 October 2020	Competition Draw & final schedule
22 October 2020	General Technical Meeting (online)

## 2. TECHNICAL REQUIREMENTS

### a) Chess

The tournament will take place on [www.chess24.com](http://www.chess24.com) or [www.chess.com](http://www.chess.com)

The use of Zoom is mandatory for all players during all games. The Organising Committee will set up the platforms for each match with the supervision of arbiters.

### b) Bridge

Each participant must have computer (laptop) with camera and microphone. The competition will be played on BBO (Bridge base online) platform. The use of Zoom is mandatory for all players during all games. The Organising Committee will set up the platforms for each match

The OC will indicate the BBO area for each game. Each athlete must communicate to the Chief Tournament director how and where the video will be shared, which is mandatory during the complete competition. Each player must use its BBO account, if needed make a free BBO registration. Each athlete will connect to the indicated area with its own BBO account.

## 3. COMPETITION

### 3.1 Competition programme

#### a) Chess

DATE	TIME, PDT	EVENT
Day 1	From 15h CET	Rounds 1-3
Day 2	From 15h CET	Rounds 4-6
Day 3	From 15h CET	Rounds 7-9
Day 4	From 15h CET	Play Off – 1/8; Quarterfinals
Day 5	From 15h CET	Semifinals, 3 <sup>rd</sup> place final & Final

The detailed competition schedule will be communicated after the team draw.

#### b) Bridge

DATE	TIME, PDT	EVENT
Day 1	9h – 22h CET	Rounds 1-5 (Qualification)
Day 2	9h – 22h CET	Rounds 6-10 (Qualification)
Day 3	9h – 22h CET	Rounds 11-15 (Qualification)
Day 4	9h – 22h CET	Knock-out stage
Day 5	9h – 22h CET	Knock-out stage & Finals

The matches will be programmed in function of the combination of time zones of the teams in each match. The matches will be programmed between 9h and 22h CET.

## **3.2 System of competition**

### **3.2.1 Chess Tournament Regulations and format**

- The first stage will be played as a Swiss system tournament of 9 rounds up to 100 teams and 11 rounds for 101 teams or more. Results: standard for team events, similar to the World Chess Olympiad, including tie-breaks (ref: D.II.02, paragraph G14 of <https://handbook.fide.com/chapter/D0201>)
- The top 16 teams qualify to the second stage – play off stage
- All matches are played on four boards
- Time control: 15 minutes + 10 seconds increment per move, starting from move 1.
- Each team's boards order is decided by the team captain not later than 7 days before the beginning of the first round and cannot be modified later on.
- Each team captain decides on his team composition for each match. This decision should be announced not later than 15 minutes before the beginning of the relevant round.

### **3.2.2 Bridge Tournament Regulations and format**

- A 3-days qualification rounds will be played followed by 2 days of knock-out finals. The format and the number of boards per match will be adapted in function of the number of teams registered. In a format of 30 teams, each match of the qualification rounds will take 8 boards.
- The technical rules of the World Bridge Federation will apply.
- A complete schedule of play will be distributed following the final team entries confirmation. If one team is not able to play at the defined match timeslot, teams can mutually agree on a new timeslot. Any changes in the defined schedule must be submitted to and approved by the Chief Tournament Director.

## **Technical Officials**

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### **Chess**

1 Chef Arbiter and 2 assistants.

1 Anti-Cheating Manager and 2 anti-cheating assistants.

### **Bridge**

1 Chef Arbiter and 1 scoring assistant (may be increased according the number of teams registered) and 1 anti-cheating assistant.

## 4. ANTI-CHEATING AND FAIR PLAY REGULATIONS

### a) Chess

Respect of the fair-play rules and fair use of all the participant is expected.

The fair-play measures are based on resources of the hosting Internet platform (hereinafter referred to as HIP) and follow International Chess Federation's (FIDE) fair-play guidelines. The anti-cheating algorithm used is to be approved by the chief arbiter.

#### Special Anti-cheating and fair-play regulations

- FISU in consultation with HIP establish a fair-play panel (hereinafter referred to as FPP). The FPP consists of the following fair-play experts: FIDE Fair-Play Commission members, the fair-play experts of HIP, computer scientists and statisticians, chess grandmasters.
- FPP works to ensure fair results for each game. FPP may apply any measures that it considers necessary and sufficient in order to ensure fair-play conditions during the tournament.
- All the players required to be observed via a video conference call by FIDE-affiliated international arbiters for the duration of the tournament. Observation shall include webcam and other requirements per HIP and FIDE arbiter standards. The full and detailed list of necessary technical requirements is to be communicated to all the players 7 days before the start of 1<sup>st</sup> round.
- Based upon the results of the anti-cheating algorithm and/or other evidence deemed sufficient by FPP to establish a cheating incident, FPP has the right to disqualify any player for a suspected fair-play violation during the course of or a tournament. The disqualified player may be declared lost in all the games he/she played. The decision of FPP to disqualify a player for a suspected fair-play violation is final and not subject to any appeal, review or other challenge.
- In addition, FPP has the right to ban any disqualified player for suspected fair-play violation. Any ban imposed on a player restricts him/her from taking further part in the event regardless of the stage when a violation is discovered.
- Neither FIDE, nor HIP claims that the determination of a suspected fair-play violation is proof of actual cheating or an admission of guilt of by the disqualified or the banned 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.
- By entering into the tournament each player accepts the above-mentioned Fair-Play measures as a condition of entry in a voluntary sports event and agrees that his or her participation takes place subject to these Fair-Play measures.

#### Selection of HIP

- The choice of HIP is based on many factors aiming for the best of chess. It takes into account the experience of HIP, its ability to broadcast the tournament at the highest possible level, both

from the point of view of anti-cheating security, and experience in commenting and conducting tournaments of the highest level.

- Upon selection of HIP, a contract is to be signed between the OC and HIP regarding all financial and commercial aspects of the event. HIP is required to present all necessary guaranties for the whole amount of the prize fund.

### Other

Rules that apply in the case of technical problems:

If disconnection is determined by the HIP to be caused by factors under the player's control and the disconnection occurs mid-game, the player's clock will continue to run as normal until time has expired. HIP will be in touch with the player via digital communication methods and will attempt to guide them through reconnection. In the event the player is not able to reconnect during the game in which they have disconnected, the HIP will continue their efforts until the next round has begun. HIP may, in their sole determination, decide to postpone the round until a later time.

If the fault is a server error or other error not in the player's control (natural disaster, widespread power outage, etc.), HIP will recreate the current position and will reset clocks to the proper time from before the outage or error took place. Upon doing so, the game will continue as normal. In the event the error is not resolved within 1 hour, the HIP may, at their sole determination, decide to postpone the round until a later time.

The Chief Arbiter may decide otherwise in exceptional circumstances.

If any extraordinary cases should arise, the Chief Arbiter will make an appropriate ruling, always in accordance with the letter and spirit of the FIDE Laws of Chess.

The players cannot draw a game by agreement before black's 30<sup>th</sup> move.

### **b) Bridge**

The Organising Committee has the right to disqualify any team in the case of reasonable suspicion of foul play.

The delay penalties will be published in the "conditions of contest" that will be published before the start of the event. When teams do not show up, it may have severe penalties starting from a warning to exclusion for next FISU and WBF events. After a "no show", an investigation will be done by the Chief Tournament Director and a report will be published to WBF and FISU.

### Security regulations

#### 1) Elimination phase

There are no additional security measures other than the requirement to:

- disallow kibitzers and chat with them
- disallow undo
- no barometer scoring.



## 2) Knock-out phase

- Matches are created on BBO by the staff with the following settings:
  - a. disallow kibitzers and chat with them
  - b. disallow undo
  - c. no barometer scoring.
- Players are responsible for having a camera and a microphone. The OC provides video conference for each table (two per match) and the players are required to join the conference in such a way that for the whole time their face is clearly visible and the microphone is continuously working. It's not permitted to turn off the camera during the play time. The microphone can be muted only on explicit request of both opponents. The camera should be placed directly over or under the screen used by the player.
- The OC will record the video conferences and will retain those videos for at least 3 years. The recordings won't be publicly accessible unless the match is featured live on video streaming platforms. In case of disciplinary proceedings, the videos might be shared with national bridge organisations, zonal organisations or the World Bridge Federation.
- During the play, in addition to the video conference:
  - a. Players are to use English language unless all four of them agree on a different language. It is not permitted to use any other language than the one agreed upon.
  - b. Players are forbidden to use electronic devices other than the one they're using to play. This applies in particular to mobile phones.

## 3) Live broadcast

Throughout the tournament matches are expected to be featured on vugraph and on YouTube and/or Twitch. Live broadcast will use the players video feed. For anti-cheating reasons, different measures may be taken:

- vugraph may be delayed for 15 minutes
- no kibitzers allowed
- video camera is mandatory for all athletes in competition

Additional anti-cheating measures may be applicable for the event and will be communicated before or at the General Technical Meeting.



## **5. LEGAL ASPECTS**

### **5.1 Image Rights**

By participating or otherwise appearing in a FISU event, each participant agrees to be filmed, televised, photographed, identified and otherwise recorded, under the conditions and for the purposes authorised by FISU either currently or in the future and in relation to the promotion of the sporting, cultural, and educational activities organised under the aegis of FISU or under its endorsement.

When registering to the FISU WUC Online Mind Sports, all participants, automatically free of charge and in full right, expressly and in an irrevocable and irreversible manner authorises:

- The free and use of any burden or charge of their name, image and voice in photos, files and / or digital media or not, as well as in posters, banners, films and / or spots, jingles and / or vignettes, in any type of media and / or promotional pieces, which includes television, radio, newspaper, posters, banners, direct mail, Internet. In other words, tangible or intangible assets, for the wide dissemination of the Championship.
- The authorisation described above does not imply or result in any obligation of disclosure or payment, and the winner also agrees, upon receiving the prize, to sign any instruments in this regard, whenever requested by the Organising Committee.
- The winners agree to authorise the use of their images, sounds of voice and names, on TV, films, videos, photos and posters, advertisements in newspapers and magazines, for an indefinite period, for the dissemination of prizes or participation in our tournaments, as well such as the use of the data contained in the registration to communicate future promotional actions, without any burden for the organisation of the competition.

### **5.2 General Information**

- The Organising Committee reserves the right to modify all or part of the terms and conditions of this Instrument, and must inform the participants about any changes with due notice through the organisers website;
- The doubts and omissions in these Regulations will be resolved by the Organising Committee in a sovereign manner, with no recourse to these decisions;
- Any tolerance in relation to the provisions of this Regulation will be a mere liberality of the Organising Committee;
- The Organising Committee reserves the right to disqualify any participant who may manipulate, violate and/or defraud, or even attempt to manipulate and/or violate the correct course of this Tournament or its result, as well as those who fail to comply with these Regulations;
- The Organising Committee may, at its sole discretion, at any time, if deemed necessary, interrupt, alter, suspend or cancel these Regulations, for reasons of force majeure or any other unforeseen factor or reason, which are beyond the control of the Organising Committee and that compromise the course of this Championship, in order to prevent or substantially modify its conduct as originally planned;
- When registering for this Tournaments, the participant automatically assumes the knowledge of all the terms of these Regulations, being in agreement with all the mentioned items and accepting all the decisions of the Organising Committee.