



1. Invitation

European Chess Federation in cooperation with the English Chess Federation invite all the European National Chess Federations to the European Youth Online Nations League which will take place **from 17 January to 13 March 2024** on the Tornelo Online platform.

2. Format

2.1 The European Youth Online Nations League will be a Team Swiss competition. The scoring will be run on Matchpoints (2 for a match win, 1 for a match draw). The tie-breaks will be: (a) Olympiad Sonneborn-Berger (Chennai) Cut 1, (b) Gamepoints, (c) Sum of Opponents Matchpoints Cut 1 (Chennai). A pairing-allocated bye will be worth 1 matchpoint and 3 gamepoints.

2.2. The time limit is all moves in 15 minutes, plus 10 seconds per move. The expected maximum duration of each game is 1 hour, but they may take longer in the case of a game with lots of moves.

3. Eligibility-Entry

3.1 Entry is restricted to two teams per National Chess Federation affiliated to the European Chess Union (ECU) and having no overdue financial liabilities with the ECU.

3.2 Players with a FIDE ID are eligible for selection by the country displayed on their FIDE profile.

3.3. Where a country enters two teams in the tournament, the following constraints apply to the selection of these teams the average rating of the "A" team must be higher than the average rating of the "B" team. For the purpose of this rule, the player's FIDE rapidplay rating in January 2024 will be used. If the player has no FIDE rapidplay rating, the Chief Arbiter will assign a rating to the player based on available information. The sources of information may

include the player's FIDE standard play rating or blitz rating, national ratings, or online platform ratings.

3.4 Entry fee per team is 100 euros can be paid through ECU Bank Account or online on [ECU website](#): select European Online Youth League

3.5 Deadline for Registration is the December 30th 2023.

4. **Schedule**

The tournament will be played on Wednesdays at 1800 UTC during the Spring of 2024.

Technical Meeting	10 January
Round 1	17 January
Round 2	24 January
Round 3	31 January
Round 4	7 February
Round 5	14 February
Round 6	21 February
Round 7	28 February
Round 8	6 March
Round 9	13 March
Closing Ceremony	20 March

It is mandatory for captains to attend the Technical Meeting. The Chief Arbiter reserves the right to not pair any team whose captain fails to attend the Technical Meeting.

5. **Squad & Team Composition**

5.1 Each squad must name one adult team captain per team, who will be responsible for team selection in each round. The same person can captain the country's two teams.

5.2. Each team will be represented by 6 players in total, from six categories:

Board 1	Under 18 Boy	Born 2006, 2007, 2008 or 2009
Board 2	Under 14 Boy	Born 2010, 2011, 2012 or 2013
Board 3	Under 10 Boy	Born 2014 or later
Board 4	Under 18 Girl	Born 2006, 2007, 2008 or 2009
Board 5	Under 14 Girl	Born 2010, 2011, 2012 or 2013
Board 6	Under 10 Girl	Born 2014 or later

5.3. Prior to the Technical Meeting, each country should register their squad. The squad should contain a minimum of 1 player per team per category. The squad must contain no more than 12 players per team. Team captains may leave places in their squad empty, and add players to it after the Technical Meeting up to their maximum allocation, but not later than 24 hours before the scheduled start time of a round.

5.4 Team captains must nominate the players in their team(s) to the Chief Arbiter not later than 24 hours before the scheduled start time of each round. It is expected that the precise method for doing this will be communicated by the Chief Arbiter at the Technical Meeting.

5.5. Team captains may use one “emergency substitution” to change their team after the 24-hour deadline, but not later than 1 hour before the scheduled start of the match. The opposing team captain will have no right to refuse the emergency substitution.

5.6. A defaulted game will also incur a penalty of ½ gamepoint. For the purpose of this rule, a defaulted game is one where the player does not join the Zoom call, or joins the Zoom call and is not cleared by the arbiter (or Fair Play team) to play, or is cleared to play but does not make a move in their game on Tornelo with the exception of server technical failure.

6. Playing the Games

6.1 Before the scheduled start time for each round, players should be logged in to the tournament location on Tornelo.

6.2 In each match, the team on the “left” of a pairing will be white on boards 1, 3 and 5; and black on boards 2, 4 and 6.

6.3 Once any fair play checks have been conducted by the arbiter, and we are passed the scheduled start time, the arbiter(s) will automatically start the players’ games.

7. Technical Requirements

The following technical requirements are required:

- A computer, to play the games. Mobile phones and tablets are strictly prohibited. A computer that runs a Windows operating system is strongly recommended.
- A mouse, to make the moves. It is not permitted to use a touchscreen device to make the moves. The computer’s trackpad, if it has one, may be permitted with permission of the Chief Arbiter in advance.
- A camera, built into the computer, or a webcam affixed to the front of the computer such that the arbiter can see the player on camera. It is strictly prohibited for this device to be a mobile phone.
- A microphone, so that the arbiter can hear the players during play
- Speakers, so that the player can hear the arbiter if there needs to be communication with the player from the arbiter
- An internet connection, to connect to the platform. It is strongly recommended to have a backup Internet connection available. For example, the primary connection may be the house wi-fi, but the backup connection may be to tether to a mobile phone, so long as the mobile phone is situated in another room of the venue in which the games are being played.

- The recommended web browser is Google Chrome. Other technical requirements are here: <https://tornelo.com/knowledge-base/system-requirements-for-windows-macos-and-linux/>

8. Rules of Conduct and Fair Play

- It is compulsory for players to be connected to the tournament Zoom call during their games, and for a period of time before. Players are expected to arrive on Zoom at least 20 minutes before the start of the round. Games will not be started until both players are connected to the Zoom call and have completed the processes outlined below.
- It is compulsory for captains to be present on the Zoom call throughout the match to assist with communication with the players. Captains are allowed off-camera when their team's games have finished, and may not use a mobile phone on camera.
- Players will be expected to share Task Manager, or the equivalent on their operating system, during the game.
- The playing area must contain only players; parents and others must be out of the playing area at all times.
- When requested by an arbiter, and in any case during their own games, players must:
 - o Have their webcam switched on
 - o Have their microphone switched on
 - o Have their speakers switched either off or on
 - o Share their screen in the Zoom call
- When requested by an arbiter, and in any case during play in each round, captains must:
 - o Have their webcam switched on
 - o Have their microphone switched on
 - o Have their speakers switched either off or on
 - o Not share their screen in the Zoom call
- Players must stay on camera for the duration of their game. Players must therefore go to the toilet in advance of the start of their game, and not during the game. The Chief Arbiter may grant exceptions to this rule in advance of the competition in the case of specific players for medical reasons.
- Players found to be in breach of these regulations will be sanctioned in accordance with the system outlined in Appendix.

9. Fair Play Policy

Games will be submitted to Professor Regan for screening, and notwithstanding the measures outlined above, in cases where there is agreement between the Fair Play Panel based on the results of Professor Regan's tests and other inputs, results of players found to have used assistance will be overturned. Teams should allow up to 72 hours after the conclusion of the tournament for these fair play checks to be complete.

10. Disconnections

It is a player's responsibility to connect to Tornelo. This means that the connection has to reach Tornelo; proof of your upload speed does not imply that the messages being sent by you are reaching Tornelo. In the event of Tornelo being at fault for the disconnection (e.g. a server restart), the Chief Arbiter reserves the right to take any action deemed fair in his or her opinion, which includes but is not restricted to:

- "Adjudicating" the result of the game
- Declaring the game void
- Restarting the game from the beginning

During the event, an Instant Messaging service will be provided for real-time communication between the arbiters and the captain of each team.

11. Titles and Prizes

11.1 The Winner of the league will take the title of "European Youth Online Team Chess Champion" and will be awarded with the Youth Nations League Cup. The second team will be awarded with the silver medal and the third team with the bronze medal.

11.2. The best performance per board will be awarded with an e-gold medal. Each player shall play at least 6 games on the claimed board. Additionally the 6 best player per board will have a free scholarship to the ECU Annual Academy (season 2024-2025).

11.3. One team from the winning federation will be accommodated (8 nights, 3 twin rooms for 6 players) at the European Youth Team Championships 2024 (20-28 June Rhodes, Greece with ECU expenses. The federation can choose a complete team in the U18 section (4 boys + 2 girls) or in the U12 section (4 boys and 2 girls). The choice of players is up to each federation and there are no restrictions.

11.4. ECU Teams certificates will be provided to all participants

11.5. The 2025 competition will be played in Round Robin leagues of 10 teams based on their finishing position in 2024. The top 10 teams will be allocated to Division 1, the next 10 teams allocated to Division 2, and so on. A country may not have two teams in the same Round Robin division. New entries in 2025 will join in the lowest division. The lowest division will be played as a Swiss, and have a minimum of 20 teams.

12. Registration/Contact

Registration forms here: <https://forms.gle/5fMxDv7NSze4mjAX7>

For any information contact: events@europechess.org