



**CENTRAL AMERICA
AND CARIBBEAN
YOUTH CHESS
FESTIVAL 2021**

**HYBRID MODALITY
OCTOBER 20-24, 2021**

1. INVITATION.

The Central Chess Federation of Costa Rica (FCACR) and the Confederation of Chess for Americas (CCA) are pleased to invite all the Central American and Caribbean Federations to the Central American and Caribbean Chess Festival. It will be a hybrid modality tournament, to be held on the www.tornelo.com from October 20th to October 24th, 2021.

2. GENERAL GUIDELINES.

The Central American and Caribbean Youth Festival 2021 will be held in accordance with the FIDE laws of Online Chess, the regulations for regional youth events of the CCA and the following general guidelines.

3. OPEN AND GIRLS CATEGORY

3.1. Twelve (12) Open and Girls Championships will be played in the following categories: U-18, U-16, U-14, U-12, U-10 and U-08. If there are insufficient participants in one or more categories, the organization can unify two or more of them to comply with the players' matching.

U8 years: born as of January 1st, 2013.

U10 years: born as of January 1st, 2011.

U12 years: born as of January 1st, 2009.

U14 years: born as of January 1st, 2007.

U16 years: born as of January 1st, 2005.

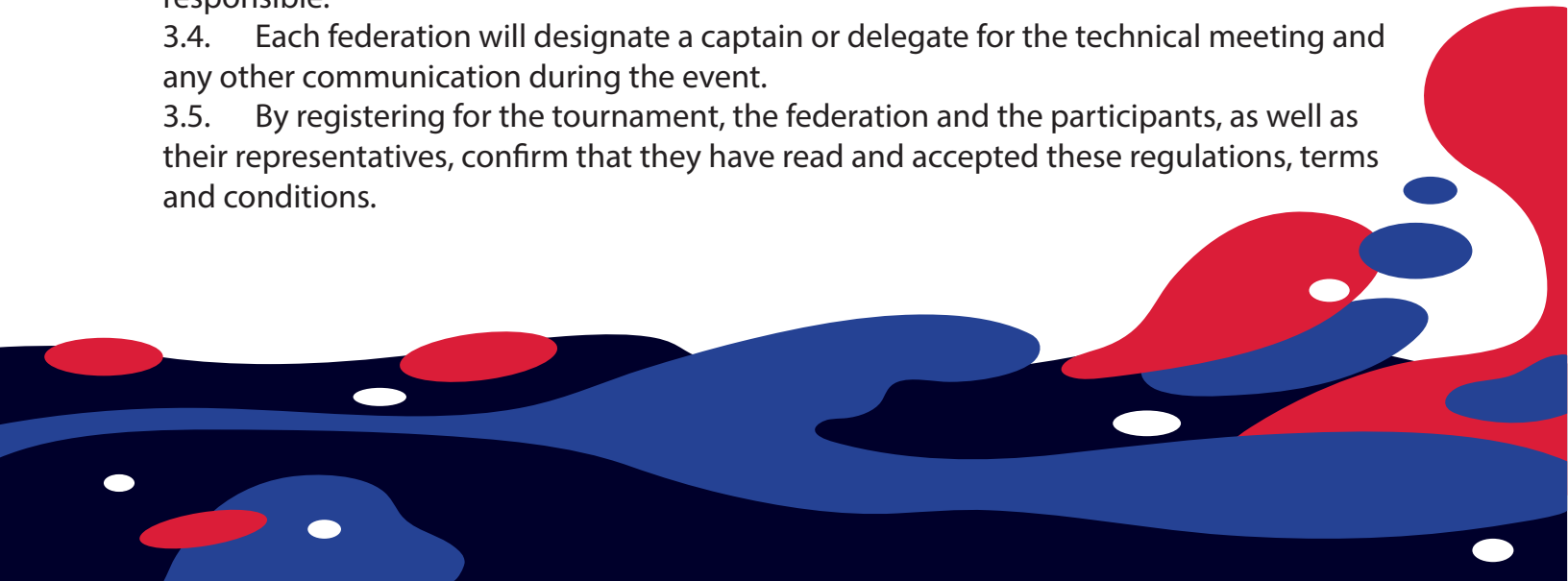
U18 years: born as of January 1st, 2003.

3.2. Only Federations affiliated to FIDE-CCA are allowed to participate. All participants must be registered by their respective federation (articles 2.4. And 2.5 of the regulations for CCA Regional Junior Championships).

3.3. Each national chess federation is allowed to register any number of players, subject to payment of the registration fee, for which they or their federation will be held responsible.

3.4. Each federation will designate a captain or delegate for the technical meeting and any other communication during the event.

3.5. By registering for the tournament, the federation and the participants, as well as their representatives, confirm that they have read and accepted these regulations, terms and conditions.



4. GAME SYSTEM

4.1. It will be played in a Swiss System with nine (9) rounds or Round Robin depending on the number of players at the discretion of the Chief Arbiter.

4.2. The time of play will be ninety (90) minutes for the entire game, in addition to an increase of thirty (30) seconds per movement from the initial movement. The tournaments will be requested before FIDE and the Qualification Commission in order to be valid for International Titles and the FIDE rating, according to the corresponding regulations.

4.3. The waiting time will be thirty minutes from the start of the session.

5. TIE-BREAKS

5.1. The final classification will be decided by the points obtained by each player. The player with the highest number of points will be declared champion. In the event of a tie, the winners will be decided by applying the following tiebreaker system:

- a. Direct Encounter (only if all tied have played each other).
- b. The greater number of wins (including games won by forfeit).
- c. The greater number of games with Black (unplayed games are considered to have been played with white).
- d. Buchholz Cut1.
- e. Buchholz.
- f. Sonnenberger.
- g. The youngest player.

5.2. In the case of a Round Robin tournament, the following tiebreaker system will apply:

- a. Direct Encounter.
- b. The greater number of wins (including games won by forfeit).
- c. Sonnenberger.
- d. Koya System.
- e. The youngest player.



6. PRIZES

6.1. Individual: A virtual certificate will be given to the players who obtain the first three places in each category. Open and Girls.

6.2. Team: The first three countries based on total points will receive a virtual certificate. Points are accumulated based on the five (5) best results among all official categories, where a fifth place will receive one (1) point and a first place will receive five (5) points.

6.3. Titles and Norms will be awarded according to the FIDE Regulations, prior approval of the FIDE Qualification Commission.

7. SCHEDULE (Costa Rican time)

7.1. Technical meeting and test tournament October 16, 2021: 6:00 p.m.

7.2. Games: From October 20th to October 24th, 2021.

a. Round 1: October 20th, 2021, at 9 a.m.

b. Round 2: October 20th, 2021, at 3:30 p.m.

c. Round 3: October 21st, 2021, at 9 a.m.

d. Round 4: October 21st, 2021, at 3:30 p.m.

e. Round 5: October 22nd, 2021, at 3:30 p.m.

f. Round 6: October 23rd, 2021, at 9 a.m.

g. Round 7: October 23rd, 2021, at 3:30 p.m.

h. Round 8: October 24th, 2021, at 9 a.m.

i. Round 9: October 24th, 2021, at 3:30 p.m.

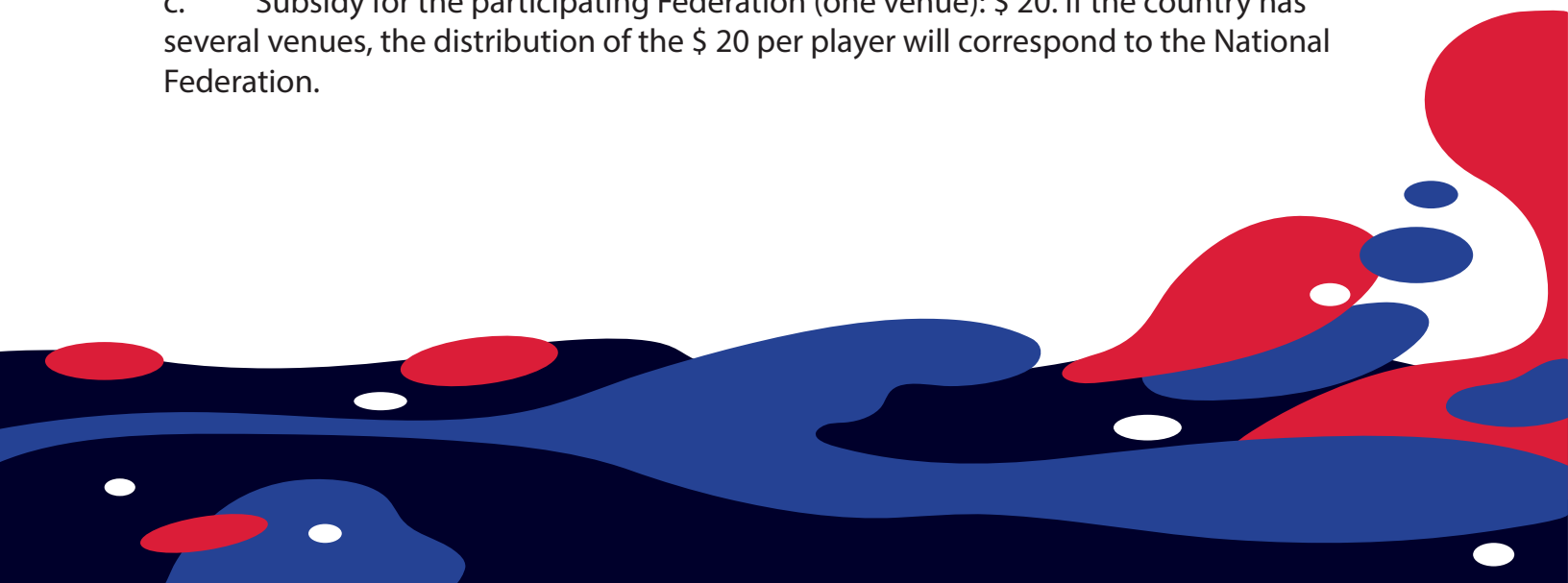
8. REGISTRATION

8.1. The registration fee is seventy-five dollars (\$ 75) per player, which will be distributed as follows:

a. CCA: \$ 20 (art. 2.5 CCA Financial Regulations).

b. Organization (FCACR): \$ 35.

c. Subsidy for the participating Federation (one venue): \$ 20. If the country has several venues, the distribution of the \$ 20 per player will correspond to the National Federation.



8.2. The official players, described in articles 2.2. and 2.3 of the regulations for CCA Regional Junior Championships, will pay a registration of thirty-five (\$ 35) each, distributed as follows:

- a. CCA: \$ 20 (art. 2.5 CCA Financial Regulations).
- b. Organization (FCACR): \$ 15.
- c. There is no incentive for the based Federation.

8.3. Registration will be made by the National Federation by filling out the registration form (Annex II) and sending it to the emails info.fajcc@fcacostarica.com and org.fajcc@fcacostarica.com.

8.4. The deadline for registration and payment will be October 10th.

8.5. BANK ACCOUNT TO PROCEED WITH THE TRANSACTION:

Intermediary bank: BANK OF AMERICA, MIAMI
Address: Nationsbank Tower 100 South East 2nd street Miami, FL
Swift: BOFAUS3M

Beneficiary bank: Banco BAC San José
Swift: BSNJCRSJ
Address: Calle 0 Avenidas 3 y 5, San José Costa Rica

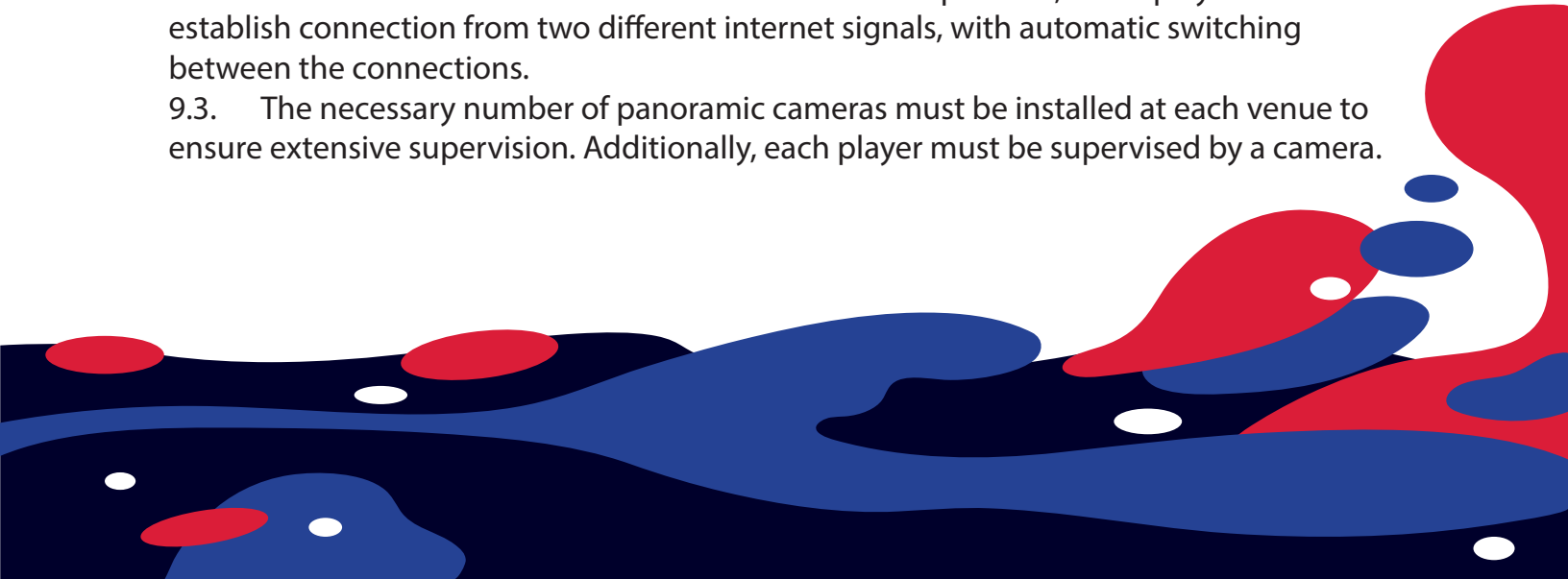
Beneficiary's name: Federación Central de Ajedrez de Costa Rica
Beneficiary account: CR83010200009255560451 USD

9. VENUES

9.1. All players will compete under a hybrid system from the country venue (s), approved by the organization (FCACR), in charge of the national federation and the local organizer.

9.2. National Federations should use wired internet if possible, for all players and establish connection from two different internet signals, with automatic switching between the connections.

9.3. The necessary number of panoramic cameras must be installed at each venue to ensure extensive supervision. Additionally, each player must be supervised by a camera.



9.4. The electronic devices used for the games can be provided by the local organizer or by the players. At each gaming venue, Screen Sharing Zoom calls are mandatory. All Zoom recordings must be turned over to the Chief Arbiter. In countries where Zoom is not allowed, another VCS will be used.

9.5. The health protocols of each country must be followed at each venue.

9.6. A detailed guide to the venue's conditions will be sent to all National Federations (see Annex I).

9.7. The national federations will be responsible for the costs implied by the previously established conditions.

9.8. The final disposition of each venue will be approved by the Chief Arbiter.

10. FAIR PLAY

10.1. At each venue, fair play measures must be applied in accordance with FIDE Anti-Cheating Regulations. Unless authorized by the arbiter, it is prohibited to use a mobile phone or any communication device in the playing area or any other area designated by the arbiter.

10.2. Only arbiters and players are allowed in the playing area during rounds.

10.3. A player may be expelled from the tournament for violation of the rules of fair play, by decision of the Chief Arbiter or the Fair Play Panel. All games will be scanned.

10.4. Players can use PC or Laptop during games with a webcam. A second device or other software / application is not allowed during games.

10.5. Players must download and install ZOOM at the following link:

<https://zoom.us/download>. If a player does not enter Zoom within the posted time for the start of the round or turns off the camera, it may result in a loss of the game. The players agree that the arbiter turns on the microphone when deemed necessary. The same applies when another Video Conference System (VCS) is been used. In countries where Zoom is not allowed, another VCS will be used.

10.6. Players will be allowed to use traditional chess sets during their game. Each player is responsible for moving the pieces on the traditional chess board. The only valid action on the traditional board is to reproduce the moves made on the virtual board for each side.

10.7. In some cases, not described in these regulations, the online FIDE regulations are valid.



11. ADDITIONAL RULES

11.1. Server failure: In the event that a server fails during the course of the game, the FCACR will take appropriate action according to the time of failure. Finished games are always valid.

11.2. In the event that all players in a venue disconnect during the round at the same time, that venue's Federation is responsible for reconnecting as long as the affected players have time on their clocks. If time runs out, they lose the game, unless the opponent cannot win. If the venue can be reconnected, the chief arbiter may decide to adjust the clocks or start games from move one, depending on the circumstances.

11.3. Tornado Platform has the option "call the arbiter. The button pauses the clocks and its only purpose is to request the help of the sector or local arbiter in specific cases. Improper use of this option may result in the loss of the game for the offender.

11.4. The FCACR is not responsible for technical issues that arise during the game at the venues.

11.5. For any case that is not described in these regulations, the Chief Arbiter will decide.

12. LOCAL ORGANIZATION

In accordance with Art. 16.8 of the FIDE Online Chess Regulations, at least two arbiters must be at each venue: a Local Chief Arbiter (LCA) and a Local Technical Arbiter (LTA). If there are more than 15 players in the venue, then an additional arbiter is required for every 15 extra players or fraction. Local arbiter must be able to communicate in Spanish and English.

13. APPEALS

13.1. The Appeals Committee will be formed on the day of the technical meeting by a president (appointed by CCA), two regular members and two reserves. It is preferable if there are no two members from the same country. The Chief Arbiter or the Organizer of the event may not be members of the Appeals Committee.

13.2. No arbiter, administrator or player involved in a dispute will be part of the Committee that judges it.

13.3. Members of the Appeal Committee must be at least 21 years old.



- 13.4. The following may be subject to resolutions by the Appeals Committee:
- a. Protests against the decisions of the Chief Arbiter or the tournament Director.
 - b. Complains of inappropriate behavior by any of the event's participants.
 - c. A complain based on the wrong interpretation of the regulations.
 - d. A protest or complain against any participant.
 - e. Any other matter that the Committee would consider important and worth discussing.
 - f. Fair Play decisions cannot be appealed.

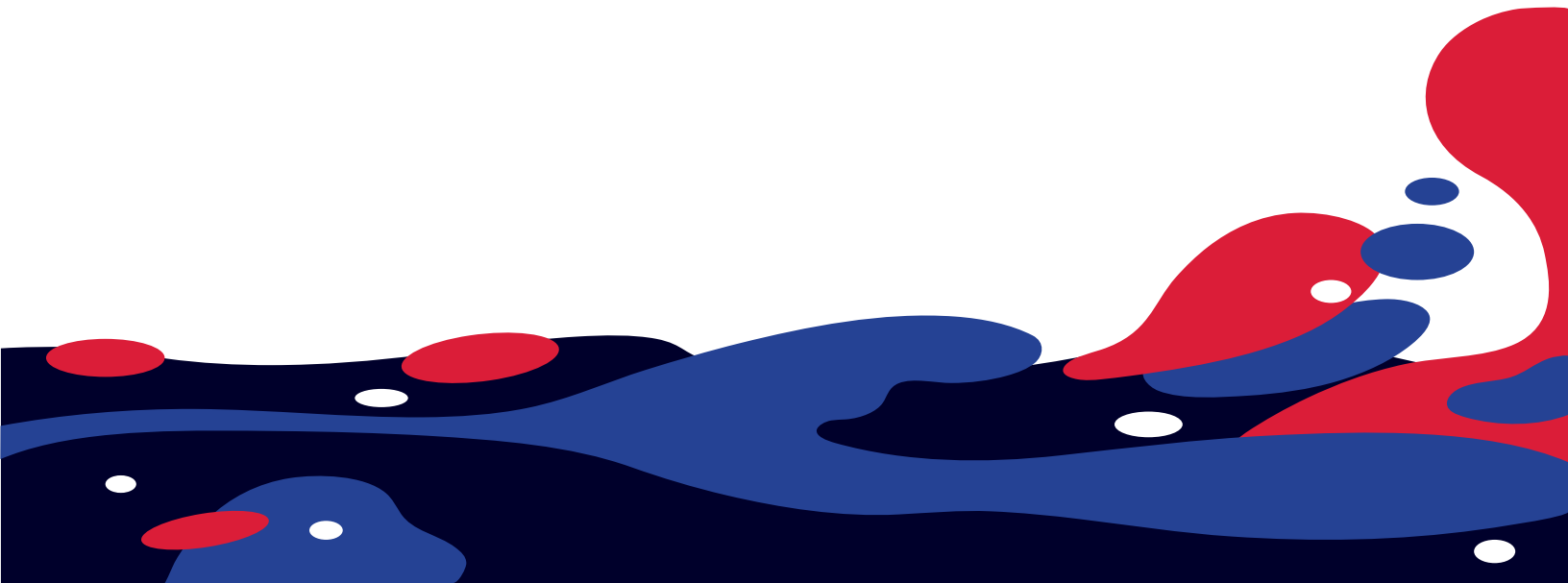
13.5. For the presentation of any appeal regarding aspects of the competition, there will be a period of one hour after the end of the round in which the event to be appealed took place. The appeal must be presented in writing and attaching the best and more possible quantity of supporting evidence. It must be delivered to the Chief Arbiter, tournament Director or the President of the Appeals Committee, in writing or by email, in which case an immediate confirmation response from the recipient of the email will be required.

13.6. An amount of one hundred American dollars is established for the right of appeal, without exception and as an indispensable prerequisite for all the appeals that are presented; which must be delivered with the appeal or deposited in the FCACR checking account. In the event that the appeal is not successful, said amount will remain in the coffers of the FCACR. If the ruling in favor of the appellant is positive, the amount will be refunded. The bond may also be returned, even if the claim is unsuccessful if it is reasonable at the discretion of the Committee.

13.7. A player or a delegate can appeal any decision made by the Chief Arbiter, the Organizer or one of their assistants.

13.8. The appeal does not suspend the effects of the decision made by the Chief Arbiter or the tournament Director, which are immediate.

13.9. Once the appeal is filed, the Committee will proceed to examine the evidence. For this purpose, you can take statements from anyone as necessary, conduct technical inquiries, and other forms of investigation. The Appeals Committee's decision should be reached as quickly as possible, preferably before the start of the next round.



13.10. The Appeals Committee should endeavor to find acceptable solutions in the spirit of FIDE and the FCACR. You can solve controversial problems with or without disciplinary measures, applying the Laws of Chess, which provide the penalty for players who break the rules; as well as any other sanction established in the specific regulations of the event or in these regulations.

13.11. The decision of the Appeals Committee will be final.

14. OTHERS:

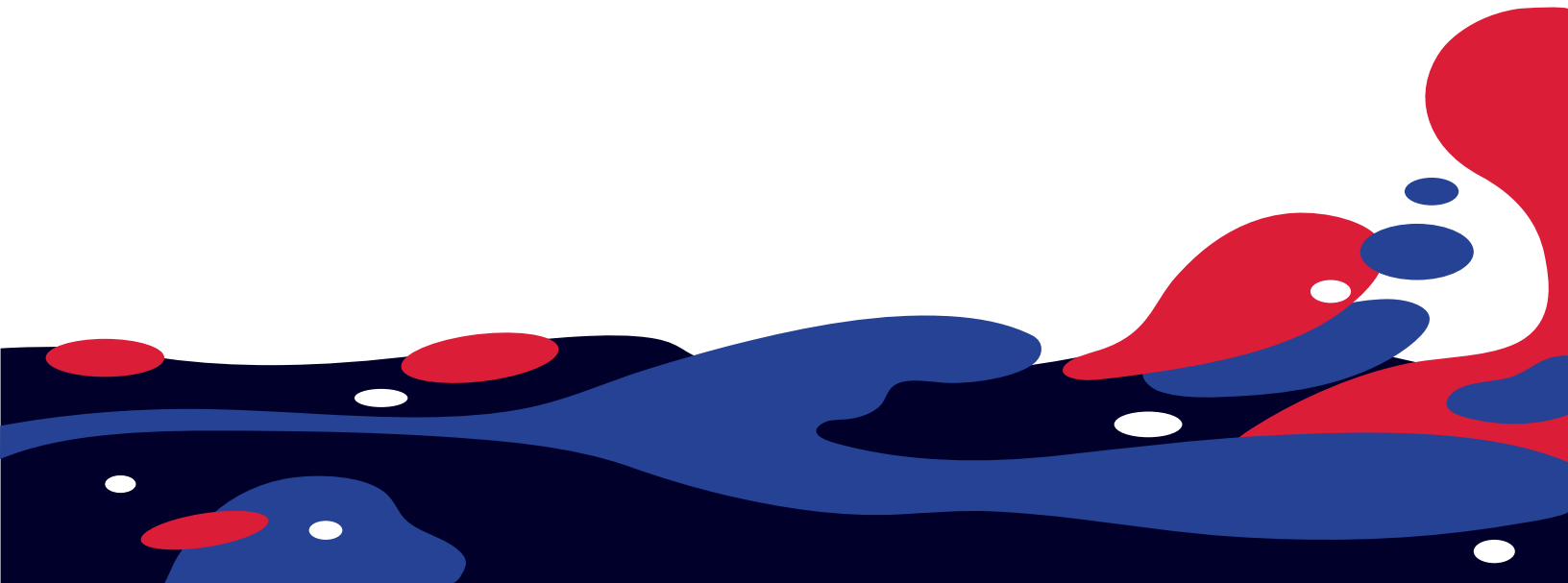
14.1. Repeating a position three times and the fifty moves rule will be automatically declared as draw by the platform's system or the arbiter if necessary.

14.2. FCACR has the right to make schedule changes, make changes to the regulations or to make decisions about topics not mentioned in this document.

14.3. In the given case where two players of the same venue are matched to play, the LCA could decide, if the venue's conditions allow it and both players are in accordance, the game can be played over the board. In this case, the Laws of Chess must be applied.

15. INFORMATION AND CONTACT

FOR ANY ADDITIONAL INFORMATION YOU CAN CONTACT THE ORGANIZING COMMITTEE:
EMAIL: info.fajcc@fcacostarica.com and org.fajcc@fcacostarica.com.
OFFICIAL PAGE: fcacostarica.com



Annex 1

Conditions of the gaming venues

General

The playing areas must be selected and installed by the federation and the local organizer; approved by the FCACR.

Supervision

In each gaming venue the necessary number of panoramic cameras must be installed to ensure a wide view. Additionally, each player must be supervised by camera (pc camera or panoramic).

At each gaming venue, Screen Sharing Zoom calls are mandatory. In countries where Zoom is not allowed, another VCS can be used.

Locals Arbiters

The LCA and the LTA should preferably be IA or FA who have attended online/hybrid event courses organized by the FIDE Refereeing Commission or have experience in this type of event. Referees must be approved by FCACR.

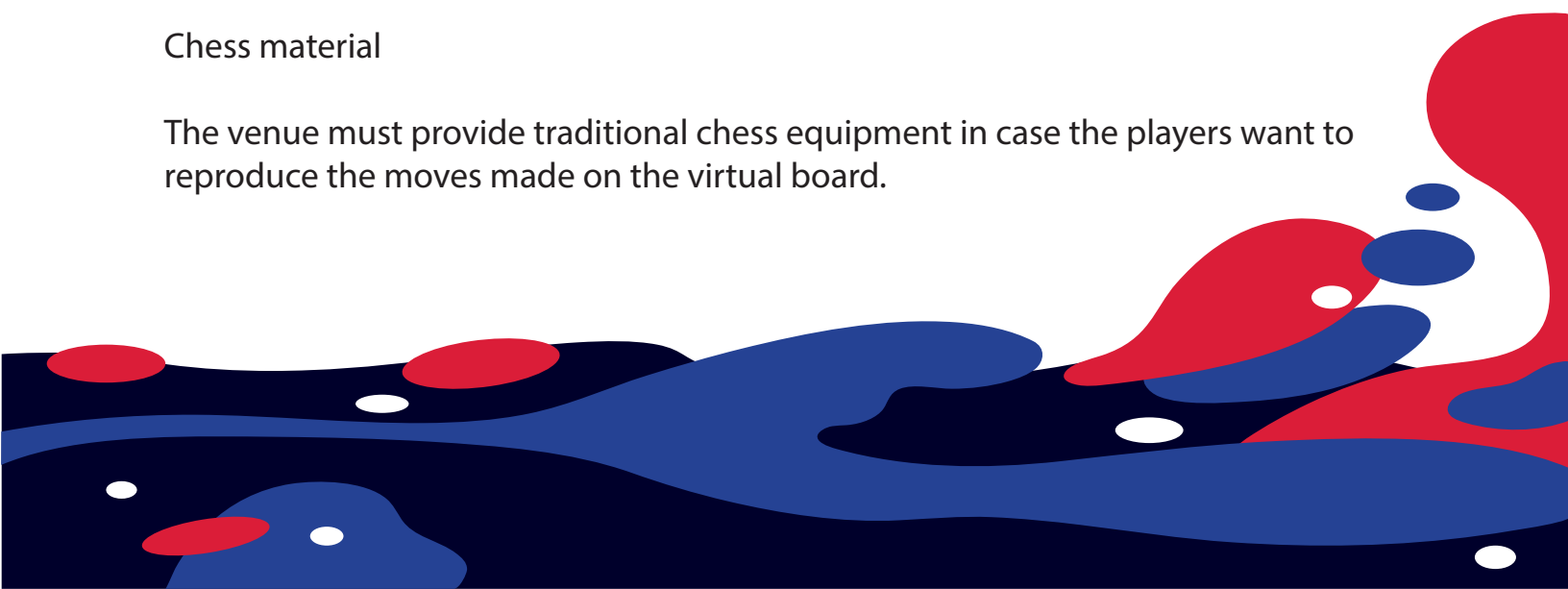
Electronic

Metal detectors are mandatory at all gaming venues.

The venue must provide a space to store all electronic devices not authorized by the arbiter.

Chess material

The venue must provide traditional chess equipment in case the players want to reproduce the moves made on the virtual board.



It is advisable to have traditional chess sets, clocks and scoresheets in case two players who are in the same venue are facing each other. PGN must be sent to the CA by the LCA.

Special requirements

The bandwidth must be sufficient to support panoramic cameras, video calls and shared screen of all players.

Electrical connectors to connect all computers and other devices.

If possible, National Federations should use a wired internet connection, from two different internet signals that automatically switch between connections.

Others

The tables must be placed in a classroom format, the arbiter must be in the back.

The game venues will be inspected 7 days before the start of the tournament.

Players must enter the VCS and the Gaming Platform at least one hour before the start of the game.

