

Dear teams,

After consultation with the Organisation Committee and hosting platform, the below clarifications have been approved by the Chief Arbiter. Many of these will already be familiar with you from the Captains' Meeting you attended, but they are reproduced here in writing for you to refer to later.

7. RANKING OF PLAY-OFF STAGE

All matches in the Final Stage will be determined by the following criteria:

- (a) Board Points
- (b) Board count/Berlin (lower sum of Board numbers, counting won games)
- (c) Board elimination/cut (bottom board is eliminated)
- (d) Ranking from the Swiss stage

10. FAIR PLAY MEASURES

A-I remain as stated in the regulations, but additionally:

J. All players are required to be present in their assigned Zoom meeting at all times while their game is in progress.

K. Team Captains must follow the same regulations as players if they are present in a Zoom meeting.

L. The Zoom meetings will be recorded for internal Fair Play verification purposes. No recordings will be released to the public. To further protect participant privacy, recordings will be deleted 14 days after the end of the tournament.

M. Players are required to write their name in Zoom call in the following way: "CountryCode-BoardNumber-Surname" e.g. "USA1-1-Fischer".

Captains should use "C" for their BoardNumber. A country with more than one team should include their team number in the country code, e.g. "USA1-C-Fischer".

N. Players are required to have their face fully visible on camera at all times while they are present in the Zoom meeting.

O. Players are required to share their screen at all times while present in the Zoom meeting. It is prohibited to have any applications running on the computer other than Zoom and a web browser with the Tornelo platform. The task bar (or equivalent in non-Windows machines) must be visible at all times.

P. Players are required to have their microphones turned on at all times while present in the Zoom meeting. They are permitted to mute or turn off their speakers in order to not be disturbed during the game.

Q. If players are asked, they must demonstrate a Task Manager check (or equivalent in other operating systems) before, or after immediately after their game.

R. The Playing Area is defined as the area which is visible on camera.

S. Players are required to stay in the Playing Area at all times while their game is in progress, unless the player has received permission from the Chief Arbiter.

T. Players must, on request, provide a virtual tour with a camera of the Room surrounding the Playing Area. A player who refuses this request will not be permitted to start their game, or if their game is either in progress or has finished, lose their game.

U. No other people are allowed to be present in the Playing Area, or Room in which the Playing Area is contained, at any time while a game is in progress, without permission of the Chief Arbiter.

V. Other than the device which is being used for playing games (and has a screen-share running), no electronic communication devices or chessplaying aids are permitted in the Playing Area.

W. All games will be put through a fair play verification process involving statistical correlation analysis by the tools of both Professor Kenneth Regan and Tornelo platform.

X. 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/her participation takes place subject to these Fair-Play measures.

12. INTERNET CONNECTION

A. Players are responsible for their own high-speed, stable internet connection. A stable connection is required in order to comply with regulations, maintain communication with Arbiters and participate in games on the Tornelo platform during the entire event.

B. According to Regulation: Totally Blind and Unable to move Players Using Assistants; Players using assistants are responsible for their own high-speed, stable internet connection in order to maintain continuous video communication with their Assistants.

C. In the case of disconnection a player may reconnect and return to the game, while there is still time on their clock, provided they are at all times compliant with Fair Play regulations (10. K-V) unless there is a technical issue. For the avoidance of doubt, a player may not make a move on the chessboard until they have reconnected to the Zoom call, shared their screen and turned their webcam and microphone on. If a player is unable to reconnect and re-establish compliance with Fair Play regulations before their flag falls, they will lose the game.

D. All disconnections will be treated in the same way, unless the Chief Arbiter decides otherwise.

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Jirina Prokopova

Chief Arbiter

15th November 2020