



EUROPEAN ONLINE YOUTH INDIVIDUAL & TEAM CHESS CHAMPIONSHIP 2020 **Open U18, U16, U14, U12 / Girls U18, U16, U14, U12**

Dates: 18-20 September

**OFFICIAL REGULATIONS
TERMS & CONDITIONS**

ORGANISER: EUROPEAN CHESS UNION (ECU)

1. PARTICIPATION

- 1.1 European National federations have the right to nominate players and teams. Each Federations has the right to nominate up to 3 players per category: Open U18, U16, U14, U12 and Girls U18, U16, U14, U12. one team in open and one team in girls' section. Additionally, each National federation has the right to nominate the medal winners of European Youth Chess Championship 2019 (all categories).
- 1.2. European Chess Union has the right to accept and direct entries in case a National federation does not register players or in special cases.
- 1.4. Each Team, in open or girls section consist of at least 4 players, competing in each of the 4 age categories in open or girls' section. In case a federation cannot consist a team in the open or girls' section the players can still compete individually and win individual titles and prizes. A team is composed from minimum 4 to maximum 12 players.
- 1.5. Each National federation will appoint one captain/representative for the technical meeting and any communication during the event.
- 1.6. The registration/ECU entry fee is 30 euros per player to be paid directly by the National federation to the ECU Bank account.
- 1.7. By signing in the tournament, the National federation and participants confirm to have read and accepted these regulations the terms and conditions of this championship.

2. REGISTRATION

- 2.1. Registrations are made by the National Federation filling the special registration form and sent it to eocc@europechess.org
- 2.2. The players are registered and ranked by their FIDE rapid rating. In case they don't have then the FIDE Classic or Blitz rating. The tournament will not be calculated for FIDE rating.
- 2.3. Entry fees will be paid by National Federation to the ECU Bank account
 - Bank: Credit Suisse, Postfach 357, CH-6301 Zug
 - Account number: 1835105-42
 - Holder: European Chess Union
 - National Bank Code: 4835
 - BIC: CRESCHZZXXX
 - IBAN Code: CH3604835183510542000
- 2.4. Deadline for registrations is the Friday 4th September 2020

3. SYSTEM OF PLAY

- 3.1 Swiss System 9 rounds, 25min + 5 sec per player. Players from the same federation and age group shall not be paired together the last round.
- 3.2 Each of the 8 categories is played individually with medals winners. The best 4 collective results (one player per age category with the highest score per team) decide the team winners and medalists in open and girls' section.
- 3.3 Tiebreaks (for individual & team rankings)
 - (a) Results of direct encounters between the tied players (If all the tied players have met each other, the sum of points from these encounters is used. The player with the highest score is ranked number 1 and so on. If some but not all have played each other, the player with a score that could not be equaled by any other player (if all such games had been played) is ranked number 1 and so on.),
 - (b) Buchholz Cut 1,
 - (c) Buchholz,
 - (d) The greater number of games played with black,
 - (e) The Greater number of wins.
- 3.4 Appeals can be submitted by 15 min after the end of each game by the teams captains and will be examined only by the end of each day, except otherwise decided by the Appeals committee. The appeal must be accompanied with a fee of 200 euros according the article B.11.5 of the ECU Tournament rules.

4. VENUE

- 4.1. ~~All the players compete from the approved tournament halls per country.~~
Tournament halls selected and installed by federations and local organisers.
Each National federation may select up to 3 venues in 3 different cities which will be approved by the European Chess Union.
- 4.2. In exceptional cases of urgent state/local restrictions in cities have been already selected ECU may except few players from the presence in the playing hall.
- 4.3. National federation are advised to use cable internet for all players.
- 4.4. A camera monitoring the playing hall shall be placed in each venue connected with local Arbiters' Pc/laptop and central Arbiters Panel.
Local arbiters' Pc/laptop should be accessible by Chief Arbiter by Remote Control software. Technical guide will be provided.
- 4.5. The National health protocols shall be followed in each venue.
- 4.6. ECU will announce the playing server till end of July.

5. SCHEDULE

Wednesday	16-Sep	Arbiters Meeting	18:00 CEST
Thursday	17-Sep	Technical Meeting	18:00 CEST
Friday	18-Sep	Opening Ceremony	14:00 CEST
Friday	18-Sep	Rounds 1	15:00 CEST
Friday	18-Sep	Rounds 2	17:00 CEST
Friday	18-Sep	Rounds 3	19:00 CEST
Saturday	19-Sep	Rounds 4	14:00 CEST
Saturday	19-Sep	Rounds 5	16:00 CEST
Saturday	19-Sep	Rounds 6	18:00 CEST
Sunday	20-Sep	Rounds 7	14:00 CEST
Sunday	20-Sep	Rounds 8	16:00 CEST
Sunday	20-Sep	Rounds 9	18:00 CEST
Sunday	20-Sep	Closing Ceremony	20:00 CEST

6. FAIR PLAY RULES

- 6.1 The playing venues will be observed by local licensed FIDE arbiters. The local arbiters shall be able to communicate in English language.
- 6.2 No any electronic device allowed in playing hall, except the player's PC/Laptop.
- 6.3 Only Arbiters and players are allowed in playing halls during the rounds.
- 6.4 Anti-cheating Detection software selected by the ECU
- 6.5 Players will register and compete with their real names.
- 6.6 Players have to download and install ZOOM Client for Meetings from the link below: <https://zoom.us/download>. Players agree to turn on the „Share my Screen” function (in ZOOM) during all games. If a player is not logged into ZOOM chat at the published start time of the match or turns OFF the webcam could result in a loss of the game.
- 6.7 Streaming from any broadcast platforms including but not limited to Twitch, YouTube or other international platforms is not permitted from participants during their tournament games.
- 6.8 European Chess Union has the right to change the schedule, update the regulations or decide for any matter that is not mentioned in the current regulations.
- 6.9 . Players may use except the PC/Laptop **and classic chess boards during their play placing only the moves of the game.**

7. ADDITIONAL RULES

- 7.1. Server failure/downtime:
 - In the event of a server failure or malfunction during the course ECU will take appropriate action accordingly:
 - 7.1.1. In case of an interruption in rounds 1-7 inclusive, the games shall continue from the position in which they were interrupted or may restart depending on the length of time of the interruption. All completed games are valid.
 - 7.1.2 In case of the event being interrupted after seven (7) completed rounds, the ECU has the right, depending on the technical problem and the time required to resolve it, to declare the standings final. In this case the tournament will not be rescheduled.
- 7.2 If a player's disconnects during play, that player is allowed to reconnect until their remaining time has elapsed, in which case they lose on time. The arbiters may adjust

the clocks accordingly according their decision or restart a game from 1st move. While either player is disconnected, players are not allowed to move from their seat or come in contact with any other person except the arbiters. Failure to comply with this will result in the loss of the game.

7.3 In case of all players at a venue being disconnected during a round, the responsible federation (or arbiter who is present) are allowed to reconnect until their remaining time for the round has elapsed, in which case they lose on time. If the venue successfully reconnects, arbiters may adjust the clocks accordingly or restart games from 1st move. During disconnection, players are not allowed to move from their seat or come in contact with any other person except the arbiters. Failure to comply with this will result in the loss of the game.

7.4 In the cases (Covid19 restrictions) that players compete from their own place, a disconnection will result in the loss of the game. In exceptional cases arbiters have the right to judge any particular case and decide in a different way.

7.5 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 Sector Arbiter in some specific cases (threefold repetition, fifty moves, serious urgent cases) as in over the board games. Misuse of the button after the first warning could result in the forfeit of the game.

7.6 European Chess Union has no responsibility for technical problems arising during the games but will be able to pair any player for the next round.

7.7 A player can be forfeited for violation of the Fair Play Rule by decision of the Chief Arbiter or Appeals Committee in case of appeal.

7.8 In any case not described above, the Arbiters will decide the course of action. Arbiters decisions can be appealed. The decision of the Appeals Committee is final.

8. TOURNAMENT OFFICIALS

8.1. Chief Arbiter:IA Marco Biagioli (ITA);

Deputy-Chief Arbiter:IA Tomasz Delega (POL);

O12 Sector Arbiter:IA Melih Ciçek (TUR);

G12 Sector Arbiter:IA Tania Karali (GRE);

O14 Sector Arbiter:IA Geert Bailleul (BEL);

G14 Sector Arbiter:IA Andra Cimina (LAT);

O16 Sector Arbiter:IA Alexander Raetsky (RUS);

G16 Sector Arbiter:IA Vahagn Kachatryan (ARM);

O18 Sector Arbiter:IA Klaus Deventer (GER);

G18 Sector Arbiter:IA Dominique Dervieux (FRA).

8.2 National Chess Federation will appoint the local arbiters in the venues. The costs for local arbiters are in charge of National federation or/and local organisers. The local Arbiters refer to the Chief and Deputy Arbiters of the Championship and are part of the Arbiters team.

8.3 Appeals Committee:

Malcolm Pein (ENG)

Israel Gelfer (ISR)

Eva Repkova (SVK)

Reserve Member: Petr Pisk (CZE)

Technical Advisor of Appeal Committee: Kenneth Reagan

Technical Advisor of Appeal Committee: Ignatius Leong

9. TITLES – PRIZES - QUALIFIERS

- 9.1. The first Team in Open Section is the European Online Team Champion 2020
The first Team in Girls Section is the European Online Team Girls Champion 2020.
- 9.2. The first Team in Open Section and the first Team in Girls section will qualify (free hotel expenses for the European Youth Team Championship 2021. Team U18 (4 players), U12 (4 players) GU18 (2 players), GU12 (2 players).

- 9.3. The first 3 Team winners of each section will be awarded with e-medals as all the players consisting the team.
- 9.4. The first Winner in each age category (open or girls) is the European Online Youth Chess Champion 2020 in the respective category
- 9.5. The first 3 winners of each category will be awarded with e-medals and will consist the European National Team (24 players, 16 basic+ 8 reserves) for team matches against the other continents (Africa, America, Asia).
- 9.6. The first 6 winners of each category (48 players) will be awarded with a Training Camp with Top Tainers (two camps U18 and U14). More details will be announced.
- 9.7. ECU Certificates will be available for all participants