

# MITROPA ONLINE CUP 2021 2021, MAY 3<sup>RD</sup> – 12<sup>TH</sup>

## ADDITIONAL REGULATIONS

### 1. PREAMBLE

The governing body of the Mitropa Online Cup 2021 is the Organizing Committee nominated by the Swiss Chess Federation.

The event will be organized with the kind support of the Swiss Chess Federation.

### 2. ELIGIBILITY

Each Federation of the Mitropa circuit is allowed to nominate one team for the open section and one team for the women section to represent it by not later than April 22<sup>nd</sup> 2021. Every team shall be composed by four players plus two reserves who may only play replacing the last boards escalating from the bottom. Upon registration the teams shall submit the order in which their players will compete, which cannot be changed later.

### 3. FORMAT

The tournament will be managed by Swiss Manager endorsed pairing program.

The standing will be composed according to match points. Tie Breaks criteria are, in order: Game points, Direct Encounter, Sonneborn Berger for teams, better scores on boards starting from the first board. Board standings will be composed according to: percentage points, average rating of opponents.

The time control for the event is 90 minutes for 40 moves, followed by 30 minutes to finish the game, with 30 seconds increment for each move from move one.

A player will default his game if he turns up later than 30 minutes from the start of the round.

The players will have to play from official venue, which cannot change, designated by his/her Chess Federation, according to art. 6/7.

### 4. DATES AND SCHEDULE

The schedule of the event will be as follow:

DATE	TIME	ROUND/ACTIVITY
May 3 <sup>rd</sup>	7:00 pm CEST	Technical meeting
May 3 <sup>rd</sup>	8:00 pm CEST	Arbiters' meeting

May 4 <sup>th</sup>	2:30 pm CEST	Opening Ceremony
May 4 <sup>th</sup>	3:00 pm CEST	1 <sup>st</sup> round
May 5 <sup>th</sup>	3:00 pm CEST	2 <sup>nd</sup> round
May 6 <sup>th</sup>	3:00 pm CEST	3 <sup>rd</sup> round
May 7 <sup>th</sup>	3:00 pm CEST	4 <sup>th</sup> round
May 8 <sup>th</sup>	3:00 pm CEST	5 <sup>th</sup> round
May 9 <sup>th</sup>	3:00 pm CEST	6 <sup>th</sup> round
May 10 <sup>th</sup>	3:00 pm CEST	7 <sup>th</sup> round
May 11 <sup>th</sup>	3:00 pm CEST	8 <sup>th</sup> round
May 12 <sup>th</sup>	10:00 am CEST	9 <sup>th</sup> round
May 12 <sup>th</sup>	4:00 pm CEST	Closing ceremony

## 5. TEAM COMPOSITION

The team captains shall present his lineup by Chess Results (instructions will be given during the technical meeting) by the deadline of 10:00 am CEST before each round. For the last round the deadline is May 11<sup>th</sup> 11:59 pm CEST.

In case any team doesn't present its lineup, then the team shall play with boards 1-4 of the initial composition.

## 6. VIRTUAL PLAYING VENUE AND CONNECTION

The Tournament will be played on the platform Tornelo.com

It is every player's individual responsibility to come to the venues designated by the relevant Federations with a working laptop to be used as a playing device, provided it has a camera and it can be connected to the internet.

Playing devices such as mobile phones and tablets will not be allowed.

During a game, if a player disconnects from the playing zone, his/her clock shall be immediately stopped by the Chief Arbiter upon information by the Local Arbiter.

After investigating the reasons of the disconnection, the Chief Arbiter will determine whether and when the clock has to re-start or the game has to be definitely discontinued.

In case the clock is restarted, 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.

In any case, 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.

## 7. AUTHORISED VENUES

Every team will play from a designated venue, decided by his/her Chess Federation, which cannot change during the Tournament unless major events bind the player or the Federation to do so. Any Federation can designate not more than 2 official venues.

The venue will consist in one room and a toilet.

No extra room can be considered a part of the playing venue: in case the players need some refreshment, which are not available in the room, they might be allowed to walk away, upon supervision of the arbiters according to art. 8.

Every venue will be supervised by one local arbiter who will connect a second camera to grant a full sight of the venue itself.

All the venue cameras will be connected to a specific videoconference that will be set up and circulated by the Chief Arbiter.

## **8. FAIR PLAY**

Before the beginning of every round the local arbiters will inspect the venue and the connected toilet and report it is clear.

The players will have to give any electronic device they have with them to the local arbiter at the beginning of the round: in case a player is found to have a device with him during the game or after the game but there is evidence that the particular device was with him during the game, the player will be forfeited, and the opponent shall win.

During the round nobody except the players and the local arbiter are allowed into the venue.

During the game, the players can move within the designated room, always staying in the local arbiter's sight, except when going to the toilet. The players are not allowed to talk to anyone, except the local arbiter himself.

In case the players need some refreshment, which is not available in the venue, they might be authorized by the local arbiter to get it from another room: the local arbiter will supervise the player's activity. No such permission can be given when it the player's turn to move.

The players will be connected during the whole tournament to a specific videoconference, sharing their screens and activating their cameras.

In the laptop used for the tournament, only the task manager, the video conferencing tool and the browser used to play can be operational. Headphones, earphones and any kind of audio device or electronic devices not used for playing are not allowed during the rounds.

Hats, caps, hoodies and any other unnecessary items covering the head are not allowed, except for religious matters.

The games will be supervised by a fair play panel which will also analyze the games with FIDE screening tool. The FPP shall consist of the Chief Arbiter and two fair play experts designated by the organization.

Based upon any evidence deemed as necessary and sufficient, FPP may establish a cheating incident and the Chief Arbiter 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.

Neither the Organizing Committee 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.

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).

## **9. ARBITERS**

The Organizing Committee will appoint a Chief Arbiter, a Deputy Chief Arbiter who will also act as a Fair Play Officer and a Pairings Officer for the Tournament.

Every participating Federation shall appoint one or more local arbiters which will have to be at least FIDE arbiters and will act in accordance to the present regulations.

## **10. APPEALS**

The Organizing Committee will appoint the Chairman and the two other members of the Appeals Committee, the first and the second reserve members, all from different Federations. 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.

The Appeals Committee is entitled to make decisions on all disputes except Fair Play decisions. 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.

To make its judgement the Appeals Committee may summon the appellant to its session. The refusal to take part to the session is evaluated for the final decision.

The written decision of the Appeals Committee arising from any dispute is final.

## **11. RATING**

The tournament shall be submitted to FIDE for rating.

## **12. FIDE ONLINE REGULATIONS**

For any other matter not covered by these Regulations, FIDE Online Regulations shall apply.

Players may use a traditional chessboard. The only allowed action on the traditional board is reproducing the moves played on the virtual board, made by each side.

The position on the traditional chessboard must always remain the same as on the virtual one; the only allowed difference is the last move's delay.

Each player is responsible for moving pieces on his/her traditional board.