



Chess Info:

Registration: Register by 30 January, 2021 with your three-person team (Men's and Women's will have separate competitions). Registration **CLOSES at 5:00 PM on the 30th of January.** NO exceptions. The maximum is three men's and three women's teams per university.

Registration information:

- Teams of 3 with players' names with Net IDs and their chess.com username.
- Best available time slots (UAE time) for all three team members to play.

League Play: 31 January - 25 February. Regular season matches will be scheduled on Mondays and Wednesdays.

League Play will be played as follows: There will be 4-8 pools (depending on the number of teams participating) and the top 2-4 teams from each pool will move onto the playoff tournament in a knock-out bracket style.

Placement for playoffs will be a won-loss record.

Tie-breakers:

1. Forfeits - If a team has more forfeited matches than someone tied with, they are eliminated.
2. Head-to-head result.
3. Game differential (total of games won vs games lost).

League Playoffs: 26 February - 1 March.

HESF: 2 - 4 March.

Matches: Best 2 - 3. Team 1 Player 1 v Team 2 Player 1, Team 1 Player 2 v Team 2 Player 2 and Team 1 Player 3 v Team 2 Player 3.

FAQs:

1. **How many games can be played at once:** As long as each player has his/her own computer, every player could be playing a match simultaneously. This means that all three team members could be playing at the same time. The platform can handle significantly more playing at once than we will have total games each round. The matches played at once are only limited to the number of consoles.

2. **Xbox or PS or PC:** We are only allowing PC as we are using the site chess.com in order for the tournament to have one consistent source.

3. **Game windows:** Each match-up in league play will have a 24-hour play window for all three games of the match-up to be played. While it is ideal that all three games be played at the same time, we understand students playing remotely may be in different time zones. Teams will likely be given multiple match-ups in each 24-hour window. Players must be in contact with their officials at all times as this is their main source of communication. Keep in mind that if a player cannot make a scheduled match they must let their match official know and reschedule for a different date. If a team forfeits twice, then they will be directly disqualified from the entire tournament.

4. **Schedule/Player Availability:** Once we have the definitive number of teams in ADISL (both M and W), we will publish a schedule in the evening. Once the schedule is out, we will have a 24-hour "change please" period where universities can make requests to change play windows. Kindly have a different time window suggested when requesting a change. The Administrators will facilitate these schedule changes. After the "change window" teams wishing to make schedule changes will be responsible to reach out to their opponents to arrange. Players will need to let their match officials know not only the times they are available but also the times that they cannot play. This is essential in order to keep the tournament running smoothly and staying on schedule.

5. **Team rosters:** We are relying on the integrity of institutions to roster only active students. We have the capacity to verify, after the fact, the identity of participants. (we are working on pre-match verification, see notes below for live feed).

6. **Livestream:** In order to keep matches fair, both players will need to send the match report of the match after it has been completed. You will see this image on the bottom right hand corner of the screen [the one with the white circle around it]. Once you press this button you should see a link of the match you just finished. Each player must copy and paste this link to your match official to verify the results.

7. **How do we watch:** In order to ensure honesty in gameplay, please send the link your match official and to Ahmed Elsaid (ae2200@nyu.edu) or Kyle Hudson (klh501@nyu.edu) and we will attach the link into the bracket so people will be able to choose specific matches that they wish to view. The tournament link will be posted in the future and matches will be available to watch from the link.

8. **Referee/Match Official:** The Administrators will assign match officials/referees to manage each match-up. The official will be available to review any issues and make an in-game decision on both play related and personal conduct related incidents. For this to work, a notification (by the home team) to the official an hour before the match will need to be made so the official can be in a position to view the match.

10. **Most Important Aspects to Keep in Mind:**

1. **Time Commitment:** You and your team must be able to commit your time to play in this tournament. We have had plenty of players in the past that have been committed for the beginning of the tournament and then quickly drop out. This is not fair to the other competitors so please keep this in mind. This is why we have a rule in place to disqualify a team from the tournament when your team forfeits two matches.
2. **Communication:** Each team will be assigned a match official and they will be the main source of contact during the tournament. As mentioned earlier, you must be in contact with them if you cannot make the scheduled match time. They will help you reschedule a time in which everyone can play their match. They will reach out to you initially by email and then a better way to communicate can be established, if desired, after the initial contact [WhatsApp, Facebook, etc.]
3. **Patience:** This is a new experience for everyone and our team is doing our best to give the students, coaches, and participants the best experience possible. We are trying our best to improve ourselves and the E-Sports team here in the UAE. If you feel something needs to be fixed or you have any questions/concerns, do not hesitate to email me at klh501@nyu.edu. I will get back to you as fast as possible.